

DESIGNED FOR USE WITH  
**OLD-SCHOOL  
ESSENTIALS**

# Tales from Dalentown: **Trueland Gazetteer**

---

Establish a homebase and explore a mysterious  
frontier in this supplement by  
**Matthew Bannock & Tim Bannock**

# TRUELAND GAZETTEER

---

## CREDITS

**Writing:** Matthew Bannock and Tim Bannock

**Editing and Layout:** Tim Bannock

**Cover Art:** Bob Greyvenstein

**Cartography:** Elven Tower Cartography, Tim Bannock, Inkwell Ideas

- ❖ The Western Frontier map by Tim Bannock using Worldographer. Worldographer is ©Inkwell Ideas.
- ❖ Dalentown map by Elven Tower Cartography, based on a design by Tim Bannock.

**Art:** Patrick E. Pullen, Jayaraj Paul

- ❖ Jayaraj Paul (page 22)
- ❖ Patrick E. Pullen (pages 23, 24)

Version 1 - April 2020

---

## LEGAL

©Tim Bannock. All rights reserved. All characters, names, places, items, art and text herein are copyrighted by Tim Bannock, with the exception of material previously released as part of the Open Gaming License; see the OGL at the end of this work. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Old-School Essentials is a trademark of Necrotic Gnome. The trademark and Old-School Essentials logo are used with permission of Necrotic Gnome, under license.

Not for resale. Permission granted to print or photocopy this document for personal use only.

---

# TABLE OF CONTENTS

<b>Credits</b>	<b>1</b>
<b>Legal</b>	<b>1</b>
<b>Table of Contents</b>	<b>2</b>
<b>History Lessons</b>	<b>5</b>
The Elder Gods	5
The Awakened	6
Awakened Ancestries	6
Trueland	6
Underlund	6
Religion & Patrons	8
The Western Frontier	8
The Dwarf Holds	9
Dalentown Settlement	9
<b>Gazetteer</b>	<b>10</b>
The Queendom of Valendur	10
Adventures & Hooks	10
Make It Your World!	10
Dalentown	11
Brice House	11
Governor Belina Brice	13
Lady Grey Dalthor	13
Brightguard Cavalry	13
Griffon	14

War Horse	14
Brightguard Soldiers	14
Militia Fort Guards	15
Servants & Staff	15
Command Staff	15
Chapel Priest	16
Acolytes	16
Brightwell Manor	17
Roster	17
Eldon Brightwell	18
Rock Down	18
The Wizard's Enclave	19
Other Settlements	19
Geographical Features	19
Deadwater Bog & Shadow Hills	19
Dragon's Roost	20
The Flying Citadel	20
Flying Citadel Encounters	20
Whisperwood	21
Effects of the Whisperwood	21
Swamp Hag	22
Lich	23
Whisper Wraith	24
<b>OPEN GAME LICENSE Version 1.0a</b>	<b>25</b>

1. Definitions:	25
2. The License	25
3. Offer and Acceptance	26
4. Grant and Consideration	26
5. Representation of Authority to Contribute	26
6. Notice of License Copyright	26
7. Use of Product Identity	26
8. Identification	26
9. Updating the License	26
10. Copy of this License	26
11. Use of Contributor Credits	27
12. Inability to Comply	27
13. Termination	27
14. Reformation	27
15. COPYRIGHT NOTICE	27

# TRUELAND GAZETTEER

The eponymous town from *Adventures in Dalentown for 5th edition* is the “homebase” for player characters in the Trueland Campaign Setting. You might already be thinking to yourself: *“Bah! I don’t want to learn a 150-page history and 72 patron deities to run it “properly!” I just want stuff I can use in the campaign setting I already use!”* Or, *“I built my own campaign setting! What can I pilfer from here? Or is this one of those weird settings where the adventures and mechanics don’t mesh with my setting?”*

Don’t worry! All of the Dalentown releases, and as a result the Trueland Campaign Setting, are meant to be used at your table immediately. If you want a setting, we’ve set some broad strokes below. If you don’t need a setting, and you’re just looking for a pre-made town, some NPCs, encounters, and adventure scenarios, that’s what we try to provide in spades. Use or ignore the next few pages as you wish; everything else is primed for adventure!

## HISTORY LESSONS

There only existed one entity, the Sleeper, the old one. This being was the only thing in the infinite universe. Driven mad by loneliness it began to wish and dream, creating infinite tales of madness and wonder.

## THE ELDER GODS

---

Eventually it began to slumber. It’s dreams sprung to life, becoming a shower of realities and gods within each. These gods learned they could siphon power from the Sleeper, and each other. Soon, they created worlds where they could raise armies of followers to war with each other as a means to defeat and absorb one another, and thus increase their power.

This era of the Gods’ War would not last. They battled to a dwindling number, and eventually the war captured the attention of the Sleeper. Even within its torpor it blinked these elder gods from existence, leaving their bodies behind as stars and planets.

## THE AWAKENED

---

When the Elder Gods were — Banished? Destroyed? Who knows — the soldiers in their armies woke as if from a dream, the memory of it fading and harder to recall with time. For a long time, lasting animosity and similar-but-fractured beliefs created a seemingly endless tide of wars. Much of the world was ravaged by these conflicts, and if not by them, then by the mutated offspring of the Elder Gods' worst magical and biological weapons.

What the people woke to was the fleeting apparitions of a nightmare, but soon, that too subsided. With the greatest of creatures driven by base urges mostly destroyed or destitute, it finally fell to the Awakened to build a new world.

### AWAKENED ANCESTRIES

The term used for any sentient ancestry in Trueland is “the Awakened.” There is no set list of ancestries that are included in the Awakened, as the only real criteria is an awareness that leads to building communities in the sense that dwarves, elves, halflings, humans, giants, goblins, orcs, and so on understand it.

For example, the antlings (detailed in *Folk of Dalentown Volume 1*) are a recently discovered ancestry. Only the folk of the Dalentown region know of them and have dealings with them. They certainly group antlings among the Awakened, but folk from far off parts of Valendur may not know of them, and thus wouldn't know to consider them at all.

## TRUELAND

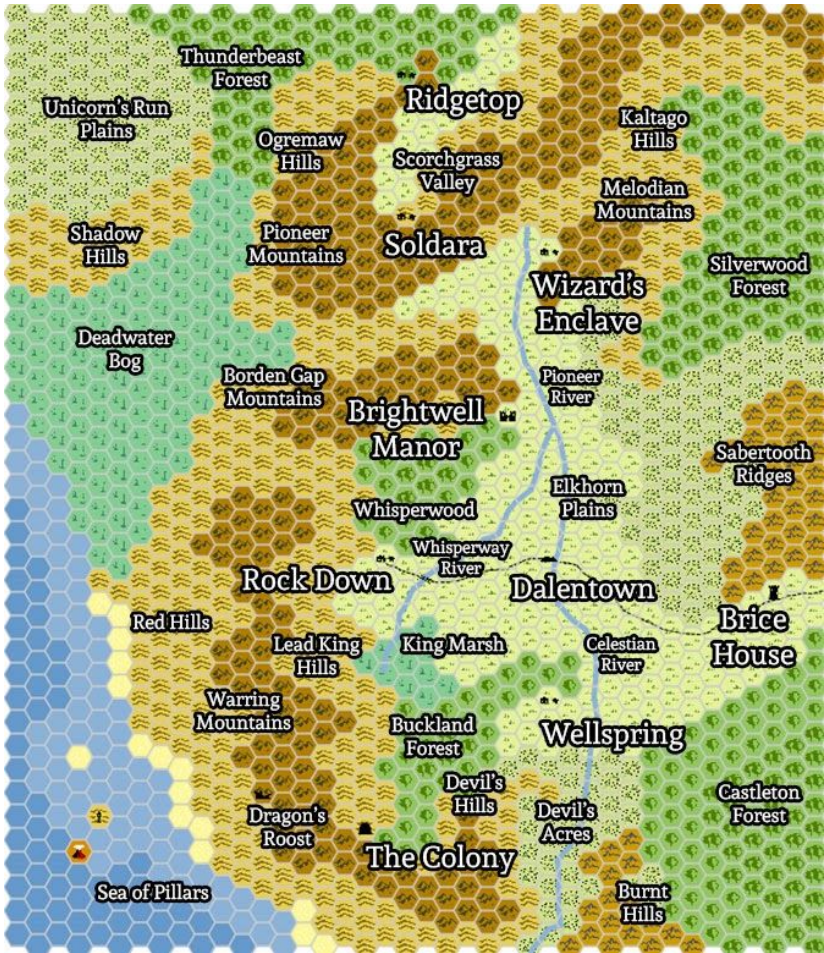
---

An arc of this world has become known as “Trueland,” the home of humans, elves, dwarves, and other ancestries created by the Elder Gods and abandoned to their own survival. Many chose simple lives, while others became adventurers seeking out fragments of knowledge and power to change the world.

### UNDERLUND

In the deep caves of Trueland, it is said there exists mysterious dungeons that test adventurers to unknown ends. These places are referred to as Underlund, or sometimes The Sunless or Darkblessed depending on one's inclinations:

- ❖ Most elves, rock gnomes, and humans refer to it as Underlund. So do dwarves, but some dwarves call it Ironhome.
- ❖ Dark elves, goblins, kobolds, and orcs call it The Darkblessed, or the Darkblessed Realm.
- ❖ Halflings, cawbrie, gnomes, and many sylvan creatures call it The Sunless.



The Western Frontier (scale: 1 hex = 6 miles)



It is said that Underlund may be the birthplace of young, new gods, or they may be the vaults of the Elder Gods' ancient weapons. Still others say they simply exist as fragments of the dream. Perhaps they are all onto something, for the lure of treasure and knowledge untold has brought a great many people to this realm.

---

#### RELIGION & PATRONS

In this setting, the lack of major patron deities and the presence of half-forgotten Elder Gods puts a slight spin on players of classes like clerics, as well as NPCs who might be members of cults, or who might tend to religious monasteries and temples.

**Religion.** Worship is greatly divided, spread between a great number of beliefs. The powers granted are linked to spirits associated with bloodlines, tribes, and families. A player may describe the small religion they belong to, and there may be one or more spirits involved. Often, a spirit covers one or two domains, but no single spirit carries more than three domains as this may be a tipping point to help avoid the notice of the Sleeper. When it comes to religion, it is well understood and accepted that individual homes and businesses have a shelf, closet, or room that is a private shrine. Leaving a coin or modest gift for a host's shrine is common practice.

**Patrons.** More enigmatic—often but not always chaotic or even infernal—patrons are far more powerful than these spirits, but give only a fragment of themselves in return for arcane rites and sacrifice that may be literal or symbolic. Evil cultists tend to be feared, and that being the case, some will claim to be casters of other sorts, masquerading as pilgrims, preachers, and healers. Some admit to what they are but use their innate charisma to keep the balance of fear and respect needed to avoid witch hunts.

---

## THE WESTERN FRONTIER

---

As a whole, there are very few parts of Trueland that are considered "civilized," in the sense that there are considerable population centers all at trade with one another. The wars of the Elder Gods, and those that came immediately after (often spurred on by dragons, giants, or otherworldly fiends) left the land in ruin, and most centers of history and lore utterly destroyed. Thus, much of the land is dotted with small

communities, and even the most powerful only hold a single city-state and perhaps one or two sizable settlements outside of that.

One such region is the Western Frontier, an area that is claimed by The Queendom of Valedur, but that effectively is a loose confederation of small settlements. It is here that the settlement of Dalentown has begun to grow, though it rests on an interesting piece of not-quite-so-forgotten history...

## **THE DWARF HOLDS**

Driven by the greed of dragons, several settlements of dwarves (called Holds) were established in the hills and valleys inland from the Warring Mountains and the Borden Gap. One in particular, its name long forgotten, was established in the Underlund beneath a series of hills near the fertile Celestian River. A special vein of diamond was discovered, and soon this settlement was a valuable asset to the dragon armies.

When the Elder Gods were banished and most of the dragons driven back into the mountains, greed lingered. The dwarves sought ways to mine diamond ore more efficiently, and they turned to an alchemist-mage who was unknowingly touched by one of the Elder Gods. The dwarf hold was abandoned when it became ground zero for a horde of demonic oozes. (See *DD-01 The Darkness Beneath Dalentown* for more!)

## **DALENTOWN SETTLEMENT**

A few centuries passed, with the dwarves having moved south, and the realms of humans, halflings and elves taking over in the east. When adventurers discovered the fertile Elkhorn Plains region, folk from the Queendom of Valedur came to settle the region. They first constructed a fort to the south of the Sabertooth Ridges, then settled in Dalentown.

With the discovery of several other Awakened communities, Dalentown has gone from a small farming town to a booming trading town. In recent years, a village of artifact-hunters has grown around the Wizard's Enclave, which has lended to Dalentown also becoming a hub of questionable activities, too.

And even more recently, the dwarf hold beneath the town was uncovered. Mining – which was previously relegated to small deposits of silver and iron ore – may become a whole new industry for the town. Once they clear out all the demonic oozes, of course. (See *DD-01 The Darkness Beneath Dalentown* for more on this.)

## GAZETTEER

The Western Frontier is a nickname coined by the people of Valendur, which claims the territory but exerts only minimal control over it. They have their own problems, after all.

### THE QUEENDOM OF VALENDUR

---

Valendur is one of the larger powers in Trueland, and that's not saying much: the Queen claims two city-states, a half dozen forts, and a dozen towns. She has three governors: one for each city-state, and one for the Western Frontier. There's enough turmoil in the city-states trying to establish trade with neighboring realms, so the frontier ends up being an afterthought, at best.

#### ADVENTURES & HOOKS

**Dark Rulership.** Perhaps the queen is a **vampire**, and Dalentown survives in relative autonomy for being beneath her notice. A position in great peril now that the ruins of the dwarf hold have been discovered. She has a vested interest in the wealth the mines could bring. Her trusted inquisitors among the Brightguard may come to the area to reinforce her rule. Perhaps courtly intrigue and manipulation are the only things that keep Governor Belina Brice in power in this little edge of the world, and the queen leverages any advantage she can gain.

**War Comes to Dalentown.** The queen is a good woman and a brilliant strategist, but she is in peril as **gnoll** warbands have teamed with an evil **efreeti** who has enslaved a tribe of goblins to best her with superior numbers. Soon battles will reach all the way out to our beloved Dalentown.

**Rivalry.** Perhaps the scholar-queen has a keen interest in lore and is fond of hiring adventuring teams to delve into the wilds and ruins that dot the world. This would certainly bring her into conflict with Xailaria, the head of the Wizard's Enclave.

---

#### MAKE IT YOUR WORLD!

Since the maps for the Western Frontier are done with 6 mile hexes, it's pretty easy to drop it into any fantasy campaign setting continent without displacing a whole lot of land. The Queendom of Valendur and the larger world outside of the Western Frontier are not things we have plans to detail at this time. This means it's the perfect opportunity for

---

---

you to build the world you want, or to substitute the kingdom or empire of your choice.

You'll see more sidebars like this one throughout the following sections. They are meant to provide inspiration and ideas for 1st Edition & BX games set in these locations. Many appear in other adventures (or will appear in future ones), so these ideas are meant as quick-start guides; find out more by visiting [timbannock.com](http://timbannock.com) and looking for all of our Dalentown releases!

---

## DALENTOWN

---

Dalentown is a flourishing town, likely on its way to becoming a city in its own right. The Lord Mayor and a council of influential folk from the merchant and working classes have ensured the town's independence over a few generations now. Its remote location has kept the few scattered kingdoms from exerting any sort of real power over the region, though it does have close relationships with some nearby settlements. That said, many of those settlements are strange, and exist outside of the typical politics of the Trueland setting.

Notably, Dalentown has a recently uncovered dwarf hold that contains a rare vein of diamond. Prior to that, the town was only known for some scattered silver and iron mines, and a fertile valley for farming around the Celestian River (an offshoot of the Pioneer River).

Dalentown is currently run by Lord Mayor Kevren Palomar, a failed wizard from Valendur's court. He's made up for his shortcomings in magic by being an adept civil leader. He is advised by a council of merchant and working class citizens. Some of these councilors are in the pocket of the local thieves' guild, known as the Lamplighters Guild.

## BRICE HOUSE

---

Governor Belina Brice is a charming bard and sage, fond of telling stories. Known adventurers can expect an invitation to her estate, which is about two day's ride from Dalentown, skirting the southern edge of the badlands of Sabertooth Ridges. She is always accompanied by the lovely Lady Grey Dalthor, a divination wizard, Belina's companion, and her most trusted advisor. Rumors say that Dalthor also has the taint of demon-blood in her lineage.



Governor Brice's charisma didn't win her over in the courts of Valendur, however, so she has been relegated to what most people consider the worst possible job: governing the Western Frontier. This amounts to exerting little power over mostly ignored settlements. She does have a retinue of the Brightguard at her disposal in the fort she calls home, but their duties are entirely made up of "patrol the road to Dalentown," and "track down any criminals." Half of them are probably on the take from the Lamplighters or the mysterious Wizard's Enclave, anyway. There are some who feel Governor Brice actually knows more about the ruins in this region than she lets on, and that her political goals brought her here.

### GOVERNOR BELINA BRICE

*Lawful human, she/her; sagely, kind*

---

**AC** 2 [17], **HD** 3 (13 hp), **ATK** 1 x weapon (1d8 or by weapon), **THACO** 17 [+2], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** L, **XP** 35, **TT** Vx3.

---

- **Armor:** Plate mail armor, shield
- **Weapons:** Sword (1d8), 2 daggers (1d4)
- **Gear:** *Helm of telepathy*

### LADY GREY DALTHOR

*Neutral elf, she/her; guarded, terse*

---

**AC** 9 [10], **HD** 1\*\* (4hp), **ATK** 1 x dagger (1d4) or 1 x spell, **THACO** 19 [0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (MU3), **ML** 8, **AL** N, **XP** 16, **TT** V

---

- **Weapons:** Dagger (1d4)
- **Gear:** *Crystal ball*, spellbook
- **Spellbook:** Contains all 1st and 2nd level magic-user spells.
- **Spells memorized:**
  - **Level 1:** *read magic, charm person*
  - **Level 2:** *locate object*

### BRIGHTGUARD CAVALRY

*These elite soldiers are mounted on **war horses**, or 25% chance on **griffons** instead.*

---

**AC** 2 [17], **HD** 3 (13hp), **ATK** 1 weapon (1d8 or by weapon), **THACO** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (F3), **ML** 10, **AL** L, **XP** 35, **NA** 2d4 (2d6), **TT** V

---

- **Armor:** Plate mail armor, shield
- **Weapons:** Sword (1d8), lance (1d6)

## GRIFFON

**AC** 5 [14], **HD** 7 (31hp), **ATK** 2 x claw (1d4), 1 x bite (2d8), **THACO** 13 [+6], **MV** 120' (40')/360' (120') flying, **SV** D10 W11 P12 B13 S14 (4), **ML** 10, **AL** N, **XP** 450, **TT** E

---

- **Attack horses:** Although trained, within 120' of a horse the griffon will attack the horse unless a morale check is passed.

## WAR HORSE

**AC** 7 [12], **HD** 3 (13hp), **ATK** 2 hooves (1d6 ea.), **THACO** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** N, **XP** 35, **TT** None

---

- **Charge:** When not in melee. Requires a clear run of at least 20 yards. Rider's lance inflicts double damage. Horse cannot attack when charging.
- **Melee:** When in melee, both rider and horse can attack.
- **Beast of burden:** Carry up to 4,000 coins unencumbered; up to 8,000 at half speed.

## BRIGHTGUARD SOLDIERS

*Elite foot soldiers.*

---

**AC** 2 [17], **HD** 1 (4hp), **ATK** 1 weapon (1d8 or by weapon), **THACO** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 9, **AL** L, **XP** 10, **NA** 2d4 (2d6), **TT** V

---

- **Armor:** Plate mail armor, shield
- **Weapons:** Sword (1d8), crossbow (1d6)

## MILITIA FORT GUARDS

*Run of the mill guards.*

---

**AC** 4 [15], **HD** 1 (4hp), **ATK** 1 weapon (1d8 or by weapon), **THACO** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** L, **XP** 10, **NA** 2d4 (2d6), **TT** V

---

- **Armor:** Chainmail armor, shield
- **Weapons:** Sword (1d8), crossbow (1d6), dagger (1d4)

## SERVANTS & STAFF

*Run of the mill staff for the fort.*

---

**AC** 9 [10], **HD** 1/2 (2hp), **ATK** 1 x weapon (1d6 or by weapon), **THACO** 20 [-1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6, **AL** Any, **XP** 5, **NA** 1d4 (1d20), **TT** U

---

## COMMAND STAFF

*Strategists, organizers.*

---

**AC** 2 [17], **HD** 3 (13 hp), **ATK** 1 x weapon (1d8 or by weapon), **THACO** 17 [+2], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** L, **XP** 35, **TT** Vx3.

---

- **Armor:** Plate mail armor, shield
- **Weapons:** Sword (1d8), 2 daggers (1d4)



## CHAPEL PRIEST

*The head of the fort's chapel.*

---

**AC** 2 [17], **HD** 1 (4hp), **ATK** 1 x mace (1d6), **THACO** 19 [0], **MV** 60' (20'),  
**SV** D11 W12 P14 B16 S15 (C3), **ML** 7, **AL** L, **XP** 10, **NA** 1, **TT** U

---

- **Armor:** Plate mail armor, shield
- **Weapons:** Mace (1d6)
- **Spells memorized:**
  - **Level 1:** *detect magic, light*

## ACOLYTES

*The chapel's defenders.*

---

**AC** 2 [17], **HD** 1 (4hp), **ATK** 1 x mace (1d6), **THACO** 19 [0], **MV** 60' (20'),  
**SV** D11 W12 P14 B16 S15 (C1), **ML** 7, **AL** L, **XP** 10, **NA** 6, **TT** U

---

- **Armor:** Plate mail armor, shield
- **Weapons:** Mace (1d6)

## BRIGHTWELL MANOR

---

A couple days' journey from the town, in a valley forming low mountain pass, is Brightwell Manor. This large estate is owned by Eldon Brightwell, a noted alchemist and physician. He has a very large family, and employs many mercenaries to help guard both his estate and the mountain pass itself. (This place is the focus of the module *DD-02 The Darkness Beneath Brightwell Manor*.)

### ROSTER

Can't wait for *DD-02 The Darkness Beneath Brightwell Manor* to come out? Here are a few options.

Normally, Eldon Brightwell might have minor magical potions for sale. Though kooky, he's generally reasonable to deal with from a business perspective. His family (use stats for **brigand cavalry** and **mediums**, including **master mediums**) and the mercenaries he hires for protection from the beasts of the wilderness include commoners (**normal human** house staff and servants), a handful of **brigand foot soldiers**, and the occasional **bandit** or **bandit leader**.

Eldon can be an excellent, if eccentric, patron, as he seeks rare alchemical ingredients that may involve any of the following:

- ❖ Delving into Underlund to find rare subterranean plants. The party may have to trade with or square off against chaotic **dwarves**, dark **elves** (chaotic alignment and use poisons that paralyze), **kobolds**, or more powerful beings like **djinni** or **medusa**.
- ❖ Raiding monster nests for eggs, feathers, or the like. Great examples would be **manticores**, **wyverns**, and **owl bears**.
- ❖ The party may have to handle negotiations with members of the Wizard's Enclave faction (**master mediums**, **brigand magic-users**, or **acolytes** of the Elder Gods), or avoid getting caught on smuggling charges by the Brightguard (**veterans**, **nobles**).

## ELDON BRIGHTWELL

*Chaotic human, he/him; eccentric, wily*

---

**AC** 8 [11], **HD** 11\*\* (40hp), **ATK** 1 x dagger (1d4) or 1 x spell, **THACO** 14 [+5], **MV** 120' (40'), **SV** D7 W8 P7 B10 S7 (MU11), **ML** 8, **AL** N, **XP** 2,700, **TT** F

---

- **Weapons:** Dagger (1d4)
- **Gear:** spellbook, *ring of protection +1* (factored into above stats), *wand of paralyzation*,
- **Spellbook:** Contains all 1st and 2nd level magic-user spells, plus 1d6 randomly determined spells of each subsequent level in addition to the spells memorized, below.
- **Spells memorized:**
  - **Level 1:** *magic missile, read languages, sleep, ventriloquism*
  - **Level 2:** *continual darkness, knock, phantasmal force*
  - **Level 3:** *fly, invisibility 10' radius, protection from normal missiles*
  - **Level 4:** *charm monster, polymorph others, polymorph self*
  - **Level 5:** *animate dead, magic jar*
  - **Level 6:** *invisible stalker*

## ROCK DOWN

---

Rock Down is a small village of gnomes and halflings that provides Dalentown with the finer things in life. They have apple and pumpkin orchards, as well as extensive wineries.

The village has no central leadership, though most of the folk listen to either the married priestesses Kashia and Verdi, or “Pops” the Gnome, a druid. Beyond the confines of the village, however, the most well-known resident is Cordia, because every foodie knows she’s the best baker in all of the region’s festivals.

## THE WIZARD'S ENCLAVE

---

Xailaria (sometimes “Xailaria the Red”) appears to be a young wizard who has inexplicably built an entire village around her manor, as well as an organization of spellcasters, artifact-hunters, and smugglers of all types. They travel throughout the region collecting magical items, tomes of lore, and exploring the many ruins that dot the region.

It's said that Xailaria is the daughter of a lich or other powerful spellcaster, and she may be much, much older than she appears. Regardless, she certainly considers herself above the law, and does not bow to Governor Brice.

## OTHER SETTLEMENTS

---

A number of other settlements can be found in the Western Frontier, but they are almost all unique in that they are not folk normally settled in other regions of Trueland.

**Wellspring.** The farming village of Wellspring is mostly populated by the bovathi, a stout folk practiced in the druidic crafts.

**The Colony.** A large antling settlement known only as “The Colony” can be found in the foothills of the Warring Mountains. Only a single area above ground is known to the folk of Dalentown, for they trade with the antlings for ore and Underlund delicacies like spidersilk and mushrooms, while the antlings crave baked goods.

**Cawbrie Settlements.** Soldara and Ridgetop are settlements of the cawbrie, an ancestry of avian folk that live in the Pioneer Mountains and Thunderbeast Forest.

## GEOGRAPHICAL FEATURES

---

The following are among the most noteworthy geographical features in the Western Frontier, at least in terms of the rumors of danger, riches, or both.

### DEADWATER BOG & SHADOW HILLS

This area is festering with enclaves of vicious giants (**trolls, ogres, and hill giants**), and they may or may not be controlled by a coven of hags that lair somewhere deep within Deadwater Bog.

## DRAGON'S ROOST

When the Elder Gods were banished, the wars immediately following were mostly invoked by dragons. They were cursed (and kept in line) by the Elder Gods with incredibly powerful base compulsions such as greed, which put them at odds with the more tumultuous and elemental giants. Dragon's Roost was one of the key fortresses for the dragons, built by servitors among the dwarf, orc, and goblin ancestries.

In the last days of those wars, Dragon's Roost was the site of one of the greatest betrayals: the dwarves rose up against their oppressors, and began destroying the citadel from within using booby traps and explosives. The orcs joined them, using the destruction to trap or kill as many dragons as they could. And the goblins fled, as they do.

The ruins of Dragon's Roost are said to contain some of the greatest artifacts of both the dragons and the Elder Gods. But the Warring Mountains remain the domain of what few dragons survived, and thus few are willing to brave this area to find out what still rests beneath the rubble. Though it is said that goblin warrens still provide a secret backdoor...

## THE FLYING CITADEL

A ruined castle resting upon a chunk of rock connected to two other larger motes of earth floats lazily through the sky in this region. None know its purpose or its current inhabitants (if there are any), but legends speak of a guild of wizards that once used it as their headquarters. Several steel planks jut outward from it, docking catwalks that used to host airships at the height of the wars between the Elder Gods' creations.

## FLYING CITADEL ENCOUNTERS

While the Flying Citadel will certainly be explored in a future release, why wait? Here are a few options for it, or for similar flying motes of earth in your adventures.

Roll 1d8 to determine the main encounter type or group, and come up with (or steal from other sources) a few additional encounters to expand it.

1. A **wraith** protected by a **bronze golem**. The wraith is all that remains of a spellcaster, and the golem was its guardian in life, but remains bound so in death as well.
2. A **master medium** leads a band of 3d4 mediums, a band of mercenaries including 2d6 **hobgoblins**, and their **giant bat** mounts. They've come to the earth mote seeking magical

treasure (roll or choose a magic item as the object of their quest).

3. The facilities on the floating island are infested with aberrations, and a portal continues to spew out more periodically. The party must shut the portal down. Creatures might include **giant vampire bats, fire beetles, chimera, manticores, owl bears, or stirges**.
4. A mated pair of **chimeras** live on the island.
5. Stone statues of people dot the island. Lurking in ruined buildings are a herd of **basilisks**.
6. A **roc** uses this as its lair.
7. A **lich** and nearly a dozen shadows scheme vengeance upon their living world below.
8. A **vampire** trapped in a magical circle can be found inside one of the buildings. She is guarded by 2 **flame salamanders**; she's an outcast from the fiendish courts, and she may be willing to help the party in exchange for her freedom.

## WHISPERWOOD

Whisperwood is a pine forest, and the unique whisper pine trees muffle sound. Also whisper wood burns poorly, and so locals say travel in the winter is very dangerous.

The place is home to a unique form of undead spirit known as Whisper Wraiths. They are rare among the undead in that they are benevolent, often warning travelers of danger. They communicate silently, conjuring shadowy illusions and visions that reference local folklore.

### EFFECTS OF THE WHISPERWOOD

**Travel & Movement.** Thieves benefit from a +10% bonus on their Move Silently rolls within the Whisperwood. Because whisper wood burns poorly, travel during colder months can be dangerous as fires are very hard to set. Characters may suffer hit point loss at the end of each night's rest from the effects of extreme cold over time.

## SWAMP HAG

Hags are giantesses, horrid looking females as large as ogres. They lust for human flesh to eat, and often polymorph themselves into human form to hunt (an old lady being a common shape), or to lure their prey from places of safety.



**AC** 1 [18], **HD** 8\* (36hp), **ATK** 2 x claws (2d8), 1 x bite (1d8), **THACO** 12 [+7], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (8), **ML** 7, **AL** C, **XP** 1,200, **TT** E

- **Call Mist:** The hag can summon a mist that covers an area 80 feet in diameter.
- **Polymorph:** The hag can change its shape to appear as an old woman (human, elf, dwarf, or halfling). It retains all of its abilities in this form.
- **Render:** If the hag hits with both of its claw attacks, the victim is held and the hag inflicts automatic damage with all three attacks thereafter.
- **Witch-Hag:** Only 25% of hags are witch-hags, but if a coven of three hags is formed, then one of them is automatically a witch-hag. Witch-hags have the following spell-like abilities, each of which can be used 3 times per day.
  - *Charm monster*
  - *Clairvoyance*
  - *Phantasmal force*

## LICH

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life, or as the result of other magical forces (possibly including their own magics gone awry).



This lich is based on a 12th level magic-user, and is a good indication of the type of spells a lich would have ready.

**AC** 0 [19], **HD** 12\*\* (54hp), **ATK** 1 x claw (1d10 + paralysis) or 1 x spell, **THAC0** 10 [+9], **MV** 120' (40'), **SV** D6 W7 P8 B8 S10 (12), **ML** 9, **AL** C, **XP** 2,700, **TT** G

- **Visions of Fear:** The very sight of one of these dread creatures causes any being of 4 HD or below to flee in abject terror.
- **Paralysis:** For 3d6 turns (no saving throw). Elves and creatures larger than ogres are unaffected.
- **Gear:** *ring of spell turning, rod of cancellation, spellbook*
- **Spellbook:** Contains all 1st, 2nd, and 3rd level magic-user spells, plus 1d6 randomly determined spells of each subsequent level in addition to the spells memorized, below.
- **Spells memorized:**
  - **Level 1:** *charm person x2, darkness, read magic*
  - **Level 2:** *invisibility, mirror image, web, wizard lock*
  - **Level 3:** *dispel magic, fire ball, lightning bolt*
  - **Level 4:** *dimension door, hallucinatory terrain, wall of fire*
  - **Level 5:** *feeblemind, hold monster, teleport*
  - **Level 6:** *anti-magic shell, death spell*



## WHISPER WRAITH

*Whisper wraiths are shadowy humanoid figures with bright pinpoint of light for eyes, almost like starlights.*



---

**AC** 3 [16], **HD** 4\*\* (18 hp), **ATK** 1 x touch (1d6 + paralysis), **THACO** 16 [+3], **MV** 120' (40')/240' (80') flying, **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** C, **XP** 175, **NA** 1d4 (1d6), **TT** E

---

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Mundane weapon immunity:** Only harmed by silver weapons or magic.
- **Damage reduction:** Half damage from silver weapons.
- **Paralysis:** For 2d4 turns (save versus paralysis). After paralyzing a target, whisper wraiths will attack others.
- **Magic Abilities:** Each can be used once per day.
  - *Commune*
  - *Confusion*
  - *Curse*
  - *Phantasmal force*
  - *Remove curse*

# OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

## I. DEFINITIONS:

(a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;

(b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;

(c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;

(d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.

(e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;

(f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor

(g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.

(h) "You" or "Your" means the licensee in terms of this agreement.

## 2. THE LICENSE

This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

### 3. OFFER AND ACCEPTANCE

By Using the Open Game Content You indicate Your acceptance of the terms of this License.

### 4. GRANT AND CONSIDERATION

In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

### 5. REPRESENTATION OF AUTHORITY TO CONTRIBUTE

If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

### 6. NOTICE OF LICENSE COPYRIGHT

You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

### 7. USE OF PRODUCT IDENTITY

You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

### 8. IDENTIFICATION

If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

### 9. UPDATING THE LICENSE

Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

### 10. COPY OF THIS LICENSE

You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

## II. USE OF CONTRIBUTOR CREDITS

You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

## 12. INABILITY TO COMPLY

If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

## 13. TERMINATION

This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

## 14. REFORMATION

If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

**Open Game License v 1.0** © 2000, Wizards of the Coast, Inc.

**System Reference Document** © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

**System Reference Document** © 2000–2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

**Modern System Reference Document** © 2002–2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

**Castles & Crusades: Players Handbook**, © 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

**Castles & Crusades: Monsters Product Support**, © 2005, Troll Lord Games.

**Basic Fantasy Role-Playing Game** © 2006–2008 Chris Gonnerman.

**New Spells: A Basic Fantasy Supplement** © 2007 Chris Gonnerman, Ola Berg, Angelo Bertolli, Jeff Querner, Everett Bradshaw, Emiliano Marchetti, Ethan Moore, Jim Bobb, and Scott Abraham.

**OSRIC™** © 2006, Stuart Marshall, adapting material prepared by Matthew J. Finch, based upon the System Reference Document, and inspired by the works of E. Gary Gygax, Dave Arneson, and many others.

**Swords & Wizardry Core Rules**, © 2008, Matthew J. Finch. Eldritch Weirdness, Book One, © 2008, Matthew J. Finch.

**Darwin's World** © 2002, RPGObjects; Authors Dominic Covey and Chris Davis.

**Mutant Future™** © 2008, Daniel Proctor and Ryan Denison. Authors Daniel Proctor and Ryan Denison.

**Advanced Edition Companion**, © 2009–2010, Daniel Proctor. Author Daniel Proctor.

**First Level Magic-User Spells Grindhouse Edition Spell Contest: Bookspeak**, © 2011 Daniel Smith.

**First Level Magic-User Spells Grindhouse Edition Spell Contest: Howl of the Moon**, © 2011 Joel Rojas.

**Cave Cricket from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

**Crab, Monstrous from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

**Fly, Giant from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

**Golem, Wood from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

**Kamadan from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

**Rot Grub from the Tome of Horrors**, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

**Labyrinth Lord™** © 2007–2009, Daniel Proctor. Author Daniel Proctor.

**B/X Essentials: Core Rules** © 2017 Gavin Norman. Author Gavin Norman.

**B/X Essentials: Classes and Equipment** © 2017 Gavin Norman. Author Gavin Norman.

**B/X Essentials: Cleric and Magic-User Spells** © 2017 Gavin Norman. Author Gavin Norman.

**B/X Essentials: Monsters** © 2018 Gavin Norman. Author Gavin Norman.

**B/X Essentials: Adventures and Treasures** © 2018 Gavin Norman. Author Gavin Norman.

**Old-School Essentials Core Rules** © 2018 Gavin Norman. Author Gavin Norman.

**Old-School Essentials Classic Fantasy: Genre Rules** © 2018 Gavin Norman. Author Gavin Norman.

**Old-School Essentials Classic Fantasy: Cleric and Magic-User Spells** © 2018 Gavin Norman. Author Gavin Norman.

**Old-School Essentials Classic Fantasy: Monsters** © 2018 Gavin Norman. Author Gavin Norman.

**Old-School Essentials Classic Fantasy: Treasures** © 2018 Gavin Norman. Author Gavin Norman.

**Old-School Essentials Classic Fantasy: Rules Tome** © 2019 Gavin Norman. Author Gavin Norman.

**Monstrosities**, © 2012, Frog God Games LLC; Authors Andrew Trent (“the Venomous Pao”), Trent Foster, Salvatore Macri (“Skathros”), Scott Wylie Roberts (“Myrystyr”), Sean Stone (“Stonegiant”), Sean Wills (“Geordie Racer”), Cameron DuBeers, Matt Hoover (“Random”), Mike Davison, Russell Cone (“Grim”), Mudguard, Old Crawler, Michael Shorten (“Chgowiz”), Mark Ahmed, Scott Casper (“Scottenkainen”), The Lizard of Oz, James Malizsewski, Michael Kotschi, J.D. Jarvis, John Turcotte, Guy Fullerton, Michael Coté, Thomas Clark, Tanner Adams, and Matt Finch (“Mythmere”).

**Tales from Dalentown: Trueland Gazetteer for 1st Edition and BX.** © 2020, Tim Bannock; Authors Matthew Bannock and Tim Bannock.

**DD-01 The Darkness Beneath Dalentown for 1st Edition and BX.** © 2019, Tim Bannock; Authors Matthew Bannock and Tim Bannock.

**Adventures in Dalentown for 1st Edition and BX.** © 2020, Tim Bannock; Authors Matthew Bannock and Tim Bannock.

**DD-02 The Darkness Beneath Brightwell Manor for 1st Edition and BX.** © 2020, Tim Bannock; Authors Matthew Bannock and Tim Bannock.

**Folk of Dalentown Volume 1 for 1st Edition and BX.** © 2020, Tim Bannock; Authors Matthew Bannock and Tim Bannock.

## **END OF LICENSE**

### **DESIGNATION OF PRODUCT IDENTITY**

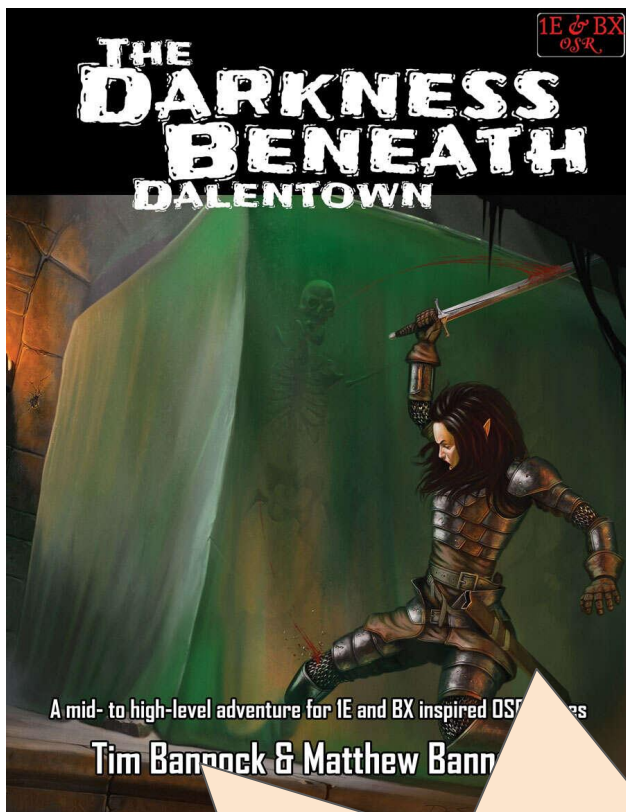
The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, locations, characters, artwork, graphics, sidebars, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

### **DESIGNATION OF OPEN GAME CONTENT**

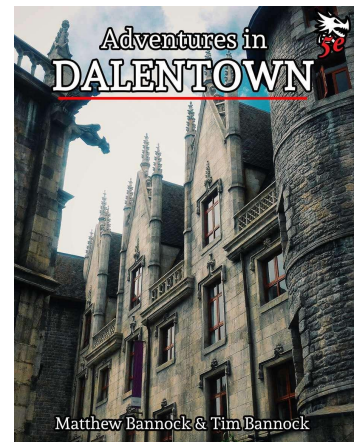
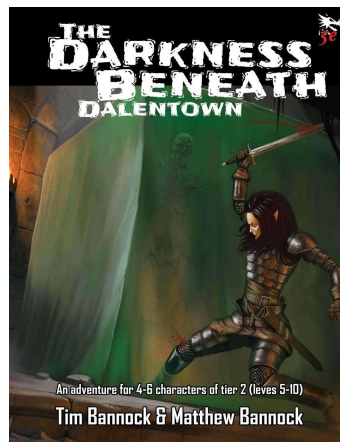
The Open content in this book includes the monster names (with the exception of proper names for Nonplayer Characters), monster descriptions, monster statistics, and monster abilities. No other portion of this work may be reproduced in any form without permission.

If you enjoyed this release, please Rate & Review!

And check out these and many other titles set  
in Dalentown and the Western Frontier  
at [timbannock.com](http://timbannock.com)



Also available for 5th Edition:



**And coming soon for  
Old School Essentials and  
other 1st Edition & BX-compatible  
game systems:**

***Adventures in Dalentown***

***Folk of Dalentown Volume 1***