

Wilderlands of the Magic Realm

Revised Edition



Judges Guild



Original Edition by Judges Guild

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Revised Edition

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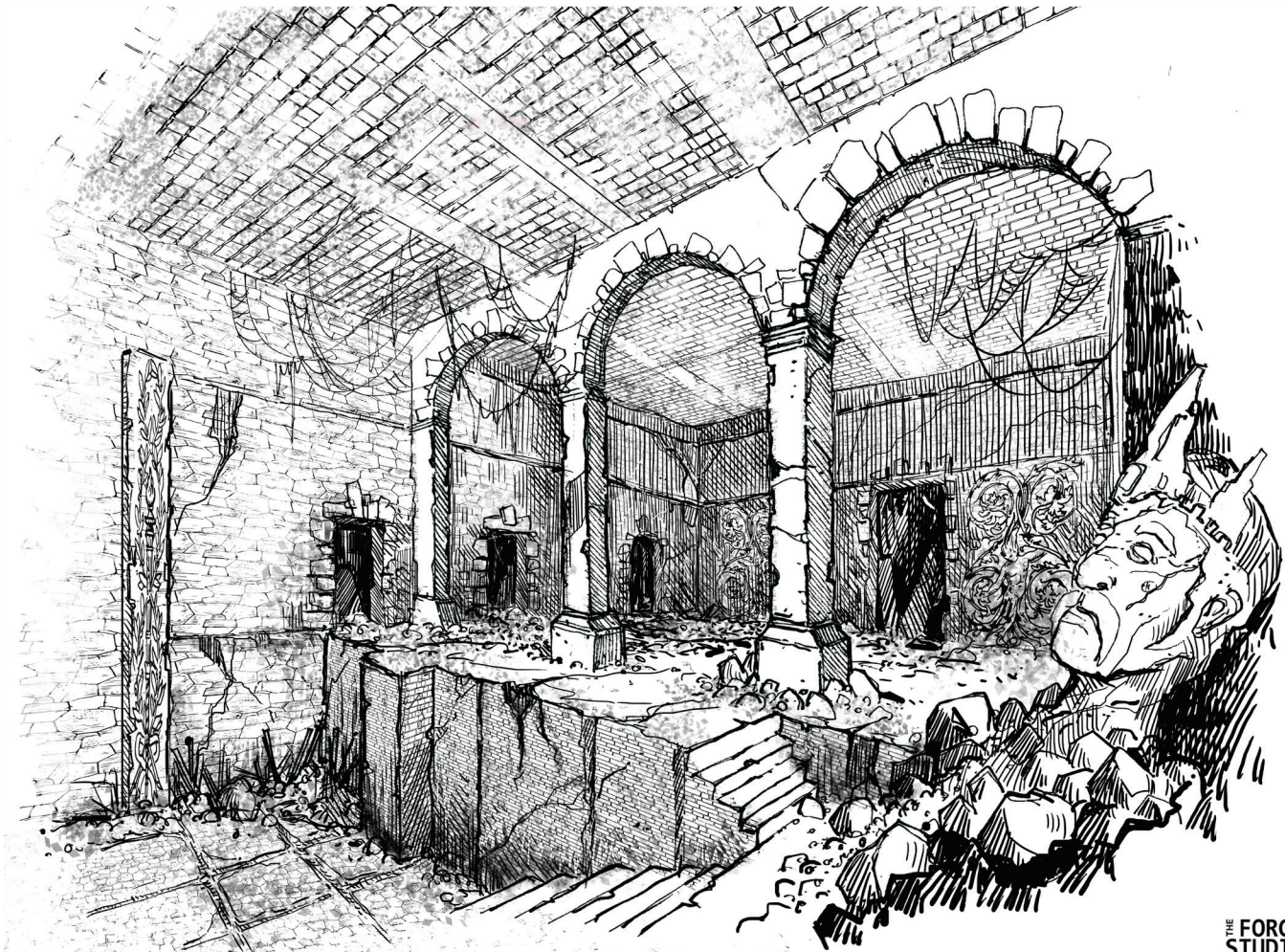
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Wilderlands of the Magic Realm

1977 Introduction

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

Introduction

This is the third in a series of four guidebooks covering all 18 maps of the Wilderlands of High Fantasy. Wilderlands of the Magic Realm adds five maps to the south of the City-State of the Invincible Overlord ranging from the Ament Tundra to the southwest to the Ebony Coast in the southeast. Except for the Ament Tundra, these maps are dominated by the Sea of Five Winds offering dozens of islands to explore and conquer. For campaigns focusing on sea faring, these maps offer unparalleled support for creating interesting adventures for players to experience as their characters.

I ran my first campaign in the Wilderlands in 1980. Over the decades, my version of the Wilderlands morphed into the Majestic Wilderlands. A version that reflected my own tastes in fantasy and what my players found interesting. Then in 1999, thanks to the Internet, I started talking regularly to Bob Bledsaw. He graciously gave me the opportunity to contribute to various Judges Guild revival projects.

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

Overview

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

The Hex Map

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

Adventuring Advice

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

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

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

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

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

Organization

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

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

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

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

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

Villages

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

Hex, Village Name

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

Population (Pop)

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

Village Type

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

Civilization Level (Civ)

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

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

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



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

Alignment (Align)

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

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

Ruler Information

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



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

Resources

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



Castles and Citadels

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

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

Ruins and Relics

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

Idyllic Isles

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

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

Lurid Lairs

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

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

Additional Rules

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

Because oceans and seas dominate the last eight maps of the Wilderlands, material concerning underwater and sailing adventures have been pulled from various Judges Guild supplements and consolidated for your use.

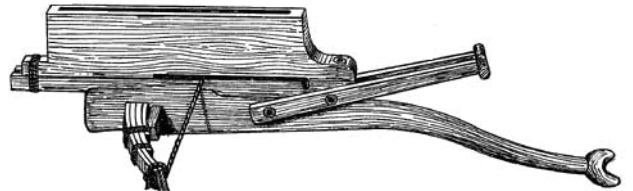
Men & Magic

Equipment

Crossbow, Repeating 60 gp/ea. 6.0/lbs.

Damage: 1d6+1 (Bolts), Rate of Fire: special Range: 80 ft/yds.

This is a heavy crossbow that has been modified to have a special lever attached to a magazine that holds 5 bolts. With two hands, the wielder can use the reloading lever to cock the crossbow and load a new bolt up to five times. After the magazine is empty, it takes two rounds to pull it off and put in a new one loaded with bolts. If bolts need to be loaded into an empty magazine, it takes two additional rounds. If a natural one is rolled on a to-hit roll, the loading mechanism jams, and the weapon can only be used as an ordinary heavy crossbow with a firing rate of 1 bolt for every two rounds.



Monsters & Treasure

The Monsters (Additions)

Brain Mole

Brain moles are small burrowing animals that prey on high-intelligence creatures. They lie in wait in shallow underground burrows, waiting for a suitable target to pass by. They will erupt out of the ground and attack with their Mind Lash ability. Brain moles are known to swarm in packs of 2d6 animals.

Brain Mole

AC 5[14]; HD 1d4 hp; HP 3; Save 18;

Move 60' (burrow 60'); CL/XP 1/15;

Attacks (x1)

Bite: HTB +0, DMG 1

Special

Mind Lash: The target of a brain mole needs to be make a saving throw. This roll is at a disadvantage (roll twice take the lowest) or -4 if the target's Intelligence is 13 or higher. If the save is failed, the target will pass out unconscious for 1d6 hours. Probably will not wake up as the brain mole and its companion begin to feast starting with the target's brain.

Harvest

Brain Ichor 100 sp;

Brownie

Brownies are halflings who have faerie blood. Instead of living in a nice home in the dales and hills of a halfling realm, they live in the wild among their faerie brethren.

Their halfling cousins function as the glue that holds together the often fragile alliance between elves, dwarves, and humans. Likewise, the brownies smooth relations between the different faeries, notably between the Court of Summer (Seelie) and the Court of Winter (Unseelie). If given a fair exchange, they will also help their mortal cousins and their friends. Halflings often turn to their brownie cousins when trouble with one of the faerie races erupts.

Brownie

AC 6[13]; HD 1d6 hp; HP 4; Save 18 (+4 versus illusions); Move 80'; CL/XP 2/30;

Attacks (x1)

Shortsword: HTB +0, DMG 1d6; or

Sling: HTB +0

Special

True Sight: Brownies get +4 to their saving throw against illusions.

Stealthy: A brownie gets +4 to its Stealth ability roll.

Innate Magic: Can cast *Invisibility*, *Phantasmal Force*, and *Project Image* once per day. A group of three or more brownies can join hands in a circle and cast *Hallucinatory Terrain* once a day.

Harvest

Brain Ichor 100 sp;

Crab, Giant 15'

A monstrously large giant crab. Often found in groups of 1d6 giant crabs along with 2d6 of their smaller 3 HD brethren.

Crab, Giant 15'

AC 2[17]; HD 6; HP 15; Save 11;

Move 60' (swim 30'); CL/XP 3/60;

Attacks (x2)

Pinchers (x2): HTB +6, DMG 1d10

Harvest

Chitin (100 lbs) 1,000 sp;

Demon, Plague (Asag)

Appears as a rotting, plague ridden zombie with pus draining out of open sores. Highly intelligent and evil, the asag seek to spread disease and misery often by tempting unwitting mortals into sloth and debauchery. The victims only realize their folly as disease begins to ravage their body and those they care about. Often this results in death and their soul being taken to the Abyss to be tormented by a gleeful asag.

Demon, Plague (Asag)
AC 0[19]; HD 10; HP 35; Save 5;
Move 60'; CL/XP 11/1,700;
Attacks (x3)
<i>Claws x2</i> ; HTB +10, DMG 1d6 + disease (see below);
<i>Bile x1</i> ; HTB +10, DMG 1d10 + saving throw (see below);
Special
<i>Diseased Claws</i> : If either claw attack hits, the target has to make a saving throw versus poison. If the roll fails, the target is afflicted with a disease (referee's choice).
<i>Aura of Fear</i> : Their horrific appearance causes anybody seeing one for the first time to make a saving throw or run away in fear.
<i>Caustic Bile</i> : May belch a gout of unspeakably foul bile. Target must make a saving throw or be burned for an additional 1d10 damage the next round.
<i>Unnatural Speed</i> : For 2d6 rounds a plague demon can increase its movement to 180'. Afterwards this ability can't be used until the next sunset.
<i>Shape Change</i> : A plague demon can polymorph itself into another form of its size or smaller.
<i>Magical Immunity</i> : Spell casters need to roll 12 or better in order to affect a plague demon with a spell.
Harvest
Demonic Ichor 300 sp; Diseased Pus (enough to bottle as a Potion of Cause Disease);



Ethereal Cat

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



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

Ghost

Ghosts are the souls of people who have suffered a great trauma or have some obsession with an unfinished task. They have little ability to affect or harm people, however they can manipulate their environment to a small degree; knocking on walls, moving small objects, etc.

By themselves, ghosts are a nuisance, but their sorrow or obsession acts as a magnet for other more dangerous spirits and undead. The only way to get rid of a ghost permanently is to help it fulfill its goal or help it overcome its sorrow. In a campaign, a ghost can serve as the focus of a locale or the lynchpin for a series of events.

Hare, Winged

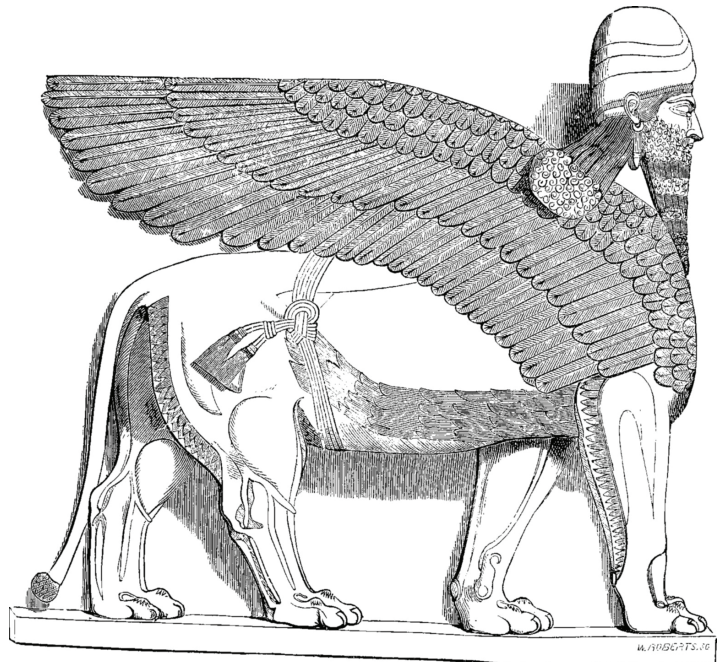
These are large rabbits with wings. They live together in colonies of 3d6 winged hares. The males are aggressive and will attack if a party comes too close.

Hare, Winged
AC 7[12]; HD 1; HP 4; Save 17;
Move 90' (fly 120'); CL/XP 1/15;
Attacks (x1)
Bite; HTB +1, DMG 1d4
Harvest
Fur 50 sp; Feathers x12 (2 sp each);

Intellect Devourer

Intellect devourers are small creatures that look like a human brain with four legs, each leg ending in a vicious claw. These highly intelligent creatures lie in wait for prey and uses its powers to attack. It will then hollow out the brain and control the victim's body for its own evil purposes. Nobody knows where these creatures originated from, but Intellect Devourers seem to fear the elves for some reason, the only race immune to their powers.

Intellect Devourer
AC 2[17]; HD 6; HP 21; Save 11;
Move 150'; CL/XP 7/600;
Attacks (x4)
Claws x4; HTB +6, DMG 1d3+1;
Special
<i>Cloud Mind:</i> The intellect devourer can confuse the brains of creatures within 60'. Those within the area of effect must make a saving throw versus being charmed or the intellect devourer will appear invisible.
<i>Ego Whip:</i> The intellect devourer can send waves of psychic energy in all directions. All creatures within 60' must make a saving throw versus being charmed or suffer 2d4 damage. Alternately, the creature can direct the ego whip at a single creature. The target must make a saving throw versus charm or suffer 3d6 damage.
<i>Body Thief:</i> If the intellect devourer successfully takes down its target, it can hollow out the creature's head, inserting itself in the brain's place. For up to seven days, the intellect devourer can control the victim's body as its own. The intellect devourer cannot do this with Elves.
<i>Preternatural Senses:</i> The intellect devourer can sense its surroundings in total darkness.
<i>Thief in the Night:</i> The intellect devourer has extraordinary stealth ability due to skill and its small size.
<i>Unnatural Horror:</i> Intellect devourers are treated as summoned creatures for Protection from Evil spells.
Harvest
Intellect Devourer Brain Ichor 200 gp;



Lammasu

Lammasu are human-head, winged lions that are divine agents of the powers of Law and Good. They often serve as temple guardians and/or advisers to the lawful powers of the Wilderlands. They rarely take the field to fight the forces of chaos and evil directly, preferring to organize others to pursue such threats. Powerful Lawful adventurers might be contacted by a lammasu for assistance. The lammasu are generous with their rewards to those who prove effective in the fight against evil and chaos.

Lammasu
AC 6[13]; HD 6+2; HP 23; Save 11;
Move 120' (flying 240'); CL/XP 9/1,100;
Attacks (x2)
Claws x2; HTB +6, DMG 1d6;
Special
<i>Innate Magic:</i> Invisibility (at-will), Dimension Door (at-will), Protection from Evil 10' radius (at-will)
<i>Clerical Magic:</i> Cast spells as a 6th level Cleric.
Harvest
Lammasu Feathers (x12) 480 gp;
Clerical Spells (6th Level)
1st Level: Cure Light Wounds, Detect Evil;
2nd Level: Bless, Hold Person;
3rd Level: Prayer;
4th Level: Cure Serious Wounds;

Mechanism, Mechanical Man

A metallic humanoid plated with bronze. Made as a guardian and servant, they are intelligent enough to act under simple orders. However, they don't have any free will and will follow their creator's commands unswervingly.

Mechanical Man
AC 3[16]; HD 4; HP 14; Save 13;
Move 120'; CL/XP 4/120;
Attacks (x1)
Hand; HTB +4, DMG 1d3; or
Sword; HTB +4, DMG 1d8;
Special
<i>Mechanical Construct</i> : Immune to sleep, charm, hold, and non-magical piercing weapons;
Harvest
Bronze parts 100 gp;

Panther

Panthers are large, carnivorous cats known for their leaping attacks and ability to climb. This entry also can be used for leopards and jaguars. panthers on average have tawny fur, leopards have spotted fur, and jaguars have black fur.

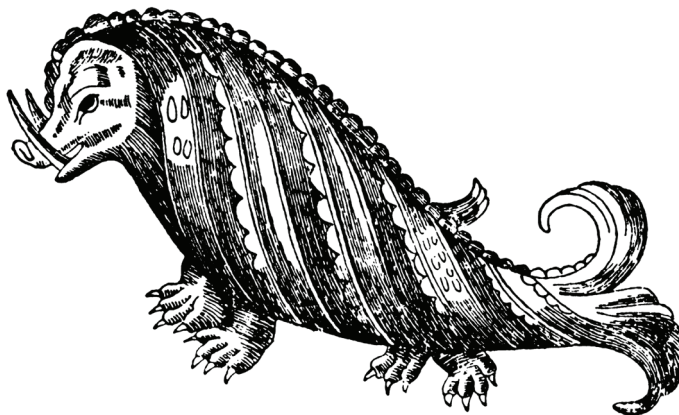
Panther
AC 6[13]; HD 3; HP 11; Save 14;
Move 160' (climb 60'); CL/XP 4/120;
Attacks (x3)
Claws x2; HTB +3, DMG 1d6;
Bite; HTB +3, DMG 1d3
Special
<i>Leaping Attack</i> : If the Panther manages to hit with both claws, it grabs ahold of its target, leaps, and attacks with the two rear claws for 1d6 damage each. Each rear claw is a separate to-hit roll.
Harvest
Hide 200 sp;



Pterondon

Large flying reptile from an ancient age. Often found near the seashore in sub-tropical and tropical climates.

Pterondon
AC 6[13]; HD 4; HP 14; Save 13;
Move 20' (flying 180'); CL/XP 4/120;
Attacks (x1)
Bite; HTB +4, DMG 2d6;
Harvest
Hide 250 sp;



Sea Hog

These are large boars adapted to life in the water. Their dark, leathery hide is prized for making waterproof boots and garb. They are massively built with short legs with paddle-like feet instead of hooves. Like their land cousins, both sexes have tusks that are used in a vicious gore attack.

Females and their young swim in small groups (1d3 adults, 2d6 squeakers) known as sounders. Males live a solitary life except during mating season when they are highly aggressive. Those living near the coast fear for their lives when a group of migrating sea hogs comes ashore.

Sea Hog
AC 7[12] HD 4; HP 15; Save 13;
Move 90' (swim 150'); CL/XP 4/120;
Attacks (x1)
Gore; HTB +4, DMG 3d6;
Special
<i>Death Frenzy</i> : The sea hog continues to fight for two rounds after it reaches zero hit points. This does not occur, or ceases, if the total damage exceeds double their original hit points.
Harvest
Waterproof Hide 50 sp; Meat (2d6 day rations, has a fishy taste);

Swarm Of Bats

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

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

Swarm Of Falcons

Under the influence of evil powers, or rare circumstances, ordinary falcons are known to swarm and attack as one. This can be extremely difficult to deal with as they use their dive attack to claw their victims and then fly out of reach.

Swarm of Falcons
AC 6[13]/ 2[17] (special) HD na; HP na; Save 17;
Move 10' (fly 120'); CL/XP 2/30;
Attacks (x1)
Bite; HTB auto, DMG 1d4 hp (dive attack).
Special
<i>Swarm:</i> Roll 1d6, this is the number of successful to hit rolls needed to kill the swarm. Multiple characters can work together to kill the swarm quicker. Once in reach of a character, the swarm will automatically hit. Any spell that does damage to an area will kill a swarm.
<i>Dive Attack:</i> Falcon swarms will mass 50 to 60 feet above the target and dive to attack their target, then fly back to swarm again. While high in the air they are tougher to hit AC 2[17]. If a target is without a missile weapon, they can elect to forego their movement to attack the swarm with a melee weapon during the falcon's dive attack.
Harvest
Falcon feather, 4d6 feathers, 1 sp per feather.

Swarm Of Makara Worms

These large worms are a foot to two feet long. They are vicious predators with fang-like teeth that swivel to close like a vise. They burrow underground just below the surface to ambush their prey. Far more serious is their tendency to swarm like piranhas. The vibrations of the footsteps of a large animal or unfortunate adventurer will attract every worm in the vicinity and ignite a feeding frenzy.

Swarm of Makara Worms
AC 5[14] HD na; HP na; Save 16;
Move 30' (burrow 60'); CL/XP 5/240;
Attacks (x1)
Bite; HTB auto, DMG 2d6 hp.
Special
<i>Swarm:</i> Roll 3d6, this is the number of successful to hit rolls needed to kill the swarm. Multiple characters can work together to kill the swarm quicker. A Makara worm swarm covers a 10' by 10' area. Once in reach of a character, the swarm will automatically hit. Any spell that does damage to an area will reduce the number of to hit rolls needed by one per die of damage.
Harvest
Makara worm ichor, 3d6 oz, 1 gp per oz.

Swarm Of Spiders

Ordinary spiders of all types can come together in a giant swarm under the influence of an evil power or because of rare circumstances. Individually ordinary spiders are easy to kill and pose no threat to adventurers. The crawling mass of a spider swarm is a far more serious threat. The spiders work together to enmesh their target in webbing and crawl through every chink and gap to deliver their poisonous bite.

Swarm of Spiders
AC na HD na; HP na; Save 18;
Move 60' (climb 60'); CL/XP 2/30;
Attacks (x1)
Bite; HTB auto, DMG 1 hp + poison or web.
Special
<i>Swarm:</i> Roll 1d6, this is the number of rounds needed to kill the swarm (if mobile). Multiple characters can work together to kill the swarm quicker. Once in reach of a character, the swarm will automatically hit. Any spell that does damage to an area will kill a swarm.
<i>Web:</i> The swarm will attempt to immobilize the target with webbing. The victim must make a saving throw or be immobilized. A character can use their strength modifier to make an additional save each round to break free of the webbing.
<i>Poison Bite:</i> In addition to webbing, the spiders making up the swarm have a paralyzing bite. Make a saving throw or be paralyzed for 1d6 hours.
Harvest
Webbing 1d6 oz, 10 sp per oz;

Treasures (Additions)

Rod of Cancellation
Duration: One use if successfully drains one item.
Effect
If the wielder makes a normal to hit roll in combat, they get chose a single magic item to touch with the rod. The target must make saving throw based on the type of object.
If an item is drained, the rod is expended. It becomes brittle and is easily shattered. Drained items can only be restored by a divine miracle or by the use of a wish. If a rod is used on a Sphere of Annihilation, under no circumstance can the sphere be restored.

Rod of Cancellation Item Save

Item Type	Save
Potions or Scrolls	19
Rings	17
Rod, Staff, or Wand	15
Miscellaneous Magic Items	13
Magical weapons, armor, or shield	11
Greater Miscellaneous Magic Items	9
Clerical or Holy magic items (any)	7
Artifacts	2



Precious Pearls

The value of pearls is a function of their color, size, shape and luster. Pearls of lesser value are generally made up in jewelry and pearls found as individual gems in a horde are usually of a very high grade. When searching for pearls in an oyster-bed, there is a basic 5% chance per turn of finding a pearl (+5% if one possesses a luckstone).

Base Pearl Type

Roll	Color	Base Value
01-20	White	1d4 GP
21-39	Blue	2d6 GP
40-55	Green	1d4x10 GP
56-70	Yellow	2d4x10 GP
71-82	Pink	3d6x10 GP
83-88	Black	5d10x10 GP
89-94	Gold	1d8x100 GP
95-98	Red	3d6x100 GP
99-00	Silver	5d6x100 GP

Pearl Size

Roll	Type	Multiplier
1	Small	1/2x
2	Average	1x
3	Large	2x
4	Extraordinary	3x
5	Giant	4x
6	Mammoth	5x

Example: a Black pearl with a multiplier of 150 that was Small, Oval and Shiny would be 225GP (150 x 1/2 x 3 x 1).

Pearl Shape

Roll	Type	Multiplier
1	Irregular	1/2x
2	Oblong	1x
3	Round	2x
4	Oval	3x

Pearl Shape

Roll	Type	Multiplier
1	Dull	1/2x
2	Shiny	1x
3	Bright	2x
4	Brilliant*	3x*

*See Brilliant pearl table for special effects.

Brilliant Pearls

Color	Effect
White	None.
Blue	gain one additional hit point per day from resting.
Green	reduces aging by 10% and increase lifespan by 10%
Yellow	gets an additional save versus any disease.
Pink	multiply gem values by 100x instead of 3x.
Black	allows a magic user to cast one memorized spell without losing it from memory.
Gold	allows a cleric to cast one memorized spell without losing it from memory
Red	will heal 1d6+6 hit points per day.
Silver	multiply gem value by 1,000x instead of 3x.

Wilderness & Underworld Adventures

Ships

Ships are the most efficient way of carrying trade goods within the Wilderlands. They can carry more and faster especially the bulk goods needed to feed the thousands that live in the largest cities.

Sailing ships on average move about 25 (5 hexes) miles every four hours or 150 miles (30 hexes) a day. Galleys move about 10 miles (2 hexes) every four hours in calm weather. Due to the need to sleep and rest, they can only row 8 hours a day for a total of 20 miles (4 hexes) per day. The larger galleys can support two shifts allowing them to row up to 40 miles (8 hexes) with only four hours where neither crew is rowing.

Merchant Ship

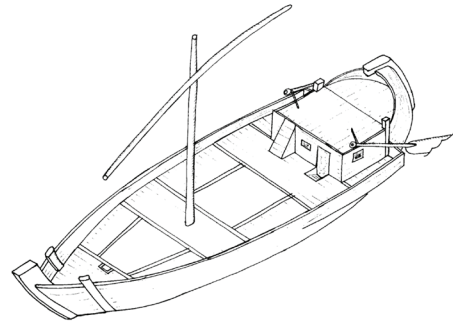
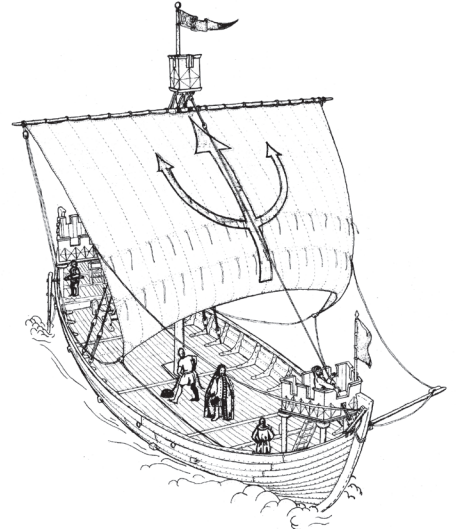
Length: 92 ½ feet; Beam/ Width: 22 feet;

Draught: 3 feet (empty), 5 feet (loaded); Cargo: 50 tons; Crew: 8 to 10;

Cost: 4,800 gp; Build: 1,400 man-days (max 30 people at one time).

Note: Two passengers and their baggage occupy one ton of cargo.

This ship has been developed for war and trade over the past two centuries. It was developed from adapting the sailing rig of the Southern Trader to the Skandik Longship. The result is a large, seaworthy sailing ship with ample cargo space for trading or to carry troops for war.



Southern Trader

Length: 80 feet; Beam/ Width: 25 feet; Draught: 8 feet (empty), 12 feet (loaded);

Cargo: 100 tons; Crew: 9 to 12;

Cost: 7,200 gp; Build: 2,100 man-days (max 30 people at one time).

Note: Two passengers and their baggage occupy one ton of cargo.

This sailing ship has been in use for millennia. Its lanteen sailing rig gives it the high maneuverability it needs to navigate the numerous shoals, rocks, and reefs of the Sea of Five Winds and the Trident Gulf. Its dominance for merchants is now being challenged by the recently developed Merchant Ship.

Long Ship

Length: 96.5 feet; Beam 22 feet;

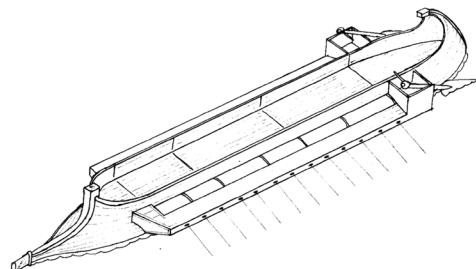
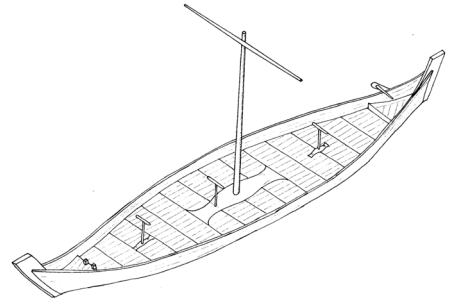
Draught: 2½ feet (empty), 4 feet (loaded);

Cargo: 20 tons; Crew: 40 to 90;

Cost: 5,000 gp; Build: 1,400 man-days (max 30 people at one time);

Note: Up to 80 oarsmen can be carried. Cargo reduced to 5 tons.

A highly seaworthy ship developed by the Skandiks for raiding and commerce. It is designed to carry the maximum number of warriors across the open ocean. The shape of the hull allows it to be run up any gently sloping shore, allowing the Vikings to easily disembark and raid. It is designed to operate either as a sailing ship or as an oared galley.



Harbor Galley

Length 75½ feet; Beam/ Width: 10 feet; Outrigger Beam/ Width: 15 feet;

Draught: 1½ feet (empty), 2 feet (loaded);

Cargo: 2 tons; Crew: 61 (48 oarsmen);

Cost: 6,000 gp; Build: 1,400 man-days (max 40 people at one time);

A small warship used by city-states throughout the Wilderlands. Its size and shallow draught gives it superior maneuverability within rivers, estuaries and the coast. It is designed to only use oars.

Coaster

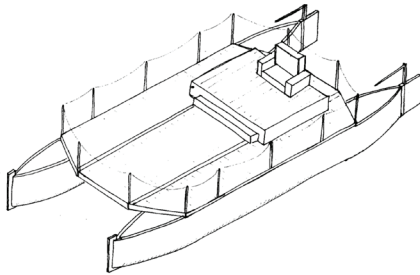
Length: 45 feet; Beam/ Width: 15 feet; Draught: 2½ feet (empty); 4 feet (loaded);

Cargo: 5 tons; Crew: 3;

Cost: 500 gp; Build: 140 man-days (max 10 people at one time);

Note: Four passengers and their baggage occupy one ton of cargo.

One of the Wilderlands' most common ships, it is used for fishing and small scale trade. Its shallow hull allows it to be run onto a beach and its cargo unloaded. It is also used as a taxi in harbors, ferrying cargo and passengers to larger ships anchored away from the docks.



Ceremonial Barge

Length: 50 feet; Beam/ Width: 26 feet; Draught: 3 feet; Cargo: 3 tons; Crew 12;

Cost: 10,000 gp; Build: 1,800 man-days (max 10 people at one time);

Built for ceremonial occasion, this ship provides a large platform for a ruler to show off to the public. Typically, it is oared but also sometimes towed. Magic users are known to arrive on a barge towed by a large creature, charmed or allied, like a Dragon Turtle.

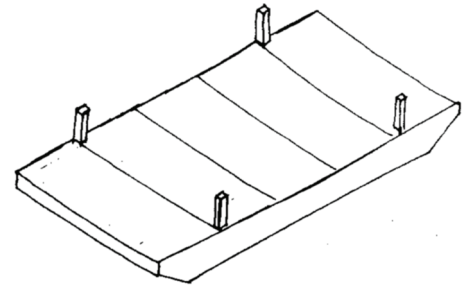
Barge/Ferry

Length: 42 feet; Beam/ Width: 22 feet; Draught: 1 foot (empty), 3 feet (loaded);

Cargo: 20 tons; Crew: 1 to 3;

Cost: 10 gp; Build: 35 man-days (max 10 at one time);

A simple flat-bottomed wooden box, this is used to ferry people and cargo across a wide river or a harbor. The crew uses poles or oars to propel the vessel. Sometimes ropes are strung, and the ferry is dragged across the water by teams of mules, oxen, or horses on the shore.

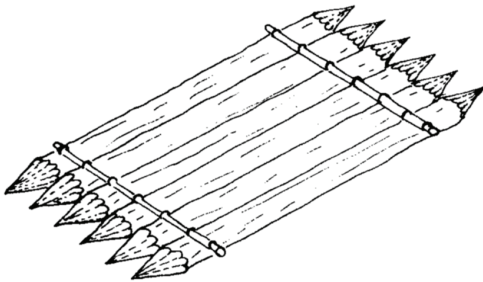


Large Raft

Length: 45 feet; Beam/ Width: 30 feet; Draught: 2 feet;

Cargo: 10 tons; Crew: 1 to 3;

Cost: 2 gp; Build: 25 man-days (max 10 men at a time).



Small Raft

Length: 31 feet; Beam/ Width: 5 feet; Draught: 1 foot;

Cargo: 4 tons; Crew: 1 to 2;

Cost: 6 cp; Build: 2 man-days (max 2 people at one time)

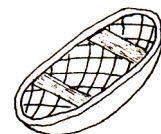
Simple rafts that most adventuring parties are capable of constructing given wood and time. The small raft can be built by a single individual, while the large raft needs a minimum of two people working on it to move the larger logs. Poles or oars are needed to move the raft through the water.

Coracle

Length: 12 feet; Beam/ Width: 5 feet; Draught: 1 foot; Cargo: 1,000 lbs; Crew: 1 to 2;

Cost 9 cp; Build: 3 man-days (max 2 people at one time).

Coracles are simple to build and are among the first types of boats capable of traversing the open sea for a short amount of time. It is a hemispherical shell constructed out of wood and animal hide. Oars or poles are needed to move the boat.



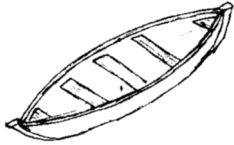
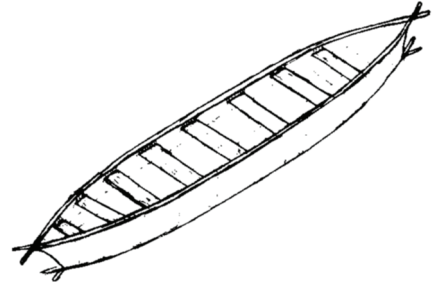
Umiak

Length: 32½ feet; Beam/Width: 5½ feet; Draught: 1½ feet;

Cargo: 2,500 lbs; Crew: 5 to 8;

Cost 48 cp; Build: 16 man-days (max 8 people at one time).

The Umiak is a larger version of the Coracle and carries more people and cargo. Like the Coracle it is constructed out of wood and animal hide and is capable of traversing the open sea for a short amount of time. It is propelled by either sail, or by using poles or oars.



Skiff

Length: 16 feet; Beam/Width: 5 feet; Draught: 1 foot; Cargo: 500 lbs; Crew: 3 to 5; Cost 6 gp; Build: 24 man-days (max 8 people at one time).

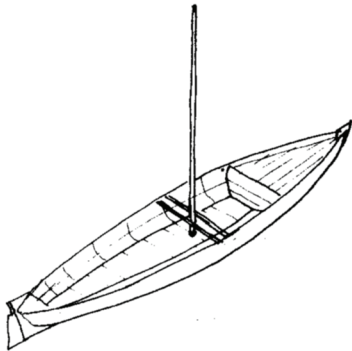
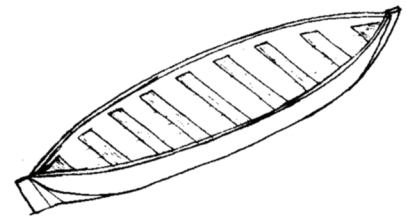
A small boat that is often either towed or carried on a larger ship. It can be rowed or sailed and is capable of travelling the open sea for a short time.

Long Boat

Length: 29 feet; Beam 7 feet; Draught: 1½ feet; Cargo: 750 lbs; Crew 16;

Cost: 15 gp; Build: 60 man-days (max 12 people at one time).

The Long Boat is a larger version of the Skiff designed to carry people. Carried on military vessels to load and offload troops quickly. Typically rowed, they are also equipped with a sail.



Fishing Boat

Length: 29½ feet; Beam/Width: 6 feet; Draught: 1½ feet;

Cargo: 1,000 lbs; Crew: 6;

Cost: 12 gp; Build: 48 man-days (max 12 people at one time).

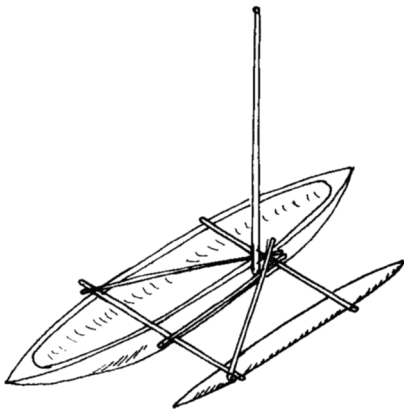
A Long Boat configured for sailing and storing cargo, like fish. They also have a covered area to use for equipment storage and shelter during a storm. It is capable of making long journeys across the open sea. The Fishing Boat can be rowed if the sail is damaged.

Dugout

Length: 31 feet; Beam/Width: 5 feet; Draught: ½ foot; Cargo: 500 lbs; Crew: 6;

Cost 12 cp; Build: 4 man-days (max 4 people at one time).

A simple boat created by hollowing out a large log. It can be constructed with only stone tools and fire. The only limit on how large it can get is the size of the tree trunk being used. It is typically paddled.

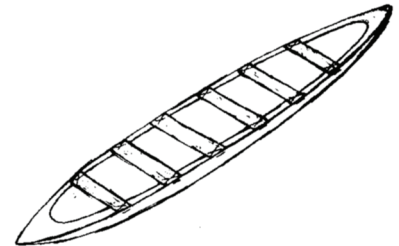


Outrigger Canoe

Length: 30 feet; Beam/Width: 16 feet; Draught: ½ foot; Cargo: 500 lbs; Crew: 6 people;

Cost 18 cp; Build: 6 man-days (max 4 people at one time).

A dugout with a streamlined float attached to one side. This is capable of long journeys over open seas using sail or oars. It is the simplest boat that can be made that is capable of long ocean voyages.



Rob's Notes: This section is summarized from Judges Guild's *Sea-Steeds and Wave Riders* by Dave Sering. Given the amount of ocean and sea on these maps, I thought that a summary of ship types would be useful for a campaign set in this region. The art for the various ships and boats was drawn by Sheryl Edwards.

Underwater Movement

The following are various references and tables one can use for movement in underwater adventures.

Chance of NPCs knowing how to swim Swimming Table

Race	Chance to Swim
Humans	50%
Dwarven	40%
Halfling	30%
Elves	50%

- +5% per level
- Swimming NPCs can only carry buoyant weapons
- Both hands free for forward movement.



Add the character's Strength + Dexterity and cross index with the armor worn for the swimming rate.

Armor	Strength + Dexterity					Sinking Rate
	6-12	13-18	19-24	25-30	31-36	
None	3"	4"	5"	6"	7"	0"
Leather	0"	3"	4"	5"	6"	1"
Chain	0"	0"	3"	4"	5"	2"
Plate	0"	0"	0"	3"	4"	3"

Modifiers

- If not salt water, add 1" to sinking rate.
- Quick sand, subtract 1" if spread out and no move.
- Seaweed slows lateral move 2" if swimming.
- Adjust for current.
- No forward movement permitted.
- Encumbrance beyond listed on table is -1"/10 lbs of weight.

Drowning Table

The character can hold their breath for a number of rounds (six seconds) equal to their Wisdom. Afterwards they must roll every round for drowning.

Add the character's Constitution + Intelligence and cross index with the armor worn for the chance of drowning. Roll a d100 if it is equal or less than the number, the character dies and continues to sink to the bottom.

Armor	Constitution + Intelligence				
	6-12	13-18	19-24	25-30	31-36
None	5%	4%	3%	2%	1%
Leather	20%	16%	12%	8%	4%
Chain	80%	70%	60%	50%	40%
Plate	100%	90%	80%	70%	60%

- Use only after breath has run out, Wisdom rounds.
- Must sink at appropriate rate. Roll every round for drowning.
- If forced underwater because of surprise immediately start rolling for drowning as the character has no chance of holding their breath.

Wayward Waters

The following tables can be used to generate various hazards and underwater terrain

Terrifying Terrain

Description of various types of terrain found on the bottom. The recommended scale is 10 yards (30 feet) per hex.

Type	Visibility	Move	Surprise (d6)
Sea Grass	30 yards	norm.	1-2
Sand	30 yards	norm.	1-2
Medium Seaweed	10 yards	-1/4	1-3
Heavy Seaweed	3 yards	1/2	1-5
Slimy Mud	3 yards	-1/4	1-5
Shifting Sand	30 yards	+1/2	1-2
Muck	30 yards	-1/2	1-2
Quicksand	20 yards	0	1-2
Coral	30 yards	-1/2	1-3
Ooze*	30 yards	0	1-2

*Ooze causes slide in a random direction.

Misty Water Notes:

Appearance: Cloudy water of different color.

Size: 1d4 x 10 yards diameter

Coral Terrain

When swimming or traveling in or near coral reefs Probability of being cut by coral reef per turn is 20% minus dexterity score.

Roll	Type	Color	Poison	Value
01-30	Sea Star	Orange	#1	10 gp
31-55	Astercin	Green Yellow	#2	10 gp
56-75	Echinthuri	Red Brown	#3	30 gp
76-90	Holoturemes	Scarlet	#4	60 gp
91-00	Flower of Blood	Red	#5	90 gp

Value indicated represents an amount of coral that can be broken off per turn for 1d4 x 10 turns.

Check for monster encounters every 6 turns.

Misty waters

Often encountered protecting treasure or traps

Roll	Color	Visibility	Special Effect
01-10	Red	10 yards	Poison #1 (see J-17)
11-20	Green	6 yards	Dissolves Metal- ST8
21-75	Golden	20 yards	Drunkness 3d6 turns
76-90	Purple	3 yards	Blind 2d6 turns
91-00	Grey	10 yards	Heal 3d6 HP

Water Current & Weather Tables

There are two sets of tables. One to determine water currents and the other to determine weather. There are separate sets of tables for open water, rivers, coastal regions, and caves or crevices.

Currents are of particular importance to anything moving on or in the water. Wind only effects individual or vessels traveling on the surface.



The various modifiers on the tables act as a penalty or bonus while swimming or travelling in a vessel. Current force can range from 1" (10 feet) to 4" (40 feet).

General Tables

Bad Weather

When Bad Weather is rolled use the following table.

Roll	Type	Effect	Special Effect
1	Storm	4"	None
2	Whirlpool	10"	2d6" Diameter, Center does 10-80 Damage
3	Tsunami	20"	Debris Damage 5d10, 3d10, 1d10 in 3 successive rounds.
4	Waterspout	20"	Tossed 18" + descending AC above surface & dropped. Damage half normal for fall.

Open Water

Roll on the following tables once a day per 5 mile hex if in open water. Note the result for future reference if the hex is traversed again during that day.

Current Force

Roll	Force
2-3	Calm 0"
4-8	Light 1"
9-11	Strong 3"
12	Bad Weather

Current Direction

Only if it is not bad weather.

Roll	Direction
1	North
2	Northeast
3	Southeast
4	South
5	Southwest
6	Northwest

Coastal Regions

Roll on the following tables once a day per 5 mile hex if within a hex containing a coastline unless it contains a port. Note the result for future reference if the hex is traversed again during that day

Current Force

Roll	Force
2-3	Calm 0"
4-8	Light 1"
9-11	Strong 3"
12	Bad Weather

Current Direction

Only if it is not bad weather. If within 200' of a coast riptide currents are a threat. Every 4 turns (40 minutes) re-roll the current direction.

Roll	Direction
1	North
2	Northeast
3	Southeast
4	South
5	Southwest
6	Northwest

Coastal Dangers

Once a day per 5 mile hex.

Danger	Chance
Run Aground	30%
Wreck	25%
Tide -2"*	10%

*Unless near an island coast



Danger Modifiers

These apply to the odds to encounter danger along the coast or travelling in a river.

Danger	Modifier
Accurate Maps	-10%
Captain	-1%/level
Navigator	-2%/level
Charted (Traveled Before)	-10%
Raft or Longship	-5%
Night	+15%*

*unless crossed before evening ends.

Rivers

Roll on the following tables once a day per 5 mile hex if in open water. Note the result for future reference if the hex is traversed again during that day.

Current Force

Roll	Force
2-3	Calm 0"
4-8	Light 1"
9-11	Strong 3"
12	Bad Weather

Current Direction

Always downstream

River Dangers

Once a day per 5 mile hex.

Danger	Chance
Run Aground	25%
Wreck	35%

Caves or Crevices

Roll once per day when entering a cave or crevice for the first time.

Current Force

Roll	Force
2-3	Calm 0"
4-8	Light 1"
9-12	Strong 3"

Current Direction

Roll	Direction
1-3	Inwards
4-6	Outwards

Wind

In addition to current, the wind is important to surface ships. Roll once per day

Wind Force

Roll	Force	Speed
2-3	Calm	0-3 MPH
4-9	Light	4-18 MPH
10-11	Strong	19-39 MPH
12	Gale*	40-70 MPH
	Hurricane	71-136 MPH

Wind Direction

Roll	Direction
1	North
2	Northeast
3	Southeast
4	South
5	Southwest
6	Northwest

*If the current wind force for the day is a Gale then there is a 10% chance of a Hurricane the next day otherwise roll normally.

Wandering Monsters (Underwater)

Random Shark Encounter

If any blood is spilled into the water roll 1d20. On 15 or higher, sharks will arrive within 2d6 turns.
Roll 3d3 x 10 feet for encounter distance.

Shark Special Abilities

All sharks have the following special ability:

Blood Frenzy: If the blood is drawn or are attracted by blood, sharks will go into a frenzy. They attack (bite) twice per round for five rounds and gain an extra +3" of charge movement.

Certain Sharks have these abilities when noted:

Ram: A shark can execute a Ram attack at the end of a charge equal to 50% or more of its max move.

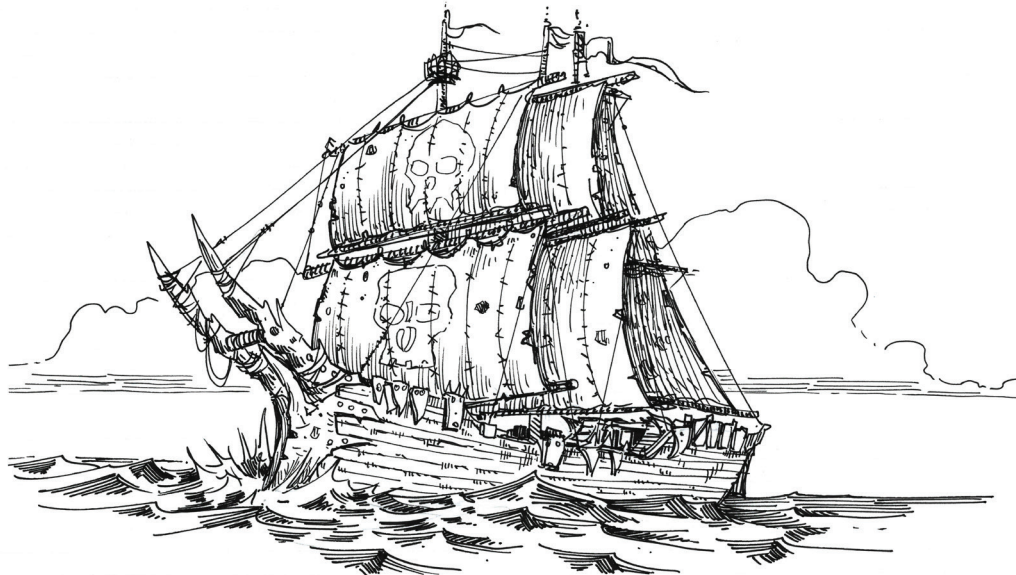
Swallow: If the listed odds is rolled on a d20 the shark will swallow its victim whole. The victim will suffer 1d6 damage per round as they are slowly digested.

Lakes & Rivers Sharks

Roll	Name	Length	AC	HD	HP	DAMAGE	MOVE	NA	ATTACK	SPECIAL
1	Sand (Spanish)	10'	8[11]	4	14	1d6	80'	2d6	80%	Yellow Brown
2	Porbeagle	12'	5[14]	6	21	2d6	80'	2d6	70%	Ram, DMG 3d6
3	Lemon	11'	6[13]	2	7	1d6	140'	2d6	60%	Yellow
4	Great Hammerhead	15'	7[12]	3	11	1d8	50'	2d4	50%	
5	Bull Shark	12'	7[12]	2	7	1d8	60'	3d6	50%	
6	Whaler (Swan River)	12'	8[11]	3	11	1d8	100'	1d6	50%	
7	Great Blue	13'	6[13]	6	21	1d8	120'	5d6	70%	
8	Tiger, Black Spots	30'	4[15]	7	24	2d6	160'	1d6	80%	Ram, DMG 4d6
9	Small Black Tip	6'	8[11]	3	11	1d6	50'	2d6	60%	
10	Ganges River	10'	6[13]	3	11	1d6	60'	4d6	70%	
11	Bay	15'	7[12]	5	18	1d8	100'	2d4	60%	Bronze
12	Maco	12'	6[13]	5	18	1d8	200'	1d8	70%	Cobalt Blue

Deep Water Sharks

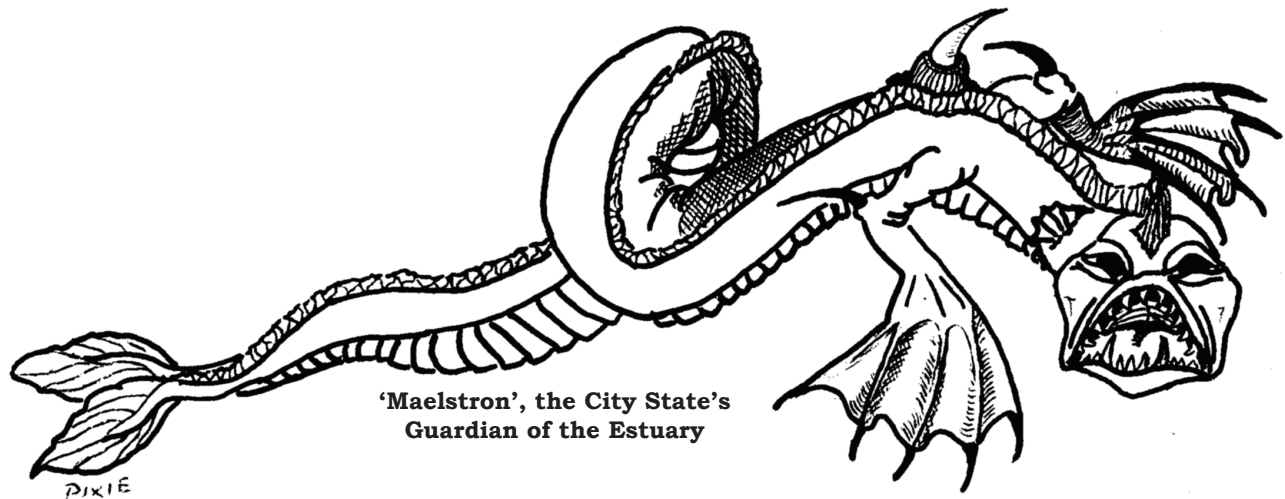
Roll	Name	Length	AC	HD	HP	DAMAGE	MOVE	NA	ATTACK	SPECIAL
1	Great White	36'	3[16]	8	28	3d6	150'	1d4	100%	Ram DMG 6d6, Swallow 17+
2	Tiger	30'	4[15]	7	25	2d6	160'	1d6	80%	Ram, DMG 4d24
3	Maco	12'	6[13]	5	18	1d8	200'	1d2	70%	Cobalt Blue
4	White-Tipped	13'	7[12]	4	14	1d6	150'	1d10	70%	
5	Bronze Whaler	12'	7[12]	5	18	1d6	120'	1d6	80%	
6	Brown Whaler	12'	8[11]	3	11	1d6	100'	1d8	60%	
7	Great Blue	13'	6[14]	6	21	1d8	20'	5d6	70%	
8	Nurse	14'	7[12]	6	21	1d8	50'	1d6	20%	
9	Whale Shark	75'	6[13]	10	35	2d6	50'	1d4	10%	Ram, DMG 5d6
10	Basking (Bone)	50'	8[11]	9	32	2d6	60'	1d8	20%	
11	Large Black-Tip	8'	8[11]	3	11	1d6	100'	2d6	50%	
12	Porbeagle	12'	5[14]	6	21	2d6	80'	2d6	70%	Ram, DMG 3d6



Sea Monsters

Probability of Attack per Encounter 95%. Roll Distance 1d8x10' (10'-80')

Roll	Name	Length	AC	HD	DMG	MOVE	NA	SPECIAL
1	Giant Octopi	15'	7[12]	4	1d6	30'/150'	1d4	1d6
2	Giant Squid	60'	7[12]/3[16]	6	4d6	30'/120'	2d6	3d4
3	Giant Snake	30'	6[13]	6	2d6	200'	1d2	Poison #3
4	Giant Fish	30'	7[12]	10	1d4	300'	1d2	Swallow on nat 20
5	Giant Leech	10'	8[11]	2	2d6	60'	2d6	1 Level/ Turn
6	Giant Crab	15'	2[17]	3	1d10	60'	3d4	2 Atks (Pinchers)
7	Nixies, Water Sprite	7[12]		1	1d6	120'	10d100	1/4 Charm 1/Day
8	Lizardmen	5[14]		2+1	1d6+1	60'/120'	1d4x10	Semi-Intelligent
9	Tritons	6[13]-4[15]		5-7	VAR	150'	5d6	MU 1d3+1 Level
10	Mermen	8[11]		VAR	1d6	90'	3d30	Tridents(1d6) & Darts(1d4)
11	Dragon Turtle	20'	2[17]	11-13	3d6	90'	1d2	Breath Weapon Cone 30'x90'
12	Water Naga	10'	5[14]	7-8	1d4	150'	1d2	MU 1d5 Level
13	Makara	15'	4[15]	5	2d6	60'	1d2	2 atks 1d6 (Pinchers)
14	Loch Ness	60'	6[13]	20	5d8	160'	1	Swallows 19+
15	Killer Whale	90'	7[12]	30	1d6	180'	1	Swallows 18+
16	Kraken	20'	4[15]	15	1d6	100'	1	6 Heads, 1d6 Tentacles
17	Zeuglodon	120'	9[10]	15	6d6	100'	1	Swallows 19+
18	Cecrops	24'	4[15]	15	7d6	150'	1d4	Control Weather
19	Ea	10'	2[17]	16	3d6	180'	1	Only Magic Weapons
20	Roll on Bad Weather Table							



Pelgaic Table 0-100'

Probability of Attack per Encounter 10%. Roll Distance 1d4 x10' (10'-40')

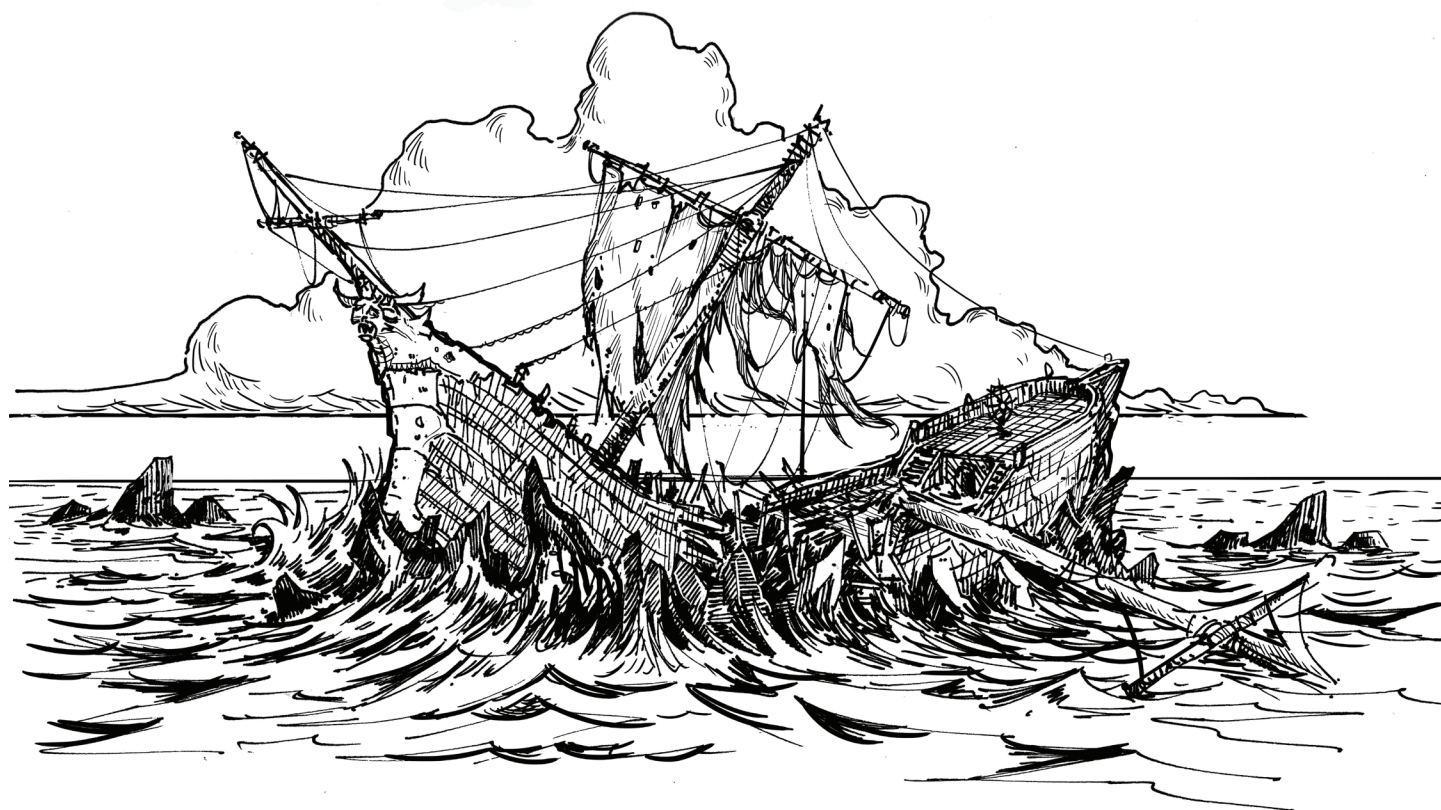
Roll	Name	Length	AC	HD	DMG	MOVE	NA	SPECIAL
1	Great Barracuda	10'	6[13]	3	1d8	120'	1d4	
2	Flying Fish, Blackwing		5[14]	½	1	140'	6d6	Fly 500', Messengers
3	Bluefin Tuna	20'	8[11]	3	1d6	60'	1d10	
4	Dolphin	6'	6[11]	2+2	1d8	150'/210'	2d10	Ram, 50% Telepathic
5	Tarpon	4'	9[10]	1	1	60'	1d10	
6	Needlefish	5'	9[10]	2	2d6	120'	2d6	Snout as Sword (1d8)
7	Muskellunge	7'	9[10]	1	1d6	40'	1d6	
8	Ocean Sunfish	6'	9[10]	4	1d4	40'	1d2	Telepathic Emotions
9	Blue Marlin	20'	5[14]	3	1d6	100'	1d12	
10	Atlantic Halibut	8'	8[11]	2	1d6	80'	2d6	Ram
11	Eel	7'	6[13]	2	1d4	80'	1d4	Poison #3
12	Giant Seahorse	10'	7[12]	2	1d6	120'	1d20	Ram, Trainable
13	Goliath Grouper, Black	8'	6[13]	4	1d6	80'	1d4	
14	Black Drums	4'	9[10]	1	1	20'	1d2	Noise calls Sharks
15	Lamprey	2'	6[13]	3	1d4	90'	2d8	Drains 1 LVL/HD
16	Giant Frog	8'	7[12]	2	1d10	10'/30'/240'	4d10	Causes giant Warts
17	Crocodile	20'	5[14]	6	4d6	90'/150'	12d5	Tail 2d6
18	Man-o-War	20'	9[10]	5	1d4	30'	1d4	Poison #4
19	Giant Squid	20'	7[12]/3[16]	6	1d8	30'/120'	2d6	1d10 Beak, Con 3 Turns
20	Roll on Sea Monster Table							



Bottom Table 100'+ Deep

Probability of Attack per Encounter 10%. Roll every turn; Roll Distance 2d10 (feet), (2'-20')

Roll	Name	Length	AC	HD	DMG	MOVE	NA	SPECIAL
1	Stingray, Round	2' 8[11]		1	1	20'	1d4	Sting (Poison #2)
2	Catfish	12' 7[12]		3	1d6	80'	1d6	
3	Paddlefish	10' 6[13]		3	1d8	60'	1d6	Ram
4	Stingrays	10' 7[12]		2	1	30'	1d4	3 Stingers (Poison #3)
5	Devil Rat	20' 5[14]		6	2d6	120'	1d4	Smother 2d4 Turns
6	Ratfish	3' 8[11]		1	1d6	30'	2d12	Poison# 2
7	Lantern Fish	3' 9[10]		½	1	30'	2d6	Attracts Sharks 20%/turn
8	Pilot Fish	2' 9[10]		1	1	40'	1d6	Swims toward Destination
9	Moray Eel	6' 7[12]		1+4	1d4	120'	2d8	Poison #3
10	Sea Bass	7' 8[11]		5	1d6	80'	2d6	Ram to Subdue
11	Sea Raven	20' 3[16]		3+1	1d6	80'	1d4	Back AC 8[11]
12	Porcupine Puffer	3'(9') 6[13]		2	1d4	30'	1d6	Spines (Poison # 4)
13	Star Gazer	1' 5[14]		2	1d4	20'	1d4	Shock stuns 3d6 Turns
14	Wolfish	6' 9[10]		3+2	1d8	40'	2d6	Attach Encumbrance +500
15	Remoras	2' 8[11]		1	1	40'	6d6	Swallows on 19+
16	Goosefish	4'(12') 7[12]		3	1d6	20'	1d4	Drains Blood 1d2 Str/Atk
17	Hagfish	3' 8[11]		1	1d4	50'	1-10	Shell AC 2[17]
18	Sea Turtle	20' 6[13]		5	1d4	200'	1d4	Trap 10%, Crush 6d6
19	Giant Clam	15' 2[17]		2	1	10'	1d6	Sting (Poison #2)
20	Roll on Sea Monster Table							



Poison

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

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

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

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

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

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

Poison Effects

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

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

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

Poison Effect Duration

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

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

Poison Effects Description

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



Map Notes

Map Eleven, Ghinor

This map is dominated by the Sea of Five Winds and dotted with numerous islands ranging from Scimitar Cay in the west to Jinx Island in the east. There are two major areas of land, the Ghinor shores in the south and the central area of the Isle of the Blest in the northeast.

Ghinor in the south is dominated by jungle and swamps. The most important settlement of the region is the Dwarven outpost of Chim. It is the primary trading post of the Dwarves of the Ghinor Highlands. Fine quality weapons, armor, and tools are sent down from the highlands through the Pass of the Ram (4711 Map 18) to be loaded on ships anchored in the Uctanis Estuary. The ships are then sailed downstream and then follow the coast westward until they reach Chim on the western side of Devilstongue Peninsula. The circuitous route is effective in concealing the true source of the valuable goods the Dwarves sell to merchants from all over the Wilderlands.

The central area of the Isle of the Blest is dominated by jungle and the foothills of the Cruaich Mountains. The only settlement of note is the Citadel of Lord Kix (4802), who guards the pass leading north to the Lake of the Gods. A pair of Druids (5107) lives near the Ashwood River and actively guards the jungle of the region from any who would bring harm.



Rob's Notes: The importance of Chim is due to it being marked on the decorative map found on the front page of the original release of the City State of the Invincible Overlord. Looking at the information found on Map 11, Ghinor, and Map 18, Ghinor Highlands, I opted to interpret it as an important trading outpost for the Dwarves that live in the Ghinor Highlands.

Map Twelve, Isle of the Blest

Like Ghinor, this map is dominated by the Sea of Five Winds. It has several major land areas: the tip of the peninsula that parallels the Padizian Peninsula along its west coast, the southern end of the Padizian Peninsula known as the "Fingers" to mariners and Oricha to the inhabitants of the Isle of the Blest's northern half.



At the tip of the western peninsula lies the village of Greenswax (0303 Map 12). It is a small human fishing village built within the ruins of the once great city state of Satur. It was attacked, sacked, and burned to the ground by raiders from Rallu several centuries ago and never recovered. Today the dock area is occupied by the fishing village. The rest of the ruins are considered haunted by the inhabitants of Greenswax and remain relatively unexplored, including the extensive network of sewers that lies beneath the city state.

Oricha is a divided land, both culturally and geographically. The numerous peninsulas called the Fingers effectively isolate the various villages from each other. The area around the Lake of Visions is relatively safe for travelers as the three villages of Faxupass, Caprica, and Diancecht have a loose alliance for trade and defense. However, the further south one goes the more lawless it becomes. Unusually the safest place to visit are the Orc villages of Heir-helm and Stasiswells. The orcs of these two villages have abandoned the bloodthirsty ways of their race.

The northern half of the Isle of the Blest is dominated by the worshippers of the Moon Goddess Amlifos. Once the entire island worshipped a single moon goddess, however thousands of years ago during the Uttermost War, the island was almost destroyed. There were only two groups of survivors, one in the interior of the northern half and the other group on a small island off the coast. The two groups began to worship the old moon goddess in very different ways.

The coastal survivors began to worship her as the Moon Demon Enlifos and practiced blood sacrifice. Eventually they founded the City State of the Sea Kings, Rallu. The northern survivors on the Lake of the Gods continued the older and purer form of worship and called the moon goddess Amlifos. While Rallu became a feared naval power, they were able to master the rugged terrain of the northern island, and the worshippers of Amlifos remained free.

By far the most serious threat to the region and to the Wilderlands as a whole, is the prison of the Demon Prince of Mankind, Thulcondor, found at Willichidar's Well (3416, Map 12). If the demon prince is ever released, his worship will spread like cancer, and all the mortal races will come under his evil rule.

Rob's Notes: The decorative map of the Wilderlands found on the front page of the original release of the *City State of the Invincible Overlord* marks Satur as a city in the location of Greenswax. I interpreted this as Satur is now a set of ruins with Greenswax being built on top of its remains. Given Rallu (0405, Map 17) is Chaotic Evil and nearby, it is a good candidate for its demise. Willichidar's Well is found as part of *The Book of Treasure Maps I* by Jennell Jaquays. The information about the Isle of the Blest is by Scott Fulton found in *Pegasus* #3.

Map Thirteen, Ebony Coast

The Ebony Coast is a protectorate of the Kingdom of Karak to the east. It is rich with resources like Pearls, Furs, Copper, Silk, Gems, Gold, Silver, and above all, its extensive stands of ebony wood. Karak has built numerous roads to facilitate trade, and every month dozens of caravans and ships with holds bulging with riches make their way east to the imperial cities of Karak.

These ships and caravans are a tempting target for the Vikings of Ossary (4829, Map 1), and raiders from Tarantis (2327, Map 4). It is rare that a month doesn't go by with the sounds of battle being heard on land or sea as Karak's soldiers valiantly try to protect ships and caravans from being plundered, although few ask what the inhabitants of the Ebony Coast feel about all this.



Rob's Notes: The Kingdom of Karak is another label found on the decorative map found on the front page of the original *City State of the Invincible Overlord*. Very little detail is given about this mysterious kingdom, but the name of the region, the Ebony Coast, brings to mind the great trading empires of the Age of Discovery, so I depicted the region as being valued solely for its resources as well as being fought over by external powers.

Map Fourteen, Ament Tundra

The Ament Tundra is divided into three broad regions.



In the west are the plateau uplands, dominated by forests and the southern arm of the Viceroy Mountains (Map 8, Sea of Five Winds). The eastern edge is a temperate rainforest watered by the monsoon rolling off of the Sea of Five Winds. The western side has dryer pine forests in the rainshadow of the mountains. The coastal region north of hex row xx21 is dominated by the monsoon, warm when the monsoon blows in, then cold when the wind reverses, and the cold air blows off of the southern glaciers. And it is nearly always raining. Finally, the interior south of hex row xx21 is a region of stunted trees and open heather giving it a tundra appearance. It is nearly always cold due to the air flowing off of the glaciers to the south of the Wilderlands.

There is no city-state or town that dominates the Ament Tundra. It is dotted with isolated communities comprised mostly of those seeking a refuge or not welcomed elsewhere. A village of halflings is as likely to be as dangerous to adventurers as a village of goblins elsewhere in the Wilderlands.

Rob's Notes: The Wilderlands has always had the oddity of having narrow climate bands. When I asked Bob Bledsaw Sr. about this, he told me that his idea was that the Wilderlands were part of a continent similar to our world's Pangaea. Pangaea was shaped like the letter C, and the Wilderlands were tucked up in the inside curve. He related to me that the Wilderlands were beginning to emerge from an ice age and that had glaciers off of the northern and southern edge of the map. I incorporated this detail into the description of the Ament Tundra and since there is a jungle on the map, I came up with the explanation that it is a temperate rainforest like the ones in the Pacific Northwest of Canada and the United States.

The notes on the inhabitants are from looking at the various listings for the map. There is an unusually high number of evil demi-human (elves, dwarves, halflings, etc) settlements in the region, so I depicted the region as a place where refugees and outlaws live.

Ghinor

Campaign Map Eleven

Villages for Ghinor

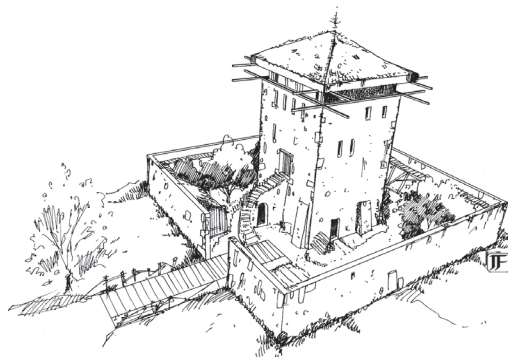
Major settlements and name level characters have been highlighted in **bold**.

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
2033	Lofton	212	Half-Elves	3	N	Glorendil	9	LG	MU	Half-Elf	Timber
2727	Chim	332	Dwarf	5	N	Funglarmir	3	N	FTR	Dwarf	Market
3030	Dantell	296	Men	7	N	Manneth,	5	N	MNK	Man	Coal
3728	Autron	406	Orc	4	LE	Crondor,	7	LG	BA	Man	Fish
4209	Sunev	518	Half-Elves	4	CG	Carrond	4	CG	CL	Half-Elf	Market
4713	Yolin	490	Men	7	CE	Danild IX	6	CE	AS	Man	Market

Castles and Citadels for Ghinor

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

Hex	Type	Class	LVL	Align	Men
0632	Cit	MU	4	N	46
2529	Cit	FTR	7	CE	30
2827	Cas	CL	5	N	91
3131	Cit	RGR	4	LG	39
3729	Cas	MU	6	LE	87
4232	Cit	CL	7	LG	79
4313	Cit	CL	3	N	89
4612	Cas	MU	4	CG	119
4802	Cit	FTR	5	LE	109
4814	Cit	AS	7	LG	70



Lurid Lairs for Ghinor

Hex	Monster	NA
0427	Unicorn	4
1119	Aquatic Elves	17
1815	Dragon turtle	1
2121	Ogre	10
2332	Wight	12
2715	Giant Snakes	7
2930	Treant	3
3208	Sea Monster	1
3529	Efreet	3
3703	Water Elemental	1
4031	Blink Dog	10
4210	Troll	7
4805	Anhkheg	4
4819	Lizardmen	10
5107	Druid	2

Ruins & Relics for Ghinor

Hex	Description
0212	A sunken merchant ship containing 30,000 GP is guarded by a giant moray eel AC 7[12]; HD 4; HP 20; living in the hold.
0313	A burial mound guarded by three wights AC 5[14]; HD 3; HP 17, 16, 14; contains two gold crowns worth 6,000 GP and 10,000 GP.
0204	A Giant Turtle shell floats on the surface. An Orc AC 6[13]; HD 1; HP 6; is underneath using it as a crude submarine.
0401	The remains of a skeleton are tied to the ground. Several ant hills surround the skeleton.
0527	A seahorse chariot drifts aimlessly across the water because it has lost its driver.
0604	An undersea village of mermen lies at the bottom. Occasionally they will swim to the surface looking for ships to attack.
0605	The ruins of a recently burned village lie in ashes. A toucan will tell any passersby a story about who burned the village and why.
0704	A man-o-war sails silently along. There is no crew but a parrot on a perch tells a tale about the crew being killed by wights.
0714	A band of gypsies are camped for the night. Several of them are singing and dancing.
0903	A giant bed of oysters lie on a shelf. Many of them contain pearls. Many are different colors.
1104	A crop of seaweed stretches for miles and has entrapped many passing ships.
1209	A marble monument to a dead Elven King has been defaced by some Orcs that live in a cave to the north.
1214	A giant manta ray AC 6[13]; HD 8; HP 30; attacks any ship that passes by trying to poison anything with its tail.
1407	A strong current and a slight wind always flow northward.
1811	Schools of sharks come to breed in these waters. They are usually very bad-tempered during the spring only.
2007	A mage, AC 9[10]; MU; LVL 16; in a small dingy sails by very slowly. He will try to answer any questions about the surrounding isles. He is out to fulfill a quest which he can't talk about.
2133	A road overgrown with brush and vines leads to an ancient city filled with ruined buildings. Vampires AC 2[17]; HD 7-9, Spectres AC 2[17]; HD 7, and Ghosts (special); inhabit the ruins.
2203	An elf, AC 6[13]; FTR/MU; LVL 6/5; is lying in a small rowboat drifting endlessly. He is LG and carries a +2 bow and has not eaten for days.
2205	An old wall is standing beside a grove of trees. Two pixies are sitting on top of the wall talking.
2305	A skeleton covered by vines has a sword +2 and a bag with a medusa head inside it.
2334	An aged absent-minded alchemist, AC 9[10]; MU; LVL 10; sits in a cave experimenting with new potions. His stock of potions is expensive and unlabeled. Some of the potions are experimental and 50% of the time their effects will be changed or reversed.
2507	The half sunken merchant ship "The Hammer" lies on a sandy bottom with its cargo of iron ore still in its hold.
2703	Two stories of a five story Tower reach above the waves. Inside the tower on the lowest Level is 5,000 GP and 3 sea hags AC 6[13]; HD 3.
2831	An Arms Craftsman is working on a bow in his tiny hut. He sells his weapons at an unusually high price but are really good quality.
3102	A village's inhabitants have the black plague and are slowly dying. Only one of the villagers can speak.

Ruins & Relics for Ghinor (Cont)

Hex	Description
3108	A pirate ship will attack any ships in the area. Fifty-two men are aboard armed with swords, daggers, and bows as well and employ a small ballista.
3125	Whirlpools and waterspouts make this area impassable.
3406	An underwater laboratory houses a mad scientist looking for guinea pigs for his experiments.
3631	A village of dwarves makes toys and other handicrafts to sell at a local market.
3829	An old illusionist, AC 9[10]; IL; LVL 11; sits in his small tower waiting for his apprentice to come back with some herbs.
4209	A blind poet sits in a stone chair selling poems to passersby for a gold piece.
4211	An old inn sits in the middle of nowhere. Occasionally a small adventuring party will sleep there for the night. The innkeeper, his wife, and their beautiful daughter all work to keep the inn very clean.
4303	A burnt palace grown over with vines and saplings, It is said to be the home of a pack of wolves.
4510	Two bronze statues of a sea king stand from the sea. Once touched they will give three different answers to each question put to them.
4614	The skeleton of a lion lies next to a human skeleton with one arm missing.
4618	Seaweed chokes the mouth of a cave that is the home of several Giant Sea Snakes AC 5[14]; HD 4.
4804	A witch, AC 8[11]; MU; LVL 8; is stirring her brew pot outside her hut. Many toads sit around her feet.
4816	A giant sea turtle swims silently along not paying attention to anything.
4830	A ghost ship sits dead in the water as the sails have been torn to shreds. A trunk sits in the hold and contains 1000 GP.
5005	A tribe of insane gnolls AC 5[14]; HD 2; tear up and kill everything in their path.
5132	A fleet of warships, consisting of Viking type longships, sails to a far off island to war with the inhabitants.

Idyllic Isles for Ghinor

Hex	Description
0112	Isle of Gorefury: A small island that flourishes with vegetation where blood was spilled onto the ground ages ago. It was a battle ground for settling arguments and differences by sword and other sharp weapons.
0128	Scimitar Cay: A small low grassy island with a large rock on the eastern side. A magic scimitar is stuck into the top of the rock (+1 neutral sword with Locate Object). Anyone drawing forth the sword (18+ Strength) will be immediately attacked by sixteen Stirges AC 7[12]; HD 1+1; HP 5;
0202	Star Gazer Islet: This very small island has rocky bared terrain and shaped megalithic stones that make it easy for one to observe the stars positions by sighting along the rocks points.
0203	Isles of the Philosopher: A group of small islands that have a magical effect on visitors. The visitors are able to investigate through meditation the truths and principles of being, Knowledge and conduct in the guidance of practical affairs. Everything you need is there and each isle is complete within itself. One of the after effects of leaving the isles is the deep feeling of being homesick. If one leaves the isles and looks back and sees a mist arise from the isles, this person will never get back to them.
0211	Makara Worm Island: This island is a swampy morass with very few trees. At high noon all the Makara Worms (swarm) AC 5[14], Hits: 10; crawl out of their burrows and sleep on their backs. The whole island is covered with them, but this is the only safe time for a visitor to cross the island. When the worms are awake, they are like piranha fish and will viciously attack and eat any living creature. The only safe place for other creatures is at the seashore edge. Salt water repels the worms.
0230	Sending Islet: A very small island so named because when one is leaving, the tides send the craft away from the shore without the need of pushing off.
0303	Menacing Rocks: This island is rightfully named because there is no way to approach the rocks without the danger of being dashed against their sharp, jagged surfaces. This is true whether one attempts to swim in toward them or to go ashore by boat.
0312	Isles of the Gold Flame: The larger of these two islands has over 700 small volcanic-type cones protruding out of the ground. Each cone ranges in size from 3 to 7 feet high. A gold flame squirts out of the top about 50 feet above the cone. The smaller island has about 300 cones. At night, the gold flames shooting into the air gives the two isles an eerie, weird appearance.



Idyllic Isles for Ghinor (Cont)

Hex	Description
0313	Windborne Island: An island that has good fertile soil for farming and several groves of different type trees. The mysterious sudden changes of weather conditions are caused by the thoughts and emotions of the island's visitors. The North wind comes up when one is deeply angered. The fast wind blows when one has thoughts of indignation. When thoughts of sadness and depression are dominant, the south wind blows with a mist or rain. Deeper the emotional strain, the stronger the intensity of rain. The west wind with its dry gentle breeze is brought about by keeping cheerful and happy thoughts.
0331	Rumbling Isles: Two large isles with hills and rich vegetation. When it starts to thunder, the sound echoes continuously throughout the isles for hours and hours even when it stops thundering.
0332	Topay Island: An island that is rich in vegetation and potable springs of water. The fierce Topay tribe of cannibals live inland and can't be seen from the shores. They always have many warriors AC 8[11]; HD 1; HP 5; well hidden, just waiting to ambush landing parties.
0401	Haldor Cay: A ridge of rock end sand that juts just above the waterline. No vegetation except for sea weed that grows underwater at the base of the ridge.
0402	Stealth Lord Islands: These two islands have fertile soil and thick vegetation. A pirate was given the title of "Stealth Lord". Supposedly, there is buried treasure on each of these islands. Each island's trees are worth between 15,000-35,000 GP's (1d20 +15,000).
0403	Great Troll Rock: Legend claims this rock was a giant troll stranded on a coral reef at night, and when the sun came up in the morning it was turned to stone.
0412	Firedhor Isle: A small island of jungle-type terrain discovered by Lushar Firedhor, an adventurer-explorer, who mapped its terrain. Supposedly, diamonds exist on the isle but location is unknown.
0427	Laurel Island: An island that is hilly and thick with evergreens and shrubs. Several flocks of doves fly in daily and rest before resuming their flight.
0432	Isles of Grandeur: Each of these two isles have a group of mountains and cliffs rich with foliage and trees. But, in spite of this beauty, a hidden force causes each member to go through delusions of grandeur. This spell wears off in about 6 hours.
0502	Poverty Islet: A very small island that is completely barren of vegetation and is all rocks. All the rocks are extremely sharp and jagged making it completely impossible to walk barefooted. An unusual mineral in the sandy soil will cause raw gold placed upon its surface to dissolve and seep into the ground within ten minutes.
0503	Nyletiel Island: An island of rolling hills and thick woods. A band of woodland Elves live and serve their Overlord, who is Princess Nyletiel AC 5[14]; MU 9; HP 30; They are helpful to castaways if the castaways are friendly and do not try to do harm.
0504	The Kingly Isles: These two islands have a regal appearance. The terrain on each isle has basically the same structure of rolling hills and lush meadows. The rich fertile soil and the green vegetation makes these isles appear as if they are being maintained by a royal staff of gardeners employed by a king.
0527	Emanation Island: An island that has a mountain in the middle, which is surrounded by evergreen trees. If one climbs to the peak of the mountain and makes a wish, the wish will come true as long as it pertains to Emanation island and only so long as the wisher remains on the island. All effects are only temporary in any case and will vanish within 2d4 days.
0605	Changing Island: A flat island with sparse vegetation and a wooded area. There is a small stream of water that heals wounds and skin diseases instantly. Water taken from the stream is simply pure water and has no healing effect.
0632	Isles of the Skull: Two small islands with a jungle type vegetation and swampy terrain. All the natives fled and abandoned the isles when they saw several squadrons of pirate ships anchored off shore. It wasn't so much the pirates that scared off the natives, but the pirate's skull & crossbones flags waving at the top of each ship's mast.
0714	Litany Cay: A small low island that is barren of vegetation except for a few flowers that grow out of the rocky terrain. The monotonous sound of the waves slapping against the rocks reminds one of a liturgy.
0732	Tomb-damp Island: A heavy fog constantly engulfs this island, so that the sun is never seen. All the trees and green vegetation is stunted in growth. Extremely high humidity and the cold breezes make living here unbearable.
0733	Tomb-breathe Island: A flat land with jungle-type vegetation and high humidity. No birds exist on this island which makes one feel uneasy with the silence. The two deep caverns beneath this island are filled with carbon monoxide.
0813	Desolation Rock: A lonely rock that is barren and completely uninhabitable. Wedged in a rocky gully are the remains of a wrecked merchant ship and its skeletal crew AC 8[11]; HD 1; HP 4. No valuable items can be found.
1016	Isle of the Turquoise Pylon: An island with a massive rock that resembles a tower of turquoise when the setting sun hits its structure. The tower stands at the west end of the isle. Huge strawberry plants are filled with red mites.
1022	Hy-Brasil Island: A mountainous island with moderate vegetation. A hidden cove protects the ships from the stormy weather of the high seas. A legend relates that this is all that remains of an ancient continent.
1110	Earthquake Island: This barren and rocky island has no vegetation growing on it except one olive tree in the center.
1111	Irreality Isles: Two small islands that are very similar in hilly terrain and moderate vegetation. A small grove of trees is on each island. The unreal beauty of the terrain makes one feel it's just a dream. Ill weather never touches these islands.

Idyllic Isles for Ghinor (Cont)

Hex	Description
1112	Enraptured Island: An island of many palm and coconut trees. The white sandy beach surrounds the island. A village of friendly natives is located on the west side of the island. The women are beautiful and the men are handsome beyond belief.
1116	Famished Cay: A small coral reef that doesn't have any edible vegetation on it or around it. If one is looking for food, he or she best look elsewhere.
1123	Sky-Sphere Island: A crater valley island with thick vegetation and trees dotting the perimeter at the ridge. If one stands in the middle of the crater, the sky appears to be a dome for the island.
1209	Razor-fog Islands: Two islands with tall trees, moderate vegetation and a rocky terrain. The islands seem to be in the fog most of the time. There are many caves and some of them have the trapper monsters.
1211	Untrodden Isle: A small, level island with different types of vegetation and a few clumps of trees scattered around its area. The isle appears never to have been visited by man or beast.
1212	Reconciled Island: If any or all the landing party has any hostilities or hatred when they first come ashore, the feelings will dissipate and harmony will prevail while on this island.
1220	Growling Islet: A very small island with a rocky shoreline, sparse vegetation and a few trees scattered across its sandy surface. The islet seems to attract debris of all types and this scraping of the debris against the rocks makes the growling sound unnerving.
1222	Kittle Isle: A small island that has many different types of vegetation. The trees, if touched, will cause one to feel tickled and will continue for half a day before the tickling feeling will disappear.
1309	Firefly Cay: A very small island with thick vegetation and low level terrain. The only living creatures are the firefly insects that swarm about the island. At nighttime, as one approaches the island, the blinking lights can be used as a beacon to guide the landing party to the island.
1313	Incursion Isle: A small island that has rocky terrain and thick vegetation. The island had all its occupants killed in a surprise raid because they couldn't see the invaders from the sea.
1314	Steed-binder Isles: Two small islands that have sandy and flat terrain. It has sparse vegetation. The beaches are ideal for horseback riding and racing. There are many wild palominos AC 7[12]; HD 2; which can be tamed.
1316	Shakar Island: An island with many high cliffs and steep mountains. A Sylph lives at the cliff tops, and very rarely comes down to the sea shore.
1320	Procession Cay: A coral reef ridge that rises above and falls below the surface making it appear to be a group of stepping stones.
1410	Isle of the Dismemberer: A mad high-level Magic User created a Flesh Golem AC 9[10]; HD 10; HP 49; Atk 1 (fist); DMG 3d10; that patrols the beach area and rips apart the castaways and visitors as they try to come ashore.
1412	Sighing Island: Even though the island has a nice white sandy sea shore, moderate vegetation and trees, the spell of the beauty causes one to yearn, long or pine for things not there. When one leaves the island the weariness is left behind.
1413	Sunboat Island: A rocky terrain island with very scanty vegetation. The rocks glisten like gold in the sun. An old dwarf, AC 2[17]; FTR; LVL 2; lives in a hidden cave and tells great stories to anyone that finds him.
1501	Isles of Mintobar the Benign: The larger of the two islands has an old castle. A high wall extends around the perimeter of this island and protects the castle from entry. There are doors, but they can't be detected by the naked eye because of the craftsmanship of the Dwarves AC 4[15]; HD 1; HP 6; who built it. Castaways and visitors are not welcome, but the other island does permit castaways and visitors to come ashore.

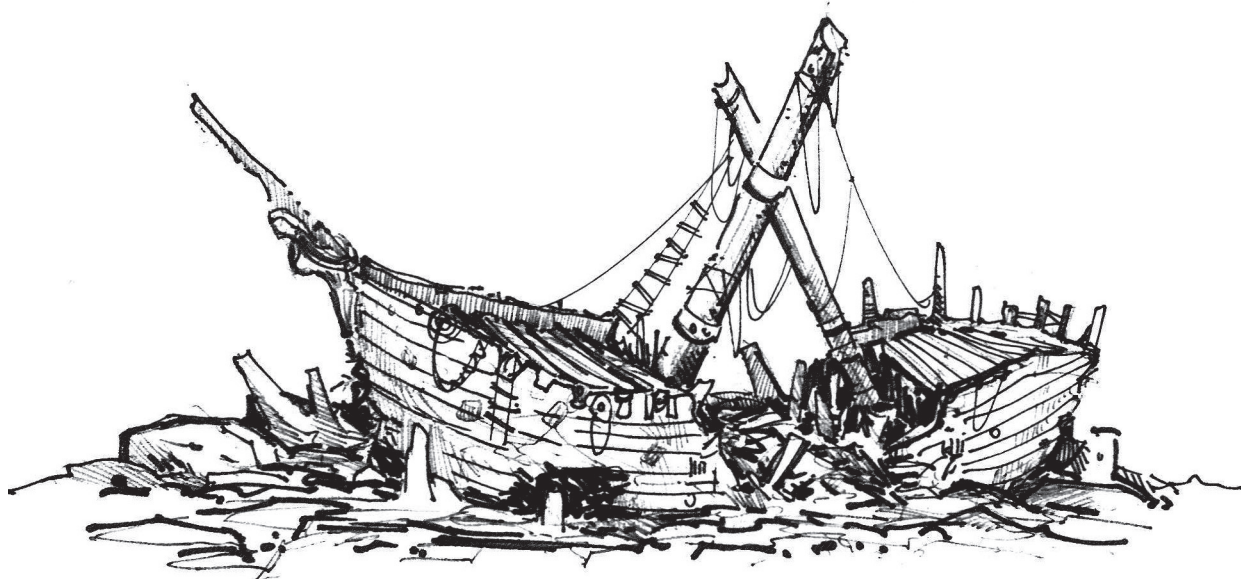


Idyllic Isles for Ghinor (Cont)

Hex	Description
1509	Vogul Cay: This isle is inhabited by ten giant warrior ants AC 3[16]; HD 3; HP 18, 16, 16, 14, 13, 12, 12, 11, 11, 10; that guard a cave that has a treasure worth 5000 GP. There is a rumor that a trapper monster AC 3[16]; HD 12; HP 60; also guards the cave.
1511	Timber Oaks Isle: An island densely covered with oak trees and shrubs. Many dryads AC 9[10]; HD 2; live there and are friendly only if they know the person or party mean them no harm.
1513	Cobra Cay: A small island with many different types of cobras AC 5[14]; HD 1;. One species that is dark green with orange stripes carries a type four poison (Giant Snake).
1608	Isles of the Unending Path: These six islands have a path that weaves back and forth across each of the islands. The paths go right down to the water's edge and the path picks up on the next island, etc. It is thought that maybe these islands were really one large island that sunk under water. A story about the six isles claims that one of the paths that goes into the water actually leads to a cave (that is underwater now) where a treasure worth over 50,000 gold pieces is kept. Supposedly, a giant sea snake AC 6[13]; HD 6; HP 29; guards the cave and the treasure.
1609	The Shrouded Isles: Two islands that are protected from view by a veil of fog. The fog usually stays off shore about a hundred yards or so and only sometimes creeps into the islands themselves.
1613	Mist-driven Islet: A very small island that has many marshes, stunted trees and fungus growth. Since it is constantly misting, the dampness is very uncomfortable.
1708	Twry Tree-battle Isles: Several bands of woodland Elves AC 5[14]; HD 1+1; fought and slaughtered all the pirates who raided these two islands. If one is a pirate or the like, then it is advised not to go near these islands, because these bands of Elves are still there.
1710	Echoing Island: An island with a group of flatiron mountain ridges. The terrain is mixed with steep mountains and lowlands. Vegetation ranges from sparse to moderate. In one area of the mountains, an echo will be heard for two minutes before it ceases.
1711	Chalcedony Cay: This is a small island of milky quartz rock. No vegetation grows on its surface. Sea weed grows quite thick around at shoreline. Many schools of fish can be seen swimming around this island.
1712	The Paging Isles of the Visage: The larger of the .two islands has a rocky pile of stones that resemble a face of a man in violent anger. On the south side of the smaller island is a cave. A hermit guards a small treasure worth 25,000 gold pieces. For 40% of the treasure value he will tell you where and how to get it. The catch is he wants 10,000 gold pieces in advance.
1713	Victorious Isle: An island that won't allow anyone beyond its beaches if one has not been victorious or triumphant recently over an evil force. An invisible wall restricts a loser from touching anything beyond the sandy beach.
1714	Isle of the Pillar: An island that has an upright shaft of stone with an inscription in an ancient elvish rune about a secret location of treasure worth 30,000 gold pieces hidden somewhere on the island. The wooded area has a band of fierce fighting elves AC 5[14]; HD 1+1.
1808	Islet of the Horrid: A small island whose terrain, weather, and vegetation presents the most unpleasant and disagreeable living conditions for a being to encounter.
1812	Windstone Island: An island of very rocky terrain and very little vegetation. A wind is constantly blowing around the large rocks and stones and creates sounds that are similar to musical instruments: but off key.
1831	Fire-opal Island: An island that has sparse vegetation and sandy soil. Many small villages are scattered around on the island. The natives are normally very friendly.
1908	The Horns of Ichor: These two islands each have a group of pyramidal mountain peaks. If one rests at the base of any of the pyramidal shaped mountain peaks, the character will get +1 Strength for 48 hours.
1932	Isles of the Sunderer: These two isles are the homes of two tribes of peaceful natives. The northern isle grows pineapples and the southern one grows coconuts and sugar cane.
2007	Ecstasy Cay: A small island that has sparse vegetation and a couple of tropical trees. After being on this island for an hour, one starts to spout poetry and talk in rhyme. This spell wears off only after one leaves the island and has been gone for two days.
2107	The Everlasting Islands: These three islands have groves of trees and moderate vegetation. Several bands of friendly elves AC 5[14]; HD 1+1; live on these islands and will help strangers in distress. If one remains on one of these islands for ten years or longer, he or she will live forever as long as he or she doesn't leave permanently.
2108	Solitude Rock: A large stone monolith protrudes out of the sea. It stands alone. There is no vegetation on it or around it. No birds are seen flying around it. Even the fish stay clear of it as much as possible.
2111	Potbog Island: An island that has a wet spongy ground and the vegetation's decay gives off a terrible stench. You can detect this island by its smell long before you see it.
2121	Hissing Cay: A very small island that has many steam and hot water spouts. Their intermittent hissing makes one think of being surrounded by snakes.
2204	Isles of the Searing Portal: These two islands of rocky terrain have several tunnels that go deep into the earth. The tunnels have never really been fully explored because of the scorched walls. What is down in the tunnels no one knows.
2205	Isles of the Barrier Beasts: Packs of ethereal cats hunt for blink dogs AC 5[14]; HD 4; which roam these two isles. On a roll of 1 on a 20-sided die a party will encounter two packs warring with each other. Check every turn on the island.

Idyllic Isles for Ghinor (Cont)

Hex	Description
2206	Loneliness Rock: This rock has a magic spell that causes one to feel lonely even when others are around. The spell wears off in twelve hours.
2305	Splintered-Stone Islands: Two islands that have many smooth large stones that have splintered by some unknown force. Some say a high-level wizard went mad and used his spells wildly on the stones.
2306	Phantasm Island: A dark, murky island that has a jungle-type vegetation and terrain. Whatever a person fears will appear as an apparition on this island. If one loses his fear the ghostly appearance will disappear.
2307	Effluvium Crown Rocks: From a distance, this pile of rocks resembles the headgear of royalty. But as one comes closer to it, an invisible disagreeable vapor penetrates one's nostrils and causes one to vomit.
2308	Archmage Cay: A small island that once had a grand wizard, AC 9[10]; MU; LVL 18. Some say he is still there, but in another dimension.
2309	Firestorm Islands: Each of the two islands has an erupting volcano fuming smoke and spewing forth lava most of the time. These islands are very dangerous to go near because of the almost continuous eruptions that scatter lava and debris several miles around.
2405	Starfiaccon Rock: A flock of falcons inhabit this mountainous rock. The leader of the birds has a white star on each of its wings. If anyone in a landing party hates birds, a swarm of falcons will attack that being.
2408	Gross Silver Island: This island has a silver lode that lies 30 feet beneath its rocky surface. The silver is protected by a curse of death, if anyone attempts to dig it out.
2409	Crystal Sword Rock: The island has a large cave. A crystal sword of magic is inside this cave but one has to answer five riddles correctly. An old Elf FTR/MU; 6/5; is the guardian of the cave. No one has ever answered all five riddles correctly.
2506	Were-Damsel Cay: A woman turns into a were-wolf AC 5[14]; HD 4+4; HP 22; and roams this small island looking for her mate. He was killed a long time ago, but she can't believe he's dead. A landing party is taking a great risk stopping at this small cay.
2604	Hervey Halo Islet: A radiant ring of yellow light hangs suspended above this small island. As the landing party beaches their craft, a strange but wonderful feeling will overcome them. Their tiredness will be lifted from them.
2605	Sindrek Island: On this island resides several villages of Halflings, AC 9[10]; HD 1-1. They are wary of visitors and castaways but will give aid when needed. They are most helpful when the castaways and visitors are seeking ways of leaving the island.
2704	Sea Hold Isle: This small island seems to draw all debris, boats and ships towards its beaches. A landing party will find it will be quite difficult to get away from this island.
2705	The Flying Isles: A very strange and unexplainable phenomenon occurs on both these islands. Whenever landing parties of five or more beings step onto the beach of either island, both islands suddenly lift out of the water and hover several hundred feet in the air. This suspension in air lasts from several minutes to several hours.
2706	Livingbone Island: This dark and dismal island is inhabited by a tribe of goblins, AC 6[13]; HD 1d6hp. Any visitor or castaway can expect the roughest forms of torture if captured by the goblins. Also, one can expect to become a slave in their nearly exhausted diamond mine.
2716	Catwoman Cay: This small island is inhabited by a wild woman who has complete control over the jaguars (panthers) AC 6[13]; HD 3, tigers AC 6[13]; HD 6, lions AC 6[13]; HD 5+2; and leopards AC 6[13]; HD 3. She is friendly to visitors and castaways that love animals.
2723	Eidolon Islet: This very small island is inhabited by a phantom (Ghost). He doesn't try to scare anybody unless they fear him. If anyone is friendly to him, he will give a map of secret information about the different islands in the area.



Idyllic Isles for Ghinor (Cont)

Hex	Description
2804	Paean Torque Islands: The larger of the two islands has a clan of dwarves AC 5[14]; HD 1; who make fine ornamental jewelry of precious metals and gems. The other island has a band of elves AC 5[14]; HD 1+1; that are friendly to the dwarves. In fact, the dwarves make the jewelry and the elves put magic spells of music into the jewelry. The elves and dwarves share the profits selling to traders and merchants.
2810	Isles of the Barghest: The Barghest Clan of fighting dwarves AC 5[14]; FTR; LVL 3-6; or AC 5[14]; CL/FTR; LVL 2-4/1-3; live on these two rocky hill islands. They are of the higher level fighters and fighter/clerics and do have magic armor and weapons. Goblins, Orcs, and Hobgoblins beware.
2821	Isle of the Dancing Frogs: The village on this island has several special event festivals. An old wizard, AC 9[10]; MU; LVL 10, befriended by the natives, entertains the village by casting his dancing spell on all of the frogs caught for these happy occasions. A roll of one on a six-sided die allows the landing party to arrive at one of these festivals.
2823	Isles of the Reincarnator: A high level druid, AC 6[13]; DRD; LVL 9; lives on the larger of the two islands. He uses his reincarnate spells on creatures just as they are dying, so when they do die, they transition faster into their new incarnation.
2824	Violet Aura Islet: This small island reveals every castaway and visitor aura and attunes everyone to the violet aura. By doing so, everyone is in a peaceful, emotional state of mind while they remain on the islet.
2904	Wizard Light Rock: Once a month a group of wizards, AC 9[10]; MU; LVL 9-12; come to this large island and show off their spells that they use from the basic to the advanced levels, It is a contest to behold as long as one doesn't become a victim of the spell or spells.
2926	Wraithelm Island: This very dark and gloomy island is the home of hundreds of wraiths AC 3[16]; HD 4. They are damned souls, cursed to remain here in their undead state until the end of time. Visitors and castaways feel it is just the opposite, when they find out that wraiths inhabit this island.
3002	Isles of the Rising Realm: This two island domain is the growing kingdom of an exiled Orc leader, AC 4[15]; FTR; LVL 6. He has recruited many Orcs AC 6[13]; HD 1; and Goblins AC 6[13]; 1d6 hp; that believe in his cause. Rumor has it that the Orc leader will try to overthrow the King that had exiled him.
3003	Wolfhound Isle: Packs of hungry wolves AC 7[12]; HD 2+2; roam this island looking for food. A stone idol stands by a small creek. A trap door in the base of the idol hides a scroll of animal control.
3101	Magikfire Islands: Volcanic action on these islands light up the sky day and night. The islands are nothing but rubble and volcanic ash.
3102	Skymetal Rock: A huge grove of apple trees lie in the center of the island. What appears to be the frame of a building is standing. The framework is steel girders.
3103	Refuge Cay: This small island has many hidden shelters built by dwarves. The shelters, if they can be found, are complete as to fulfilling one's needs if one is a castaway or a visitor seeking protection.
3108	Sea-Sovereign Island: The natives of this island sail to distant islands to take men and women captive to use as sacrifices to their Sea-God. Once a month these sacrifices are held.
3125	Isles of the Rune-Thrall: Both these isles have many ancient writings on stone tablets scattered about their terrain. By translating any portion of a tablet, one's mind will become enslaved to an unknown force. He or she will become a guardian of both islands, permanently.
3207	Step Spectre Island: This dark and obscure island is the home of several terrifying and dreadful spectres AC 2[17]; HD 7. The steps to the bluff when walked upon causes the spectres to terrify and prevent all users of the steps to advance.
3307	Shadow-Mage Rock: In a stone hut in the center of this island lives an old mage, AC 8[11]; MU; LVL 17. He makes his living by teaching the art of magic. He is always accompanied by 1d3 apprentices, AC 9[10]; MU; LVL 1d3.
3322	Verminrex Island: This swampy island is the home of the most noxious or objectionable animals and insects. Giant rats and giant mosquitoes patrol the beach areas.
3323	Wehr Rock: This island is a rock fortress for a clan of fierce-fighting gnomes AC 6[13]; HD 1. Visitors and castaways will be treated very hospitable, except for Kobolds and Goblins.
3406	Tantalum Island: An island where strong winds blow and a sheltered cave houses two Elven Princesses, AC 9[10], AC 4[15]; MU, FTR/MU; LVL 3, 3/2. The two were shipwrecked 2 years ago and wish to return to their homeland.
3421	Isles of the Dolphin: The legendary King of the Dolphins AC 5; HD 3; HP 18; has been said to rule his underwater kingdom from the reefs surrounding these tranquil islands. Species of talking parrots and docile lynx are the principle wildlife to be encountered. The reefs are quite dangerous (Prob. 20% of Shipwreck per turn).
3507	Isles of the Damned: Ghouls, AC 6[13]; HD 4; and zombies, AC 8[11]; HD 2; now roam these isles which were once the sacred burial grounds of an ancient seafaring race forgotten in the mists of time. They are the subject of many crumbling treasure maps but no adventurers have ever returned from their eternal quests and the once sought after parchments are no longer considered valuable to any but the extremely gullible.
3521	Festival Cay: Exotic plumage, colorful semiprecious stones, and pliable bark used to shape inexpensive masks make this small island a favored stopping place for merchants supplying the larger villages and cities with decorations for rites. A multi-hued constrictor snake AC 5[14]; HD 1d6hp; HP 4; with charm person ability is rumored to frequent the rocky beach.

Idyllic Isles for Ghinor (Cont)

Hex	Description
3608	Isle of the Mace-Vicious: A reclusive EHP of Set, AC 3[16]; CL; LVL 11; HP 45; armed with a golden mace worth 1,460 GP; inhabits a fortified manor concealed from the coast. His pack of four Hell Hounds AC 4[15]; HD 6, 5, 4, 4; HP 28, 22, 19, 17; patrol the island searching for intruders. The priest is served by three goblins AC 6[13]; HD 1-6hp; HP 4, 3, 2; and a troll AC 4[15]; HD 6+3; HP 22; of demented disposition. The manor is well protected with alarms and traps (although they frequently misfire due to lack of competent maintenance). The library is filled with ancient works.
3623	Scorn Island: Filled with game and clear streams, this isle is avoided none-the-less due to Killer Vines which strike as a 6 HD monster and choke their victims in three to eighteen (3d6) rounds.
3708	Isle of Halrus: This island is the site of a ritual performed by seafarers passing within ten miles on any odd day of the week. Legend says that failure to observe the rite results in the derelict ship's destruction within ten days. The travelers must dance in a 40' diameter vat filled with yellow grapes situated above a small reservoir and leave the island before dusk.
3723	Token Island: A large iron ring embedded in a mountain slope must be pulled by a total strength of 48 to open a concealed door leading to an abandoned dwarvish stronghold of great extent. The carved chambers and corridors are now inhabited by Hobgoblins AC 5[14]; HD 1+1; and Wights AC 5[14]; HD 3; deep below the ground level.
3808	Isles of Manore-Bluing: These two islands have no materials suitable for fashioning rafts or vessels and eatable roots which makes them ideal sites for the trading of contraband and slaves between normally hostile nations. The slaves or exchanged prisoners are left on the islands to await their new masters or old comrades-at-arms.
3811	Cut-throat Island: A hidden cove is the lair of a free-booting band of pirates AC 8[11]; HD 1; led by an Amazon, AC 5[14]; FTR; LVL 6; HP 30. The island is also inhabited by a near-starving band of shipwrecked merchants and slaves AC 9[10]; HD 1-6 hp; which insanely attack any living creature not swift enough to evade them. Neither party is aware of the other.
3813	Mute Rock: Pleasant smelling red flowers render anyone speechless for 2d6 days that approach within 30'. The small pride of lions AC 6[13]; HD 5+2; living high in the rocky caves roar silently at passing ships. Few provisions can be found here except small game and berries.
3828	Agony Island: A series of fetters embedded in a rocky mountain slope is the form of execution used on nobility by one mainland country. The helpless victim is attacked by four foot giant ravens AC 5[14]; HD 3; which live on the island. Only fire will keep these ferocious winged terrors away. There is a 10% chance that a noble will be chained to the rocks upon any landing at this island.
4013	Roister Island: Female castaways AC 9[11]; HD 1-6hp; sun themselves on the sandy beach while only a few feet away a tamed giant Cobra AC 5[14]; HD 4; HP 13; coils about a large tree. The females have heard repeated drumming coming from an inland cave which they have never ventured into during the two years of their captivity.
4028	Scunner Island: A troll AC 4[15]; HD 6+3; HP 33; rules a small tribe of goblins AC 6[13]; HD 1-6hp; from a fortified cave within a small crater. The troll has amassed a hoard of 1,420 GP, 675 SP, and several tools from a wrecked ship on the northern coast. The goblins have come to hate their master and could easily be induced to reveal his lair in exchange for their own freedom. Water sprays along the beach make landings precarious.
4110	Isle of the Scroll-Maker: The ruins of a once proud citadel stand on the headland of this small island. Myths state that it was once the stronghold of a Mystic Guild which manufactured scrolls for trade with the powerful and wealthy of the Sea Peoples of Yore. Little of value can be found unless tons of stone can be moved to uncover the underground dungeon laboratories of the forgotten wizards.
4114	Reclusive Islands: Barren rocks and reefs make these isles a worthless stopover.
4122	Scuttle-Nook Rock: Five Elves AC 5[14]; HD 1+1; HP 6, 5, 4, 4, 3; and two female Elves AC 5[14]; HD 1+1; HP 6, 4; live in an abandoned village and light daily bonfires to signal passing ships. They offer a small reward to obtain passage to their homeland.
4128	Isles of Metallantor: Barbaric tribes AC 7[12]; HD 1; hunt large bands of caribou-like creatures (giant stag) AC 7[12]; HD 4; and shape megalithic statues to their earth-mother goddess. The tribesmen are hideously ugly and are wont to stand upon their heads when approached by strangers. The females are quite beautiful until seventeen years of age when they become more hideous than their husbands. The sight of one of these females has been known to age a seafarer 1d6 years and turn his hair completely white.



Idyllic Isles for Ghinor (Cont)

Hex	Description
4216	Isles of Hant: More tribes AC 7[12]; HD 1; similar to those on the Isles of Metallantor worship an aged female tribal Chieftain-Great Mother, AC 6[13]; CL; LVL 11; HP 25; which lives in a huge sea cavern.
4318	Isles of Qualm: A female Dragon (green) AC 2[17]; HD 8; HP 32; and her two young AC 2[17]; HD 4; HP 16; live on the largest island. Gases released from fumaroles along the rocky coast cause an uneasy dread to fall upon sailors and other mariners passing too close to these islands.
4320	Mesicmist Island: This large island is very verdant and populated with three tribes of Pixies AC 5[14]; HD 1; ruled by a Queen Chiquian of the Silver Scepter (pixie queen) AC 5[14]; HD 3. The Pixies remain well hidden when landings are made here but will defend the sacred groves inland with very effective snares and pits. Ambushes are well planned so they are never surprised by any normal party of men.
4322	Islands of the Slime Swamps: Both these islands are very swampy and heavily populated with crocodiles AC 5[14]; HD 3, giant snakes (constrictor) AC 5[14]; HD 6, bats, and winged reptiles with beaks (pterondons) AC 6[13]; HD 4. The central portion of each island is the haven for multitudes of monkeys, apes AC 6[13]; HD 4, orangutans AC 6[13]; HD 3, and sloths.
4412	Penumbra Island: A giant's castle stands deserted upon a volcanic cone. The castle is filled with giant spider webs and three Giant Spiders AC 6[13]; HD 2+2; HP 13, 11, 8; within the great hall. Nothing of value beyond carved giant furniture can be found. Shadows on this island seem to take on a life of their own but never attack their caster even though they threaten to choke or strike them.
4417	Eaves Little Island: This lush island is the location of an abandoned village and ruined brewery. Signs of a struggle which crushed whole buildings abound. The skeletal remains of a dinosaur lie just west of the village.
4418	Cat-Head Island: The home of a Pseudo-Dragon AC 2[17]; HD 2; HP 10, this small island is reputed to be a store of minerals and tar pits. Giant Sumatran Rats (Monstrously Huge) AC 6[13]; HD 3; swarm through the many tunnels beneath the central hill.
4430	Isle of the Devil Beasts: Twenty foot cliff surrounds this stony island. Numerous Pterondons AC 6[13]; HD 4; lair amid the rocky crags. They will swarm (3d6) and attack any ship approaching within 100 feet to protect their nests. Rob's Note: This island was omitted from the original list.
4513	Buccaneer's Haven Island: Ruthless Captain Blanor No-Tongue, AC 5[14]; FTR; LVL 9; HP 43; leads 259 sea-rovers AC 7[12]; HD 1; from his lair on Blood River. The band boasts a fully armed War Galley and two small sloops. Exiled members of the brotherhood roam the wilderness and maintain a signal fire for meager provisions doled out at the palisade stronghold.
4518	Isle of the Lost Halfling: Landing parties upon this island who partake of the food there, suffer a total lapse of memory for 1d6 days due to a fungus which coats all fruit and vegetables to be found on this island. Wild animals are unaffected by the fungus. The nearby island of Lack-Luster is desolate and sparsely vegetated.
4528	Crescive Rock: Persons landing on this island grow 2d6 inches per day for 1d6 days and all the animal life encountered is of the giant class. The growth will reverse itself at the same rate it began upon leaving the island.
4532	Isles of the Prism: In the center of each of these islands is a pedestal with a five foot prism standing upon it. The prisms permit audio and visual communications between them. A huge cistern is the home of a yellowish Ogre AC 5[14]; HD 4+1; HP 13; on the southernmost island.
4618	Isles of Prig Shertak: These islands provide a verdant retreat for vacationing nobles and plantations dot both islands. Each plantation has a fortified manor, 3d6 servants, 2d6 guards, and 1d3 retainers. There is a 50% probability that the owner will be present at any one time. Each island will have 1d6 ships of various size anchored at small docks on the south coast.
4632	Wamble Parados Isle: This island has four small hillocks which have outcroppings of semiprecious gems. Should anyone pick up one of these stones, three to eighteen Skeletons AC 8[11]; HD 1; HP 4; will claw themselves out of the ground and attack the transgressor
4718	Islands of the Black Mammoth: Peaceful Elves AC 4[15]; HD 1+1; live in tree homes on these lush islands. The remains of many mammoths provide the elves with tusks to trade with friendly merchants which visit this quiet paradise. The elves are very independent and only come together for defensive measures.
4733	Throe Low Island: The statue of a winged stallion stands beside the trail leading northwards to an abandoned villa. The lush underbrush abound with small game.
4817	The Brownie Islands: Bands of Brownies AC 6[13]; HD 2; populate these islands and their small farms filled with pipe-weed can be easily seen upon well-tended terraces. The little folk are deathly afraid of wolves which roam the higher reaches.
4831	Shamblingground Cay: Three shipwrecked Halflings AC 9[11]; HD 1-6hp; 5, 4, 3; attempt to escape Shambling Mounds AC 1[18]; HD 7-12; which amble forth from the dense forest.
4916	Insouciant Isles: These three islands are populated by roaming bands of carefree natives of extremely friendly disposition AC 9[11]; HD 1. They are protected by six invisible guardian mages, AC 7[12]; MU; LVL 5; HP 8, 6, 6, 5, 5, 4; of the fifth level which are worshipped as the Guardians of the Air. The mages secretly steal away one female from the natives every other generation to perpetuate their creed, leaving female children before the native shrines to be adapted as Gifts from the Gods.
4917	The Turaf Isles: The ruins of a once great naval station is now the home of an old Red Dragon AC 2[17]; HD 10; HP 40; upon the largest island. Volcanic activity is frequent and a burnt smell is discernable at great distance from these islands. Lush overgrown trails lead into maze-like tracks of various wild creatures and sparkling waterfalls and brooks. It is rumored that the dragon was roused from his sleep when mariners dared to fell giant cedars which line the principal volcanic cone. The balance of the islands is similar with where panthers, AC[13]; HD 3; prey upon herds of gazelles.
5012	Shaggy Crag Rock: Moss-covered rocks line the shore of this deserted island. A half-dead dwarf has been washed ashore on the north beach.
5111	Jinx Island: Visitors to this island invariably lose some item of great personal wealth here. A Leprechaun AC 8[11]; HD 1; HP 8; of great ability is responsible. The labyrinth of caves under this sparse island is the Leprechaun's greatest defense.

Isle of the Blest - Campaign Map Twelve

Villages for the Isle of the Blest

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

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
0215	Harpstring	105	Men	6	CE	Kokelos	3	CE	MU	Man	Silver
0313	Greenwax	345	Men	3	CG	Gwalluke	3	N	FTR	Man	Fish
0607	Red Bull	246	Orc	7	LG	Galpartinyk	8	LG	CL	Orc	Furniture
0701	Xochete	167	Halfling	1	LG	Ramabuck	7	N	TH	Halfling	Pipeweed
1533	White Elf	198	Elf	5	N	Leptnagirs	7	N	MU	Elf	Furs
1714	Heir Helm	320	Orc	6	CG	Halmakal	3	CG	FTR	Orc	Leather
2215	Flaking	484	Men	4	LE	Varesalt	9	LE	RGR	Man	Pitch
2508	Maidstone	470	Halfling	3	LE	Cathmaric	8	N	MU	Halfling	Market
2604	Fauxpass	359	Half Elf	3	CG	Kyranuin	9	CG	BA	Half Elf	Copper
2613	Covertling	176	Men	6	N	Zangora	7	N	ILL	Man	Gold
2708	Snake Hill	318	Dwarf	3	LE	Nostramra	5	LE	MU	Dwarf	Iron
2815	Staisiswells	280	Orc	5	CG	Lordware	4	CG	SA	Orc	Pearls
2903	Capricia	488	Dwarf	6	N	Gotarerin	8	N	CL	Dwarf	Fish
2913	Ironshod	267	Half Elf	6	N	Dhiiwrath	3	N	FTR	Half Elf	Market
3110	Koradin	153	Men	6	CE	Autinyberg	4	CE	FTR	Man	Market
3119	Howling Winds	315	Elf	3	N	Adhland	9	N	FTR	Elf	Timber
3405	Diancecht	147	Half Elf	3	LG	Kambdum	8	LG	PAL	Half Elf	Pipeweed
3414	Kentashor	349	Orc	5	N	Sathnwn	5	N	AS	Orc	Salt
3417	Ashwood	172	Men	3	LE	Beamesh	4	LE	MU	Man	Oil
3624	Cheapside	296	Half Elf	4	CE	Ashmnet	9	CE	CL	Half Elf	Market
3810	Blackarrow	337	Men	5	LE	Aryltradamus	3	LE	MU	Man	Timber
3918	Klerkenwell	124	Dwarf	5	LG	Roroen	8	LG	FTR	Dwarf	Spices
3923	Ludgates	360	Elf	4	CE	Pikarterlard	3	CE	CL	Elf	Horses
4433	Gormcairn	424	Men	3	N	Mabasr	9	N	FTR	Man	Market
4529	Merkab	116	Men	7	LE	Ruathgoth	6	N	BA	Man	Flint
4532	Entenwold	305	Elf	7	CE	Tirunrelei	8	CE	CL	Elf	Copper
4626	Abject	396	Men	5	LG	Cakjak	9	LG	PAL	Man	Silk
4828	Lanax	150	Men	3	N	Vishantr	9	N	MNK	Man	Market
4831	Foundation	136	Half Elf	7	CG	Nybotha	9	LG	FTR	Half Elf	Tin
4833	Praetor	199	Elf	4	CG	Khurdlard	10	N	MU	Elf	Rope

Castles and Citadels

for the Isle of the Blest

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

Hex	Type	Class	LVL	Align	Men
0212	Cas	MU	6	I.E	76
0701	Cit	PAL	7	LE	105
1812	Cit	AS	3	N	96
2215	Cas	ILL	4	N	24
2502	Cit	FTR	3	LG	58
2613	Cit	SA	7	N	94
2717	Cit	CL	4	N	94
2809	Cit	MNK	5	CG	91
2904	Cas	FTR	5	N	82
3114	Cas	MU	7	CE	47
3410	Cit	FTR	7	LG	44
3506	Cit	CL	4	CG	13
4121	Cit	RGR	3	CG	53
4424	Cit	MU	6	CE	73
4731	Cas	FTR	4	CE	104
4927	Cit	CL	7	LE	61
5031	Cit	CL	6	N	44

Lurid Lairs for the Isle of the Blest

Hex	Monster	NA	Hex	Monster	NA
0204	Dragon Turtle	1	4227	Ogre	6
0411	Owl Bear	3	4301	Tritons	2
0724	Mermen	15	4305	Tritons	7
1101	Giant Snakes	7	4332	Hydra	2
1112	Tritons	4	4401	Water Elemental	3
1513	Giant Clams	5	4423	Pixies	51
1909	Sea Monster	1	4508	Sharks	15
2115	Phase Spider	2	4525	Dragons	3
2318	Giant Sea Snakes	8	4534	Spectres	5
2506	Hell Hounds	5	4612	Dolphins	13
2611	Lammasu	4	4623	Wererats	7
2807	Zombie	7	4709	Marlins	10
2828	Aquatic Elves	11	4726	Trolls	4
3006	Ethereal Cat	3	4916	Giant Fish	12
3222	Giant Sea Horse	8	5028	Blink Dogs	10
3409	Centaur	5	5108	Sea Turtles	2
3711	Earth Elemental	1	5131	Basilisks	4
3916	Giant Octopus	2	5220	Lizard Men	14
4118	Mermen	5			



Ruins & Relics for the Isle of the Blest

Hex	Description
0108	The sunken merchant ship "Disbelief" lies on its side partially buried in the sandy coral-strewn bottom. The cargo of thick leather and rawhide is intact.
0125	The granite statue of an eight foot scarab beetle juts from a coral bank. Attached to the rocks beneath the coral are hundreds of giant water spider eggs.
0132	Beside a broken skiff filled with mud is a +1 scimitar partially buried in the murky bottom.
0311	A twelve-foot copper diving bell attached to a broken chain is the home of a huge Cave Bear AC 6[12]; HD 7; HP 36. Fifty foot west of the bell the prow of a vessel lies upside down.
0402	A crevice in the sea-bed conceals a trunk containing an assassin's disguise kit, a +1 dagger, and a small raft with the skeletal remains of a small whale chained to it.
0418	A mirror of Life Trapping hangs on the west wall of a partially sunken stone tower. The area surrounding the tower is peppered with stone lances pointing skyward.
0421	The jagged rim of a stone wall stretches 750' along the rocky heights overlooking an undersea valley. Glyphs on the wall warn intruders that they are entering the Might Pentarchy of Am-Rood in elvish characters. A massive bronze gate lies half-way down the slope.
0513	A mechanical man, AC 3[16]; HD 4; HP 24; plods endlessly on a sixty foot circuit of the sea floor. The mechanism is beyond repair.
0519	A worm-eaten siege tower is home for three Harpies AC 7[12]; HD 3; HP 15, 12, 9.
0610	A giant's skull protrudes from a reed field. Ten foot north of the skull a huge broach of bronze bearing an archaic symbol enables the wearer to summon Namtar the Plague Demon AC 0[19]; HD 10; HP 49.
0622	A buried vault contains 1,800 jars of potable wine, 70 barrels of oil, 150 rotten canvas sacks of grain, a sealed urn filled with ambergris, and 27 jars of lacquer.
0715	Within the cabin of a sunken sloop is a magic drum of silver. The Troll Truma Rune-bone will predict accidents for the player of the drum although he doesn't predict when they will occur. The drum is encrusted with gems worth 13,750 GP.
0716	A gold ceremonial ranseur worth 1,620 GP, a Scintillating Robe, and a Staff of Striking lie upon a partially overgrown shrine.
0811	A marble column 10' in diameter and 40' long lies on a slope.
0821	A huge temple leans out of the rocky bottom. Atop the quartz idol of a short wizard is an ornate helm which is encrusted with rubies worth a total of 14,620 GP.
0905	Amidst a dell filled with flowering weeds a totem surmounted by a winged girl. If the totem is touched a loud chime will sound and the girl's wings will flutter briefly. The totem is a mechanical alarm.
1013	A crumbling cliff-face is carved with a poem which if memorized will cause animals to be silent one hour.
1118	An altar of the Sea-Nymphs stands atop a coral mound reached via a giant sea-shell staircase. The offering shell contains 9,890 GP in jewelry and four nymphs, AC 9[10]; HD 3; HP 15, 11, 5; live within a cave complex in the coral mound.
1205	A large circular tub of rich marble worth 12,140 GP lies on a rocky slope. The tub is partially buried.
2712	The collapsed ruins of an ancient temple stands amidst a dense grove of trees. Seven black marble pillars which once supported the roof still stand. Each pillar has a Magic Mouth cast upon it which will scream "Die! Die! You all will Die!" upon approaching within 10' of the pillars. Behind the altar stone a niche contains a ruby handled knife worth 1,780 GP.
2732	An overturned wooden house on wheels with the skeletal remains of 136 horses attached to the front lies on a gentle slope. Within the house are 37 barrels of petrified fish, a petrified lizard on an iron chain, broken kegs of oil, and twenty-six daggers of unusual design.
2912	A long white pillar standing over a pile of crumpled and decayed blocks. Several dozen blue stemmed flowers with yellow petals are growing between the blocks and if smelled cause a loss of memory for a day (no saving throw).
2931	A sealed pear shaped lead urn containing the ashes of an ancient king lies tangled in the center of a large dead bush. Anyone attempting to grab the urn causes 3 inch long poisonous thorns (type 2) to cover the bush and the branches grow in an attempt to grab the victim.
3016	A long red worm eaten tapestry of dancing women hangs on the branches of two trees. Ten large parrots with golden beaks worth 25 GP each guard the tapestry which will act as a rug of smothering if touched.
1212	The sculpted rock outcropping of a 20' lion's head overlooks a sea-bed littered with ruined wagons.
1319	Six harps made of stone and drawn copper wire ten-foot high stand in a large circle. Inside the circle is a dais four foot high and twenty foot in diameter.
1506	The illusion of a dancing girl whirls in a ten foot cauldron of bronze. The cauldron is fixed atop a tower of granite forty foot high.
1628	A partially buried aqueduct extends 340' into a rock slide. A large reservoir is filled with bones, broken statuary, and a +2 Shield.
1712	A luminous manor made of unusual quartz bricks is actually the resting place of five wights AC 5[14]; HD 3; HP 17, 13, 13, 11, 10. In the upper floor a chest contains a Staff of Wizardry. Within a desk are a copper tube containing a +1 Dagger and a Cursed Scroll which summons a Purple Worm, AC 6[13]; HD 15; HP 90; to attack the reader. In a cabinet three skeletons and a bag of herbs are hung.
1810	The Magical Chariot of Mywnoadan stands beneath an undersea arch of shells. The chariot acts in all respects as a Flying Carpet. White sharks frequent the area.
2014	In the center of a large crater is a blue glowing stone four foot in diameter carved with dwarf runes.
2102	A Nixie, AC 7[12]; HD 1d4 hp; HP 3; inhabits an abandoned tower reached via a rock bridge. The tower contains an alchemist laboratory, an armory, and dungeon, unentered by the Nixie.
2212	A sea cave contains the burial grounds of a secret society. The tombs are guarded by poison traps and an Iron Golem, AC 3 [16]; HD 20; HP 80; within the largest mausoleum.
2224	An opulent shrine studded with opals lies beneath a rock slide. The area is filled with pits by seekers of the shrine about 300' east of the cliff face.

Ruins & Relics for Desert Lands (Continued)

Hex	Description
2304	A collapsed cottage contains hundreds of broken or spoilt jars of organic substances covered with mold. In side three jars are three miniature dogs AC 7[12]; HD 2; HP 12, 12, 12; which will grow to normal height if the jars are broken.
2408	Buried under a mound of sandy soil are three sealed jars containing musk, myrrh, and frankincense.
2416	A frieze of dolphins decorate ten gilded barrels, filled with blood, strewn on the sea-bed. The keel of a large merchant ship protrudes from a sandy bank.
2517	An ancient pillar of iron-wood is the nesting place of a sacred hawk, AC 6[13]; HD 1d4 hp; HP 4; said to answer truthfully any question paid for with ambrosia seeds.
2523	A sunken man-of-war contains forty disassembled multiple dart throwers, 578 GP, 4,320 SP, sixteen shields fitted with gold bosses worth 315 GP each, and miscellaneous arms and armor.
2619	An eroded and dangerous bridge spans a fissure 46' deep.
2702	Twenty-five huge jars are sealed behind an ancient block wall within a small cave. The jars contain various gases.
2824	The collapsed and eroded blocks of an ancient castle conceal the entrance to a looted treasure vault. Beyond an unopened secret trapdoor is a sarcophagus containing a Mummy, AC 3[16]; HD 6+4; HP 29; wearing a Robe of Blending.
2907	A ten-foot diameter stone sphere stands half-buried and overgrown with vines in a thicket. The sphere acts as a Rod of Cancellation once per day within a radius of fifty feet.
2925	A sixty-foot high planetary temple pyramid is overgrown with vegetation. The building is occupied by a pride of lions, AC 6[13]; HD 5+2; and the area is considered taboo by local peasants.
3022	A collapsed stone bridge is the only monument to a forgotten battle. Buried beneath about six inches of top soil are hundreds of broken weapons and corroded armor of giant size.
3107	An eroded stone alter in a grove covers the entrance to an underground crypt. The crypt contains the remains of an elven princess, jewelry worth 815 GP, and a Wraith AC 3[16]; HD 4; HP 16.
3111	A corroded iron ring protrudes from an earth-covered wooden door. This is an entrance to an escape tunnel leading to the dungeons of a demolished keep) five hundred feet north.
3120	The figurehead of an ancient royal barge protrudes from the rocky sea-bed. The mouth of the figurehead contains a gold chain worth 7,950 GP. A Giant Crab AC 2[17]; HD 6; HP 20; nests twenty-foot west of the site.
3204	A large paved-pavilion is concealed by tall grass. Animals avoid the pavement which raises a pyrotechnic display 2' around the feet of anyone stepping solidly upon it due to a powerful enchantment by a dance loving wizard of a past age. Attempts to remove the paving stones cause them to explode similar to a 6 HD fire ball. Portions of the pavilion are collapsed.
3227	A twelve-foot stone troll is a fountain with spouts from his ears.
3302	A carved megalithic block announces a treaty of five kingdoms.
3314	Forty-six heavily-tarred barrels of "Greek Fire" fluid lies in the hold of a large merchant ship. The ship is the lair of a Giant Squid, AC 7[12] (head/tentacles) AC 3[16] (body); HD 12; HP 44.
3403	A moldering battering ram made of bronze covered wood is concealed in a small pit covered with rotting planks and sod.
3416	The crown of a gently sloping hill is strangely flattened with a plume of water vapor wafting heavenward at the top. In the center is a 10' diameter stone shaft leading downwards. This is the prison of the Demon Prince of Mankind, Thulcondar. If freed, the demon lord will seek to reestablish himself as the lord of men. Once released upon the Wilderlands, his worship will spread like cancer. (see Willichidar's Well, Book of Treasure Maps I)
3420	An ornately carved marble throne of a long-dead Sea-king is hidden within a cave blocked with boulders. A secret niche within the seat contains a silver helm worth 530 GP.
3611	A long-abandoned village is the haunt of tigers, AC 6[13]; HD 6; by day and ghouls AC 6[13]; HD 4; by night. Nothing of value remains.



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

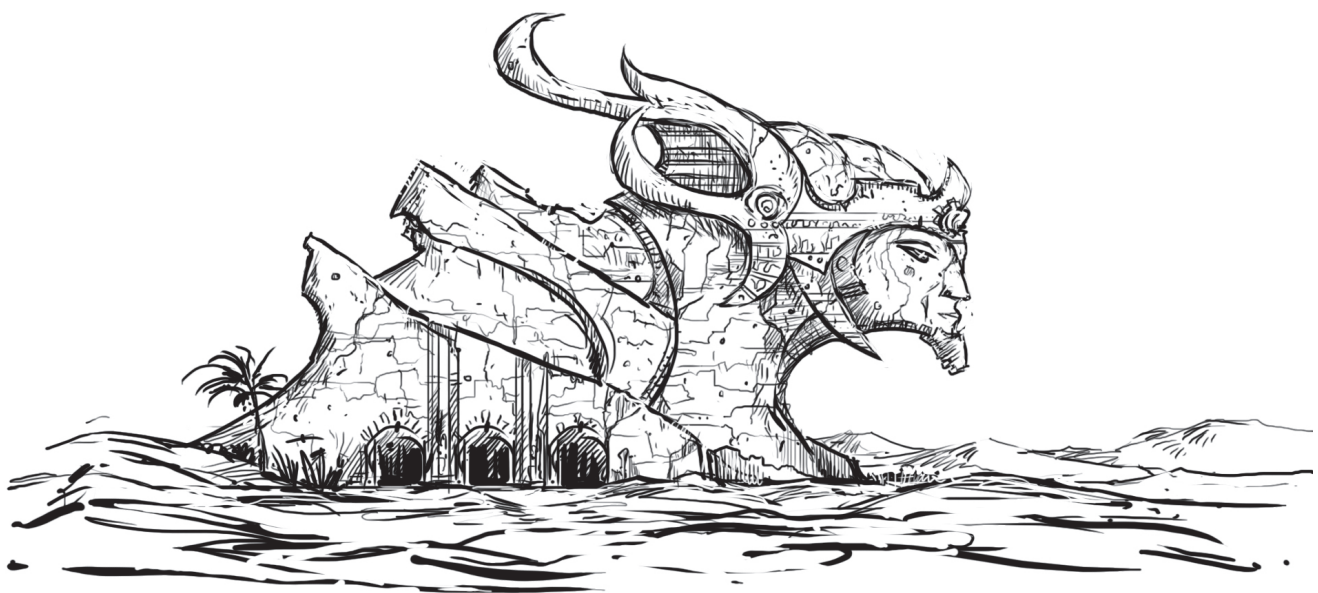
Hex	Description
3626	A colossal raft with a thirty-foot wooden castle superstructure is wedged fast in a rocky bank. Hundreds of skeletons, AC 8[11]; HD 1; wearing corroded chainmail tunics lie within.
3706	Two hundred gold plates worth 210 GP each lie buried in the silt. A trunk containing rotten silk garments protrudes from the muddy bottom.
3717	A glass sphere fifty-four foot in diameter and fitted with an airlock is chained to a rock outcropping. The sphere contains four Shadows AC 7[12]; HD 3+3; 15, 12, 9; and a +1 Trident.
3813	Five Trolls, AC 4[15]; HD 6+3; HP 33, 30, 22, 21, 18; reside in a ruined mill. A cogged wheel of iron ten-foot in diameter has fallen in the basement. Many axes, hammers, scythes, and tools are strewn about.
3825	A Giant Squid 215' long, AC 7[12] (head/tentacles) AC 3[16] (body); HD 12; HP 72; sleeps comfortably in the main square of a sunken city. Within the collapsed palace are a Staff of Power, +3 Shield, and 6,740 GP.
3909	A signal brazier five-foot in diameter and eight foot high lies upside down on the sea-floor.
3914	A gigantic chain with links 24 inches across snakes across 640' of oyster bed.
4021	A signal horn chaised with silver worth 1,370 GP and four-foot long is overgrown with crustaceans.
4025	A scuttled longship contains twenty swords engraved with runes and set with zircons worth 525 GP each. A crate lashed to the stern contains a richly inlaid table worth 3,010 GP.
4131	The broken hulk of thirteen biremes and triremes dot the sandy bottom. In the smallest is a functional optical rangefinder, ten rings worth 270 GP each and a whistle.
4219	Amidst the bones of many mammoths lies ten ornate howdahs. Lining the sides of each howdah are four shields of copper with iron bands.
4226	The bones of a dinosaur provide shoring for an ancient silver mine. A defective crawler-tractor digging machine is deep within the mine.
4230	Ten stone cottages are stacked neatly in a pyramid shape such as a child might stack blocks.
4334	A repeating crossbow with sixteen iron-tipped silver quarrels is concealed in a colossal gilded skull walled within an abandoned fortified manor.
4429	In a sealed cistern overgrown with vegetation are ten rolls of stainless steel barbed wire (40' long each). The field around the cistern is populated with Giant Ants, (workers) AC 3[14], HD 2; (warriors) AC 3[16]; HD3.
4914	A bundle of fifteen battleaxes, ten maces, and thirty sets of ring-mail barding is lashed to a sunken barge.
4928	Twenty huge blocks of granite stand in a straight line with 200' between each stone. Inorganic matter placed on the northern-most block will be teleported to the southern-most block during any phase of a wailing moon.
5030	The cairn of a dead sorcerer is concealed by an illusion of a sink hole. The secret entrance is further protected by a six-hundred pound deadfall trap. Concealed above the stone coffin is a Wand of Metal Detection. Below the coffin is access to the sorcerer's most prized collection: one zombie, AC 8[11]; HD 2; 10, 8, 8, 7, 7, 6, 5, 5, 4, 4, 2; of each of ten different races.
5226	An eroded sacred well of lost people provides access to a labyrinth under the sea-floor. Within one winding passage, a box containing a Ring of Spell Turning is wedged in a seam along the ceiling.

Idyllic Isles for the Isle of the Blest

Hex	Description
0118	Drearywet Island: This island is covered with barren rocks. A small cove is hidden on the northeast side of the island. A continuous drizzle falls on this island.
0215	Seeking Isle: An aged dwarf, AC 2[17]; FTR, LVL 4; HP 20; inhabits this rocky island. He wishes to have someone find his old axe for him, he is actually blind. The axe is +3.
0218	Tormenting Isle: Heavy rains fall on this island between noon and late afternoon every day. 3 Trolls, AC 4[15]; HD 6+3; HP 25, 24, 21; live under a small foot bridge. To cross you must answer 3 questions; What's your name? What's your favorite color? What's your Quest? If you hesitate on any one of the questions, you will be thrown into the ravine the bridge crosses suffering 4d10 damage.
0219	Isle of Waste: This isle is used as a dump for malfunctioning magic items such as swords, amulets and other things. There is a chance of recovering an item and repairing it.
0220	Isle of the Lost Cove: A hidden cove contains the wreck of an old sailing ship. A few skeletons. AC 8[11]; HD 1; can be found on deck. Many more will be found round a small pond of green water. The water of the pond contains Type 3 poison.
0221	Isle of the Blue Tower: A small island with one mountain to the southwest corner. A blue tower can be seen from anywhere on the island. In it lives a lonely old mage, AC 9[10]; MU; LVL 11; HP 33; who will try to entrap anyone that lands on the island.
0222	Shell Isle: This small island is covered with thousands of large shells. It is also inhabited by several giant oysters. Many contain pearls worth 100 to 500 GP.
0225	Isle of the Green Plague: Visitors of this isle will find that 2 weeks after departing they will develop a green rash that will be uncontrollably itchy whenever the player becomes excited (i.e. combat). The only cure is a soap made from a hippogriffs hide.
0314	Weed Isle: This isle is overgrown by an herb that when it is smoked produces an affect similar to wine. The isle is farmed by a group of men known for their funny way of speech. (For example, "Far out man, groovy, and wow.") The import and export trade to and from this isle is very great (30% chance of encountering pirates when within 5 miles).
0316	Isle of Wrack: A small band of pirates inhabit this island. 36 of them in a medium size ship raid the island in Hex. 0314 for the herb which they grow. Twice a week they leave on raids.

Idyllic Isles for the Isle of the Blest (Continued)

Hex	Description
0318	Luring Isle: As you come into throwing distance of the northern island you hear in the distance the sound of someone playing music. If you attempt to locate the music, you will find that it appears to be coming from a beautiful woman with platinum colored hair playing a lute. Actually she is a witch, AC 9[10]; MU, LVL 7; HP 11; trying to capture young adventurers and make them slaves.
0319	Cracking Island: This island is inhabited by a lonely old woman. If you merely converse with her, you will be told the secret of the island in Hex 0320. The secret is it has as many provisions as you can carry.
0320	Isle of Korak: This island is covered with small clear ponds of drinking water and trees full of fruit. As you land on the island two dwarves, AC 4[15]; FTR, LVL 6; HP 30, 27; greet you very graciously and will ask for 2 gold pieces for each basket of provisions taken.
0321	Death-bird Island: 2 Wyverns AC 3[16]; HD 8; HP 40, 23; inhabit this island and attack anyone attempting to land. No provisions on this island.
0333	Isle of Midjourney: Noxious Vapors escape from crevices along the beach, but in the dense jungle tropical birds abound. Fresh water springs flow from a huge boulder called "Weeping Rock of the Basilisk" and 200 feet up a bluff is the "Cavern of Profundity", where an aged Satyr AC 5[14]; HD 5; HP 26; (visible only to females) makes predictions for gifts of food.
0415	Valiant Isle: An old well sets in the middle of this island. The well is empty but if you climb down into it you will find a Halfling family, , AC 9[10]; HD 1-1; living inside. They will provide you with food and drink.
0418	Tortoise Isle: This island is the annual mating ground of the giant tortoise AC 3[16] (shell) AC 5[14] (head/flippers); HD 15. The island is all barren rocks.
0419	Snowfire Isles: These two islands have completely different climates. One of the islands is very hot and dry. The other is cold and snowy.
0420	Isle of Terror: As you approach this island you have a very uneasy feeling. Electrical storms always encompass the mountains in the very center. On top of one of them, you see an old castle. It is inhabited by many ghouls, AC 6[13]; HD 4, goblins, AC 6[13]; HD 1d6hp, and vampires AC 2[17]; HD 7-9.
0422	Isle of Brass Monkeys: The "Museum of Memorabilia", located in a hidden grove, supplies Mages with useful knowledge of the ancient artifacts located deep within the vaults beneath the fake museum on ground level. A lich AC 0[19]; HD 13; HP 63, and his two efreeti, AC 2[17], HD 10; HP 43, 36; administer the time capsules, charging magic items for a few minutes perusal of a genuine artifact (no touching allowed).
0518	Danger Seeker Island: The sea bed surrounding this isle is inhabited by Tritons (1d6x10), AC 4[15]; HD 3; which will attack any vessel attempting to land on this island.
0519	Isle of the Forgotten: These islands have both been used for prisons for convicts. Long since abandoned. There are still a few prisoners which were left behind. They steal or they try to stow away on any boat landing.
0520	Before Island: This island hides a secret laboratory complex in a small cave in the side of a small hill. It contains parts of androids and other mechanical devices. Could be salvaged for use.
0615	Isle of Kortha-Min: An aged cleric, AC 4[15]; CL; LVL 8; HP 38; desires an adventurer to lead him on his last great journey to the court of the ruler of Valon. Although blind and slightly senile, the cleric has fore-knowledge of an imminent doom which a relic owned by the ruler can eliminate.
0616	Locust Isle: Every 3 months locusts infest this island and eat every plant on it, but the growing season is in-between the locusts visits.
0618	Isle of the Bloody Sword: On a knoll there is a sword with the hilt buried in a rock. There is a message in Elvish script that says. "The time has come for you to have a mighty weapon." Reading this aloud will make the sword bleed and in your hand will appear a sword exactly the same as the one in the rock. The sword is +3.

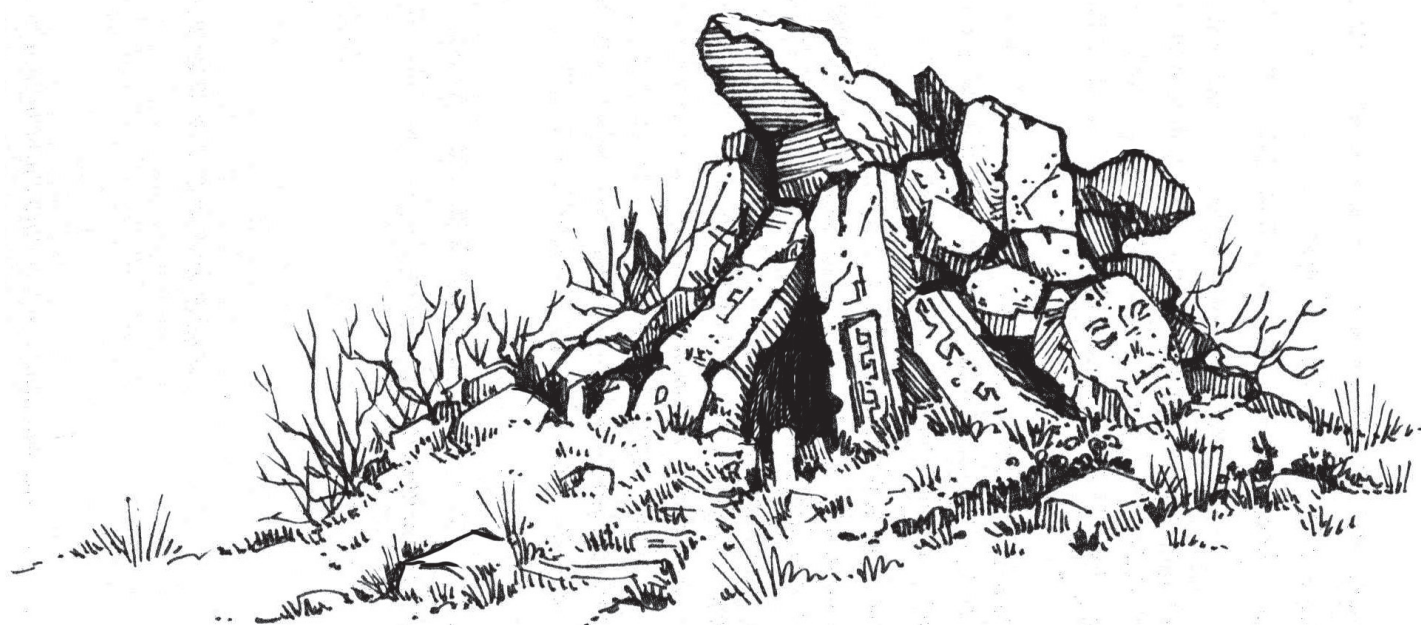


Idyllic Isles for the Isle of the Blest (Continued)

Hex	Description
0710	Isles of the Wolf-Liege: The larger of the two islands has a small walled stronghold of a pirate band ruled by Captain Black-Blood, AC 5[14]; FTR, LVL 10; HP 56. One sailed war galley, small sloops, and 214 pirates, capture merchant ships and leave prisoners on the Isle of Grath.
0719	Isle of Grath: Abode of four huge Ogres, 5[14]; HD 4+1; HP 22, 18, 16, 15; which relish human flesh. Every Ogre has three eyes, and flaming red hair. A pet giant crocodile AC 3[16]; HD 6; HP 30; follows them to feast on their leavings.
0726	By-Reef Island: An insane wizard by the name of Brandorr Val, AC 9[10]; MU, LVL 11; HP 28; lives in a hut in a very dense forest on this island, he will attack anyone landing on the island with continuous lightning bolts out of a Staff of Wizardry.
0727	Lonesome Rock: A young man, AC 4[15]; FTR, LVL 3; HP 16; has been a castaway on this island for 2 years. He carries a short sword with elf runes inscribed on it. He will offer you 20 GP to take him off the island.
0826	Cay of Howling: This island is inhabited by a fierce band of cannibals. They will immediately attack anybody landing.
0827	Isle of the Hunted: An island of many types of grazing animals such as antelope, gazelles, deer and others. A hunter's paradise.
0828	Fire-belch Isle: A volcano continuously erupts on this unpopulated island.
0928	Isle of Hornwrith: Three harpies harass 12 castaway dwarves, AC 5[14]; HD 1; on this rocky land fall. Unknown to all the dwarves except one, there is a yawning cave that is the treasure trove of pirates. The three chests are guarded by 4 skeletons AC 8[11]; HD 1; HP 6, 4, 3.
1013	Reptile Island: An island covered by jungle, marshes, and small streams. It is populated by hundreds of crocodiles AC 4[15]; HD 3.
1019	Witchwoman Island: A small band of amber skinned natives plant crops and hunt grazing animals.
1312	Isle of Reverse: Everything on this island has to be done in reverse to work. Examples are speech, walking, and combat.
1411	Isle of the Giant Sundial: In the center of this island sits a gigantic sundial. Carved on a rocky knoll by some ancient civilization that has long since passed it is really a time machine guarded by an old man, AC 8[11]; MU; LVL 14; HP 22. He will ask anyone if they wish to go forward or backward in time. This old man can also return you in any length of time.
1421	Isle of the Frog: An island covered with hundreds of Frogs. Many of them are over 6 foot high. Over 50% are just regular size.
1507	Pyramid Island: A natural harbor is the waystation of Naval Fleets operating in this area. Supply caches are buried within 100' of the beach. Ten deserters eke out a meager existence in the marsh. One has a treasure map to a ship wreck containing 16,000 SP.
1523	Kamoran Cay: Both of these islands are for the most part deserted. Very few provisions can be found.
1533	Isle of the Beacon fire: Villages charged with an age old oath to the King of the Lost Lands, maintain an eternal bonfire atop a crag to warn ships off the hidden reef.
1534	Hollow Knee Cays: Both of these islands have a hill located in the center that is shaped like a knee. Under each hill is a cave where 5d4 goblins, AC 6[13]; HD 1d6hp; are guarding a +2 war hammer.
1605	Discarnate Islands: These two islands have no particular worth as they have nothing growing on them. There is nothing but barren rocks
1611	Creeping Islands: The sand on these islands moves 100 feet per month. Sometimes the shifting of the sands uncovers an old wagon or a sword.
1706	Isle of the Symbol: A mountain in the center of this isle has a giant symbol carved into it. After sighting it roll a saving throw for fear at -2.
1811	Isle of Sagacity Unfurled: An ancient Sage, AC 9[10]; MU; LVL 12; HP 38; protects this island from being looted. He will allow any Lawful Good types to get provisions if needed.
1823	Raging Rat Cay: This isle is infested with giant rats, AC 7[12]; HD 1d4hp. On the beach there is a small chest with one GP and a map of the island. The treasure is 500 GP and a golden +2 dagger, +3 against goblins and kobolds.
2019	Stricken Isle: The inhabitants of this isle all have the plague, but they never seem to die of it. An old witch put a curse on the inhabitants after they tried to destroy her hut. The disease is non-communicable.
2113	Isle of the Stonemen: Mysterious stone statues dot this isle and a female gargoyle, AC 5[14]; HD 4; HP 16; guards her 22 eggs in a rocky crevice.
2127	Isle of Moak: A green dragon, AC 2[17]; HD 7; HP 28; with 5 female slaves from the village of Lithryan inhabits the wooded shore. Thousands of sea-gulls nest on the rocky beach.
2129	Isle of Darkening Trees: The central pool is surrounded by the sacred oak grove of a gregarious druid, AC 6[13]; DRD; LVL 6; HP 14. Man-eating plants have overgrown the eastern half of the island and a pack of 17 hyenas search the white beach every morning.
2207	Etruscan Isle: A mighty warrior, AC 1[18]; FTR; LVL 11; HP 53; lives in self-exile on this island after accidentally killing his brother in a great battle. He will merely ride up to anyone landing and tell his story and ask that you leave him alone, but you can take all the provisions you want. He carries a +3 sword and he is 11th level.
2224	Isle of the Pyramid: A gigantic pyramid built by a tribe of dwarves many centuries ago sits in the northeast corner of the island. It was ransacked many years ago but a secret passage leads to a small treasure room filled with gold and artifacts. If they are taken off the island, they will merely disappear.

Idyllic Isles for the Isle of the Blest (Continued)

Hex	Description
2308	Isle of Descales: This island is inhabited by lizards, snakes, and other reptiles. The island is mostly covered with rocks and sand. No provisions!
2309	Entertainment Isle: This is the home of all retired actors, musicians, and other types of performers. At dusk every night either a concert, play, or acrobatic performance is put on and it only costs 1 GP.
2425	Isle of the Three Challenges: As the party lands on this island, an old man dressed in a gray robe, AC 8[11]; MU; LVL 13; HP 30; asks if there is anybody that will take the three challenges. 1) Slay the dwarf of the Grig Mountain. 2) Find his treasure hoard. 3) Bring the treasure back in one trip. To accomplish bringing the treasure back, the person must evade many orcs, AC 6[13]; HD 1; and goblins, AC 6[13]; HD 1d6hp.
2526	Isle of Fire and Darkness: A huge volcano continuously erupts belching forth lava and black clouds. No provisions are available.
2725	Apprentice Islands: Young boys wanting a shield are sent to these islands for apprenticeship. The northern isle is for boys wanting training in sorcery. The southern isle is for boys wanting training in fighting or other skills.
2726	Sky-Heir Isle: Rocs AC 4[15]; HD 12; live on a rocky ledge high in the mountains on this island. They feed on cattle living in a tiny valley. In the rocs lair is a necklace of missiles and 1,000 GP.
2731	Ajaganar Cay: This island is the breeding ground of the Pegasi AC 6[13]; HD 4. On a roll of a 1 or 2 on a 6-sided die the party has arrived during breeding time.
2825	Barbarian Island: A fierce band of barbarians, AC 7[12]; HD 2; inhabit this island hunting the deer and other grazing animals that abound here. They will attempt to ambush anyone landing. In the center of the island is an altar stone. Underneath it is a pearl necklace worth 2,500 GP.
2925	Beast-King Isle: A large talking lion, AC 6[13]; HD 5+2; HP 32; rules this island of jungle animals. If the lion decides he trusts a party, he will allow them to get provisions but they must leave immediately.
2926	Fire Gun Island: This island is inhabited by 10-20 Salamanders, AC 5[14]; HD 7. They live in a lair in the base of a volcano where the temperature is about 400 degrees.
3010	Jimatan Isle: A deserted stone cottage stands atop a bluff facing the sheltered harbor. A talking parrot frequents the cottage and warns of storms within four hours.
3024	Grey Cloud Islands: Grey storm clouds continually cover these islands. A small stream runs to the north. Anyone drinking of this water will automatically have their constitution increased by 1 point for 2 hours.
3031	Golden Crag Isle: This island has a large tin mine which is being mined by a village of orcs. Between 100 to 250 orcs, AC 6[13]; HD 1; inhabit this island.
3032	Ebony Isle: Political prisoners from the Ebony Coast are sent into exile here. Many of these prisoners have found small deposits of gold on the island and are willing to pay to get off the island. Many provisions are found here.
3033	Homeward islands: A tree sits in the center of the eastern island that throbs every 20 seconds. The throbs can be felt for a 2 mile radius. The other island is a barren island with just a few trees.
3111	Realm Islands: This island is littered with the skeletons of thousands of men. No equipment or other vestiges indicate the reason for the remains.
3112	Sziget island: A dreadful wailing caused by cavernous sea-caves makes this island an avoided provisioning stop.
3126	Falcon Cay: A desperate shipwrecked crew, AC 6[13]; HD 1; and their cargo (52 slaves, AC 9[10]; 1d4 hp;) light signal fires every evening.
3131	Fair-Fool Isles: Blood-hounds (Dogs), AC 7[12]; HD 2; have overrun these islands having been introduced by shipwrecks in the dangerous shoals.
3132	Hobblebalm Island: A small band of fourteen war-like Altanians. AC 6[13]; HD 1; of an untouchable caste are attempting to begin a new tribe.

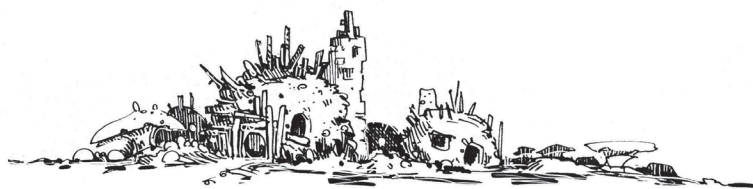


Idyllic Isles for the Isle of the Blest (Continued)

Hex	Description
3134	Griffon-Rock Keys: A hidden outpost of the Karakan Kingdom is reached via a torturous route through dangerous reefs.
3226	Verdure islands: An esteemed explorer, AC 5[14]; FTR; LVL 7; HP 31; is shipwrecked on the southernmost island. He is a qualified navigator and has first-hand knowledge of 60% of all known lands.
3227	Marblehead Isle: An inert volcano cone predominates this isle. A retired seafarer, AC 7[12]; FTR 3; HP 12; has built a huge treehouse at the foot of the volcano.
3228	Cosset Island: Eleven witless mages AC 9[10]; MU 1; HP 1; go through absurd gestures to cast imaginary spell at imagined monsters. The magic users are hopelessly insane and powerless.
3327	Nettle Atolls: A tongue-tied halfling, AC 4[15]; FTR 3; HP 11; attempts to signal passing ships. His companions are being held captive by twelve large Ogres, AC 5[14]; HD 4+1; HP 15; which live on the largest island.
3427	Sentinel Keys: These waters are particularly dangerous to navigate and avoided by most shipping. Legends state that the Sentinel of Time keeps a constant vigil upon the tides, phases of the moons, and seasons to make the necessary adjustments for the continuum should magical forces upset the cosmic balance.
3428	Cay of Zeal: A bedraggled unlucky dwarf, AC 6[13]; HD 1; HP 4; ekes out a meager existence by selling iron ingots to passing merchants. Unknown to the dwarf, the small mountain possesses a mother-lode of silver.
3430	Conundrum Cay: A tangled forest chokes this island. By starlight the forest glows with red eyes which can be seen from several leagues. They are an illusion created by a poisonous red-leafed plant.
3513	Firebolt Island: A great reek and dark cloud fills the sky above this island such that it is used as a navigation guide on still days. Apes, AC 6[13]; HD 4; and panthers, AC[13]; HD 3; mingle in an unusually friendly coexistence here.
3514	Millennium Rock: A strange megalithic stone cube (150' per side) stands in the midst of this rocky isle. No sage has ever deciphered the inscriptions which cover the cube. It is unweathered.
3526	Octroon Island: Sweet water cataracts and waterfalls make this a favored stopping place. The Holy Jewel of Haroth is rumored to have been lost in one of the many pools here.
3527	Harridarn Island: Night-flowers bloom in abundance on this peaceful island. Terrible man-eating plants and ferocious Giant Lizards, AC 5[14]; HD 3; make the hinterlands extremely dangerous.
3528	Whirlwind Island: A troll-guard, AC 4[15]; HD 6+3; HP 35; maintains a close watch over an age-old ship anchored in a small cove. The ship "Starwards" awaits the return of its missing masters and can cast up to four "charm" spells per day. The living ship has an intelligence of 10 and can communicate by telepathy to anybody within 10 feet.
3605	Grotesque Atoll: Every living thing upon this island becomes increasingly hideous and twisted every day. (-1 Charisma each day). A beautiful statue at the center of the island becomes increasingly lovely with each lost charisma point.
3627	Effulgent Isle: A peal of thunder will sound and a miniature cloudburst will soak any party landing upon this isle for six minutes.
3628	Ramblecretin Island: A deep abyss belches sulfuric gases and hot flames twice each night. Rubber trees make this a popular stop for merchants.
3705	Charnel Isles: White birds flock to these isles by the thousands on their migratory flights.
3726	Boskawen Keys: An elf-woman warns seafarers of barrier reefs and shoals by a high pitched song every twilight. No party has ever been able to find her upon landing.
3727	Isles of Oblivion: A merciless Red Dragon, AC 2[17]; HD 10; HP 40; stalks these islands every morning. The area between the islands is especially treacherous due to a 2,600' whirlpool. An everlasting mist hangs about the isles and hidden rocks line the beaches.
3728	Vernal Island: This island is covered with vegetation that bears poison fruit. The poison is type 2 (Arsenic).
3730	Isle of the Mummer: A tribe of Ogres, AC 5[14]; HD 4+1; inhabit this highly vegetated island. A small marsh lies to the north.
3805	Flying Stag Island: Deer and antelope drink from a small spring on this island inhabited by three shipwrecked dwarves, AC 4[15]; HD 1; HP 6, 4, 3.
3813	Xanthic Keys: Tribes of barbarian natives, AC 7[12]; HD 2; inhabit these three islands. Each tribe is constantly going to war with his neighbor.
3827	Shipwrack Rocks: Giant rats, AC 7[12]; HD 1d4hp; have overrun this small island. A wooden hut is home to an old witch, AC 9[10]; LVL 10; HP 30; working on new spells.
3833	Herald-Light Isle: An eternal fire burns atop a mountain without anyone attending it. It was lit by ancient explorers.
3915	Ataman Isle: Two Warships have sunk in the bay making it impassable by ships. A hawk is spotted flying overhead.
3924	Shadow Island: Three Centaurs, AC 5[14]; HD 4; guard the entrance to an ancient citadel where an evil wizard, AC 9[10]; LVL 9; HP 24; lives.
3925	Moron Isle: Any party landing will each lose 2 points of intelligence for 2 hours.
3929	Carbuncle Ait: Two Spectres AC 2[17]; HD 7; haunt an old castle that sits in a valley. In the harbor a Kraken, AC 0[19]; HD 20; HP 100; waits for ships to anchor.
4006	Mercanfar Isle: Moss covered ruins lie in the center of this island. A secret door leads to a small dungeon underneath.

Idyllic Isles for the Isle of the Blest (Continued)

Hex	Description
4009	Isles of Morose: Halflings, AC 9[10]; HD 1-1; inhabit these two forest covered islands. They raise pipeweed and ship it to many of the surrounding isles.
4024	Killup Isles: Turtles traveling to their breeding grounds stop here for a short rest period.
4027	Wolf-Cove Isle: Packs of wolves, AC 7[12]; HD 2+2; plunder and pillage the elven, AC 5[14]; HD 1+1; inhabitants. A secret door on the side of a hill leads to a treasure room of an elven king's tomb.
4029	Ruthless Island: Sixty mile an hour winds ravage this barren island.
4030	Lipariolus Isle: Two doppelgangers, AC 5[14]; HD4; HP 20, 12; will infiltrate any party landing on this sparsely populated isle.
4101	Isle of Ogigian: Large Statue of Neptune pointing north.
4102	Rian Island: An overconfident knight, AC 2[17]; FTR; LVL 4; HP 17; will challenge all comers to a joust. Your choice of weapons.
4109	Three-Sword Isle: A fallen tree limb has pushed open the door of a passageway leading to a trolls treasure hoard containing three +2 flaming swords.
4122	Sable Isle: A large band of pixies, AC 5[14]; HD 1; will greet any neutrals or Lawful-Goods to a fine meal and a place to sleep.
4133	Isle of Leithanar: A hollow tree contains 3 pieces of artwork worth 1d3x1,000 GP each.
4207	Lestdoom Island: Shadows, AC 7[12]; HD 3+3; and ghouls, AC 6[13]; HD 2; inhabit the many marshes found on this island.
4208	Hallowed Isle: Two vampires, AC 2[17]; HD 9, 7; HP 44, 37; live in a deserted castle waiting for unsuspecting victims to wander by.
4232	Baying Island: A giant wolf (worg), AC 6[13]; HD 4; HP 24; bays at the moon. Anyone within a 3 mile radius has to make a saving throw for fear.
4321	Rose-Barrier Island: A deadly coral reef completely surrounds this island. Many wrecked ships have washed up on the shores.
4323	Armelion Island: Land sharks (bulettes), AC -1[20]; HD 9; infest this sparsely populated island.
4420	Slain Islands: These two islands are inhabited by a handful of natives AC 8[11]; HD 1; that worship a god that demands human sacrifices every full moon.
4812	Dimgirt Cay: A beautiful witch, AC 9[10]; LVL 4; HP 7; CHA 18; lives in a stone hut just north of a small stream. Two white doves greet anybody landing.
4921	Triad Island: The scene of three terrible massacres, this island is considered a hot-bed of ghosts (special), wraiths, AC 3[16]; HD 4, wights, AC 5[14]; HD 3; and spectres AC 2[17]; HD 7; by superstitious mariners.
5014	Feyhidden Isle: A huge water spout erupts every day at noon along the only beach approach. This island is known for its large coconut groves.
5015	Panhormas Isle: A multitude of small mammals (especially bats) swarm upon this berry-laden islet. Many are rabid and attack insanely.
5024	Sharmsmoke Rocks: A horrifying incandescent shape hovers near the trail leading to a mountain-top. The shape will disappear if anyone approaches within three hundred feet. Fumeroles emit noxious gases amidst the rocky lowlands.
5102	Chrysolite Isles: Many excellent stallions and mares run the fields of this island. Quicker than normal horses, they have discovered many tricks and hiding places to avoid capture.
5114	Taridge Islands: Traps and snares dot this island and are tended by an ostentatious cleric, AC 4[15]; CL; LVL 5; HP 13; which is attempting to collect the pelt or skin of every living creature to create a living image of his god. The cleric's stronghold is a cavernous complex beneath the cliffs of an island hill.
5115	Ironwood Isle: The trees of this isle are so ancient and weatherworn that you can't cut them down with an ordinary axe.
5116	Great Fish Island: Great boat docks encompass this island. Many boats leave every morning and return at dusk as they fish the sea.
5117	Brink Island: Behind a waterfall is a cave where two shipwrecked halflings, AC 9[10]; HD 1-1; HP 3, 2; live. Drinking the water in the pool raises your strength 1 point for 2 hours.
5123	Golden Flower Rock: Yellow sunflowers bloom continuously on this beautiful island. Many provisions can be found here.
5203	Eastgate Key: Hundreds of human skeletons line the beaches of this unpopulated island.
5214	Vingilotar Islands: Two bands of goblins, AC 6[13]; HD 1d6hp; continually war with each other on these two islands.
5215	Backhawk Pennacle Isles: A heavy drizzle falls on these two jungle type islands.
5216	Waybread Islands: Breadfruit trees give these islands their name. The verdant underbrush has grown over an oxcart wheel. A pack of wild dogs, AC 7[12]; HD 2; roam the islands for food.



Ebony Coast - Campaign Map Thirteen

Villages for the Ebony Coast

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

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
2225	Wayfair	499	Men	3	CG	Alwdeth	7	CG	FTR	Man	Timber
2627	Blackfriars	293	Men	5	CE	Koptberic	3	CE	ILL	Man	Pearls
2803	Popinjay	162	Orc	3	CG	Uzhirkoris	7	N	CL	Orc	Market
3004	Finsbury Fields	415	Elf	7	LE	Elriyone	4	LE	FTR	Elf	Fish
3127	Henslowe	103	Men	5	LE	Ganralet	5	N	BA	Man	Furs
3208	Arunalisia	117	Orc	7	LE	Elordhya	5	LE	FTR	Orc	Copper
3326	Bubbagar	245	Half Elf	6	LG	Khaisan	7	LG	SA	Half Elf	Hides
3808	Gyleswood	146	Halfling	6	N	Jarkolb	3	N	FTR	Halfling	Horses
3925	Little Vardane	256	Elf	5	CG	Dargon	6	CG	FTR	Elf	Horses
4016	Matansar	273	Men	3	LG	Froryezm	5	LG	FTR	Man	Silk
4101	Tashmetun	260	Orc	3	CE	Kasrax Skull Breaker	10	CE	FTR	Demon, Balor	Sulfur
4129	Edominar	280	Men	7	CG	Zarkelon	7	LG	CL	Man	Market
4218	Livanonia	117	Elf	6	CE	Fandraki	4	CE	MU	Elf	Weapons
4223	Petrashelt	475	Dwarf	4	CE	Khowdeth	5	CE	FTR	Dwarf	Gems
4512	Revelshire	274	Half Elf	1	LE	KomLee	7	N	CL	Half Elf	Timber
4530	Greywraith	160	Men	7	LG	Lagchx	3	LG	FTR	Man	Furs
4601	Stonepeak	222	Orc	6	N	KhurdKur	5	N	CL	Orc	Gold
4803	Highlandar	484	Men	5	CE	Stoeama	6	CE	MU	Man	Copper
4819	Sulet Hold	343	Men	2	LE	Mencian	6	N	MNK	Man	Salt
4832	Yoickshire	479	Men	7	CE	KamdbKolder	7	CE	FTR	Man	Market
4905	Onestone	208	Half Elf	2	LG	Nicstrin	6	LG	MU	Half Elf	Silver
5024	Larkshire	494	Men	3	CE	Dethiamus	5	CE	MU	Man	Furniture
5114	Questing Pass	379	Half Elf	3	CE	Annwkarayd	4	CE	CL	Half Elf	Ore
5121	Landhaven	141	Men	6	N	Yrsaugirs	6	N	BA	Man	Market
5126	Billingdoor	373	Half.	6	CG	Byrnuzin	4	N	MU	Halfling	Pipeweed
5206	Arroworth	363	Men	7	LG	Mencesh	7	LG	FTR	Man	Market

Castles and Citadels for the Ebony Coast

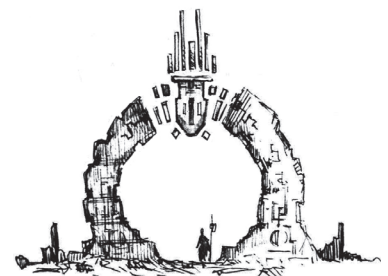
Citadels are only the tower or keep without stone walls. Castles add stone walls and gatehouses to the keep. Castles and citadels with rulers of name level (9th) or higher are highlighted in **bold**.

Hex	Type	Class	LVL	Align	Men
2225	Cit	CL	4	CG	61
2530	Cas	BA	10	N	32
2803	Cit	PAL	7	LG	94
3024	Cit	FTR	S	N	92
3226	Cas	CL	3	N	76
3308	Cit	FTR	8	CG	57
3327	Cit	CL	10	CG	41
3503	Cas	FTR	10	CG	36
3805	Cit	AS	10	CE	86
3810	Cas	FTR	7	LE	51
4014	Cit	SA	3	N	19
4025	Cas	CL	6	LG	66
4116	Cit	IL	6	LE	38
4301	Cit	FTR	4	N	40
4309	Cas	CL	4	CE	45
4320	Cit	MU	4	N	21
4526	Cas	FTR	9	CG	66
4729	Cit	MU	5	LE	45
4802	Cas	CL	6	LE	10
4819	Cas	BA	7	CG	106
4832	Cas	FTR	3	CC	43
4911	Cas	MU	10	LE	39
5122	Cit	MU	7	CE	97
5129	Cit	MU	6	N	65
5216	Cit	MU	4	LG	19
5225	Cas	FTR	8	LE	79

Lurid Lairs for the Ebony Coast

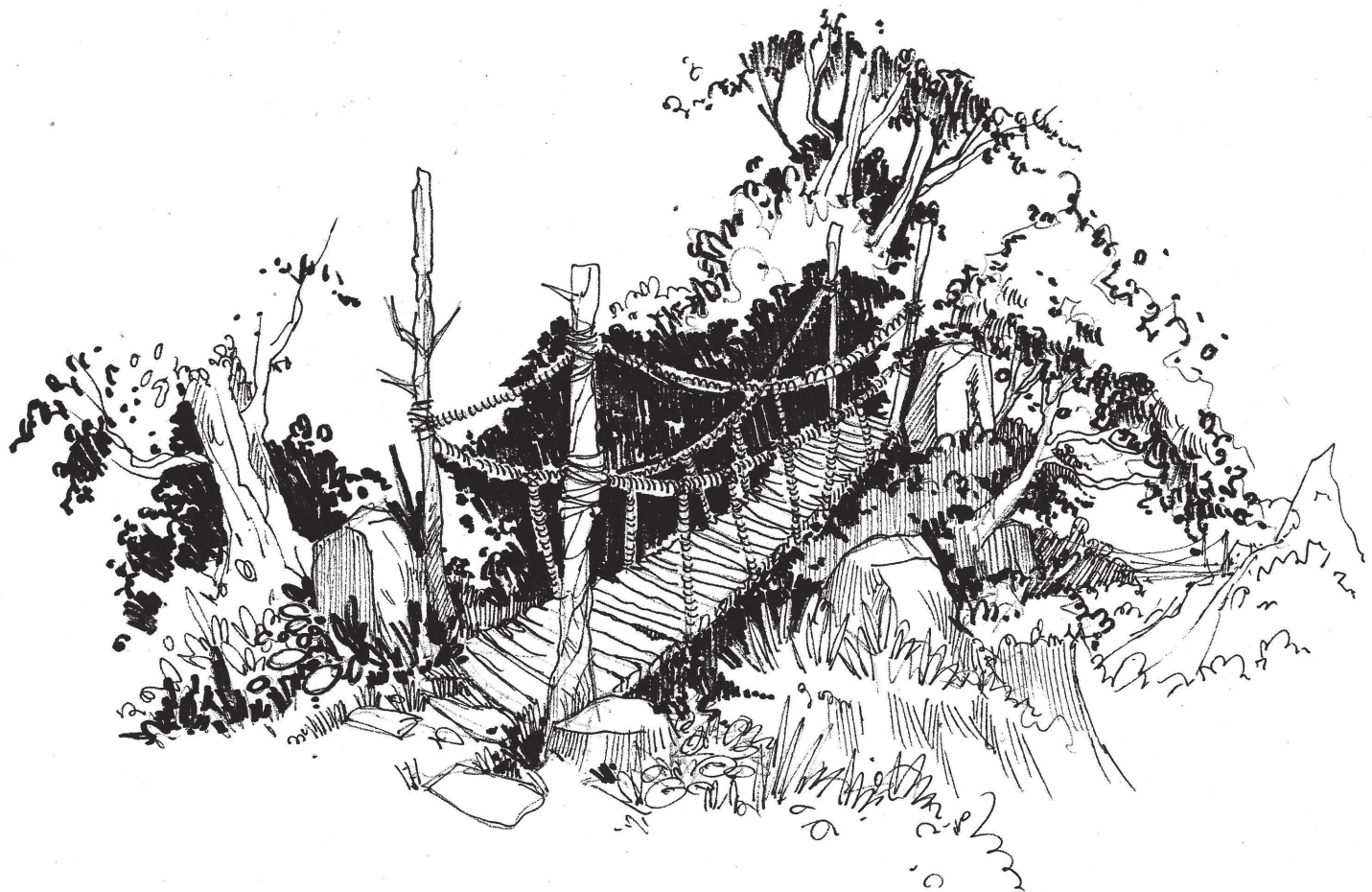
Hex	Monster	NA
0509	Giant Sea Snakes	9
1119	Giant Crabs	6
1414	Sea Turtles	10
2021	Tritons	7
2209	Dragon Turtles	3
2414	Mermen	14
2612	Giant Fish	6
2327	Wild Camels	7
2529	Ki-rin	2
2901	Minotaurs	5
3125	Wyverns	4
3126	Werewolves	6
3202	Griffons	2
3305	Bugbears	6
3602	Leopards	3
3905	Fire Elemental	1
3907	Rocs	5
3911	Wolves	11
4102	Unicorns	2
4104	Bears	7
4208	Were Rats	16
4212	Pixies	20
4317	Intellect Devourer	2
4409	Bugbears	6

Hex	Monster	NA
4420	Succurath	7
4428	Hydra	1
4430	Cockatrice	2
4501	Unicorns	2
4504	Ropers	11
4522	Centaur	3
4525	Horses	3
4610	Werebears	3
4613	Piercers	2
4632	Manticora	3
4704	Salamanders	4
4727	Owl Bears	3
4820	Hippogriffs	8
4826	Gargoyles	6
4831	Phase Spiders	2
4903	Nixies	8
4916	Fire Lizards	10
5025	Bulette	1
5105	Bears	9
5111	Giant Spiders	48
5202	Centaur	5
5215	Blink Dogs	4
5219	Wild Dogs	6



Ruins & Relics for the Ebony Coast

Hex	Description
2226	A large grinding wheel is all that remains of a once prosperous mill. Beneath the sand-covered wheel is the skeleton of a hill giant and a corroded hammer of iron: one foot by two foot.
2426	A partially collapsed and sunken castle juts out of a marshy glade. Three hobgoblins, AC 5[14]; HD 1+1; HP 7, 6, 4; have occupied the damp main hall. The dungeons below are filled with water. Within the vault beyond the dungeons is a helm of Chaos and +1 Chainmail tunic worn by a long dead ruler.
2628	A cairn covered by a thicket conceals the eternal resting place of three heroes. Within each sepulcher is a silver dagger scimitar and a box filled with moldy tobacco. Three highly poisonous snakes, (vipers), AC 5[14]; HD 1d6hp; 4, 3, 2; Poison Type IV; will drop upon any intruder(s) from cracks in the arched roof.
3001	An ancient staircase is set in the side of a sixty-foot hillock. Immediately upon scaling the stairs the user (unless a Lawful Good mage) will find himself teleported to the foot of the staircase.
3025	Within an ancient 5' x 3' open sewer is a granite idol partially buried by mud. The idol will offer to tell what type of creature the party will next encounter if the idol is washed and set upon a high place (hillock). The information given is only 30% correct.
3226	In a crevice by a gorge is the deserted remains of a miniscule village (typical structures being around 3" high). The village is partially covered with dust and cobwebs.
3702	A partially burnt onager rests on its side on the slope of a bluff. Fifty arrowheads sixteen shields and twelve spear points lie further down slope with seventy odd orc skeletons.
3905	A carved cliff containing an omen directed at every third viewer fills an area 30' by 220'. The omen will portend an event in the near future (within a week) in vague and misleading details.
4010	In a thicket stands the slime covered carriage of the High Priest of Mahabus. The carriage is gold Plated and is inhabited by thousands of wasps. The huge nest conceals the bones of a halfling and two dogs. An astrolabe lies on the seat.
4024	An amethyst broach worth 2,100 GP is buried beneath the flagstone entrance of a vine covered vault. Within the vault is a Giant Snake (constrictor), AC 5[14]; HD 4; HP 22; along with two swords, three gold pieces, and an empty sepulcher.
4117	A partially disfigured statue of a warrior-god stands just within the hidden entrance of a large cavern. Should the statue be touched a giantess (hill giant), AC 4[15]; HD 8+2; HP 28; hidden at the rear of the cavern will challenge the toucher.
4315	A reed marsh conceals a partially sunken observatory of a past cult. If waded into during the day, a huge optical glass will blind the intruder for 2d6 days. At night alligators, AC 5[14]; HD 3; glide through the shallow waters.
4411	A megalithic dolmen is tumbled and the blocks of a collapsed ancient tower is the present home of an old mage, AC 9[10]; MU; LVL 7; HP 10. The mage's pet salamander (use giant frog, no leap), AC 7[12]; HD 3; HP 11; sleeps within a tamarisk grove nearby.
4506	An active laser holograph (powered by geothermal energy) projects the image of an elven princess wearing a gold feather in her hair in a grove by a huge boulder (the artifact).



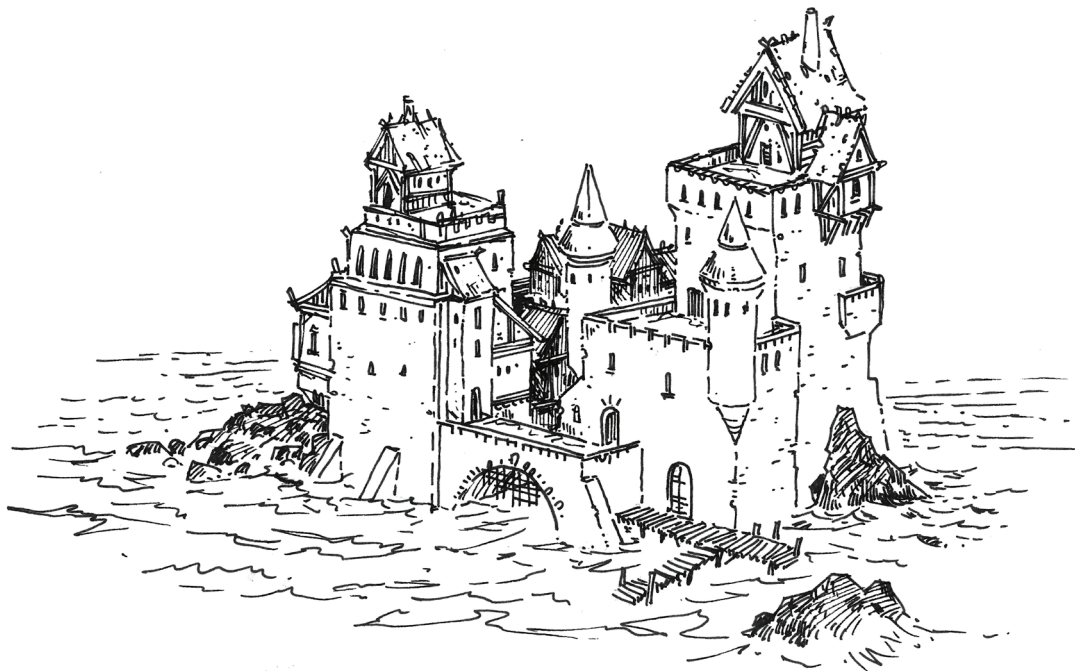
Ruins & Relics for the Ebony Coast (Continued)

Hex	Description
4520	A geothermal cave contains the crypt of an ancient secret cult. Within three hundred jars inside the crypt are preserved livers. A 15' pit contains the remains of a cave bear which approached the crypt.
4523	A Hill Giant, AC 5[14]; HD 8+2; HP 30; uses the stainless steel rudder of an ancient ship to tend his turnip patch.
4613	Within a dangerously cracked and leaning tower surrounded by a dried-up moat is the library of a long-dead sage. Many lexicons, scrolls, manuals, tablets, books, and codex's are scattered on the floor in disorder and most will crumble upon being touched. Twelve ghouls, AC 6[13]; HD 3; HP 12; inhabit the basement level and will be attracted to any sound within. Anything causing the west wall to be bumped or jarred will bring down the whole tower.
4632	Within a brook and partially buried by mud is an artifact shaped like a great helm. The artifact will provide the wearer with a view from directly above him downward from a height of 100' upon command by raising the eyebrows.
4724	A lycanthrope (werewolf) named Trevann the Wolf-girl, AC 5[14]; HD 4+4; HP 20; lives within burnt and tumbled remains of an ancient monastery. Four zombies, AC 8[11]; HD 2; HP 12, 8, 6, 4; venture forth from the graveyard and perform rites within the monastery every full moon.
4807	The skulls of four hundred men fill a cistern on a rolling meadow. Chatter-dark meadow derives its' name from the strong enchantment placed upon the skulls which cause them to chatter every moonlit night.
4827	A ten-foot guidepost carved in common script gives opposite directions to any destination desired.
4829	An abandoned coal mine is the home of seventeen dwarves, AC 5[14]; HD 1; HP 6; of a once-proud tribe. The dwarves possess the ability to Detect Magic 1/day. But cannot pass on this in-bred characteristic because all females of the tribe are dead.
4918	An iron ball 6' in diameter lies beneath an overhang. Any attempt to dislodge the ball will cause the overhang to collapse.
4919	An overgrown temple stands within a hidden dell. The entrance is blocked by a huge iron door covered by a thorny thicket. A gust of fresh air will cause dust to obscure vision within for six turns and awaken the three Spectre guardians within. The idol has two emeralds embedded in its' ears and a +2 shield is strapped to one of its' ten arms (the gems are worth 1,300 GP each).
5004	A colossal epic poem containing 230,000 lines is carved in an altar stone on a small mound. Written in dwarven runes the poem will require sixty hours to read at the end of which a dwarf myrmidon, AC 1[18]; FTR; LVL 6; HP 42; riding an azure giant crocodile, AC 3[15]; HD 6; HP 36; will appear on the mound. The dwarf will serve the reader every day thereafter as long as he is presented the opportunity of personal combat six times each day. The dwarf will disappear if killed and the slayer will take his place as the Sacred Warrior of the Stone.
5027	A hot spring flows from an ancient fountain surrounded by stone birds. A pack of twelve wild dogs, AC 7[12]; HD 2; HP 8; frequent the copse.
5028	Three Shambling Mounds, AC 1[18]; HD 10, 8, 8; HP 50, 30, 32; inhabit the overgrown village stockade of a forgotten wood-folk. The stockade's log cabin is occupied by six Moss-People, AC 5[14]; HD 1+1; HP 6, 5, 5, 4, 4, 3; miniature elves of a peculiar greenish tint extremely shy and ugly although friendly and Lawful Good. The Moss-People highly value human milk as it functions the same as a healing potion for them.
5214	The worm-eaten hovel of an insane hermit, AC 9[10]; HD 1d6hp; HP 3; stands beside an ancient shrine to a forgotten god. A forest dryad, AC 9[10]; HD 2; HP 6; living nearby protects the hermit and the shrine.
5219	Giant webs cover six moldy trunks partially buried in a large grove. The trunks contain buckles, nails, bars, axes, masks, and picks made of corroded copper. One copper lamp will summon an efreet, AC 2[17]; HD 10; HP 50; if polished. The efreet will obey the summoner every odd time he is called upon and attack the summoner every even time he is called upon.



Idyllic Isles for the Ebony Coast

Hex	Description
0527	Isles of the Bestiaries: Sandy land covered mostly by moss and bushes. Many types of game birds can be found except in the central hills which contain every type of monster or beast to be found above ground. A powerful enchantment prevents them from attacking anything man-sized or larger.
0602	Kaldrins Islands: Cedar trees and clear running streams give the appearance of a relatively lush island. It is overpopulated with Tigers (AC 6[13]; HD 6), Giant Shrews (same as Giant Rats, AC 7[12]; HD 1d4 HP), Pythons, Boa Constrictors (both constrictors, AC 6[13], HD 2), and Sumatran Rats (AC 7[12]; HD 3;), which attack with no provocation to satiate their hunger.
0615	Jolkham Isles: Dry tropical climate. Sandy land with deep grass and weeds; with few trees. Forty five deadly Giant Wasps, AC 4[15], HD 4; HP 20; swarm by day from the abandoned stockade of a desert village which forms their hive.
0704	Firecast Island: Merchants frequently stop here to obtain olives, dates, and herbs which abound here. The parties are often attacked by jaguars (panther) AC 6[13]; HD 3; which glow with a strange orange-red aura from devouring unusual miniature hares.
1806	Winged Hare Island: Rocky and mountainous island inhabited by many water fowl basically pelicans and cranes. It is the only known habitat of winged semi-intelligent hares, AC 7[12]; HD 1; Flying 12"; which live in the rocky cliffs.
1907	Isle of the Crosslets: Overrun at night by spiders that form into spider swarms; tarantula bird spiders, black widows and other spiders. These islands are a rich source of various webs. Rocky reefs make landing dangerous.
2225	Blackwell Isle: Ruled by the Satrap-Governor of Moonstone Island this island provides dry-docks for the maintenance of all types of vessels. The excellent climate attracts tourists, retired military personnel and mercenaries.
2614	Enfield Fox Island: The only inhabitant of this island is a hermit mage; AC 2[17], MU, LVL 17; HP 48. The mage leads a large pack of foxes while shapechanged as a huge red fox.
2785	Korporacan Cays: The lowland area which is lush with game is also dotted with quicksand pits covered with green algae. Unintelligent and docile lizard-like gnomes, AC 7[12]; HD 1; roam the swamp. A crumbling lighthouse stands on the smallest island.
2831	Demi-Sea-Hog Isle: A recently abandoned fort used to provision ships is the testimony to the fear and repugnance of the hideous Sea-Hogs (Swimming Wild Boars), AC 7[12]; HD 3+3; HP 20; Swim 15"; which overrun this island every evening. An amphibious tusked boar, the Sea-Hogs ravenously attack anything which moves and sweep the island similar to a locust swarm.
2932	Upotryll Island: A Karakan fortress is being constructed by three hundred workers, AC 9[10]; HD 1d6 hp; and soldiers AC 5[14]; HD 1; at the entrance to the natural harbor of this lush island.
3032	Isles of Opinicus: This isles are the refuge of an exiled pretender to the Karakan throne. From his stronghold in a gigantic sea-cavern Prince Mabzevar, AC 0[20]; FTR; LVL 10; HP 48; preys on merchant ships to finance his war chest.
3125	Moonstone Island: This island is a naval base for the Kingdom of Karak and is ruled by a Satrap-Governor, AC 1[18]; FTR; LVL 9; HP 38; with a small troop of mercenaries, AC 4[15], HD 2. Silks and exotic tapestries are the principal exports.
3528	Mandorla Island: Independent fishers and divers sell supplies to ships. Their small cottages are widely separated although they disdain farming or domestic animals.



Ament Tundra - Campaign Map Fourteen

Villages for the Ament Tundra

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

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
0119	Andlemainge	178	Men	4	CE	Aldras	3	CE	AS	Man	Timber
0331	Sheagoth	455	Elf	5	N	Amhuil	9	N	FTR	Elf	Ore
0424	Pikarud	221	Dwarf	4	LE	Fungurd	6	LE	CL	Dwarf	Coal
0504	Cadsandria	409	Men	4	LG	Mortrts	4	LG	PAL	Man	Iron
0615	Rufee	291	Orc	7	N	Kraketh	3	N	FTR	Orc	Silver
0917	Raschell	482	Men	6	CG	Dietcan	5	CG	FTR	Man	Copper
1030	Filkhar	111	Men	5	LG	Minnise	7	LG	MNK	Man	Timber
1202	Lormur	355	Halfling	3	CE	Erlgulas	7	CE	AS	Halfling	Silk
1512	Trepesay	125	Halfling	3	CE	Orfast	3	LG	CL	Halfling	Copper
1620	Josay	149	Dwarf	6	N	Dvalzad	4	N	MU	Dwarf	Marble
1629	Ranasay	136	Men	3	N	Ethelcolm	3	N	FTR	Man	Horses
1632	Ohoy-Kan	144	Orc	6	CG	Darzoc	7	CG	MU	Orc	Flint
1803	Dorel	385	Dwarf	7	CG	Fungol	7	CE	IL	Dwarf	Ore
1909	Bakshan	188	Men	5	N	Kandrea	9	N	MNK	Man	Pelts
1913	Vilmir	321	Halfling	3	LE	Samadas	8	LE	RGR	Man	Pipeweed
2016	Tarkesh	198	Men	4	N	Karlold	5	N	IL	Man	Salt
2205	Jharkor	130	Elf	4	CG	Terbrimbor	9	CG	MU	Half Elf	Market
2322	Banarua	104	Men	4	LE	Menron	6	LE	FTR	Man	Granite
2330	Sequaloris	440	Men	5	N	Arrah	9	LG	CL	Man	Horses
2511	Thokora	241	Halfling	3	CE	Adelmidge	4	CE	FTR	Half	Sulfur
2625	Dhakos	207	Men	7	LE	Wulfcon	10	LE	CL	Man	Pitch
2931	Kren	343	Halfling	6	CE	Gorgrin	3	CG	FTR	Halfling	Gold
3117	Jadnar	230	Elf	4	CG	Lornigalcal	7	LG	RGR	Man	Vineyards
3305	Riganarion	225	Men	5	N	Elfried	6	N	FTR	Man	Market
3312	Old Hvolmar	237	Men	7	CG	Alwuth	5	CG	FTR	Man	Tin
3624	Org	174	Orc	3	CG	Randgor	5	LG	SA	Man	Pipeweed
3633	Nargussor	233	Elf	5	LE	Aerbrimbon	6	LE	MU	Elf	Horses
3712	Nadsorkor	242	Halfling	6	CG	Pereadas	3	LG	FTR	Halfling	Market
3924	Ilmora	100	Dwarf	7	N	Mumdur	9	N	CL	Dwarf	Timber
4131	Maidahr	245	Half Elf	5	N	Edrahuin	7	N	FTR	Elf	Salt
4519	Illmar	241	Dwarf	3	CE	Azadur	9	N	BA	Man	Toys
4523	Kanakak	350	Men	7	LE	Dietron	10	LE	CL	Man	Timber
4530	Gromooman	277	Orc	5	LG	Zandorak	9	LG	PAL	Man	Market
5122	Asimar	486	Elf	4	N	Edrabrimbor	4	LG	RGR	Elf	Fur

Castles and Citadels for the Ament Tundra

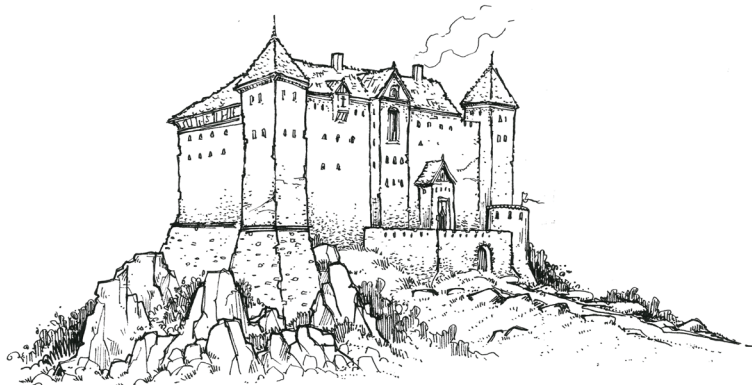
Citadels are only the tower or keep without stone walls. Castles add stone walls and gatehouses to the keep. Castles and citadels with rulers of name level (9th) or higher are highlighted in **bold**.

Hex	Type	Class	LVL	Align	Men
0505	Cas	FTR	7	N	110
0911	Cit	FTR	3	LG	92
1618	Cas	PAL	3	LG	69
2027	Cas	SA	4	N	90
2202	Cit	CL	6	LE	28
2513	Cit	MU	4	N	80
2827	Cas	AS	3	N	97
3108	Cit	FTR	7	LG	49
3614	Cit	CL	7	LE	51
3725	Cas	MNK	4	CE	98
4533	Cas	MU	4	CG	32
4765	Cit	IL	5	N	109
4923	Cit	MU	5	LE	50
5113	Cas	PAL	7	LG	200

Lurid Lairs for the Ament Tundra

Hex	Monster	NA
0206	Hell Hounds	5
0413	Efreet	1
0518	Horses	8
0617	Fire Lizard	3
0824	Shriekers	2
0915	Dryad	4
1411	Minotaur	3
1817	Lammasu	3
2009	Titan	1
2510	Blink Dogs	4
2729	Gnoll	31
2913	Aerial Servant	1

Hex	Monster	NA
3008	Doppelganger	7
3120	Troll	7
3421	Basilisk	1
3705	Lizardman	21
3930	Brain Moles	3
4117	Shedu	4
4304	Ogres	5
4528	Gorgon	3
4807	Yeti	4
5025	Spectres	7
5208	Bugbears	2



Ruins & Relics for the Ament Tundra

Hex	Description
0205	A large oak tree has fallen over a trail leading to a deep cave. Two trolls, AC 4[15]; HD 6+3; HP 27, 22; live 100 feet from the entrance. Within the cave is a bronze tablet covered with inscriptions giving the location of old copper mines.
0411	Part of an ancient aqueduct system stands partially covered by large trees and tangled vines.
0517	A mithral flute lies underneath a small line of shrubs. The flute is in a leather pouch and is worth 1,500 GP.
0724	An engraving on a rock wall depicts an ancient battle scene. As anyone stares at the engraving they will hear the sounds of a battle in the distance.
0914	A wooden idol 20 inches high stands beside a stone throne. Two rubies worth 100 GP each are inset in the eyes of the idol.
1129	A horned skull is partially covered by webs and dust. Two black poisonous spiders, AC 8[11], HD 1+1; HP 5, 4; Poison Type 3; hide in the webs.
1312	Two jars containing efreet, AC 2[17], HD 10; HP 52, 26; sit on a shelf inside a catacomb. Three broken jars lie on the floor.
1531	A stone bridge stands over a small creek. Man-eating nocturnal crocodiles, AC 5[14]; HD 3; swim in the water underneath to avoid the sun.
1614	A Temple to an ancient god is collapsed and tumbled. Poisonous snakes (vipers), AC 5[14]; HD 1d6hp; Poison Type 4; infest the surrounding area.
1707	The remnants of a tunic lie over a rock beside a harness and saddle made for a small dragon.
1818	The ruins of a huge castle stand alone. A moat containing alligators, AC 5[14]; HD 3; encircles the castle. The moat connects with a nearby alligator-infested marsh.
1928	The skeletal remains of a giant lie face down in a silently flowing creek. Two birds are flying in between the bones.
2110	A grinding wheel covered with ashes is lying beneath an old maple tree that is overlooking a tiny hut.
2230	A pair of gauntlets clutch a dead dwarf's neck. Only characters of 17 strength or greater can attempt to remove them. 17 strength = 50% chance 18 strength = 75% chance. Upon removal the gauntlets will animate and try to strangle that person.
2309	What appears to be a doll house is really the home of a family of very miniscule humans, AC 9[10]; HD 1hp.
2514	A spyglass sets on a pedestal 3 feet high. The spyglass has a maximum range of 3 miles.
2722	A monastery stands on a tree covered hill. Pacifist Monks, AC 8[11]; CL; LVL 3; studying the Book of the Sun God sometimes spend day in deep meditation.
2903	A large vat of oil sits on top of a huge bonfire. Two goblins, AC 6[13]; HD 1d6hp; HP 3, 2; are stirring the hot oil.
3114	The ruins of a village with 12 cottages is surrounded by a palisade. Three ghouls, AC 6[13]; HD 2; HP 10, 8, 4; guard a bag of gold worth 100 GP.
3334	A poisonous snake (viper), AC 5[14]; HD 1d6hp; HP 3; Poison Type 4; is coiled around an old sword that is lying next to an oak tree. The sword is a +2 magical weapon.
3404	A diving bell floats restlessly across the water on its wooden platform. Inside are two dead humans decaying badly.
3518	The remnants of a road heads north and ends up at a statue of a stone giant. A trap door in the base leads to a room where two dwarves, AC 5[14]; FTR; LVL 6, 4; HP 30, 18; are sleeping.
3626	Freshly cut fire wood is neatly stacked on the side of a trail. A small cottage lies 100 feet away where an elf, AC 5[14]; FTR/MU; LV 4/2; HP 17; and his wife, AC 8[11]; MU; LVL 4; HP 6; live.
3701	A family of sparrows have built a nest in an overturned helmet. The helmet broadcasts all of the wearer's thoughts to any within a 6" radius and cannot be removed without a remove curse. Once the curse is removed it is worth 500 GP.
3833	A charismatic musician, AC 6[13]; BA; LVL 5; HP 20; sits on a rock entertaining a group of Halfling children, AC 9[10]; HD 1d6hp. He sings songs of high adventure and fighting Orcs.
3919	The crumbled and decayed ruins of an ancient citadel sits on a grassy hilltop. Rats, AC 7[12]; HD 1d4 hp; scurry in between the rocks looking for food.
4007	The wreck of a merchant ship lies on the ocean floor. It contains 20,000 GP worth of jewels.
4120	Underneath a small pond of refuse containing sewage chemicals and oils is a gem worth 10,000 GP.
4231	A ship's figurehead has been carved into a tree. The eyes are actually two red rubies worth 500 GP each.
4317	A gold plated scepter stands upright on a pedestal. Only a true lawful-good can remove the scepter. It is worth 1,500 GP but selling it so that it might fall into evil hands is an unlawful good act.
4423	A fully operational hang-glider sets on a small hill. The glider is tied down to prevent it from blowing away.
4510	A dolphin, AC 6[13]; HD 2; HP 10; Swim 24"; pulling an elven princess, AC 6[13]; MU; LVL 6; HP 19; on a dolphin sled. The princess is carrying a lit torch.
4628	The water spraying from a giant fountain refreshes everybody the same as a Bless (+1 to attacks) from a Cleric. The effect lasts for 1d3 turns.
4718	A crystal ball sits on a table inside of a small cave. It is covered with cob webs and the cave is infested with spiders, AC 8[11], HD 1+1; Poison Type 3.
4825	A wooden idol disfigured and defaced is covered with mold. Two holes where the eyes were indicate there were once gems inset.
4914	An ogre, AC 5[14]; HD 4; HP 15; is carrying a flask of oil and has a scimitar +1.
5015	A crossbow hangs on the fireplace of a house that has just burned down. The crossbow is +2 but was weakened by the fire and will shatter after 2d6 uses.
5115	A spinning wheel lies half sunken in cinders. The wheel is fully operational and spins gold from straw up to 50 GP's worth per day. However at the beginning of every day of use the user must thrust his thumb upon the magic spindle suffering 2d4 points of damage and possibly (10% chance) falling into an enchanted sleep that can only be removed by a wish or limited wish.
5210	A giant sea serpent, AC 2[17]; HD 30; HP 147; slithers listlessly across the water searching for food.
5228	A family of five Halflings, AC 8[11]; HD 1-1; has been castaway on this desolate rock for three days without food or water.

Idyllic Isles for the Ament Tundra

Hex	Description
4005	Isle of the Worm: An aged red dragon, AC 2[17]; HD 11; HP 66; has inhabited this island for 200 years. 150 kobolds are his slaves bringing him food and water. A small treasure hoard lies in an abandoned citadel to the north.
4302	Stormy Monday Isles: Every Monday a fierce and terrible storm assaults these islands. Mariners say these islands were cursed when inhabitants refused asylum for a fleeing Sage.
4504	Mayday Isle: Sailors landing here will hear cries for help in the distance. Following the cries will bring them face to face with a band of Chaotic Evil Amazons, AC 6[13]; HD 2.
4709	Isle of the Magic Statue: In the center of this island sits a pond of pale green water. The water is so clear that you can see in it. Since the pond is only 8 feet deep you see a statue standing upright in it. The first person drinking or swimming in the water will be granted a limited wish from the statue.
4809	Isles of the Winds: At 12:00 the 45 mile an hour winds on these islands change directions. In the AM it blows from the South and PM it comes from the North.
5010	Isle of the Bore: A young man sits in a stone chair on the northern edge of the island telling very long boring tales. So boring in fact that anyone listening for more than 5 minutes must make their saving throw for sleep -1.



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