

RORYSTONE ROAD

The accompanying map details an area known as “Rorystone Road,” which runs north from the City State to the dwarven fortress of Thunderhold. Because the area of the City State of the Invincible Overlord is so crucial to most Wilderlands campaigns, the Rorystone Road area is provided here in greater detail than the Gazetteer fashion of the rest of this book. This download contains enough information for you to begin a campaign in the core area of the Wilderlands right away!

This download is also an example of the level of detail provided in the *Wilderlands of High Fantasy Boxed Set*. To put things in perspective, this chapter details about 1/8th of the content found on one campaign map. The Boxed Set contains 18 campaign maps all detailed with this degree of detail. There are several difference between this download and the Boxed Set. First, the map contained herein is from the classic Judges Guild Wilderlands maps. All 18 maps are being redone for the Boxed Set. Second, in this download, villages are separated from castles and lairs. In the Boxed Set, villages, castles and lairs are listed consecutively by hex number.

Hex Number: Each entry is preceded by its hex number matching the enlarged map of the region.

Note on Town Information: The names of towns and cities are in ALL CAPS. Note also that town stat blocks include an entry called “Tech Level,” which measures the technological capacity of the location. This limits what types of items can be made in the location.

See the sidebar on page 3.

Racial Information: In the city and castle stat blocks, an entry of “human” includes all the sub-categories of Human as well as the races Altanian, Amazon and Avalonian, as detailed in the *Player’s Guide to the Wilderlands*, even though these latter three races are not technically human. The specific sub-race of any NPC listed as human is given in parenthesis. For example, “Fastis, male human (Tharbrian) LE Ftr11” indicates the NPC is human, specifically Tharbrian. Again, Altanian, Amazon and Avalonian are considered human for racial purposes.

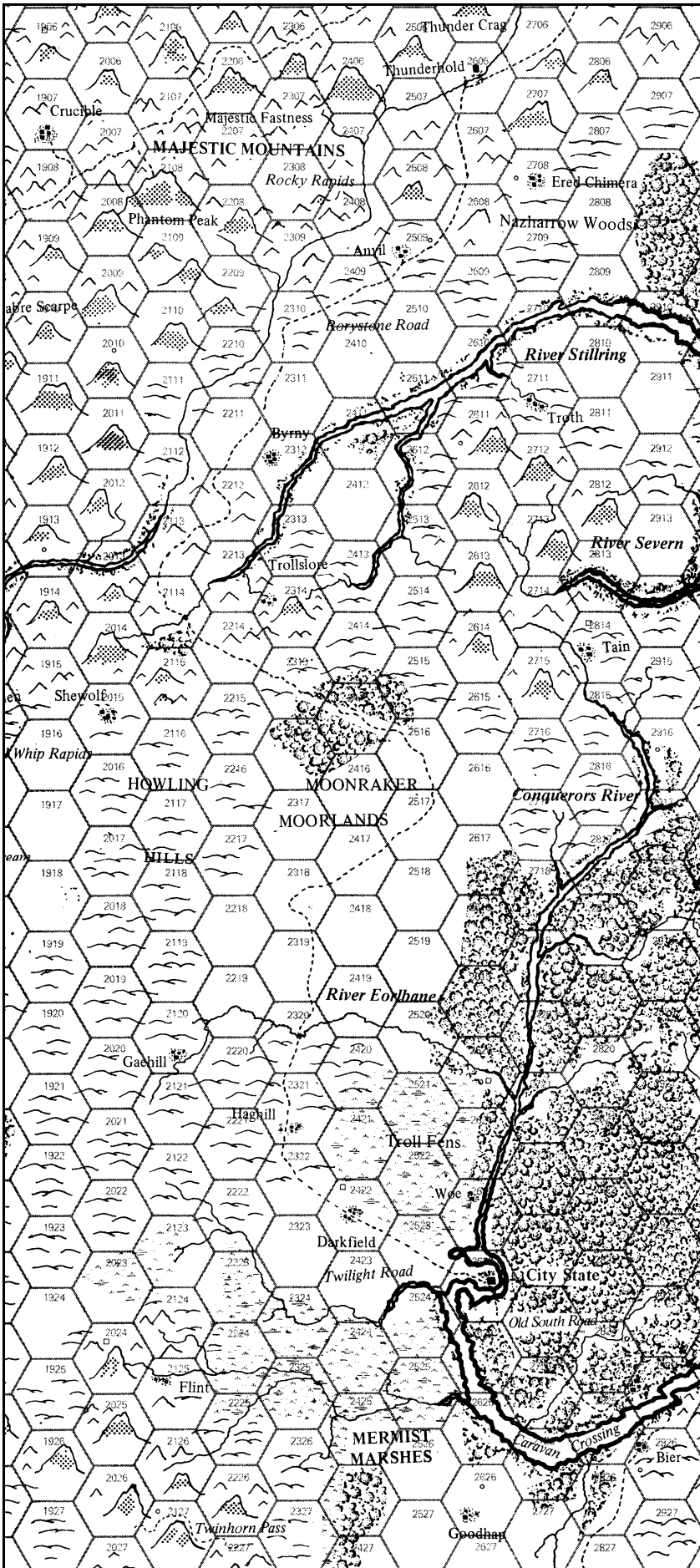
SCALE AND DETAIL

The Wilderlands setting uses the “Campaign Hexagon” system. In the *Wilderlands of High Fantasy Boxed Set*, the Wilderlands setting is detailed on 18 maps, with each map corresponding to the 18 regions described in the “Regions” chapter of the *Player’s Guide to the Wilderlands*. Each of these 18 maps is mapped on a huge sheet of hexes with each hex being 5 miles wide from side to side.

The Rorystone Road map included in this download contains a section of one of these maps — a rectangular area from hexes 1906 to 1927 through hexes 2906 to 2927 on the *City State* Region map. As noted above, each hex is 5 miles from side to side.

Each five-mile hex on these large maps (of which the Rorystone Road shows but a small section) can be subdivided into .2 mile hexes

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(0.2 miles equals 1056 feet from side to side) using the Campaign Hexagon System. Visit the Judges Guild downloads page (www.judgesguild.com) to download blank Wilderlands Campaign Hexagon Maps for use in subdividing these five-mile hexes.

Again using the blank Campaign Hexagon maps, these .2 mile hexes can be further subdivided into hexes that measure approximately 40 feet from side to side.

UNDETAILED HEXES

A number of the hexes on the Rorystone Road map are undetailed, meaning that they do not have any detailed town, citadel or lair in the text description provided here. This does not mean they are empty. You, as the Judge, are free to add whatever villages, citadels, lairs or ruins to the map as you see fit.

This is especially true of monster lairs. The few lairs detailed herein are samples. Every hex, actually, contains several monster lairs as well as many bands of wandering monsters in addition to animals and other creatures.

Some hexes may contain small towns or villages affiliated with the other nearby larger villages and towns that are listed on the map. For example, Dwarfport, in hex 2809, is not detailed on the map (though it is detailed here). Similarly, the small village of Bullarg, which is in the same hex as Byrny, is neither shown on the map nor detailed herein (other than a brief reference in the entry for the town of Byrny). You may add other similar small villages as you see fit.

In fact, nearly every hex also contains ancient ruins of some kind, from broken towers and crumbling walls to strange piles of stones or stretches of ancient roads or aqueducts.

Feel free to add to the setting as you see fit and provide the detail that is relevant and necessary for your particular campaign. Those desiring random ruins or monsters should consult the classic Judges Guild Ready Ref Sheets, available soon from the Necromancer Games' Judges Guild site (www.judgesguild.com).

GEOGRAPHIC FEATURES

The following major geographic features are

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found in and around the area of the Rorystone Road.

Conqueror's River: Running from the Mountains west of Tain, the Conqueror's river empties into the Estuary of the Roglaroon near the City State. Its name comes from the fact that armies always used the ford to cross as it is a natural path of attack.

Dearthwood: Dearthwood is a vast and dense forest to the North and East of the City State. It is home to the Wild Orcs of the Purple Claw. The wild orcs worship a four-armed blood goddess and, until recently, were led by an Amazon Queen. Fourteen years ago, the orcs attempted to cut off all supplies to the City State and were finally beaten back when the City State established a redoubt across the river. Although the redoubt guards were slain to a man, the queen of the wild orcs was killed, and the orcs retired to crown her daughter. Since then, the Overlord has successfully appealed to the druids to protect his woodsmen brave enough to live adjacent to Dearthwood. No one has located the orcs' stronghold, although many expeditions have been lost attempting it. The Overlord has posted a reward for the slaughter of the orcs and has staffed many surrounding strongholds to lead forays into the wood against the orcs. The wood is also occupied by many druids and the hardy Dunael wood folk, who are noted rangers. See the *Player's Guide to the Wilderlands* for more on the Dunael.

Ered Cantref: Known for its abundant outcroppings of fine marble. The only means of traversing this high range is Twinhorn Pass. Lanshen Cap rises to a height of 17,000 feet.

Howling Hills: Packs of dire wolves as well as werewolves and trolls prey upon unsuspecting travelers and villagers.

Majestic Fastness: The Majestic Fastness is a vast underground complex, like unto a city, that is the ancestral home of the dwarves who now occupy Thunderhold. They were driven out of their halls 400 years ago by the great red dragon Analegorn and his three young, who now lord over the dark domain. Analegorn has called to him hordes of evil creatures that guard the hundreds of miles of corridors and deeps of the Fastness and do his will. In addition to being the fiercest dragon living, it is rumored that Analegorn is also a wizard equal to the most powerful archmage of antiquity. The dwarves of Thunderhold are said to be planning a strike against him to regain their ancestral home.

Majestic Mountains: The Dwarves of Thunderhold originated at the Majestic Fastness, deep in the Majestic Mountains. However, they were routed by the Dragon, Analegorn and its three young who dominate the mountains to this day. The sides of the mountains, once lush

with alpine meadows, still bear the scorching of the assault by the dragons over 400 years ago. Analegorn has not emerged since, but his young can often be seen circling the mountain tops and raiding the local area. Surprisingly, the dragons have not yet led an attack against Thunderhold.

Mermist Marshes: Located south-east of the City State, there are many rumors of merfolk associated with this swamp. In the past, the Mermist Swamp was home to refugees from war. Those refugees came to worship a deity called The Toad, the God of the Mermist Swamp. His worship has not spread much past the swamp, but there is a temple to him in the City State. The swamp is noted for its giant frogs, toads and slugs as well as its venomous and poisonous plants.

Moonraker Moorlands: These moors are pocked with craters that resemble the surface of the moon in some spots. The moonraker moorlands are home to the Moonraker Moorfolk, a strange bloodline of human believed to be descended from the Orichalan Dragon Kings that once ruled the area where the City State now stands. See "Common Orichalan" in the Characters chapter of the *Player's Guide to the Wilderlands*.

Nazharrow Woods: A great stand of evergreens north of the River Stillring. Wood elves live in and around the woods.

Old South Road: The only safe overland road south of the City State, this "Old Road" still sees much use, and brigands and highwaymen steer clear of it for fear of reprisal from the Overlord's patrolling Throngs. The road leads eventually through the Black Baron Pass in the Ered Perack and on to the city of Onhir near Damkina Bay.

Phantom Peak: A semi-dormant volcano, occasional bursts of steam released from far below give a haunted, howling wail that can be heard for miles away.

River Eorlbane: A branch of the Conqueror's River, Eorlbane serves as the northern border of the Troll Fens. River trolls live along its banks.

River Severn: This wide, slow river is one of the deepest in the world. The bottom of the river has never been reached in some sections.

River Stilling: This river starts on the edge of the Nazharrow Woods and ends nearly upon the Howling Hills. In some places river trolls lair near the waters edge

Rorystone Road: This cobblestone road runs from the City State all the way to Thunderhold. Patrols from both cities search for bandits living in the area that prey on travelers and caravans.

Sabre Scarpe: Called such for the razor-like grass grow-

ing along the hills. Travelers not taking precautions (Survival check, DC 10) take 1d4 slashing damage each 10 minutes of travel.

Thunder Crag: A looming peak that overlooks the Kingdom of the Dwarves. The mountain is often circled by black clouds.

Troll Fens: Crawling with crocodiles and giant frogs. Legend has it that is the home of a group of stone trolls.

Twinhorn Pass: Two massive, looming peaks guard what is the only safe passage through the northern Cloudwalls. The Twinhorn Gate (citadel in hex 2127) polices the pass and charges a toll for travelers, though providing rest.

VILLAGES AND TOWNS

1907 CRUCIBLE (Village): Conventional; AL LE; Tech Level: 4; 200 gp limit; Assets 4,150 gp; Population 664 (Able bodied men: 166); Isolated (orc 96%, others 04%); Resources: Iron. *Authority Figure(s):* Fastis, male human (Tharbrian) LE Ftr11. *Important Characters:* Nash, male orc LE Adp8 (leader of the orcs); Salar, male human (Alryan) LE Blk8 (Pal6) (once a paladin of Mitra, he joined the Hellbridge temple three years ago).

Fastis seized control of Crucible 10 years ago and is building the village up to use it as a base to dominate the entire Tharbrian Coast. Rumors are that he works for the Hellbridge Temple in the City State and is loyal to the Overlord. The Overlord claims he is a rogue adventurer out of his jurisdiction. Fastis has a small army of 150 War1-3s led by 15 Ftr2s.

2015 SHEWOLF (Village): Conventional; AL CG; Tech Level: 6; 200 gp limit; Assets 4,075 gp; Population 652 (Able bodied men: 163); Mixed (human 79% [predominantly Tharbrian and Skandik, with some Altanian], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Market. *Authority Figure(s):* Gorogatan, male human (Tharbrian) NG Ftr10. *Important Characters:* Darnik, male dwarf LG Exp4 (respected leader of the mining guild); Karai, female human (Amazon) LN Ari8 (Lady of the Exchange, appointed by the Overlord).

Shewolf is the market for various miners in this region. The gold from Omen is warehoused here before shipment to the City State. The mining guild has an important hall here. It operates a very lucrative exchange market for merchants from City State and Thunderhold. Shewolf is under the direct authority of the Overlord. Lord Gorogatan operates an elite force to guard the gold and the exchange consisting of 25 Ftr3s and 6 Ftr5s.

2120 GAEHILL (Small Town): Conventional; AL N; Tech Level: 7; 800 gp limit; Assets 39,400 gp; Popula-

TECH LEVEL

Technological level indicates the general advancement level of a location and the knowledge of the citizens of the area regarding crafts. Items reflecting a higher technological area may be available at a location with a lower technological level, but they will have been imported and if for sale will be much more expensive than normal. This is a rough guide and Judges should use their sound discretion.

TL Technology

- 0 papyrus, stone, wheel
- 1 stirrup, waterwheel, bronze
- 2 agriculture, rudder, iron,
- 3 sundial, linen, candles
- 4 lantern, chariot, felt
- 5 screw, windmill, silk, steel
- 6 crossbow, chainmail, spinning wheel,
- 7 hourglass, stagecoach
- 8 knitting machine, compass, full plate armor
- 9 rockets, glasses, Damascus steel (masterwork weapons)
- 10 telescope, calculus, sextant

Note that there are no known locations with a tech level of 10 in the Wilderlands, and no more than a handful with tech level 9.

Weapons: Locations of TL 0 have stone or wooden weapons, or wooden weapons with obsidian. TL 1 locations have bronze weapons (see the *PHB*). Locations of TL 2 to 4 have low grade iron weapons and for this reason tend to use weapons that require little sophisticated metalworking, such as spears, maces and axes. Locations of TL 5 and higher have fine bladed weapons. Locations of TL 9 and above can make masterwork bladed weapons. Of course it is always possible for a low tech level location to have higher tech level equipment, but that would require a special situation.

Government Type: Most low tech level locations are tribal, dictatorial or agrarian. Medium and high tech level locations may have tribal, agrarian, republican, democratic, oligarchic, theocratic, dictatorial, feudal or tributary government types.

tion 1,576 (Able bodied men: 394); Integrated (dwarf 37%, human 20%, halfling 18%, elf 10%, gnome 7%, others 8%); Resources: Lead. *Authority Figure(s):* Baldacan, male human (Alryan) N Ftr6. *Important Characters:* Lord Oldstone, male dwarf LN Ari5 (lord of the dwarven clan Oldstone); Lodrin, male human (Alryan) Ftr2 (Captain of the guards and son of Baldacan); Durvin,

male dwarf War5 (Sergeant, friend of Baldacan and there to make sure Lodrin doesn't get killed).

Baldacan is lord of Gaehill and a senator of the City State. His clan has grown wealthy on the lead mines that surround the village. His grandfather forged an alliance with a powerful dwarven clan of Thunderhold to run the mines. Today over half of the population are dwarves.

2125 FLINT (Village): Conventional; AL N; Tech Level: 3; 200 gp limit; Assets 7,300 gp; Population 1,168 (Able bodied men: 292); Mixed (human 79% [mostly Tharbrian], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Marble. *Authority Figure(s):* Disbad, male human (Alryan) LE Ftr12. *Important Characters:* Pox, male human (Tharbrian) CN Exp4/War2 (leader of the largest mining gangs, high natural charisma despite hideous disfigurement); Hoxar, male half-orc, N Exp6 (leader of the second largest mining gang).

Most of the marble in the City State comes from Flint. This town has little but the quarries. The miners live in barracks and there is little else other than an assortment of taverns. Gang warfare is rife in the town with rival gangs of miners engaging in bloody battles nearly every night. Lord Disbad is high in the Hellbridge Temple and has been brought in to restore order to the town.

2312 BYRNY (Small Town): Conventional; AL CG; Tech Level: 7; 800 gp limit; Assets 46,200 gp; Population 1,848 (Able bodied men: 462); Mixed (human 79%, dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Iron. *Authority Figure(s):* Governor Hetalan, male human (Tharbrian) N Ftr9. *Important Characters:* Aleorax of Altanis, male human (Altanian) Exp4/Clr6 (head of the temple of Hephaestius), Bullarg, male human (Tharbrian) N Ftr5 (employee of the Shipping Guild and ferryman); Karno One-Hand, male human (Alryan) LG Clr7 (high priest of the temple of Odin); Tallulah, female human (Tharbrian), CG Clr6 (high priestess of Athena); Nebellor the Gray, male dwarf N Wiz8 (armorer); Targorn, male human LG Ftr7 (smith); Tellesh the Wise, male human (Tharbrian) CG Ftr7 (proprietor of the Inn of the Golden Chimera); Sandy Malek, female human (Tharbrian) CG Ftr7 (owner of the War Wagon Inn); Laughing Bart, male human (Alryan) CG Ftr6 (head of the mining office).

Named for the Lawful Good fighter, Byrny, who led settlers into the area in 2881 BCCC, the town has always been plagued by nearby orcs. Rich deposits of iron were discovered nearby and the village's technology was improved. Iron mining and the working of metal became the core trade of Byrny. In fact, the smiths of Byrny are now famous for their chainmail coats (known as "Byrnys") as well as their swords and shields. Byrny

supplies many of the weapons and armor for the Overlord and others.

Byrny has established a small hamlet known as Ironload with a ferry and shipping guild on the banks of the River Stillring allowing for shipping iron from the mines to the nearby small hamlet of Dwarfport (hex 2809)—the maritime outlet for the Kingdom of Thunderhold—where the ore is turned over to the dwarves who transport it via heavily armed caravan to Thunderhold. Iron ore is also transported by ship downriver and around the Mouth of the Roglaroon to Modron, where the ore is loaded on larger ships for trade to all parts of the world, including the City State. Rates for transport from Byrny to Modron on an iron shipping boat is 100 gp per person, 200 gp per axle of wagon and 150 gp per animal up to the size of an ox.

The village has an impressive triple-towered keep as well as vast underground galleys below it. The keep has withstood dozens of sieges and lesser raids, including major sieges by gnolls during the Gnoll Times (though the town itself was burned to the ground). The village has a rather large and experienced militia since they are frequently attacked by orcs and goblins. The village leader is a military governor in the City State and the town militia became a regular regiment in the City State ranks, called the Byrny Royal Guard. The village has temples to Athena, Hephaestius and Odin.

The current Governor, Governor Hetalan, was appointed by the Overlord. The village is currently suffering from raids by the goblins of Trollstore.

Just east of the town, on the bank of the River Stillring, is the small hamlet of Bullarg's Ferry which in reality is no more than a ferry crossing and home of a cargo company that handles cargo barges that travel down the river carrying arms and armor, iron, surplus grain and other goods downriver.

For more information on Byrny, see the original Judges Guild product *The Mines of Custalcon* by Bryan Hinnen or visit the Judges Guild site (www.judgesguild.com) for the upcoming updated and revised *Byrny* download.

2314 TROLLSTORE (Village): Conventional; AL CE; Tech Level: 6; 200 gp limit; Assets 4,850 gp; Population 776 (Able bodied men: 194); Isolated (goblin 96%, others 04%); Resources: Gold. *Authority Figure(s):* Custalcon, male human (Alryan) LE Ftr11. *Important Characters:* Mok, male human (Tharbrian) Clr16 (main priest of Mokmalla, more than 200 years old, he is the guiding force of what little order there is in the village), Halamok, male human (Alryan) NE Ftr6 (personal bodyguard of Custalcon); Tarmok, male human (Tharbrian) CG Ftr5 (innkeeper of the White Boar Inn).

Built on the remnants of an ancient advanced civilization, Custalcon took over the local goblin tribe after discovering gold here some ten years ago. He and his men have built a manor here directly over the old gold mine so that they can mine the gold without the goblins having knowledge of it. He leads several hundred local goblins in the area on raids the mostly against the village of Byrny. Custalcon and all his men worship a strange demi-goddess, Mokmalla (Demi-goddess of Love, CE, see the Gods chapter of the *Player's Guide to the Wilderlands*), a deity of an ancient civilization that was accidentally summoned by a wandering cleric in the area who subsequently converted Custalcon and his men, though not the goblins. The village has an inn, called the White Boar Inn that is adjacent to the manor built by Custalcon and his men.

For more information on Trollstore, see the original Judges Guild product *The Mines of Custalcon* by Bryan Hinnen or visit the Judges Guild site (www.judgesguild.com) for the upcoming updated and revised *Trollstore* download.

2321 HAGHILL (Hamlet): Conventional; AL N; Tech Level: 6; 100 gp limit; Assets 1,900 gp; Population 608 (Able bodied men: 152); Mixed (human 79% [mostly Alryan and Tharbrian], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Horses. *Authority Figure(s):* Huberic the Stout, male human (Alryan) N Ftr7. *Important Characters:* Ochcall Cat-Eye, male human (Alryan) CE Ftr5 (Companion of Sir Huberic, wild-eyed, high pitched laugh); Bronk, male human (Tharbrian) NE, Clr3 (priest of the spider god Yezud, see the Gods chapter of the *Player's Guide to the Wilderlands*).

Sir Huberic has ruled Haghill for the past 14 years. He enlarged the small castle and shocked the villagers by occupying the long deserted 'Tower of Torpid Terror'. The large tower is the most ancient structure in the surrounding area and legend says that a terrible creature of the Elder Days sleeps beneath it. While Huberic laughs off the superstitions, he prudently sealed off all entrances to the dungeons beneath the tower. Huberic is especially fond of banquets and uses every opportunity to increase his grisly girth. His retainers are very loyal because Huberic is famed for giving gold rings to his favorites. He entertains them by frightening animals (and an occasional peasant) with his 20 foot whip.

For more information on Haghill, see the original Judges Guild campaign setting *Wilderlands of High Fantasy* or visit the Judges Guild site (www.judgesguild.com) for the upcoming updated and revised *Haghill* download.

2422 DARKFIELD (Village): Conventional; AL N; Tech Level: 5; 200 gp limit; Assets 4,375 gp; Population 700

(Able bodied men: 175); Mixed (human 79% [mostly Tharbrian and Alryan with some Altanians], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Market. *Authority Figure(s):* Snarzak, male human (Common Orichalan) LE Sor11. *Important Characters:* Tanir, male human (Tharbrian) LN Ari5 (Lord Merchant of Darkfield); Bashirl, male halfling CG Com6 (Leader of the Teamster's guild, despises Tanir).

Darkfield is a market center for the local estates and farms. It is prime source of food for the City State. The merchants organize before dawn at Darkfield to buy grain, and foodstuffs for the City State. The caravans are then driven 10 miles to the City State to be placed on the market by noon. The village is a mad house during harvest. Snarzak, a devotee of the Hellbridge Temple, is the lord. Though inwardly evil, he is not cruel, as that would hamper the flow of gold into his pockets and the coffers of his church.

2509 ANVIL (Village): Magical; AL N; Tech Level: 5; 200 gp limit; Assets 4,600 gp; Population 736 (Able bodied men: 184); Mixed (human 79% [mostly Tharbrian with some few Common Orichalan allied to Thunderhold], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Silver. *Authority Figure(s):* Fladhal, male human (Tharbrian) N Clr11. *Important Characters:* Gani, female dwarf LN Ftr2/Ari2 (leader of the dwarves in Anvil); Tandel, male human (Tharbrian) N Clr8 (master of the novices, ill-tempered); Vanai, female human LN Mnk6 (high teacher of the monk school).

Anvil is based around a monastery of Thoth founded after the gnoll invasions 400 years ago. Anvil is under the authority of the King of Thunderhold. The prime resource of Anvil is silver.

2606 THUNDERHOLD (City): Conventional; AL LG; Tech Level: 9; 3,000 gp limit; Assets 750,000 gp; Population 8,000 (Able bodied men: 2,600); Integrated (human 37% [mostly Common Orichalan, Tharbrian and Alryan], dwarf 20%, halfling 18%, elf 10%, gnome 7%, others 8%); Resources: Gems. *Authority Figure(s):* Nordre Ironhelm, male mountain dwarf NG Ftr6/Ari2. *Important Characters:* Squire Zotik, male mountain dwarf N Ftr2/Ari1 (Mayor of Thunderhold); Ni-Weser-Re, male astari LG Sage10/Wiz10/Lor10 (869 years old, ancient sage of Thunderhold; for more details on the astari, see the *ENWorld Player's Journal*, Volume 4, "Lesser Races of the Wilderlands").

The dwarves of Thunderhold originated at the Majestic Fastness, deep in the Majestic Mountains. However, they were routed by the great dragon, Analegorn and its three young, some 400 years ago and driven from their ancestral halls. The dwarves journeyed north to the Sunstone

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Caverns, rumored to possess a load of mithrill. There, they found and defeated an army of gnolls who held the caverns and an adjacent castle.

Zephrus Iron-Helm, then the leader of the dwarves who were occupying the castle, led a band to the City State in answer to the Overlord's call for help against a marauding dragon and her brood. Afterwards, the Overlord rewarded Zephrus with the resources of City State to help to gather the remnants of the dwarves and establish Thunderhold as their new home. Zephrus Iron-Helm was made king and his descendents have ruled ever since.

In older times, the castle was the stronghold of a hardy race of men called Moonrakers (who now are relegated to this area and to the Moonraker Moorlands), many descendants of which now live in the castle village (population 600). The Moonrakers traded with an earlier tribe of dwarves located in the two dungeons outside the castle. With time, the Moonraker/dwarven alliance broke down in the face of gnoll invasions led by the evil wizard, Lychin, and the Minotaur-Priest, Bragash. The dwarves and their current leader, Nordre Iron-Helm, destroyed the gnolls and their wizard, but the Bragash escaped deep into the Sunstone Caverns.

The dwarven King maintains close ties and trade with the City State. He supplies armorers to the City, workers for the mines to the northeast and troops. To facilitate trade the Rorystone road was built between the two cities. The main industry is the gem mines scattered throughout the area. It is rumored that several of the dwarven smiths of Thunderhold can make or repair magical armor.

Although not a Tributary Lord, the King gets a vote in the Senate of eight and has a mutual protection alliance with the City State. The dwarves generally worship Goibhnie, blacksmith of the gods. The dwarves have lately regained some territory from the giants living west of the them, and it is also rumored that they are preparing a strike against Analegorn, the great red dragon, to retake their ancestral home in the Majestic Fastness.

For more information on Thunderhold and the Sunstone Caverns, see the classic Judges Guild product *City State of the Invincible Overlord*, or visit the Necromancer Games' Judges Guild page (www.judgesguild.com) for the updated and revised *Thunderhold and the Sunstone Caverns* download.

2622 WOE (Village): Conventional; AL CE; Tech Level: 4; 200 gp limit; Assets 6,750 gp; Population 1,080 (Able bodied men: 270); Isolated (human 96% [mostly Alryan, Tharbrian and Dunael with some Altanians], others 04%); Resources: Hides. *Authority Figure(s):* Vardanit, male human (Alryan) LG Ftr7. *Important Characters:* Ernit, male human (Tharbrian) NE Ftr9 (leader of the

largest gang); Bogar, male human (Alryan) CE Rog6 (serial killer, has killed over 19 individuals in his current spree).

Woe is a dingy muddy town clinging on a raised embankment between the Conquerors River on the east and the Troll fens on the west. The surrounding farms barely raise enough food to support themselves and the town. Periodically bands of Trolls or orcs come sweeping through the region and the populace has to take refuge within the town walls. The region mainly supports itself through herding and is a source of hides for the leatherworkers of the City State. Life here is solitary, poor, nasty, brutish and short, and the populace is terrorized by local strongmen. The town is under the direct authority of the Overlord. Vardanit was appointed three years ago by the Overlord to clean up Woe as the Overlord plans to use the town as a base for expeditions to clear Dearthwood of orcs. He has had little success so far in cleaning up the town.

2623 CITY STATE OF THE INVINCIBLE OVERLORD (Metropolis): Conventional; AL N; Tech Level: 9; 100,000 gp limit; Assets 250,000,000 gp; Population 80,000 (Able bodied men: 20,000); Mixed (human 72% [mostly Alryan, Tharbrian and Altanian], dwarf 16%, halfling 5%, elf 3%, others 4% [including goblins, trolls and others]); Resources: Market. *Authority Figure(s):* The Overlord, male human (Tharbrian) LN Ftr20. *Important Characters:* Balarnega, male human (Alryan) LE Ftr16 (Grand Vizier); Captain Rikter, male human (Tharbrian) LN Ftr16 (Captain of the Royal Cavalry); Langwellan the Blue, male human (Antillian) NG Wiz15 (Lord of the Wizards Keep); Paramswarn the Red, male human (Ghinoran) NE Sor16 (Lord of the Southern Keep, rumored to be an uncle of the Overlord); Tergo Di Bragit, male human (Alryan) N Ftr15 (Commander of the Regular Army, one of the Overlord's Vasthosts).

Located on a bluff on the western edge of Dearthwood on the Estuary of Roglaroon, the City State of the Invincible Overlord was founded in 3075 BCCC on the ruins of what is believed to be the ancient capital of the long lost Dragon Empire of the Orichalans. The City State is one of the greatest cities of the north. Its importance is exceeded only by Viridstan, the city of spices and seat of the Falling Empire, far to the west.

Atrabilorin, the famous dwarf warlord, established the city after the fall of the Dragon Lords and was known as the Invincible Overlord. Though known as Ryan's Ruin by sages, Rhamsandron by wizards, and Normoot by Altanians, the city came to be known as the City State of the Invincible Overlord and its former name under the Dragon Empire was forgotten. The title "Invincible Overlord" has been held by every ruler of the City State since

its creation. Because the city was initially founded by a dwarven hero, the city became home to a large expatriate population of dwarves and is allied to the dwarven city of Thunderhold to the north. Many years ago, Lucius the Great—a Tharbrian warlord—took advantage of a civil war that embroiled one of Atrabilorin's successors and he and his allied clans swept eastwards and conquered the City State. Since Lucius' reign several hundred years ago, the City State has come to dominate the region from the eastern border of the Viridian Empire at the Plateau of Bendigroth to the Winedark Sea. Today, the only city that the City State pays tribute too is Viridstan itself.

The City State is situated at the intersection of the Rorystone Road that runs north to Thunderhold and the Old South Road that runs south through the Pazidan Peninsula through Black Baron Pass, over the Bellystone Ford on the River Mageven and on to the elven city of Onhir. Most trade, however, is done by ship, as the Estuary of Roglaroon allows large drafted ships to sail inland as far as the City State. For this reason, the City State supports the important village of Byrny and the newly-refounded city of Modron which is strategically located on the Estuary of Roglaroon, aiding in the Overlord's campaign to oust the Pirates of Hagrost that prey on the City State's tradeships from their secret hideout on the River Hagrost.

Though few know his true name, the current Invincible Overlord is Hygelak "the Dread," a cruel ruler whose elite group of assassins and secret police known as the Black Lotus roam the city and the surrounding lands enforcing his will and eliminating rivals.

The army of the Overlord is organized into units called "Throng," with each "Throng" containing 100 men. Throngs of mounted units are called "Equithrongs." Five Throngs are called a "Vasthrong." Two to eight Vasthrongs and one to four Equithrongs are called a "Battle." It is rare for a Battle to contain more mounted troops than footmen. Battles are usually augmented with approximately 500 additional troops consisting of mercenaries, militia, peasant levies, engineers, batchelor knights, noble retainers and men-at-arms. Three Battles are called a "Vasthost," or an Army. The Overlord normally keeps two Vasthosts in the field, one composed of regular army types and the other composed of nobles and mercenaries. After a successful campaign, a Vasthost will be immediately given a new mission, preventing a successful commander from returning to overthrow the Overlord. The Overlord also keeps a substantial fleet, including a number of pirates and freebooters.

Over the years, there have been three major military campaigns (and numerous minor ones) by the City State against the World Emperor at Viridistan, the last result-

ing in tribute being paid on an annual basis by the Overlord. It is rumored that over the last five years he has greatly reduced the tribute, resulting in tension with Viridistan and the World Emperor.

The City State is the site of several major temples, including temples to Thoth, Odin, Manannan and Nephtly the Spider God, as well as the temple of Harmakhis and the influential Hellbridge Temple, which holds the legendary *Baleful Eye of Morg*.

The City State is plagued by the Orcs of the Purple Claw from nearby Dearthwood and from the fell beasts of the Troll Fens and Mermist Marshes to the northwest and southwest. The Overlord has had several strongholds built or occupied by those loyal to him to keep these creatures in check. He has even posted rewards for their slaughter.

See the "Traveler's Guide to the City State" chapter in the *Player's Guide to the Wilderlands* for more details on the City State as well as the revised and updated *City State of the Invincible Overlord*, coming soon from Necromancer Games and Judges Guild.

2626 GOODNAP (Village): Conventional; AL N; Tech Level: 4; 200 gp limit; Assets 5,375 gp; Population 860 (Able bodied men: 215); Mixed (human 79% [primarily Tharbrian, Alryan and Altanian], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Market. *Authority Figure(s):* Kofsyra, male human (Tharbrian) N Ftr10. *Important Characters:* Kozan, male human (Tharbrian) LE Ftr6 (Kofsyra's son and heir); Dalia, female human (Alryan) LE Sor6 (Kozan's advisor and companion from the Hellbridge Temple).

Goodnap is a market town for the farms along the southern shores of the Roglaroon. The area is one of the breadbaskets for the City State and the Overlord takes great interest in maintaining the peace. Lord Kofsyra is concerned over the threat poised by the pirates of Hagrost. His taxes have been raised to cover the cost of stationing the extra company at Northguard and he is looking to mount an expedition to get rid of the pirates once and for all. As he is fifty years old and not in good health, Lord Kofsyra will appoint his son Kosan to lead the expedition. He is also concerned about his son's relationship with the Hellbridge Temple. However the Temple has backed several lucrative caravans into Goodnap because of Kosan and Lord Kofsyra is willing to tolerate it for now.

2708 ERED CHIMERA (Village): Nonstandard; AL CE; Tech Level: 3; 200 gp limit; Assets 6,450 gp; Population 1,032 (Able bodied men: 258); Isolated (orc 96%, others 04%); Resources: Lead. *Authority Figure(s):* Kemac, male human (Skandik) LG Clr10. *Important Characters:*

RORYSTONE ROAD

Gornat, male orc, LE War8 (convert and Kemac's lieutenant, doesn't quite get the idea of morality at times).

Kemac leads a mission from the faith of Odin to convert the orcs. He became leader of the orc tribe when he successfully challenged the chieftain for leadership of the tribe. Since then he has made slow and steady progress in converting the tribe. The prime resources of the area are the lead mines.

2711 TROTH (Village): Conventional; AL N; Tech Level: 4; 200 gp limit; Assets 4,425 gp; Population 708 (Able bodied men: 177); Mixed (human 69% [mostly Tharbrian, Alryan and Altanian with some Skandik], dwarf 19%, halfling 5%, elf 3%, others 4%); Resources: Market. *Authority Figure(s):* Tregaric, male human (Tharbrian) N Ftr7. *Important Characters:* Cragen, male mountain dwarf LN Rgr5/Ftr1 (Captain of the Border Warders); Hokaei, male half-elf CN Rgr6/Exp4 (best riverman in the village and noted troublemaker).

Troth is an important base for the Border Warders of Thunderhold. It is a riverside market village that sends its goods to the towns and villages around Goodholm Haven. The Citadel Loudring protects the village from pirates and raiders. Governor Tregaric aids in the defense of the Council of Alderock (involving the towns of Ad-derwood, Boughrune, Limerick and Elf-burn, to the east) and encourages trades between Thunderhold and the Council.

2814 TAIN (Small Town): Conventional; AL N; Tech Level: 5; 800 gp limit; Assets 40,400 gp; Population 1,616 (Able bodied men: 404); Mixed (human 79% [mostly Tharbrian and Alryan], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Market. *Authority Figure(s):* Governor Krogin, male human (Alryan) CG Ftr6. *Important Characters:* Cornelius Grump, male hill dwarf NG Clr5/Ftr5; Amund, male human (Alryan) CN Ari3 (High Sheriff); Farley Smith, male human (Tharbrian) N Ftr6 (smith).

Tain has a semi-autonomous relationship and maintains a seat on the Senate, although it still pays tribute to Modron. The Lady Grimm of Raedwulf Castle is very influential among the nobles and merchants of the town. It is a matter of conjecture about whether Krogin or Lady Grimm has true control of Tain. It's strategic location and the recent importance placed on clearing Dearthwood has drawn the interest of many important factors to the town.

2809 DWARFPORT (Thorp): Conventional; AL N; Tech Level: 8; 100 gp limit; Assets 450 gp; Population 75 (75 able bodied); Isolated (dwarf 96% [almost exclusively mountain dwarves], other 04%); Resources: Port; *Authority Figure:* Lodrig, male mountain dwarf Ftr10. *Important Characters:* Fenderluk, male mountain dwarf

War5/Exp8 (chief steward of the port).

This small thorp is the armed outpost of the dwarven Kingdom of Thunderhold. Though not quite a citadel, the small hamlet has a 50 foot wall around it, guarding its pier and warehouse. All the residents of the hamlet man the port and pier, and all are competent fighters (Ftr3s). They unload the ore shipped here from Byrny and load it into waiting caravans that transport the ore to Thunderhold. They also receive dwarven products from Thunderhold here and ship them via larger ship to Modron.

Note: This small outpost is not labeled on the Rorystone Road map.

2926 BIER (Village): Nonstandard; AL CG; Tech Level: 4; 200 gp limit; Assets 4,250 gp; Population 680 (Able bodied men: 170); Mixed (human 79% [Tharbrian, Dunael, Altanian and Alryan], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Market. *Authority Figure(s):* Laskinor, male human (Tharbrian) N Rog4. *Important Characters:* Iskar, male human (Dunael) N Com8 (Leader of the wharfmen, he aids Laskinor in the smuggling operation, Str 19); Galedon, male human (Tharbrian) LE Rog7 (Black Lotus spy working as a teamster and trying to join the wharfmen).

Many of the sailors that work the ships and barges between City State and Modron are recruited here. Bier is a chaotic rough and tumble river town. Despite the lack of law and authority the people of Bier are generally hard working and good-natured. Any muggers or out right thieves that attempt to take up residence are beaten to within an inch of their life and dumped into the river to the cheers of the crowd. Murderers have stones tied to their feet. The closest thing to a leader the town has is Laskinor of the City State Thieves' Guild. Laskinor is in charge of an extensive smuggling operation running out of Bier. The goods are transferred when the barges and ship put in to take on or discharge sailors. From Bier the goods are taken overland to City State.

CITADELS AND CASTLES

Castles are primarily military strongholds, normally with excellent fortification and a professional military garrison. Citadels are strongholds of NPCs or are other alternative structures that are not castles, such as a remote temple or a wizard's tower. Both castles and citadels are usually surrounded by a few simple farms and include a number of dependants, normally Com1-2s who are mundane servants, farmers or craftsmen under the protection (or domination) of the local lord. Lords of a castle or citadel are generally expected to keep a 4-hex radius from their stronghold clear of monsters, though this only applies to plains hexes and not to mountains, forests or

swamps which cannot be kept free of monsters. Normally, lords of a castle or citadel do not come even close to meeting this obligation.

1906 Grey Fang Keep (Castle): Conventional; AL NE; Tech Level: 6; 100 gp limit; Assets 2,000 gp; Population 400 (80 Ftr2s and 20 Ftr3s serve as loyal troops to Hara; the balance are old human workers Com1s); isolated (human 96% [Tharbrian and some Skandik], others 04%). Authority Figure(s): Hara, female half-orc LE Ftr8. Important Characters: Ash, male human NG (Altanian) War6 (leader of the workers who were able to escape to the surrounding mountains, wields a large two-handed hammer).

This castle was a keep controlled by a conclave of wizards. Fastis of Crucible seized control five years ago and placed Hara in charge. They have recently completed the addition of castle walls. This castle is in an excellent location to further Fastis' plans to dominate the Tharbrian Coast. The old human workers of the conclave are now slaves of Fastis.

1913 Temple of the Azure Sky (Citadel): Magical; AL LG; Tech Level: 3; 40 gp limit; Assets 160 gp; Population 80 (20 devout warrior-priests Clr2/Brb1s guard the temple, the balance are priest-farmers Clr1/Com1s who work the land); Isolated (human 96% [mostly Tharbrian with some few Skandiks], others 04%). Authority Figure(s): Donagel, male human (Tharbrian) LG Clr7. Important Characters: Orovin, male human (Dunael) NG Rgr2/Clr3 (helps the nearby village of Smite track down criminals, rival to Calan, the notorious bounty hunter from that region).

This is a small monastery that has been in existence for over 400 years. It is closely associated with the town of Smite (hex 1812) to the west. The clerics worship Odin the Sky Father.

2010 Mistwind Conclave (Citadel): Magical; AL LN; Tech Level: 8; 100 gp limit; Assets 600 gp; Population 120 (30 armed Cyclopean Ogre Ftr3s are fanatically loyal to the conclave and serve as guards; there are 2-8 other Wiz2-9s here at any time; the balance are Com1-3 mundane servants and farmers); Integrated (human 37% [mostly Tharbrian, but the wizards may be of any sub-race of human], half-elf 20%, elf 18%, halfling 10%, dwarf 7%, others 8%). Authority Figure(s): Serinal, female halfling N Wiz5. Important Characters: Daladgael, male elf CG Wiz15 (one of the older members who choose to stay, not present often as he often undertakes quests to other planes).

This keep is the site of a wizard conclave lead by Serinal. The conclave was very old and respected among the wizard community. Twenty years ago many of the members

of the conclave began to fight among themselves and the conclave went into decline. Serinal was elected the leader of the conclave and began to revitalize it. Today it is growing and has attracted several bright young wizards.

2024 Keystone Castle (Castle): Magical; AL LE; Tech Level: 8; 100 gp limit; Assets 2,000 gp; Population 400 (Able bodied men: 100; there are 20 acolyte Clr2s and 80 troops all War3s in residence at the castle; there are always 2d6 Clr2-8s here at any time in addition to the acolytes; the balance of the population are Com1-3s or Exp1-3s mundane servants, workers and farmers); Mixed (human 89% [predominantly Tharbrian and Alryan], half-orc 9%, others 2%). Authority Figure(s): Palagad, male human (Alryan) LE Clr7. Important Characters: Darnax, male half-orc LE War6 (commander of the four companies of troops (80 men) stationed at the castle).

The Overlord's father granted this castle to the Hellbridge Temple. It is the main stronghold of the Hellbridge Temple outside of the City State.

2127 Twinhorn Gate (Citadel): Conventional; AL LN; Tech Level: 3; 40 gp limit; Assets 80 gp; Population 50 (A well-armed and armored guard of 20 Ftr4s loyal to Nevron guards the citadel, the other 30 residents are War1/Com1s who raise meager crops and serve as fighting men when needed, though all are well outfitted); Isolated (human 96%, others 04%). Authority Figure(s): Nevron, male human (Alryan) LG Pal2/Ftr6. Important Characters: Duci, male hill dwarf LG Ftr5 (Sergeant of the guard, tries to mitigate the worst of Nevron's obsessions).

Twinhorn Gate is a small citadel acting both as a guard-house and a toll booth for the Twinhorn Pass. Nevron is a fanatical follower of Mitra. His worship borders on obsession and his family prevailed on the Overlord to appoint him to this post to get him away from Modron.

2422 Conclave of the Twilight Anvil (Citadel): Magical; AL N; Tech Level: 8; 100 gp limit; Assets 1,000 gp; Population 200 (50 well paid mercenaries Ftr2-4s guard the conclave; the balance are Com1-2 or Exp1-2 mundane servants and farmers); Integrated (human 37% [mostly Tharbrian, Alryan, and Altanian with some Dunael], gnome 20%, halfling 18%, elf 10%, dwarf 7%, others 8%); Resources: Citadel. Authority Figure(s): Dorvilla, female half-elf N Wiz6. Important Characters: Langeril the Great, male gnome N Ill5 (flamboyant illusionist, recently had a command performance of his art in front of the Overlord).

This is a relatively new conclave of wizards. Two years ago they gained great personal wealth from an adventure and they have built a castle. Their sudden rise in wealth has caused many of the other conclaves in the region to

look at them as upstarts and this is causing them great difficulty.

2509 Keep of Winter's Light (Citadel): Magical; AL N; Tech Level: 8; 100 gp limit; Assets 600 gp; Population 120 (30 King's Guard dwarf Ftr3s; the balance are Com1-2 or Exp1-2 mundane servants and farmers; from 1-3 visiting Wiz1-4s can be found here at any time); Integrated (human 37% [mostly Tharbrian and Alryan, though some few Common Orichalan also], dwarf 20% [mostly mountain dwarves], halfling 18%, elf 10%, gnome 7%, others 8%). *Authority Figure(s):* Tavel, male human [Common Orichalan] N Wiz6. *Important Characters:* Terai, female dwarf LG Wiz3 (daughter of King Nordre and student of Tavel).

This keep is the wizard stronghold of Tavel. King Nordre Iron-Helm of Thunderhold granted the keep to Tavel and his group of followers after they saved his son from an orc ambush in the Majestic Mountains. The King's daughter, Terai, is a student. The men-at-arms are a division of the King's Guard from Thunderhold, though several of them have been magically corrupted by a lich whose tomb is in the area and are hatching a plot to kidnap Terai for the lich and extort a large ransom from King Nordre.

2611 Troll Keep (Citadel): Conventional; AL LG; Tech Level: 6; 100 gp limit; Assets 1,200 gp; Population 240 (60 Ftr2/Rgr1 dwarves constitute a scout patrol and garrison; the balance are Com1-3s or Exp1-2s mundane farmers or craftsmen); Isolated (dwarf 96% [overwhelmingly mountain dwarves], others 04%). *Authority Figure(s):* Carahas, male dwarf LG Ftr5. *Important Characters:* Karni, male dwarf NG Rgr6 (head of the scouts at the keep, considered too "elf-like" by the other dwarves).

This keep is controlled by Thunderhold and is stationed by three companies of dwarves. They patrol the northern Trollslor Mountains and aid the Border Warders stationed at Troth. This is considered as an important training post for dwarven officers. The dwarven companies stationed here are unique mountain fighters, trained in negotiating the local terrain and tracking—unusual skills for dwarves.

2620 Castle Balarnega (Castle): Magical; AL LE; Tech Level: 6; 100 gp limit; Assets 1,400 gp; Population 280 (Able bodied men: 70); Isolated (human 96%, others 04%); Resources: Castle. *Authority Figure(s):* Dargitt, male human (Tharbrian) LE Clr6. *Important Characters:* Anonal, male human (Common Viridian) NE Clr5 (a frustrated old man whose lack of ability stalled any rise beyond his present position, five years ago secretly converted to the worship of Haramakhis and has built a cult

in the dungeons of the castle).

Named for the vizier to the Overlord, the Hellbridge Temple of the City State built this castle as their contribution to the Overlord's plans to clear Dearthwood. Dargitt is a rising star within the temple and his performance in commanding this stronghold will determine whether he continues to rise in power.

2626 Northguard Tower (Citadel): Conventional; AL N; Tech Level: 6; 100 gp limit; Assets 800 gp; Population 160 (two companies of 20 men-at-arms War2s are the garrison; the balance are Com1-2 or Exp1-2 mundane servants and farmers); Isolated (human 96% [Alryan, Tharbrian, Altanian and some Dunael], others 04%); Resources: Citadel. *Authority Figure(s):* Bandan, male human (Alryan) N Ftr5. *Important Characters:* Nadine, female human (Altanian) N Pys6 (Protector of the Rock Lizard Clan wandering the Queans Waste near Northguard tower).

Northguard Tower defends the northern approaches of Goodnap from any forces raiding from the estuary of the Roglaroon. In the last few years the pirates of Hagrost have proven troublesome causing the Overlord to add an extra company (20 men) to the tower's garrison. This is Sir Bandan first command and he desires to prove himself worthy to the Overlord and to his love, Nadine. Nadine is a Protector with an Altanian tribe wandering the Queans Waste. Bandan met her on patrol several years back and fell in love.

2708 Silent Winds Conclave (Citadel): Magical; AL N; Tech Level: 8; 100 gp limit; Assets 600 gp; Population 120 (30 lesser constructs and golems guard the citadel; the balance are Com1-3 or Exp1-2 mundane servants and Wiz1 apprentices); Integrated (human 37% [a strange mixture of normally persecuted races such as Common Orichalans or Common Viridians, or other strange human sub-races such as lunari, solari or ghuls], dwarf 20%, halfling 18%, elf 10%, gnome 7%, others 8%). *Authority Figure(s):* Estella, female human (Dorin) N Wiz6. *Important Characters:* Geri the Golden, female dwarf CN Wiz14 (a failed ritual long ago transformed her into a golem made of gold, her wing of the conclave is populated with the results of her failed experiments in transforming her back).

This is a long established conclave of wizards. They have long ago taught the orcs of Ered Chimera to stay away from their keep. This conclave is in decline and many old experiments have twisted the keep and the surrounding land in strange ways. Estella is merely the latest caretaker of the grounds and attempts to help the surrounding hamlet when one of the magical experiments goes awry. The conclave has also proved to be a haven for persecuted

individuals, so it is not uncommon to find Common Orichalans, Common Viridians and others living here in relative peace. Estella herself is a Dorin from the far-off Desert Lands.

2814 Raedwulf Castle (Castle): Conventional; AL N; Tech Level: 6; 100 gp limit; Assets 1,200 gp; Population 240 (3 companies of 20 Ftr1s led by 1 Ftr3 each; the rest are Com1-2 or Exp1-2 mundane servants and farmers); Isolated (human 96% [predominantly Tharbrian and Alryan with some Altanian and Dunael], others 04%). *Authority Figure(s):* Lady Grimm, female human (Alryan) N Ftr5 (Cha 18). *Important Characters:* Carvilius Law, male human (Tharbrian) N Wiz8 (competent political advisor to Lady Grimm); Captain Gladius, male human (Alryan) LN Ftr9 (Lady Grimm's no nonsense military commander).

Sitting atop a short hill overlooking Tain, and with westward approaches impassable due to the steep inclines between the River Severn and the Conquerors River, Castle Raedwulf is a formidable barrier to anyone approaching to attack the town of Tain. The Lady Grimm has built up a considerable following in Tain and the region. The Citadel is very well run and its three companies are considered among the best in the lands of the City State.

2916 Barnelby Citadel (Citadel): Conventional; AL N; Tech Level: 4; 40 gp limit; Assets 160 gp; Population 80 (20 War2 cavalry on light horse; the balance are Com1-3s mundane farmers and servants); Isolated (human 96% [mostly Tharbrian and Alryan with a larger than normal percentage of Dunael], others 04%). *Authority Figure(s):* Lord Aylbryght, male human (Alryan) N Ftr6. *Important Characters:* Sergeant Holbrook, male human (Dunael) N War5 (grizzled veteran and advisor to Lord Aylbryght); Gangitt, male human (Dunael) CN Rog5 (recently arrived and looking at the thorp as a base for a smuggling ring).

Lord Aylbryght has 20 cavalry under his command. He watches over the small thorp of Barnelby, a trader and merchant stop for anyone traveling between the City State and the Council of Alderock (based in Adderwood, a nearby village in hex 3117). Lord Aylbryght has been charged to keep the roads clear between Tain and the Council. However, with just 20 men, he is hard pressed just keeping the thorp safe and secure. Lord Aylbryght is a close friend of Sir Gofynan warchief of nearby Adderwood. They are encouraged by the Overlord's placing bounties on the orcs and goblins and other evil humanoid but worry about the rough men being attracted to the region.

2926 Nightcave Coven (Citadel): Magical; AL NE; Tech Level: 8; 40 gp limit; Assets 160 gp; Population 80

(20 well-armored zombie servants and several shadows guard the coven; the balance are Com1 slaves and Adp1 apprentices, with several Wiz1-4s, Drd1-3s or Witch1-5s here visiting at any time); Mixed (human 79% [Tharbrian or Swerting; for more on the vile Swerting, see the *EN-World Player's Journal*, Volume 4, "Lesser Races of the Wilderlands"), goblin 9%, half-orc 5%, orc 3%, others 4%). *Authority Figure(s):* Melanie, female elf CE Witch8. *Important Characters:* Mordant, male human NE Wiz4/Rog2 (in charge of supplying the coven, neglecting his studies to pursue deals with Laskinor).

South of Bier is a karsts terrain riddled with sinkholes and limestone caves. Nightcave Coven's lair is in one of the larger caves that is above the water table. Its members regularly attend the gathering at Witches' Court Marsh. The coven regularly deals with Laskinor of Bier to smuggle hard to find components and goods out of City State. Mordrida (from Witches' Court Marshes) and other covens often deal with the Nightcave Coven as a source for these items. Melanie is a cruel and sadistic elf twisted when gnolls slaughtered her family during the Gnoll Times. She found the tribe and slaughtered every gnoll yet this did not satisfy her need for revenge. Eventually she found Mordrida of the Witches' Court and became her apprentice. Feeling that she now had control over her own destiny she left Morridda and founded her own coven.

LURID LAIRS

This list is by no means meant to be a list of the only monsters in the area. These are simply sample lairs. Many more monsters of course roam the dangerous Wilderlands. In this area it is not uncommon to see many animals and dire animals, lycanthropes, trolls, lizardmen, monstrous frogs, as well as a great many orcs from Dearthwood, gnolls and goblins; not to mention human bandits and brigands of all kinds.

1911 Lair of the Cloud Giants (EL 15): Four Cloud giants live here. Oldak of the Mists, his wife, and two sons make their lair in a massive, yet Spartan tower atop this mountain in the Saber Scarpe range. Oldak and his sons hunt dire bear and perytons within their range, often camping for weeks at a time upon the highest peaks of the mountains, so near to the clouds they love. If their tower is attacked, they lay down a heavy barrage with perfectly shaped round stones of massive weight, targeting lightly armored opponents before those in armor and using the towers huge crenellation stones as cover.

Cloud Giants (4): CR 11; hp 178 each; see the *MM*.

2209 The Hydra Lair (EL 8): A fissure in the rock face holds the lair of 3 six-headed hydras. The beasts are rav-

enous as they have eaten nearly every living creature within miles of their lair, yet are too stupid to move off for better hunting grounds. If they do not eat soon, cannibalism is an inevitable solution to their food shortage.

Six-Headed Hydras (3): CR 5; hp 63 each; see the *MM*.

2222 Crocodiles (EL 11): The swamps near Haghill crawl with dangerous crocodiles (25 total) who consider anything passing through their territory to be good eats.

Crocodiles (25): CR 2; hp 22 each; see the *MM*.

2325 Lizardmen Den (EL 11): This cannibalistic tribe of 30 lizardmen thrives on the flesh of other humanoids. Their mud and wattle huts are above ground and there are many wooden spike traps surrounding their den. The lizardmen hunt by remaining partially submerged for cover, then attacking in a half circle with javelins, driving their prey towards their elaborately placed traps. Thus far they have been the death of dozens of explorers, whose heads decorate poles outside their communal lodge as grim tokens of their ferocity. The lizardmen have 16,000 gp, an ermine blanket (75 gp), a *potion of darkvision*, a *potion of aid* and a *ring of feather falling*.

Lizardmen (30): CR 1; hp 11 each; see the *MM*.

Seraenu, Male Lizardman Drd4: CR 5; SZ M [Aquatic, Reptilian]; HD 2d8+2 plus 4d8+4; hp 36; Init +0; Spd 30 ft.; AC 15; Atk +5 melee (1d4+1 [x2], claws) or +5 melee (1d10+1, greatclub), +3 melee (1d4, bite) or +4 ranged (1d6+1, javelin, range 30 ft.); SQ nature sense, animal companion, woodland stride, trackless step, resist nature's lure; AL N; SV Fort +5, Ref +4, Will +6; Str 13, Dex 11, Con 12, Int 11, Wis 14, Cha 12.

Skills: Balance +4, Concentration +6, Knowledge (nature) +7, Jump +7, Spellcraft +5, Survival +8, Swim +9. *Feats:* Multiattack, Power Attack, Silent Spell.

Spells Prepared (5/4/3; base DC 11 + spell level):
0—create water, know direction, light, resistance, virtue;
1st—calm animals, entangle, goodberry, obscuring mist;
2nd—hold animal, resist elements, warp wood.

2406 Cockatrice Lair (EL 7): This high peak in the Majestic Mountains is strange in the number of stone statuary in the area. Lifelike orcs, goblins, a young hill giant, and several elk, all done in hard marble decorate the area in a half-mile radius. The serene and almost garden like quality belies the danger present in this brood of 5 cockatrices.

Cockatrices (5): CR 3; hp 27 each; see the *MM*.

2521 Giant Frogs Lair (EL 7): On the north edge of the Troll Fens are many things, among them 6 giant frogs.

They attack any they encounter, only fleeing from fire.

Monstrous Giant Frogs (6): CR 2; hp 17; see the *Tome of Horrors* by **Necromancer Games**.

2618 Dire Beavers (EL 5): Three dire beavers live here. These friendly, playful creatures use small size humanoids as toys, slapping them about with their tails. They mean no harm, but sometimes get carried away in their playfulness.

Dire Beavers (3): CR 2; SZ M Animal; HD 3d8+12; hp 25; Init +3; Spd 30 ft., swim 30 ft.; AC 16; Atk +4 melee (1d4+2, bite) or +4 melee (1d6+2, tail slap); SQ scent; AL N; SV Fort +7, Ref +6, Will +4; Str 14, Dex 17, Con 19, Int 2, Wis 12, Cha 10.

Skills: Listen +6, Spot +6.

2818 The Woodmaidens' Lair (EL 10): Deep in a forested glade along the Conquerer's River is the area known to locals as the Woodmaiden's Grove. Here along the bubbling brooks resides **Teelinthy the dryad**. Teelinthy is known as a paragon of purity to creatures of both forest and water, and is the keeper of this grove where the roots of the forest touch the ever flowing waters of the Conquerors River. Jealously guarded by her 5 nymph sisters this gathering of fey and beautiful beings does not really seem to live within the world of mortals, being more tuned to their natural groves and the dreams of fairies than those of men. Teelinthy keeps 3 purple gems (corundum, 500 gp each) which were gifts from an elven knight who seeks to woo her away from her grove, much to the dismay of her wilder, more elemental sisters.

Teelinthy (Dryad): CR 1; hp 7; see the *MM*.

Nymphs (5): CR 6; hp 10 each; see the *MM*.

2822 Treant Grove (EL 16): Deep within the confines of the Dearthwood Forest reside the Whiteleaf League, the great and ancient council of 18 treants. Concerned with all things arboreal, the Whiteleaf League ponders deeply the troubles of the natural world, seeking always to expand the depths of their woods from those who would harm the old growth.

Treants (18): CR 8; hp 66 each; see the *MM*.

2903 Giant Crocodile Lair (EL 4): One of the perils of this coastal area is the presence of a **giant crocodile**. It hides in the sand and attacks anything it can surprise.

Giant Crocodile: CR 4; hp 59; see the *MM*.

2905 Giant Wasp Nest (EL 8+): In the mountain pass of Demontongue is a nest of **giant wasps**. Six wasps strike out to attack anyone that gets within 100 feet of the nest. The colony contains hundreds of wasps.

Giant Wasps (6): CR 4; hp 32; see the *MM*.

2923 Dryad Grove (EL 6): Travelers whisper of the alluring “ladies of the wood,” a gathering of **6 dryads** that keep their great trees deep within the forests of the Dearthwood. The dryads generally avoid being seen as best they can, though none of their band can resist a handsome man, especially a paladin or bard. Such individuals with a Charisma of 16 or higher are set upon almost instantly by the seductive charms of the ladies of the wood, each competing with greater and greater zeal to be the one to keep the fellow as a new lover. Such activities are even stronger in the springtime when the sap flows anew and the blossoms begin to bloom.

Dryads (6): CR 1; hp 7; see the *MM*.



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