

# CHAPTER TEN

# LENAP

Lenap, also one of the ancient Ghinor Successor States, has fallen upon hard times but still holds political sway within this region. The giant dunes of the desert to the north keep this area fairly isolated. The many jungles and hills make overland travel limited to well-guarded caravans. The Churning Sea is unpredictable and the volcanic Isles of Flame often make the sea steam from undersea lava flows. The many jungles are filled with a rich variety of plants. A thriving trade has grown around the exporting of spices, herbs, seeds, saps, oils and insects.

In the sandy northern deserts are many settlements and tribes of the hardy Dorins, while to the south the Ghinorans become more numerous, sharing the territory with some hardy Tharbrians, Alyrans and, on the coast, Antillians and other adventurous humans.

The coastal regions are divided between rugged hills and lowland jungles in the north and temperate forest in the south. The area is often ravaged by severe weather in the spring and fall, and hurricanes are not uncommon.

## GEOGRAPHY

Terrain in the deserts are considered Hot and Dry, Warm and Dry in the regions west of the Govannon Scarpe and south of Didgewater River, and Hot, Wet elsewhere.

**Amasis Hills (Rugged Hills):** This rugged terrain is treacherous and some stretches are nearly impassable. **Encounters:** tribesmen, behir.

**Ament Horn (Grasslands):** The seat of the city of Lenap, Ament Horn is a granite statue carved from a giant outcropping. Carved in ancient times, the city grew up around this statue to a forgotten god. Hardy farmers still reside within once prosperous crumbling estates. Many cobblestone roads have become overgrown and near use-

less. Beyond the statue, this jutting peninsula is 10 miles wide and extends some 20 miles outward to the Sea of Five Winds. **Encounters:** wild dogs, merchants, bandits

**Ameretat Forest (Dense Forest, Temperate):** Tall timber deep in the Valley of Vitation, the wood is protected from weather and wind. Very pleasant and cool in the interior. **Encounters:** hunters, wood elves, goblins

**Astutack Jungle (Dense Forest; EL 12):** Another of the ranges of jungle in the Lenap lowlands, the Astutack is home to the horrific giant abyssal dire stirges and giant wasps.

**Bootleg Bay (Calm Aquatic, Perilous):** Named because it was once a haven for pirates and smugglers, Bootleg Bay is full of treacherous shoals and sandbanks, requiring most merchants to hire pilots from nearby Amgold Quay. Most merchant captains come here for the quay's famous horses, but also ship out tropical hardwoods and exotic spices.

**Charging River (Rough Aquatic):** A branch of the Dark river, the Charging flows through the southern portion of the Dangerous Jungle. Unlike most deep jungle rivers, the charging is quick and straight.

**Cherindan Forest (Medium Forest):** A coastal forest, the trees of the Cherindan along the beach have all grown smooth, weather resistant bark to protect themselves from the coastal storms. **Encounters:** assassin vines, grig

**Churning Sea (Rough Aquatic, Hot, Perilous; EL 14):** A dangerous stretch of ocean running south and west of the Ament Horn, this area of sea contains whirlpools and great waves that arise without warning as well as stretches of water that seem to roll and boil, said to be caused by the curse of a god placed on a now sunken civilization that once existed in this area. The treacherous whirlpools and currents make travel here highly hazardous, and there is very little sea traffic in the Churning Sea.

The water temperature of the sea is near 100 degrees and vision is made difficult by the steam from the water itself. Despite the inhospitable nature of the seas, it is inhabited by a large number of giant aquatic dinosaurs such as *dinichtys*, *elasmosaurus*, *mosasaurus* and, most frighteningly, *plesiosaurus* which have been known to attach those few ships that brave these waters. What is not commonly known, is that miles of ruins populated by many mutated undersea races litter the floor of the sea, filled with ancient treasure. Map note: the waters of the Churning Sea begin slightly south and west of the Ament Horn at hex 2724 and extend south to hex 2731 and west to the Isles of Flame.

**Danger, Bay of (Rough Aquatic, Perilous):** A dark and fog banked cove, the Bay of Danger is a hazard to any ship not familiar with the docking procedures of Lenap. **Encounters:** whales, locathah

**Dangerous Jungle (Dense Forest; EL 16):** Fed by the dark salty water of the Bay of Danger, the Dangerous Jungle is a sweltering woodland of twisted vines and thick undergrowth. Dangerous plants abound here, strange woodland ropers of fantastic size and jungle treants have attacked explorers. Giant insects and carnivorous dire apes are often caught by sticky rope-like tentacles reaching down from the canopy above.

**Dark River (Calm Aquatic):** Flowing in from the Bay of Danger, the Dark river supplies the Dangerous Jungle, and the hill area surrounding it. The river turns dark purple during late summer and autumn due to the many berries that fall into its headwaters. It is quite deep and has no fords.

**Didgewater River (Calm Aquatic):** Bisecting the Amassis hill range, the Didgewater flows from the Arngold quay on the coast to the cliff wall of the scarpe.

**Endless River (Rough Aquatic):** Drawing from the Churning Sea, this river supplies the Weeping Forest and the mid Hurricane Hills. Sea bass make their way upriver to the hills. The river flows backward at dusk and dawn, making navigation difficult and time consuming.

**Flame, Isles of:** So named for the strange bluish flames that can be seen from miles at sea that leap from the peaks of these isles. Their source has never been found. Legends tell of sailors mesmerized by the flames driving their ships against the many rocks that surround the island. It is rumored that Varun the Goddess of Wine walks these vine-covered isles on foggy evenings. **Fifteen Lizardmen** (CR 1; hp 11 each) visit the sea-caverns beneath the principal island to worship a **giant squid** (CR 9; hp 66) and elect a new tribal chieftain by force of arms every month. Access to the cavern is gained through a cave high on the eastern side of the island. **Harauld the hermit** (Com2; CR 1; hp 6) knows of the entrance and aids any party offering to assist him in recapturing his escaped pigs. A PC making a successful Search check (DC 30) of the murky sea cavern waters discovers a *ring of three wishes*, with one *wish* remaining.

**Ghazelbahr, River (Calm Aquatic):** Forming the northern edge of the Cherindan forest, the Ghazelbahr is stocked with fish and is a favorite watering hole for game in the area. **Encounters:** river trolls, fisherfolk.

**Govannon Scarpe (Grasslands):** This wide open mesa-like plain gives an elevated view of the Churning Sea. It is a rugged and barren plain, with bizarre wind-shaped rock

outcroppings here and there. The scarp grows gradually more lush towards the south. Its moaning winds near the peak is the possible source of lycanthrope legends told by villagers. **Encounters:** wild dogs, wild horses, antelope

**Great Roaring Jungle (Dense Forest, Giant; EL 15):** This crescent shaped jungle is home to many dangerous giant animals. Several varieties of gire creatures may be found here. It has mires and drooping swamp trees of giant size.

**Hobnob Hills (Rugged Hills):** These green, steep-sided hills present an obstacle to travelers, but are also rich in game. Caravans from Lenap often pass through here, but the going is usually slow and painful. Primitive tribes of lizard men are sometimes encountered here, and can be persuaded to act as guides or guards.

**Hurricane Hills (Rugged Hills):** Named because they are periodically lashed by hurricanes in the spring and fall, these hills are known to harbor extensive growths of exotic orchids and other tropical flowers, as well as swarms of colorful butterflies in summer. They are a popular destination for naturalists and scholars.

**Hutamah Jungle (Dense Forest):** Appears as a dense, thickly overgrown garden. Tall grasses and twisted vines make an almost impenetrable thicket. **Encounters:** poisonous snakes, constrictor snakes, pixies

**Infinite Desert (Rocky Desert):** The hundreds of square miles of heat blasted, desolate terrain do have a few features to break up the shifting dunes. Several tribes of human nomads make their way around in the desert, and there are a number of small oases to be found as well. Large, mostly intact skeletons of huge unknown creatures have been found littered in the desert, their bones bleached white from the sun and wind. Several artifacts have been found from lost cultures, with an advanced scientific theory common throughout the items.

**Jungle of the Sweet Smelling Death (Dense Forest):** This small jungle off the northern edge of the Govannon scarpe is home of several varieties of orchid. Deep in the center of the jungle is a rare spotted orchid that causes the inhaler to fall into a deep slumber, and eventually to die (Fort DC 17 to resist). It is prized by alchemists and evil wizards. **Encounters:** hobgoblins, halflings, human tribesmen, leopards

**Maiden Peak (Forbidding Mountain):** A nesting area for harpies. Trained attack falcons also patrol the area.

**Mangania Isle:** A sage's curse has made **10 juju zombies\*** (CR 3; hp 21 each) from brigands that roam the island seeking the Windward Horn, an artifact that releases them from the curse. **Dainae** (female Amazon Bbn10/Amz5; CR 10; AL CE; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 15; +1 *greataxe*, +4 *hide*, masterwork climber's kit, *potion of cure serious wounds*, *potion of haste*, *amulet of natural armor* +1, *potion of cure moderate wound*), a lascivious Amazon and her **3 warrior maidens, Kloie, Ieo, and Earo** (female Amazons Bbn5/Amz3s; CR 5; AL CE; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 12; +1 *halfspear*, +2 *leather armor*) dwell in a small, fortified manor in the high lands. Resisting Dainae's amorous advances may prove deadly, at the very least earning her enmity and loathing. These exiles protect a small community of **20 poor elves** (CR 1/2; hp 4 each) on the lower slopes.

**Mantith Forest (Dense Forest):** Another of the coastal forests, Mangrove trees are common in these woods.

**Menuquet Plains (Grasslands):** The southern end of the Govannon Scarpe, the Menaquet plains are home to a nomadic breed of tan-skinned horsemen. The horsemen trade beautiful jade and turquoise jewelry for wood products. Tall grasses and giant flowers abound here. It is said that a dead goddess is buried beneath one of the larger mounds. Fey races are often seen dancing amidst the flowers but quickly disappear if approached. **Encounters:** deer, hare, coyotes, dire wolves.

**Moulting Mountain (Rugged mountains):** This short range of quickly eroding mountains are the tallest points in the surrounding highlands. The northern reaches of the mountains are home to many harpies, and a few gargoyles have joined the pack. Roc's have sometimes been seen flying over its peaks; brave hunters sometimes risk death to obtain roc feathers.

**Shadow, Keys of:** This cluster of islands is a well-known navigation aid. Several islands boast shore facilities and trading posts for passing merchant vessels.

**Sunvale River (Calm Aquatic):** A deep and narrow river, it is known for its large pike and gar population. The surrounding woodlands are bright with yellow flora and many giant butterflies flit amidst weeping willow trees. A golden haired witch is said to roam the banks during the twilight.

**Tupimare Hills (Rugged Hills):** These rough, wind-blasted hills are the home of hardy nomads and a few tribes of goblin raiders. Horses and wolf packs frequent these flower covered hills. A mated pair of centaurs has been sighted defending the horses on occasion. Water collects in deep caverns, and such areas are highly sought after.

**Turgid Hills (Gentle Hills):** Highlands just north of the Hutama, tribes from the jungle raid into the hills for minerals and precious metals found here. **Encounters:** barbarians, centaurs, manticores.

**Valley of Vitiation (Light Forest):** A protected land cove, the valley does not catch the rain and hurricane force winds that are common in the springtime. Forest and plants grow well in the rich soil.

**Vex Ford (Calm Aquatic):** Sister ford to the West Ford, it was built by Swanrill engineers.

**Weeping Forest (Medium Forest):** This forest is so named for the saltwater that drips from the leaves of the trees and foliage. With its proximity to the coast and being fed by the Endless, the jungle is very salty, and dehydration is a factor here for travelers. **Encounters:** dire apes, tigers, ogres.

**West Ford (Calm Aquatic):** Both West and Vex fords were built by workers from the town of Swanrill to ease the trade route to Goldfall. Passing closer to the cliffs of Govannon scarpe is an easier journey than traveling the Amasis hills.

## SPECIFIC LOCATIONS

**0113 SLEDGETOWER (Village):** Non-Standard; AL LE; TL 4; 200 gp Limit; Assets 7,075 gp; Population 1,132 (Able bodied 283); Mixed (orc 80%, half-orc 15%, goblin 5%); Resources: Market. *Authority Figure:* Hoglip Syledyr, male orc LE Rog5. *Important Characters:* Medahyr Eye-Gouger, male orc LE Clr4 (Midor); Relimk the Handsome, male half-orc NE Brb4 (Medahyr's bodyguard); Dreksyl Ver, female orc LE Wit3 (witch).

The orcs of Sledgetower scour the desert for anything and everything to sell or trade at their market. Though out of the way, many travelers are drawn here for all the unusual finds the orcs have for sale. While many have searched on their own, the orcs take a dim view of anyone infringing on their livelihood. A barely functioning ballista provides shade for sellers of a variety of poisons.

**0126 The King's Curse:** There is a curse written on the tombstone of an ancient king's burial mound. It has no effect anymore. A gold crown with a black diamond in the middle rests on the dead King. The crown is worth 7,140 gp.

**0203 Snakes and Pots (EL 3):** Two clay pots are half buried in the sand. One contains a five foot long silver chain belt worth 2,500 sp. The other pot contains 6,350 cp. A **giant cobra** (huge viper; CR 3; hp 22 each) lives under each pot.

**0222 Tupimare Tower (Citadel):** Non-Standard; AL N; TL 4; 40 gp Limit; Assets 100 gp; Population 80 (20 elite gnome guard Ftr1-4, armed with masterwork short swords and clad in masterwork plate armor guard the mine and the tower; the remaining 60 inhabitants are Exp1-3s, mostly miners, engineers and merchants); Isolated (gnome 90%, dwarf 5%, halfling 5%). *Authority Figure:* Ubwigme Querst, gnome male N Ftr5. *Important Characters:* Alwarig Degrol, gnome male N Ill4 (Querst's lieutenant); Long-Nosed Pytal, gnome male N Rog3 (lookout, scout).

A gnomish outpost, Tupimare Tower guards a sacred mine. The mine is rumored to be a dazzling place, filled with light emitted by gems embedded in the walls. The gnomes are vigilant, and have very little patience or humor when it comes to intruders.

**0227 WINMOOT (Hamlet):** Non-Standard; AL N; TL 4; 100 gp Limit; Assets 1,850 gp; Population 592 (Able bodied 148); Mixed (human 70% [mostly Ghinoran]; half-elf 15%, elf 5%, gnome 5%, halfling 5%); Resources: Zinc. *Authority Figure:* Wyfagyl, male Ghinoran N Ftr4. *Important Characters:* Fongnyv the Mixer, male human N Exp3 (alchemist/ointment maker); Viknelia, female Ghinoran N Rog3 (ointment maker).

The ointments made with the zinc of Winmoot are especially valued by the fair-skinned elves of the region. Humanoids of every type have been seen in increasing numbers lately. A local smith has been trying to make zinc more useful by alloying it with copper. Legends say that copper weapons were made as hard as steel in ages past. Wyfagel teaches music lessons for a reasonable fee.

**0232 Menuquet Mound (Citadel):** Magical; AL CE; TL 2; 100 gp Limit; Assets 313 gp; Population 100 (25 cruel and sadistic warriors War1-3 constitute the core defense group; remaining 75 are Com1-3 peasants and villagers or Adp1-3 shamans and acolytes); Isolated (human 90% [mostly Ghinoran, some Dorin], half-orc 10%). *Authority Figure:* Kriever Cold-Heart, male Ghinoran CE Clr9. *Important Characters:* Megrinhu Wet-blade, female Dorin CE Brb3 (warleader); Fimmlef Sore-Foot, male Ghinoran, CE Rog2 (scout).

Utting from the plains, this tower is built above what is believed to be a central point for a series of ley lines. The tribe that currently inhabits the tower was once a peaceful group, but whether due to Megrinhu's dark rituals or the evil nature of the area, they are now a cruel and erratic lot. Related tribes seek help in finding a way to turn their kinsmen from the evil ways they have adopted.

**0307 WOVENMIST (Village):** Non-Standard; AL CG; TL 5; 200 gp Limit; Assets 5,525 gp; Population 884 (Able bodied 221); Mixed (human 60% [mostly Dorin, some Tharbrian], elf 30%, half-elf 7%, halfling 3%); Resources: Timber. *Authority Figure:* Torbask, male human CE Wiz5. *Important Characters:* Yilpar the Eldest, male elf CG Rog5 (carpenter, woodworker); Fintlas the Grey, male Dorin CG Exp4 (woodworker); Dardra the Untiring, female human CG Rgr3 (village guard captain).

Rare, and some say magical, trees grow in the sands of the desert, their wood almost as hard as iron. Fierce desert creatures dwell among the trees, making harvesting even more difficult. The dwellers of Wovenmist work the wood carefully, creating sturdy furniture and staves that they send in tribute to Sledgetower in exchange for being left alone.

**0321 The Spider Well (EL 8):** A small well has a chain hanging down to the bottom. At the end of the chain is a bucket containing a clock with zircon numbers worth 1,600 gp. **Fifty tiny monstrous spiders** (CR 1/4; hp 2 each) have made their webs on the chain.

**0406 The Citadel of Wovenmist (Citadel):** Non-Standard; ALN; TL 5; 100 gp Limit; Assets 500 gp; Population 160 (30 militia War1-3 and 10 skilled elf archers Rgr1-2 man the citadel walls and guard the entrances to the dungeons; the rest are Com1-3 villagers, farmers and peasants or Exp1-3 artisans, merchants and specialized servants); Mixed (human 64% [mixed, some Dorin], elf 30%, dwarf 3%, halfling 3%). *Authority Figure:* Meedenhur Vuyt, male elf N Ftr7. *Important Characters:* Alvidid Humatrew, male human N Wiz9 (second in command, engineer); Ashkazku the Tongue, male orc LE Rog5 (observer from Sledgetower).

This tower collects the tributes to be sent to Sledgetower. Those who dwell here have hardened themselves to the injustice, but dark dealings go on deep under the tower, dealings which seek the liberation of the village and tower. Some of these dealings have unleashed powerful demons, which have so far been unsuccessful in clawing their way free of the tower's dungeons.

**0417 NETTLE (Small Town):** Non-Standard; ALN; TL 3; 800 gp Limit; Assets 41,700 gp; Population 1668 (Able bodied 417); Mixed (elf 80% [mostly high, some gray and wild], half-elf 15%, gnome 3%, halfling 2%); Resources: Cattle. *Authority Figure:* Fender the Avenger, male elf [high] LG Ftr8. *Important Characters:* Undret Thousand-Head, male elf [wild] N Rgr7 (cattle owner); Wellat the Pathfinder, female elf [wild] Rog6 (scout, cattle drive boss), the Final Word, male half-elf Wiz5 (cattle owner).

The inhabitants of Nettle breed and herd tough cattle, but have to be constantly vigilant against rustlers. The cattle drives that must be made to get the cattle to all the markets the elves frequent are long and dangerous, and the elves pay guards well for this hazardous duty. The horns are used for containers.

**0430 HEWN DELL (Small Town):** Non-Standard; AL CG; TL 2; 800 gp Limit; Assets 36,200 gp; Population 1448 (Able bodied 362); Mixed (human 70% [mostly Ghinoran], elf 15%, half-elf 8%, halfling 7%); Resources: Market. *Authority Figure:* Sir Pinwikle, male human CG Ftr4. *Important Characters:* Ottan Treeclimber, male halfling CG Rog3 (explorer); Fonka Hurroody, female Ghinoran

LG Clr3 (Molna, merchant); Kinnerras Oklyn, male Ghinoran NG Ftr3 (guard captain); Berlon Fateless, male elf, CG Sor3 (merchant).

Hewn Dell sees many travelers, and the market is a good place to find exotica from many different regions. The friendly folk here tell of fell creatures in the hills guarding old tombs, but none can say where those tombs are. Many varieties of cloth are sold here.

**0510 The Golden Doll (EL 5):** The remains of a man-sized Warrior still holding his battle-axe lies face down on top of a golden doll worth 490 gp. **Five large monstrous spiders** (CR 2; hp 22 each) nest in webs over the Warrior.

**0631 Hewn Passgate (Citadel):** Magical; AL CE; TL 2; 100 gp Limit; Assets 125 gp; Population 40 (10 goblin elites War1-3 and their 2 gnoll guards Ftr2 lord it over the common goblins who make up the population); Isolated (goblin 95%, gnoll 5%). *Authority Figure:* Hazhgon Glow-Eye, male goblin CE Wiz3. *Important Characters:* Kargral the Sudden, female goblin CE Rgr2 (patrol leader); Tinzgut, male goblin CE Clr2 (Angall).

A band of goblins has taken control of this once-abandoned tower, which commands an important pass. They politely ask for tolls from strongly guarded caravans, but have been known to viciously attack small parties and lone travelers. When pressed, they retreat into the tower, which is a nearly indestructible relic of a bygone age.

**0712 ROVERTOP (Village):** Non-Standard; AL CE; TL 4; 200 gp Limit; Assets 5,950 gp; Population 952 (Able bodied 238); Mixed (orc 70%, half-orc 15%, human 10%, Gnoll 5%); Resources: Jewels. *Authority Figure:* Greidar the Cold, male human CE Clr3. *Important Characters:* Screaming Jalka, male orc CE Brb3 (warband leader); Eyes, female orc NE Rog3 (jeweler).

The orcs here have been using jewels to buy food and other necessities from passing merchants. Where they get the jewels is unknown, and few outsiders are willing to brave the unpredictable village to find out.

**0716 Ooze and Trunks (EL 4):** Two large trunks covered with **gray ooze** (CR 4; hp 26) contain wine that is moldy and contaminated.

**0725 GRAVEL GATE (Village):** Non-Standard; AL LE; TL 5; 200 gp Limit; Assets 4,375 gp; Population 700 (Able bodied 175); Mixed (halfling 70%, gnome 15%, half-elf 10%, human 5%); Resources: Oil. *Authority Figure:* Bandel Winderwhip, male halfling CG Ftr6. *Important Characters:* Fredlon Velanderhaff, male halfling CG Sor5 (Winderwhip's lieutenant); Melvar Gindal, female halfling NE Brd4 (oil gathering foreman).

The oil of Gravel Gate, which seeps from the ground in slow, sluggish pools, is sent in tribute to Hewn Dell. As time has gone on, the folk of Gravel Gate have become more and more truculent, warped versions of their former friendly selves. Winderwhip seeks help in solving this problem.

**0732 The Gnomes of the Skull (EL 9):** The ruins of a tower covered by earth can only be entered by a 3-foot diameter tunnel. **Eight gnome fighters** (Ftr3; CR 3; hp 19 each; masterwork short sword, small wooden shield, chainmail, small leather pouch containing 50 sp and a piece of amethyst [50 gp]) are bowing to a golden skull worth 2,300 gp.



0732 Gnomes of the Skull

**0804 The Lost God:** The ruins of an altar to a lost god stands on a hummock. If a prayer is said at the altar, a beam of light will point to the nearest shelter, and no random encounters will occur for the night.

**0816 Hrgesveglur Station (Citadel):** Non-Standard; AL N; TL 4; 100 gp Limit; Assets 375 gp; Population 120 (20 hired human guards War1-2 and 10 elf archers Ftr1-3 constitute the garrison, but they seem overmatched by the harpies; the remainder are Ari1-3 celebrants, Com1-3 unskilled workers, Exp1-3 employees and servants or adventurers of various types who are passing through); Mixed (elf 70% [mostly high, some gray and wood], human 20%, gnome 5%, halfling 5%). *Authority Figure:* Inglorinan Phidarelm, female elf [high] N Brd6. *Important Characters:* Smiling Jart Gilham, male human N Ftr5 (guard captain); Nisstralain Yimal, male elf [wood] N Exp5 (merchant).

A popular rest stop for travelers, this squat tower seems to be the site of a perpetual carnival. A flock of harpies threatens to end the fun, jealous of Inglorinan Phidarelm's wonderful voice.

**1010 The Elven Boots (EL 1/2):** The remains of a high elf lays in the rocks with a worm-eaten cloak and a pair of decaying *elven boots*. A **small viper** (CR 1/2; hp 4) is inside the left boot. Protruding from the rocks is a six-foot diameter iron helm inscribed with dwarven runes.

**1020 WINDLESS (Village):** Non-Standard; AL N; TL 3; 200 gp Limit; Assets 6,600 gp; Population 1056 (Able bodied 264); Mixed (human 60% [mostly Ghinoran], elf 25%, half-elf 10%, halfling 5%); Resources: Horses. *Authority Figure:* Blytarlaint, male human, N Rog4. *Important Characters:* Naugus Melnaine, male Ghinoran N Rgr3 (horse breeder and trainer); Eairchess the Slow, female elf NG Ftr2 (blacksmith, horse trainer); Rondegan, male Ghinoran N Drd2 (horse breeder and trainer).

The tough, smart horses of Windless fetch good prices, and buyers come from miles around for them. The inhabitants of Windless raise the horses on scattered ranches in the hills and on the plains, to better protect them from the rustlers that plague the region. A particularly ruthless band of rustlers, led by centaurs, is especially dangerous.

**1026 The Old Salt's Spirit (EL 7):** A small cottage covered with vines on a rocky slope has a ship's figurehead inside. The **ghost** (male ghost Exp6; CR 7; AL LE; Str — (ethereal 12), Dex 13, Con —, Int 11, Wis 12, Cha 14) of an old sailor guards the figurehead.

**1033 PRINCELING (Village):** Non-Standard; AL N; TL 5; 200 gp Limit; Assets 4,775 gp; Population 764 (Able bodied 191); Mixed (dwarf 80% [mostly hill and city], gnome 10%, halfling 10%); Resources: Iron. *Authority Figure:* Derunrih, male dwarf [city] CE Ftr3. *Important Characters:* Genul, female dwarf [hill] N Clr2 (Kazadarum); Lednal the Shaven, male dwarf N Ftr2 (mine boss).

The dwarves of Princeling trade iron and the products they can make from it to traveling merchants. The increasing madness of Derunrih has begun to drive the merchants away, which is of great concern to the rest of the village. The villagers long for Derunrih to be cured of his madness, or removed from power – but both options have been tried, and both have failed in previous attempts.

**1114 LIDENSTRAND (Village):** Non-Standard; AL N; TL 4; 200 gp Limit; Assets 8,425 gp; Population 1,348 (Able bodied 337); Mixed (human 70%, elf 10%, half-elf 10%, halfling 8%, gnome 2%); Resources: Market. *Authority Figure:* Cat Licor the Sure, male human, N Sag6. *Important Characters:* Ul Vatt, male human N Rog5 (merchant); Intare Revo, male human N Exp5 (merchant); Drael Misser, human female N Clr5 (Thoth); Nyarl Hevul, human male N Clr4 (Thoth, Drael Misser's assistant).

The market here thrives on the traffic that takes the relatively easy route that Lidenstrand straddles. That ease of access also makes the village a target. The village will be most appreciative of any who succeed in clearing the route of danger, especially of the swift pony-riding kobolds that harass caravans.

**1118 Dryport Beacon (Citadel):** Non-Standard; AL CE; TL 3; 100 gp Limit; Assets 313 gp; Population 100 (25 experienced citadel guards Ftr1-3, equipped with chain mail, longswords and longbows constitute the garrison; the remain-

der are Com1-3 peasants, farmers and herders); Isolated (human 90% [mixed, some Dorin], half-orc 6%, orc 4%). *Authority Figure:* Dairmallin Genuff, male human CE Ftr3. *Important Characters:* Mayyom Jelut, female half-orc CE Sor6 (wise woman); Autir Flen, male Dorin, CE Rog2 (explorer).

There was a port here in centuries past, when the waters of the sea covered a much larger area. The sea has long since retreated, leaving a forgotten and fading city of ruins and bandits. The beacon tower is the last remaining building, the others nothing more than ghostly foundation outlines. The citadel guard is a group of experienced fighters who still obey their ancient duties. Most of the ruins were looted long ago, but occasionally a determined group of adventurers will find an untouched basement or series of rooms underground.

**1133 Castle of the Princeling (Castle):** Non-Standard; AL N; TL 5; 100 gp Limit; Assets 1938 gp; Population 620 (60 dwarven fighters Ftr1-3, 70 dwarf fighter-priests Ftr2-3/Clr1-4, and 25 war priests Clr4-5 are the castle's main military force; the remaining 465 are Ari1-3 nobles and aristocrats or Exp1-3 builders, planners, miners and other professionals); Mixed (dwarf 80% [mostly mountain and hill], gnome 10%, halfling 10%). *Authority Figure:* Galakaz Deepdigger, male dwarf [mountain] N Ftr8. *Important Characters:* Dils Cragwalker, female dwarf [hill] N Clr7 (Dacron); Rakhaz Doomsinger, male dwarf, N Brd6 (skald, historian); Evkarn Ironheart, male dwarf [hill] N Rog5 (weaponsmith).

The castle is a dwarven holy site, and the dwarves here await the return of the "princeling," a shadowy figure of dwarven mythology. They seek to purify themselves as they wait, and make forays into the Valley of Vitiation in search of aberrations to "cleanse." The valley is full of strange, tainted monsters, beholders in particular.

**1203 The Obelisk of the Endless Simoom (Citadel):** Non-Standard; AL N; TL 3; 100 gp Limit; Assets 625 gp; Population 200 (30 human warriors War1-3 and 20 half-orc fighters Ftr1-3 are the Godson's military force; the remainder are Com1-3 servants and local peasants, Exp1-3 scribes, researchers and skilled servants or common orcs and goblins); Mixed (human 60% [some Dorin and Tharbrian], half-orc 20%, orc 10%, goblin 10%). *Authority Figure:* The Godson of Sand, male Dorin, NE Rog6/Ftr5/Asn6. *Important Characters:* Twilight, male Tharbrian N Rog9 (the Godson's lieutenant and rival); Sunglare, female half-orc N Wiz11 (chief spellcaster of the tower).

A place that seems dark even under the bright desert sun, this tower is not committed to evil, but is more concerned with the shadowy realm of pragmatism. It is whispered that this is the place where the powerful go when they need someone eliminated or when they need information quickly gathered, by stealth or by force. The Godson of Sand is said to have many dark secrets locked away in this tower, any one of which could ransom a king.

**1217 The Cave-Hut (EL 7):** A caved-in hut at the bottom of the hill has three bottles of acid on a small wooden table. A **hill giant** (CR 7; hp 102) often visits the little hut. There are 2,120 gp in an old leather sack.

**1222 SWANRILL (Small Town):** Non-Standard; AL N; TL 3; 800 gp Limit; Assets 48,600 gp; Population 1,944 (Able bodied 486); Mixed (halfling 70% [mostly common, some

highland], human 20%, gnome 5%, half-elf 5%); Resources: Hides. *Authority Figure:* Allewn, male human CE Ftr4. *Important Characters:* Netlak Garn, male halfling N Rgr3 (hunter); Umvert Therboddle, male halfling N Rog3 (tanner); Dasson Klegg, female human CN Sor2 (alchemist).

The great herds of various animals that roam about the land here provide meat for the villagers to eat and pelts they can trade for the things they need. The herds can present danger, though, especially when a stampede occurs. A band of "sky riders" has been making off with the most prized members of the herds hereabouts, and causing stampedes destructive to both the animals and to the villagers.

**1226 Amasis Spire (Citadel):** Non-Standard; AL CG; TL 3; 100 gp Limit; Assets 438 gp; Population 140 (20 half-elf guardians Rgr1-3, 10 elf knights Ftr1-3 mounted on barded elven warhorses and 5 elf war wizards Wiz1-3 defend the ancient citadel; the remainder are Ari1-3 elven nobles, War1-2 militia or Exp1-3 craftsmen, artisans, historians and researchers); Isolated (half-elf 90%, elf 10%). *Authority Figure:* Humasa Blowinggrass, female half-elf CG Ftr4. *Important Characters:* Likon the Bearded, male half-elf CG Clr3 (Mithra); Marsil of the Hilltops, male half-elf CG Sor3 (adventurer, wanderer).

Amasis Spire is tall and slender, made from a translucent purple stone that is not native to the area. Strong wards against magic were placed upon the spire by some unknown spellcaster long in the past. The wards are beginning to fail, and with them fails the tower itself, as it slowly crumbles away. The inhabitants of the tower will pay well for a solution to the problem.

**1328 GOLDFALL (Village):** Non-Standard; AL LG; TL 3; 200 gp Limit; Assets 7,075 gp; Population 1,132 (Able bodied 283); Mixed (half-elf 70%, elf 20%, human 5%, halfling 5%); Resources: Market. *Authority Figure:* Luken the Long, male half-elf LG Clr6. *Important Characters:* Arlinia Farsight, female half-elf LG Pal5 (champion of Goldfall); Finur Hillwalker, male half-elf NG Drd4 (farmer and merchant); the Silver Shade, male elf LG Wiz3 (merchant, adventurer).

The farms around Goldfall sell their produce in the market, with regular visits by large caravans wending through the trackless hills. The region is troubled by manticores, which love the corn of Goldfall, but don't love paying for it.

**1334 Spider Pillars (EL 7):** Two vine-covered pillars have a **gargantuan monstrous spider** (CR 7; hp 168) in its web between them. A *wand of ice storm* is stuck in the webs.

**1404 TUFTIPSY (Village):** Non-Standard; AL LE; TL 3; 200 gp Limit; Assets 4,950gp; Population 792 (Able bodied 198); Mixed (goblin 60%, human 25%, orc 10%, half-orc 5%); Resources: Baskets. *Authority Figure:* Razan the Listless, male human LE Drd4. *Important Characters:* Garaga Burnedback, male goblin LE Rog3 (basket maker, prospector); Sulma the Finder, female human LE Rog2 (prospector); Flogg Fermo, LE Ftr2 (basket maker).

The crude but serviceable baskets made in Tuftipsy are perfect for sifting the sands, which are known to yield a wild array of precious stones and nuggets of gold. How these substances came to be in the sand is a mystery. Attempts to solve the mystery, or to sift for the treasure by non-villagers, have met with hostility.

**1410 Nohaven Keep (Citadel):** Magical; AL CE; TL 2; 100 gp Limit; Assets 875 gp; Population 280 (40 low-paid men-at-arms War1-3, 30 shortbowmen War1-2 and 10 professional cavalry Ftr1-2 hold the grim walls of the citadel; the remaining 210 are Com1-3 local peasants and settlers or Exp1-3 craftsmen, builders, grooms or professionals); Isolated (human 94% [some Tharbrian and Dorin], half-orc 6%). *Authority Figure:* Evvin Larpir, Master of Nohaven male Tharbrian, CE Wiz6. *Important Characters:* Earlen Hiol, male Tharbrian CE Ftr5 (guard captain); Falga Ujarl, female Human CE Rog4 (Nohaven's merchant liaison); Brabal the Foremost, male Tharbrian CE Brb3 (scout).

One of the few stopping places along a desolate trade route, Nohaven Keep is shunned by native and traveler alike. It is a grim place; its black stone walls seeming to contain leering faces that cannot be seen when looked at directly, its tower an accusing finger pointing at the sky. Only those in dire need dare to stop near the keep, let alone visit it.

**1420 Ram's and Longships (EL 4):** A giant ram's head is sitting on a large rock. The head is hollow. A **giant stag beetle** (CR 4; hp 52) nests inside. Buried beside the head is a longship with a cargo of silver fittings worth 3,220 gp.

**1424 Didgewater Fordguard (Castle):** Magical; AL CG; TL 5; 100 gp Limit; Assets 1750 gp; Population 560 (50 elf warriors War1-3, 30 elf guardians Rgr1-3, 30 halfling archers War1-3 and 30 halfling scouts Rog1-3 are the citadel's main garrison; the remainder are Ari1-3 elf nobles, Clr1-2 priests, Com1-3 peasants and farmers or Exp1-3 craftsmen, artisans and other experts); Mixed (elf 50%, halfling 30%, human 20%). *Authority Figure:* Murvdin Bowshot, male elf CG Clr7 (Mithra). *Important Characters:* Dregar Dreflahan, male halfling CG Rog6 (guard captain); Japetil Mooneyed, female elf CG Sor6 (castle record keeper); Mavet Gloaminglover, female Bardik CG Sor9/Brd5 (minstrel and morale officer of the castle).

This strong castle has been in chaos of late, as the walls and doors seem to shift of their own volition, as if the castle has grown tired of its internal layout. Even the river and land nearby shift their positions nightly. It is thought some great primal elemental, embodied in the surrounding terrain, shifts as it dreams in an age-long sleep.

**1508 The Buried Vault (EL 19):** A fully covered vault lies two feet under the sand. The top of the vault is corroded. A heavy person has a 60% probability of falling through. **Six skeleton warriors\*** (CR 14; hp 78 each) guard the vault wherein a *necklace of dominate person (2/day)* is worn by a long dead mage.

**1512 FLAMGARD (Village):** Non-Standard; AL N; TL 2; 200 gp Limit; Assets 5,400 gp; Population 864 (Able bodied 216); Mixed (human 70% [several Dorin], dwarf 15%, troll 15%); Resources: Market. *Authority Figure:* Zenrax, male troll CE Ftr5. *Important Characters:* Drenel the Enduring, male human N Sor8 (former village chief); Nankart Trollkin, male human Rog3 (merchant).

Trolls, dwarves, and humans all find their way to the market in Flamgard, each finding the uneasy alliance that keeps the village together ever more difficult to maintain. A rash of unsolved murders, with victims of all races, has increased the tension. A rug weaver and basket maker are popular vending tents.

**1532 WILLOWWITHY (Village):** Non-Standard; AL LG; TL 4; 200 gp Limit; Assets 4,400 gp; Population 704 (Able bodied 176); Mixed (human 70% [mostly Ghinoran], half-elf 15%, elf 8%, halfling 4%, gnome 3%); Resources: Market. *Authority Figure:* Ventore, male Ghinoran LG Ftr7. *Important Characters:* Trannel, female Ghinoran LG Clr6 (Mittra); Brother Inxit, male human, LG Mnk4 (assistant to Trannel); Warden Imnus, male human LG Rgr3 (village guard captain); Aringon the Gull, male Ghinoran LG Wiz3 (dockmaster).

The villagers strive to keep the area safe for the passage of merchants, and provide a safe harbor, which results in a thriving market where trade goods from all over exchange hands. However, aquatic monsters have been attacking vessels at anchor in the harbor.

**1602 Crab Nest (EL 7):** A trunk covered by sand has a *potion of cure serious wounds (level 5)* inside. **Four monstrous crabs\*** (CR 2; hp 16 each) nest nearby.

**1616 RUSHKINDLE (Village):** Non-Standard; AL N; TL 2; 200 gp Limit; Assets 7,550 gp; Population 1,208 (Able bodied 302); Mixed (human 75% [mostly Ghinoran, some Tharbrian], halfling 15%, gnome 5%, half-elf 5%); Resources: Market. *Authority Figure:* Dryfed Bending, male human N Clr3. *Important Characters:* Barthonil the Pocket, male human N Rog3 (tax collector); Finleas Hup, female human Ftr2 (innkeeper).

The market at Rushkindle is known to sell anything and everything, from the mundane to the sinister. The villagers do not care what is sold, as long as the village receives a tax on each sale. The village also has ways to hide goods, from food to fugitives – for a price. A wandering knight believes that a kinsman is being “hidden” in Rushkindle, and seeks help in finding and rescuing her.

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

**1625 ARNGOLD QUAY (Small Town):** Non-Standard; AL N; TL 5; 800 gp Limit; Assets 47,600 gp; Population 1904 (Able bodied 476); Mixed (elf 70% [mostly high, some gray and southern], half-elf 25%, human 5%); Resources: Horses. *Authority Figure:* Gwanlt, male elf [gray] LG Ftr6. *Important Characters:* Nelt Horseblood, female elf [high] N Rgr5 (horse breeder and trainer); Milment the Stiff-Necked, male human LG Pal4 (Gwanlt's lieutenant); Halct Cleareye, male elf [southern] NG Brd3 (Gwanlt's assistant and scribe); Nismon Marolt, male half-elf N Ftr2 (horse breeder and trainer).

Arngold Quay sends horses and food to Willowwithy. Willowwithy, by way of Gwanlt and his force, ensures that the town and docks at Arngold remain safe. The horses of Arngold Quay are big, handsome beasts — said to have once been creatures of the sea — and make fine warhorses. They would also be valuable rewards for those who help stop the raids of undead that have been shambling from the waters lately.

**1720 Rotneedle Tower (Citadel):** Non-Standard; AL N; TL 3; 100 gp Limit; Assets 813 gp; Population 260 (30 men-at-arms Ftr2-4, 20 crossbowmen War1-2 and 15 mounted guardsmen Ftr3-6 armed with light lances, heavy crossbows and longswords make up the garrison; remaining 195 are Com1-3 villagers and servants or Exp1-3 librarians, geographers, expert servants, grooms and other staff); Mixed (human 40%, elf 20%,

orc 10%, dwarf 10%, gnome 10%, halfling 10%). *Authority Figure:* Wertu Olk, male Ghinoran N Ftr8. *Important Characters:* Redrin Lightdouser, female elf N Rgr3 (hunter, scout); Gorriblet the Laughing, male gnome N Ill3 (adventurer).

This citadel was designed to guard against attackers from the nearby jungle gaining access to the travelers and caravans that pick their way painfully along the hilly pass. Recently, a black dragon was sighted emerging from the jungle, which has everyone in the tower bracing for a fight. Wertu is searching for a ballista or other heavy missile weapon with which to fight the dragon, but so far without success.

**1808 EVERGLOOM (Village):** Non-Standard; AL N; TL 4; 200 gp Limit; Assets 7,925 gp; Population 1268 (Able bodied 317); Mixed (human 60% [mixed, few Tharbrian and Dorin], hill giant 30%, elf 8%, dwarf 2%); Resources: Leather. *Authority Figure:* Badyr Skywalker, male hill giant CE Ftr7. *Important Characters:* Munlee Heavyfoot, female hill giant CE Clr6 (Angall); Actic Laota, male human N Exp5 (leatherworker); Turman the Bull, male human N Ftr4 (cattle breeder).

The people of Evergloom breed a type of hardy buffalo specifically for the toughness of its skin. The leather goods made here are especially fine, particularly the leather armor (masterwork quality). A particularly violent, and some say demonic, bull has been making life difficult for the people of Evergloom, breaking down fences, scattering the buffalo, and attacking those who it finds in the open.

**1813 The Troll Lair (EL 10):** An antique miniature lamp shines out the window of a large crumbling hall (contains a *continual flame* spell). **Six trolls** (CR 5; hp 63 each) sleep in the wine cellar. They have accumulated a treasure containing 3,000cp, 2,150gp and 5 aquamarines (350gp each).

**1818 Finduler's Observatory (Citadel):** Non-Standard; AL CG; TL 3; 100 gp Limit; Assets 375 gp; Population 120 (30 hired guardsmen War1-3 hold the citadel for Finduler; the rest are Exp1-3 assistants and scholars or Com1-3 servants); Isolated (human 90% [mixed, some Dorin], halfling 10%). *Authority Figure:* Finduler the Leaf-Picker, male halfling CG Sag5. *Important Characters:* Agamag Mulfer, female Dorin, CG Rog4 (sample gatherer); Treflin Vaosad, male human, CG Exp3 (Finduler's chief assistant).

Finduler studies the plant life of the jungle, as well as some of its more notable fauna. His observatory, a fortified tower, is filled with odd and often potentially deadly plant life, which at times is threatening enough to cause the tower to be evacuated. Reports of a black dragon in the vicinity have added another element of uncertainty to life here.

**1909 Mountainbirth Castle (Castle):** Magical; AL N; TL 5; 100 gp Limit; Assets 1625 gp; Population 520 (50 men-at-arms War1-3 and 30 crossbowmen War1-3 are the regular garrison; 40 Giant Killers Ftr4-5 and 10 Giant Slayers Ftr6-8 patrol the surrounding regions; the remaining 390 are Com1-3 servants, farmers and peasants or Exp1-3 hunters, guides, trackers or expert servants); Mixed (human 40%, dwarf 20%, halfling 20%, gnome 20%). *Authority Figure:* Zesaly Klonir, male human N Wiz12. *Important Characters:* Munngeddin Axewielder, male dwarf N Rgr6 (head of the "Giant-Killer" squad); Equitred, female human N Clr6 (Mosinylo); Tylo Unrew, the Trip-per, male human N Wiz5.

Perched at the very northern tip of the Molting Mountains, Mountainbirth Castle has long been a target of giant attacks. The "Giant-Killer" squad of elite troops has earned grudging respect – and respite for the castle – from giants of all kinds. Still, one particularly implacable fire giant tribe continues to attack the castle from time to time, retiring back to their hidden mountain lair when hard-pressed.

**1921 Steadfast Stronghold (Castle):** Non-Standard; AL LG; TL 3; 100 gp Limit; Assets 1438 gp; Population 460 (40 men-at-arms Ftr1-3, 30 longbowmen Ftr1-3, 20 warrior-priests War1-3/Clr1-3, 15 soldier-priests Ftr1-4/Clr1-3 and 10 mounted knights Pal1-2 are the citadel's main defenders, though the other populace will defend it if necessary; the remaining 345 are Com1-3 peasants and villagers, Exp1-3 merchants, guides and shopkeepers or Clr1-2 low-ranking priests; many have 1-3 levels of Warrior and can serve as militia as needed); Isolated (human 90% [mostly Ghinoran], halfling 10%). *Authority Figure:* Trueheart Fairengole, male Ghinoran LG Pal6 (Tyrebill). *Important Characters:* Hugrew Finher, male human LG Pal5 (Tyrebill); Fairengole's lieutenant); Pylotar Minhirdin, male Ghinoran LG Ftr5 (cavalry captain); Wirrin Valadre, female Dorin LG Clr5 (Tyrebill).

A combination military base/monastery, Steadfast Stronghold wars against the evil humanoids and giants that infest the region. Although very rigid in their thinking, the knights here are essentially good-hearted. A few of them have begun to question the rightness of their never-ending war against the nearby orc settlement, and quietly seek to hire adventurers to seek the truth of the matter.

**1921 REEK HILL (Hamlet):** Non-Standard; AL CE; TL 3; 100 gp Limit; Assets 1,975 gp; Population 632 (Able bodied 158); Mixed (orc 70%, half-orc 10%, human 10%, goblin 6%, gnoll 3%, elf 1%); Resources: Bows. *Authority Figure:* Cyfael the Silent, male elf CG Wiz4. *Important Characters:* Nkun Headmasher, male orc CE Brb3 (warband leader); Plazk the Shaper, male orc NE Rog3 (bowyer).

Orcs and gnolls love the crude, strong bows of Reek Hill. The industry of bow making has proven almost lucrative enough for the foul inhabitants to forego their raids on other settlements. A band of knights has targeted the hamlet, either unaware or unmoved by the gradual moderation of the inhabitants.

**1931 Look Lively Maties! (EL 7):** A shipwreck sits on the bottom covered with green moss. Littering the deck are many corroded weapons. **Captain Memsnor, a draug\*** (CR 4; hp 38) with a gold peg leg (worth 500 gp) captains a crew of **6 octopi** (CR 1; hp 9 each).

**2009 WONDERNESSE (Village):** Non-Standard; ALN; TL 5; 200 gp Limit; Assets 8,875 gp; Population 1420 (Able bodied 355); Mixed (dwarf 80% [mostly mountain], gnome 15%, halfling 3%, human 2%); Resources: Ropes. *Authority Figure:* Bynt Baber, male human N Exp5. *Important Characters:* Tuin Thickbeard, male dwarf [mountain] N Rog4 (ropemaker); Dwint Durabbo, male gnome N Exp3 (ropemaker).

The thick, sturdy rope of Wondernesse makes a good addition to the supplies of adventurers seeking the sunken pits that were once the palace of a djinn. A tinker supplies block and tackle tools and some ropes are made with braided wires intertwined.



**2027 Water Spray Isle (EL varies):** A geyser glows at night to mark the location of a magical altar. During a full moon an intelligent parrot will guide anyone at the geyser to a cave filled with dinosaur bones and broken weapons. The blind castaway inhabiting the cave is named **Rajapoor** (male human Ari7; CR 6; AL NG; hp 34), the former ruler of Lenap who befriended the Wizard Khouligan. The wizard stole the ruler's princess, the *jewels of apazar*, and a *flying carpet*. The ruler was transported to the cave to die blind, weakened, and without weapons to defend against the **20 dire rats** (CR 1/3; hp 5 each) that frequent the cave complex. Should Rajapoor be cured of his blindness, with a *remove blindness spell*, and returned to Lenap, his claim to the throne may result in the fall of the current government and a popular uprising. Adventurers who successfully return Rajapoor to power may find themselves in positions of great power within his new bureaucracy. Unfortunately they also earn the everlasting enmity of Khouligan.

**2107 Lizard Lunch (EL 7):** The remains of a giant lizard are being eaten by **4 wererats** (Com1; CR 2; hp 5 each). The lizard wears a silver-studded saddle worth 120 gp. In a leather pouch attached to the saddle is a case of lamp oil.

**2117 Of Bread and Blue Dragons (EL 10):** Four moldy barrels sit side-by-side in a ditch. They contain 150 gp and loaves of bread. **Grizzicckk**, a **young adult blue dragon** (CR 10; hp 189) constantly keeps watch from another ditch 150 feet to the north. It lairs in a nearby cave (Wilderness Lore check DC 30 to locate). In the lair are 2,200 gp, 14,000 sp, a jeweled cup (2,500 gp), three ivory drinking mugs (50 gp each), a *wand of fireballs* (12 charges, caster level 10), and an *ebony fly*.

**2123 The Raft:** A small raft floats just off the coast. An ancient man-sized throne is tied down on the raft. A closer look reveals **4 mermen** (CR 1/2; hp 5 each) swimming alongside the raft. The throne functions as a *crystal ball*.

**2211 Jungle Gap Gate (Citadel):** Monstrous; AL CE; TL 4; 100 gp Limit; Assets 750 gp; Population 240 (50 orc veterans War1-3 and 10 orc berserks Brb1-4 are the somewhat slovenly and ill-disciplined garrison; the remainder are common orcs/half-orcs); Isolated (orc 95%, half-orc 5%). *Authority Figure:* Dargkyu Redtusk, male orc CE Ftr5. *Important Characters:* Iggrik Brokenhand, female orc CE Clr4 (Midor); Flietraw Rotbreath, male orc, CE Brb3 (scout, toll-taker).

Any who try to skirt around the jungle must pass this tower, where they must pay a toll to pass. The tolls are surprisingly light, and the orcs here do provide some security for those who pay. A more intolerant band of jungle-dwelling orcs object to their more "civilized" brethren in the tower, and continually attack the tower and any travelers who pass.

**2214 DELAN (Village):** Non-Standard; AL CE; TL 3; 200 gp Limit; Assets 5,125 gp; Population 820 (Able bodied 205); Mixed (human 60% [mostly Ghinoran], gnome 25% [mostly city], elf 10%, halfling 5%); Resources: Timber. *Authority Figure:* Mecsán of Old, male gnome CE Ftr7. *Important Characters:* Hateful Hundrik, male gnome [city] CE Rog7 (logging boss); Nattar Tlik, female Ghinoran CE Wiz5 (woodcarver, carpenter); Kilka Pwin, male gnome CE Rgr4 (logger).

The timber cut in Delan is sent downriver as massive rafts for travelers and merchants. While it is a swift way to move the timber to market, the jungle through which the river runs is home to dangerous beasts, and the river is filled with deadly fish like the giant piranha.

**2218 Fort Hobnob (Citadel):** Conventional; AL CG; TL 5; 100 gp Limit; Assets 438 gp; Population 140 (20 halfling archers War1-2, 10 gnome engineers Exp1-3 and 5 dwarf guardsmen Ftr5-7 guard the citadel; the remaining 105 are Com1-3 peasants, field hands and laborers or Exp1-3 vintners, winemakers, craftsmen, woodworkers, etc.); Mixed (halfling 70% [mostly common, some highland and stout], gnome 15%, dwarf 10%, human 5%). *Authority Figure:* Sheriff Tolda Hillhopper, female halfling [highland] CG Ftr7. *Important Characters:* Jakkan Fields, male halfling CG Clr6 (farmer, priest of Losborst); Artrew Holedweller, male halfling CG Rgr5 (cattle rancher).

The halflings here are a jolly lot, possibly due to the presence of a fine winemaker — Jakkan Fields — and his vineyards. Though he prizes the corn he manages to grow in the nearby hills most, his vineyards are famous throughout the land. Something has been stripping the grapes from the vines, and Jakkan suspects it is more than common pests.

**2410 The City of Ash (EL 12+):** An ash-covered city almost burnt to the ground lies in a blackened clearing. A **young adult red dragon** (CR 12; hp 218) lives in a huge cistern in the middle of town holding **6 virgin maidens** (Com1; hp 2 each; Cha 14+) captive. Twenty flame jet traps (CR 2; 1-ft. wide, 50-ft. long stream of flame; 3d6; DC 13 Reflex save avoids; Search DC 25; Disable Device DC 26) and 10 20-foot deep pit traps (CR 1; no attack roll necessary; 2d6; DC 20 Reflex save avoids; Search DC 20; Disable Device DC 20) are set about the ruins to alert the dragon. In addition to the maidens, its lair contains 41,200 gp, 36,000 sp, 22 gems worth 11,000 gp total, a +3 *animated shield*, a +2 *dragonbane sword*, and a *bracelet of friends*.

**2414 Forest Bight Fortress (Castle):** Non-Standard; AL N; TL 3; 100 gp Limit; Assets 1750 gp; Population 560 (65 light foot War1-3 with leather armor, short bows and shortswords, 40 heavy foot Ftr1-2 with chain mail, crossbows and longswords, 25 cavalry Ftr1-3 on light horses and equipped with light lances, leather armor and longswords, 8 catapult crew Exp1 and 2 ballista crew Exp1 make up the well-equipped and professional garrison; the remainder are Com1-3 forest-dwellers, villagers and servants or Exp1-3 woodsmen, hunters, scouts, guides, etc.); Mixed (human 50% [mostly Ghinoran], elf 10%, gnome 10%, halfling 10%, orc 10%, goblin 10%). *Authority Figure:* Purdell the Precise, male Ghinoran N Wiz7. *Important Characters:* Black-Handed Berd, male Ghinoran NRog6 (Purdell's scribe and seneschal); Gantrew Patchbeard, female dwarf N Ftr5 (guard captain); Marsingham the Mostly Fair, male halfling N Rog4 (Purdell's chief advisor).

Purdell had a huge swath of the forest cut down so he could have his fortress built in a particular spot. Why he demanded this spot is unknown. It seems that the spirits of the forest now seek revenge, and are thought to be the cause of all the accidents and deaths here. Purdell does not particularly care, except that he is finding it difficult to keep his dwelling staffed. Thus, he seeks answers to the problem.

**2421 The Grinding Wheel (EL 2):** A vine-covered grinding wheel set in the clearing is the abode of a **large**



2410 *The City of Ash*

**monstrous**

**spider** (CR 2; hp 22) which is weaving a web over it. Scattered about in a clay brick pile are four ankylosaurus harnesses.

**2426 The Taming Breastplate (EL 1/4):** A mithral breast plate worth 2,960gp is covered by sand and shines in the light. Two killer shrews (see below) live inside the cavity.

**Killer Shrew:** CR 1/8; SZ D Animal; HD 1/4d8; hp 1; Init +1; Spd 5 ft.; AC 15 (+4 size, +1 Dex) touch 15, flat-footed 14; BAB +1; Grap -11; Atk/Full Atk bite +1 melee (1d2-5 plus poison); Space/Reach 1 ft./0 ft.; SA poison (bite, Fort DC 10, 1/1 Str); SQ scent; AL N; SV Fort +2, Ref +3, Will +2; Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4.

*Skills:* Hide +21, Listen +5, Spot +5. *Feats:* Weapon Finesse (bite).

**2503 FORSAKEN (Hamlet):** Non-Standard; AL N; TL 2; 100 gp Limit; Assets 1,490 gp; Population 476 (Able bodied 119); Mixed (human 60% [mixed, some Dorin],

dwarf 15%, gnome 10%, half-elf 10%, elf 3%, halfling 2%); Resources: Market. *Authority Figure:* Dyrsh the Many Tongues, male Dorin N Ftr4. *Important Characters:* Durkle Dinhouse, male gnome N Ill3 (merchant and magician); Silver-Eyed Sorn, male dwarf N Rog2 (merchant).

Wanderers and the lost find some refuge at Forsaken, its market filled with the flotsam and jetsam of broken and forgotten lives. It is rumored that the tomb of a long-dead and forgotten deity lies nearby, emanating hopelessness.

**2515 BOGHRA-LITTLE (Hamlet):** Non-Standard; AL CE; TL 3; 100 gp Limit; Assets 1,800 gp; Population 576 (Able bodied 144); Mixed (human 51% [mostly Ghinoran], troll 30%, orc 10%, half-orc 9%); Resources: Oil. *Authority Figure:* Bladdadent, male troll CE Ftr5. *Important Characters:* Blatrum the Feastmaster, male human CE Wiz5 (oil merchant); Urget the Never-Ready, male orc CE Brb4 (adventurer); the Sullied Skein, female human NE Sor4 (merchant, adventurer); Mad Mukdadort the Twice-Eaten, male troll CE Brb2 (pit fighter).

Barrels of oil are rafted downriver to waiting merchant vessels, the profit going to throwing violently raucous feasts. These feasts are well-known for their wicked nature, but not a few are still drawn to them for the opportunities to rob and kill.

**2619 Lenap Tower (Citadel):** Non-Standard; AL CE; TL 5; 100 gp Limit; Assets 625 gp; Population 200 (30 guardsmen Ftr1-2 and 20 crossbowmen Ftr1-2 hold the citadel and fight doggedly despite a somewhat lackadaisical attitude toward authority and discipline; the remaining 150 are Com1-3 servants and peasants, Exp1-3 merchants and tradesmen or Ari1-3 nobles and officials from Lenap); Mixed (human 51% [mostly Ghinoran], dwarf 15%, gnome 5%, halfling 5%, orc 5%, half-orc 5%, goblin 5%, gnoll 3%, half-elf 2%, elf 2%, troll 2%). *Authority Figure:* Reletta the Furious, female Ghinoran CE Ftr4. *Important Characters:* Jigrem, male goblin CE Sor3 (the tower's chief spellcaster); Arkurk the Long-Legged, male gnoll CE Rgr2 (scout and messenger); Grelloik the Traitorous Axe, male dwarf CE Rog2 (trap maker).

Lenap Tower guards the passage to Lenap. The garrison here is wild, though vigilant. Weakening the tower or taking it outright would seriously weaken Lenap's defenses against those who would attack the town.

**2712 ASHWOOD (Small Town):** Non-Standard; AL N; TL 5; 800 gp Limit; Assets 37,000 gp; Population 1480 (Able bodied 370); Mixed (halfling 60% [mostly common, some stout], dwarf 25% [mostly mountain], gnome 10%, elf 5%); Resources: Silver. *Authority Figure:* Pathinvor, male dwarf [mountain] N Clr3. *Important Characters:* Dantam

Gilly, male halfling Rgr3 (farmer); Dijintor Malrock, male dwarf N Ftr2 (prospector); Falmhara Koll, female halfling N Drd2 (farmer); Malgi Murnin, male gnome N Brd2 (prospector, entertainer).

The silver mined in Ashwood has drawn fortune-hunters from miles around, swelling the size of the once-quiet settlement. Still, many who search for the silver tell of the earth itself stirring as if from slumber, and chasing those who disturb it.

**2732 Isle of the Purple Mermaid (EL Variable):** A spring of healing waters issues from a triangular crack in a huge boulder shaped like a mermaid. Bathers heal 1d6 hit points each day by bathing in the spring for 1 hour. A tribe of 20 **Chimpanzees** (see below) avoid the pride of 6 **lions** (CR 3; hp 32 each) that stalk the sparse prey amongst the lush vegetation. A fruit shaped like golden globes grows on vines covering a crumbled wall. Anyone eating the fruit must make a successful Fortitude save (DC 20) or be driven insane (as the *insanity* spell) for 2 weeks. Insane individuals suffer horrid delusions, believing that everyone is secretly attempting to destroy them, and react violently to assurances to the contrary. They refer to the various chimpanzees encountered upon the island as general, corporal, and colonel respectively.

**Chimpanzees:** CR 1/4; SZ S Animal; HD 1d8+1; hp 5; Init +2; Spd 30 ft., climb 30 ft.; AC 13 (+1 size, +2 Dex) touch 13, flat-footed 11; BAB +1; Grap -1; Atk/Full Atk bite +3 melee (1d3-2); Face/Reach 2 1/2 ft./2 1/2 ft.; AL N; SV Fort +3, Ref +4, Will +1; Str 7, Dex 15, Con 12, Int 2, Wis 12, Cha 5.

*Skills:* Balance +10, Climb +13, Hide +9, Listen +4, Spot +4. *Feats:* Weapon Finesse (bite).

**2810 Ashwood Pillar (Citadel):** Non-Standard; AL N; TL 5; 100 gp Limit; Assets 438 gp; Population 140 (20 halfling archers Ftr1-2 and 15 dwarf fighters Ftr1-3 loyally hold the citadel against bandits and raiders; the remaining 105 are Com1-3 peasants and servants or Exp1-3 tax collectors, money changers, merchants or officials); Mixed (halfling 60%, dwarf 25%, gnome 10%, elf 5%). *Authority Figure:* Constable Mudstomper, male halfling N Ftr6. *Important Characters:* Derringdel Lebringres, male gnome N Rog5 (silversmith); Palon Hillside, female halfling N Wiz4 (treasurer); Gruff Stonechipper, male dwarf N Rog4 (trapmaker).

The silver taken in taxes from the town of Ashwood is stored here, making it a target for all manner of thieves and thugs. A particularly stealthy thief has been making away with sizable sums, despite all efforts made to prevent the thefts and capture the thief.

**2820 LENAP (Small Town):** Non-Standard; AL LE; TL 5; 800 gp Limit; Assets 67,300 gp; Population 2,692 (Able bodied 673); Mixed (human 51% [mostly Ghinoran, some Alryan and Tharbrian, a few Antillian], dwarf 15%, gnome 5%, halfling 5%, orc 5%, half-orc 5%, goblin 5%, gnoll 3%, half-elf 2%, elf 2%, troll 2%); Resources: Market. *Authority Figure:* Khouligan the Grief Giver, male Ghinoran LE Wiz12. *Important Characters:* Captain Occlar, male Ghinoran LE Ftr5 (guard captain); Professor Laggan, male human LE Wiz5 (advisor to the Grief Giver); Petta the Ever-Moving, female Ghinoran N Rog4 (merchant); Plikfon the Porpoise, male Antillian NE Rog4 (portmaster); Nirk Fil, female half-orc LE Ftr3 (innkeeper).

Located on the Ament Horn, a strange carved outcropping of rock, miles of hills and jungles stretch west of the town itself. Though considered a backwater colonial town by the



2820 Lenap

empire that founded it, Lenap is the largest and most prosperous town and port in the region, its market the destination for much of the goods and raw material of this part of the continent. Lenap is one of the original Ghinoran Successor State from the ancient Empire of Kelnore. Devastated by disease and pestilence following the fall of the empire and the many wars that followed, the hardy people of Ghinoran stock have in recent centuries come to reclaim this city and its ruins to repopulate it and begin to build it again. The current ruler, a wizard of great evil, stole the daughter of the prior ruler (Rajapoor, see hex 2027), banished him and set him self as Satrap of the city. Known as the Grief Giver to the people, the dungeon beneath his palace is filled with those who have defied his power, many of whom are good-hearted folk.

**2904 The Rosetta Stone:** A marble slab is buried in the sand with rubies worth 750 gp each set in the corners. The slab is inscribed with runes that permit the translation of an ancient language (determined by the judge; e.g. Khemitian). The slab weighs 450 pounds.

**2907 ELDMA-VILYET (Village):** Non-Standard; AL N; TL 3; 200 gp Limit; Assets 5,075 gp; Population 812 (Able bodied 203); Mixed (human 70%, dwarf 15%, gnome 10%, halfling 5%); Resources: Torches. *Authority Figure:* Slynnon Strong-Shoulder, male human N Wiz7. *Important Characters:* Mizrah the Calm, female human LN Mnk6 (explorer); Singed Serklin, male human N Exp5 (torch maker); Bamtur Baldchin, female dwarf N Rog4 (adventurer).

The torches made here are very handy for the adventurers that seek the strange ruins and underground labyrinths found in the area. Some torches have different colored flames and one expensive variety burns with double the amount of heat. An enchanted torch is sold that supposedly gives off smoke in the direction of gems and others for precious metals.

**2913 Castle Lonewood (Castle):** Non-Standard; AL N; TL 5; 100 gp Limit; Asset: 1688 gp; Population 540 (50 skirmishers Ftr1-3 armed with slings; 40 medium infantry Ftr1-3 equipped with leather armor and short swords, 25 light cavalry Ftr2-4 equipped with studded leather armor, light lances and longswords and 20 heavy cavalry Ftr2-4 with chainmail, shields, heavy lances and longswords make up the core of Randur's mercenary company; the remaining 405 are Com1-3 peasants or Exp1-3 merchants and craftsmen); Mixed (human 40%, elf 20%, half-elf 20%, halfling 10%, gnome 10%). *Authority Figure:* Master Faifa, male human LN Mnk7. *Important Characters:* Yokar Milliwan, male halfling N Rog6 (military planner, scout); Randur Erwast, male Dorin N Ftr5 (mercenary captain); Ershabib the Glittering Hand, female gnome N Wiz5 (siege engineer).

Castle Lonewood is home to Randur Erwast's mercenary company. They currently are paid to help safeguard the villages and settlements nearby. The castle has been subjected recently to numerous attacks from the air, first by fiendish birds of all sorts, then by arrowhawks, and now by wyverns. It is unknown what has been prompting these attacks.

**2917 The Clan of the Cave Tiger (EL 11):** A cold clammy 50-foot cave with the totem of a tiger's head standing within the entrance contains a ten foot long sword worth 1,730 GP. Eleven pairs of red eyes glow from inside the cave where a pack of 11 weretigers (CR 5; hp 45 each) live.

**2928 Pushing the Barrel (EL 12):** Three Giant Turtles (see below) are attempting to push a barrel with an *efreeti bottle* inside of it. The **efreeti** (CR 8; hp 65) attempts to kill the person releasing him.

**Giant Turtle:** CR 9; SZ H Animal [Aquatic]; HD 15d8+75; hp 142; Init +2; Spd 10 ft., swim 30 ft.; AC 18 (-2 size, +2 Dex, +8 natural), touch 10, flat-footed 16; BAB +7; Grap +22; Atk/Full Atk bite +16 melee (2d6+10); Space/Reach 20 ft./10 ft.; SA capsize (as a dragon turtle); SQ scent; AL N; SV Fort +14, Ref +7, Will +6; Str 25, Dex 15, Con 21, Int 2, Wis 12, Cha 2.  
*Skills:* Listen +7, Spot +7.

**3107 Headwater Bastion (Castle):** Magical; AL LG; TL 3; 100 gp Limit; Asset: 2,000 gp; Population 640 (50 men-at-arms War1-3, 30 crossbowmen War-3, 20 sergeants Ftr1-3, 30 light cavalry Ftr1-4; 20 heavy cavalry Ftr2-5 and 10 paladins Pal1-3 equipped with plate armor and longswords and mounted on barded warhorses constitute the garrison; the rest are Com1-3 peasants, farmers, herdsmen and other locals or Exp1-3 merchants, craftsmen, artisans, armorers, weaponsmiths or castle aides); Mixed (human 60% [mostly Ghinoran and Tharbrian, some Antillian], elf 30% [mostly high and wood, some southern], halfling 10%). *Authority Figure:* Regta the Farsighted, female human LG Clr8 (Shinakad). *Important Characters:* Captain Elil, female elf [high], LG Pal7 (champion of Headwater Bastion, guard captain; Shinakad); Lieutenant Malvrik, male Tharbrian, LG Rgr6 (scout and infantry leader); Professor Nimek, male halfling LG Wiz6 (chief spellcaster); Emler Afell, male elf [wood] LG Exp5 (weaponsmith).

An island of order in a sea of chaos, Headwater Bastion strives to tame the countryside around it. Patrols have been finding the bodies of slain creatures of good – including a unicorn. This unicorn was known to be one of a mated pair, and now the missing creature is held by a band of trolls and goblins. Rescuing the unicorn, avenging its dead mate, and bringing it to the castle would be a solid victory for good.

**3109 Ants (EL 8):** A heavy set of chainmail covered by 1000 biting black ants (see below) is rusting in a thicket.

**Biting Ant Swarm:** CR 8; hp 500 (total for entire swarm).

The ants swarm to attack any creature that comes within 5 feet. The swarm attacks as a single creature with a +4 attack bonus and deals 2d4 points of damage.

Each attack against the swarm kills a number of ants equal to the amount of damage dealt. Due to their miniscule size, the ants are immune to piercing and slashing weapons. Bludgeoning weapons deal double damage against the swarm (thereby killing a number of ants equal to twice the damage dealt).

**3112 CLOVEN (Village):** Non-Standard; AL N; TL 3; 200 gp Limit; Assets 4,450 gp; Population 712 (Able bodied 178); Mixed (human 60% [mostly Ghinoran], halfling 20%, elf 10%, half-elf 6%, gnome 4%); Resources: Timber. *Authority Figure:* Lupid Green-Teeth, male Ghinoran CE Ftr5. *Important Characters:* Onlunin Faranlor,

male half-elf N Rgr4 (logger, woodcarver); Vikla Lonnoon, female gnome N Rog3 (woodcarver, carpenter); Ranlap Wheeler, male human N Exp2 (cart maker).

The villagers of Cloven make simple yet sturdy wooden implements, from idols to furniture. Some few merchants visit the village, but long, arduous journeys must be made often to sell the wares of Cloven. Those willing to make the journey and face the perils are well paid for their efforts. Hollowed hardwood logs with fitted lids are sold as coffins.

**3116 BEACON (Village):** Non-Standard; AL N; TL 2; 800 gp Limit; Assets 34,700 gp; Population 1,388 (Able bodied 347); Mixed (human 80% [mostly Ghinoran], halfling 10%, gnome 8%, half-elf 2%); Resources: Goats. *Authority Figure:* Travinish, male human N Clr5. *Important Characters:* Arbahish Hardhead, male Ghinoran N Rgr4 (goat herder); Ocbonish the Smelly, male human N Rog3 (cheese maker); Warpashish the Walker, female Elritorn N Drd8 (herbalist, veterinarian).

Beacon produces delicious goat cheese, but the villagers cannot cooperate long enough to make it a thriving industry. The ancient lighthouse near the village still works, though none can gain access to the interior to ascertain how this is so.

**3121 VALEYARD (Small Town):** Non-Standard; AL LE; TL 2; 800 gp Limit; Assets 39,400 gp; Population 1576 (Able bodied 394); Mixed (human 80% [mostly Ghinoran, Alryan and Antillian, a few Skandik and Tharbrian], dwarf 15%, gnome 3%, orc 2%); Resources: Market. *Authority Figure:* Lufore the Lean, male Alryan LE Ftr3. *Important Characters:* Irgan the Memory, male human NE Sag6 (wise man); Rapnolt Flamehead, male Antillian Exp2/Sor6 (merchant).

A dock is in the process of being built nearby, and Valeyard has benefited by virtue of its market being so readily available. Night raids by little-seen fish men have the already unfriendly town even more on edge. Lufore insists upon proper decorum and insists that the vendors be arranged by height around the square. Pottery, blown glass vials, seeds and boots are popular.

**3308 WOODKEN (Village):** Non-Standard; AL CE; TL 2; 200 gp Limit; Assets 5,650 gp; Population 904 (Able bodied 226); Mixed (goblin 60%, troll 15%, half-orc 15%, orc 5%); Resources: Market. *Authority Figure:* Sinpat the Stalker, male troll N Ftr5. *Important Characters:* Smasher, male troll CE Brb4 (Sinpat's chief enforcer); Theeark Womanslayer, male goblin CE Rog3 (merchant).

Although the market normally attracts evil humanoids, Sinpat guarantees the safety of any who wish to trade here. Those with nothing to trade, though, have no such guarantee. A live unicorn has been captured and was being held in the market of Woodken — until Sinpat bought it for a great feast he will throw within a week. Warnings from wizards about disturbing the balance of evil and good have fallen on deaf ears. Dark clouds churn above.

**3403 Clan of the Cave Bear (EL 7):** A dire bear's skull rests on top of a large rock with 14 **cavemen** (War1; CR 1/2; hp 9 each; club) and their **chief** (War2; CR 1; hp 16; club) sleeping inside. A bright red glow is coming from a large red stone in the skull. The cavemen are not hostile, though they are cannibalistic and could decide to invite visitors to dinner...

**3409 Cyclone Citadel (Citadel):** Monstrous; AL CE; TL 2; 40 gp Limit; Asset: 125 gp; Population 100 (25 goblin bandits War1-3 hold the citadel and noisily live it up each night; the remaining 75 are common goblins and half-orcs); Isolated (goblin 90%, half-orc 10%). *Authority Figure:* Tingag, female goblin CE Ill5. *Important Characters:* Kotij Quickhands, male goblin CE Rog4 (trapmaker); Rekl the Skulk, male goblin CE Rgr3 (hunter).

An unruly mob of goblins has taken up residence in this ruined lighthouse. They are fugitives, and a reward is offered for Tingag.

**3419 Land of the Tritons (EL 11):** A **giant statue** (see below) of a triton stands on the island. It has a golden crown worth 5,260 gp on his head and animates if the crown is removed. The statue is 100% magic resistant and regenerates two points per melee round. Once the statue regains the crown it will place the crown on its head and again resume an inanimate state.

**Triton Statue (Advanced Stone Golem):** CR 11; SZ L Construct; HD 16d10; hp 88; Init -1; Spd 20 ft. (can't run); AC 26 (Size -1, Dex -1, natural 18) touch 8, flat-footed 26; BAB +12; Grap +26; Atk slam +20 melee (2d10+9); Full Atk 2 slams +20 melee (2d10+9); Face/Reach 10 ft./10 ft.; SA slow (10 ft., 7 rounds, Will DC 13 negates); SQ construct, magic immunity, damage reduction (30/+2); AL N; SV Fort +5, Ref +4, Will +5; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

**3419 Isle of the Bulviegh (EL varies):** An enraged bull stalks any intruders mercilessly. An abandoned longship is beached on the west side of the island. **Four apes** (CR 2; hp 26 each) follow the orders of **Thaede** (Ftr3/Rog3; SZ S; hp 47; Init +6; Spd 20 ft. climb 20 ft.; AL N; Str 7, Dex 15, Con 12, Int 11, Wis 13, Cha 8), an intelligent chimpanzee who is actually a *polymorphed* dwarf. A crude hut built of shields and palm leaves, contains provisions for 50 vikings, and 32 miniature statues of long-haired warriors.

The statues were carved by the **Bulviegh** (male Altanian, Bbn14; CR 9; hp 78; AL CN; Str 19, Dex 14, Con 15, Int 11, Wis 14, Cha 11; +2 *greatsword*, +1 *glaiive*, breastplate, 2 black star sapphires [1,000 gp each], 2 blue sapphires [850 gp each], *boots of striding and springing*, *stone of alarm*, 3 *potions of cure moderate wounds*), former commander of a crew of viking raiders. The Bulviegh is under a curse that changes him into a bull from midnight till sunrise of each day, leaving him in the form of a man for the remainder of the day. When not under the effects of the curse, the Bulviegh sits within his hut and carves idols in memory of his crew to alleviate his absolute boredom. His raiders fell variously to war, plague, starvation, and magic, leaving none but the Bulviegh. The Bulviegh keeps his weapons and armor hidden within the shack formed from his former comrade's shields. PCs searching his hut find them on a successful Search check (DC 24). The curse upon the Bulviegh may only be removed should he submit to having all of his body hair shaved off and allow himself to be dipped into a font of holy water blessed by a lawful neutral priest. These are events that the Bulviegh is loath to suffer, although he could be persuaded by a comely female and a jug of fine whiskey.

**3432 Shipwreck (EL 7):** An overturned longboat has **8 medium sharks** (CR 1; hp 16 each) swimming around it. Large, rotting furs are tied up in the hull. A figurehead worth 915 gp decorates the prow.

**3501 Redwraith (Hamlet):** Non-Standard; AL N; TL 4; 100 gp Limit; Assets 1,790 gp; Population 572 (Able bodied 143); Mixed (human 80%, halfling 12%, gnome 5%, half-elf 3%); Resources: Market. *Authority Figure:* Findolperth, male human CE Ftr4. *Important Characters:* Fair-Handed Kinfal, male human N Rog3 (merchant); Delyin the Staff, female human, N Clr3 (Aniu); Lorisa the Lithe, female human, N Ftr2 (boyar).

Religious icons made by the hamlet dwellers are the basis of the market here, but the ghoul packs — and worse — that haunt the hills and plains make traveling here dangerous. Lorisa is famed for her composite bows and her son is a suitable fletcher.

**3534 Stefan's Isle (EL 4):** A rope bridge across a deep chasm leads to a giant sea shell inhabited by a castaway elven engineer named **Stefan** (Exp5; CR 4; hp 23; light mace, +1 *leather armor, ring of protection* +2). The bridge springs into a net shape (trapping pedestrians) unless a vine is pulled back and tied to a tree before crossing (CR 2; +10 ranged; Search DC 20; Disable Device DC 25; Reflex DC 15 avoids; PCs trapped in the net can escape with a full round DC 20 Escape Artist check).

**3603 Cower (Small Town):** Non-Standard; AL N; TL 6; 800 gp Limit; Assets 37,400 gp; Population 1496 (Able bodied 374); Mixed (dwarf 70% [mostly hill and mountain], gnome 15%, human 10%, halfling 5%); Resources: Weapons. *Authority Figure:* Treylin Stiff-Beard, male dwarf [mountain] N Ftr3. *Important Characters:* Sandlin Rockheaver, male dwarf N Clr3 (Kazadarum, weaponsmith); Craggor of the Anvil, male dwarf [hill] N Exp3 (blacksmith); Girigli Squint-Eye, male gnome N Rog2 (weaponsmith).

All manner of weapons are made here, and either are bought here directly, or shipped to buyers whose coin pays for the shipping. Virtually everyone in Cower is armed, giving the townsfolk here a confidence that belies the town's name. A great meteor fell from the sky recently, and the smiths here would dearly love its metal for the making of weapons. However, strange lights in the night sky and lurking shapes in the shadows have discouraged those who would search for the meteorite.

**3605 Tower of Tears (Citadel):** Monstrous; AL CE; TL 2; 100 gp Limit; Asset: 500 gp; Population 160 (40 orc warriors War1-3 are the elite of the tribe and Borum's loyal followers; the remainder are common orcs or half-orcs); Isolated (orc 95%, half-orc 5%). *Authority Figure:* Borum the Claw, male orc CE Ftr4. *Important Characters:* Sharp-Eared Nolerk, male orc CE Rog3 (lookout, scout); Rerkadwat, male orc CE Exp3 (cook).

Home to a tribe of orcs, the Tower of Tears is known also for surprisingly good food. Rerkadwat has

the reputation as a brilliant orcish chef, and many orc chieftains have already offered large sums of gold to have him as their cook. However, Rerkadwat will not willingly go.

**3608 The Dollhouse (EL 1):** A small moss-covered cave has a treasure chest buried inside. A poison dart (CR 1; +5 ranged; 1d4/x2 crit plus greenblood oil poison; Search DC 20; Disable Device DC 20; 100-ft. range) will spring out when the trunk is opened. There are 3,540 gp worth of rubies inside. A mechanical doll performs an intricate dance if wound up by a key on its back.

**3617 Edgar's Rice Isle (EL 6):** Twenty skeletons line the beach and wreckage of a large merchant ship protrudes from 10 feet of water. A steaming fumarole has turned the only stream into a sour-tasting yellow slush. A petrified pterodactyl lies near a natural pit of bubbling mud. Within 10 feet of the pterodactyl, victims who fail a DC 25 Fortitude save age one year per round. A new Fortitude save must be made each round. Patties of wild rice grow in marshes along the eastern shore.

**3701 Redwraith Castle (Castle):** Non-Standard; AL CG; TL 4; 100 gp Limit; Assets 1938 gp; Population 620 (60 men-at-arms War1-3, 30 longbow War; 20 veterans Ftr1-3, 10 sergeants Ftr2-4, 20 light cavalry Ftr1-3 and 15 heavy cavalry Ftr1-3 are well-paid to guard the castle and surrounding lands; the remaining 465 are Com1-3 villagers, farmers and herdsmen or Exp1-3 hunters, trackers, servant and skilled laborers); Mixed (human 60%, dwarf 20%, halfling 12%, gnome 5%, half-elf 3%). *Authority Figure:* Windor Sunfollower, male human CG Rgr8. *Important Characters:* Nelsar Forgelighter, dwarf female CG Clr7 (smith, priestess of Brigit); Renacor Ridgetopper, male halfling CG Rog6 (explorer); Millding Gagard, male gnome NG Brd5 (Windor's advisor).

A cheerful place, Redwraith Castle is a favorite stop for adventurers heading north. A rash of ghoul attacks and the presence of zombies in the hills have the castle dwellers concerned, but of even more concern to them is evidence that the source of the undead is somehow within the castle itself.

**3721 Isle of Duermir (EL 2):** Gas issuing from fissures cause all who walk amongst them to enter a deep sleep for 2d8 hours unless a DC 15 Will save is made. Upon waking a new save must be made each round. There are no potable items available upon the Isle of Duermir.

**3816 Isle of Fish (EL varies):** This island is known for its many varieties of tropical fish of unusual shape and configuration. Many of them possess a tongue similar to frogs and can reach 5 feet out of a stream to pull the unwary under the water (see below). Some have iron sharp fangs to tear and rend armor (see below). Some can speak the common tongue and others can fly 15' per jump. A particularly desired variety covers its small torso with a coat of pearls cemented together with a rubber like saliva. Each of these petty fish (see below) is worth 2d4 gp.

**Tongue Fish:** CR 1; SZ S Animal [Aquatic]; HD 2d8; hp 9; Init +3; Spd swim 30 ft.; AC 16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13; BAB +5; Grap +0; Atk tongue +5 melee (grapple); Full Atk tongue +5 melee (grapple), bite +0 melee (1d4+1); Face/Reach 2 1/2 ft./2 1/2 ft.; SA improved grab (grapple +2); AL N; SV Fort +3, Ref +6, Will +1; Str 12, Dex 17, Con 11, Int 2, Wis 12, Cha 3.

*Skills:* Hide +10, Listen +4, Spot +4. *Feats:* Weapon Finesse (tongue, bite).

**Iron Fang Fish:** CR 2; SZ M Animal [Aquatic]; HD 3d8+6; hp 19; Init +2; Spd swim 30 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB +2; Grap +6; Atk/Full Atk bite +5 melee (1d8+4); Face/Reach 5 ft./5 ft.; SA armor damage (see below); AL N; SV Fort +5, Ref +5, Will +2; Str 17, Dex 15, Con 14, Int 2, Wis 12, Cha 2.

*Skills:* Listen +6, Spot +6.

SA — *Armor Damage (Ex):* An iron fang's teeth can catch and tear an opponent's armor. If the opponent has both armor and a shield, roll 1d6: A roll of 1-4 affects the armor and a roll of 5-6 affects the shield. Make a grapple check whenever the iron fang hits with a bite attack, adding to the opponent's roll any magical bonus for the armor or shield. If the iron fang wins, the affected armor or shield is torn away and ruined.

**Petty Fish:** CR 1/6; SZ T Animal [Aquatic]; HD 1/2 d8; hp 2; Init +2; Spd swim 20 ft.; AC 14 (+2 size, +2 Dex), touch 14, flat-footed 12; BAB +0; Grap -8; Atk/Full Atk bite +4 melee (1d2-4); Space/Reach 2 1/2 ft./0 ft.; AL N; SV Fort +2, Ref +4, Will +0; Str 3, Dex 15, Con 10, Int 2, Wis 11, Cha 2.

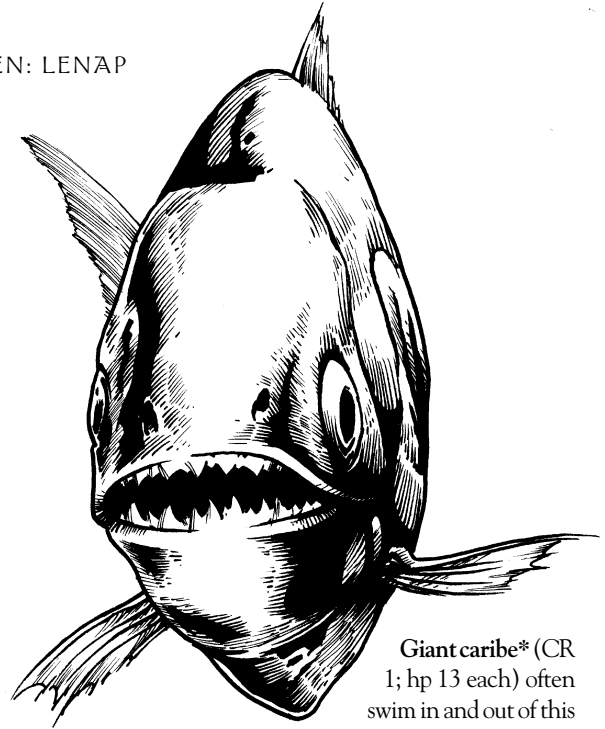
*Skills:* Listen +3, Spot +3, Swim +7. *Feats:* Weapon Finesse (bite).

**3904 The Dead Sheriff:** Three vultures are eating on the remains of what appears to be a human. A signet ring is on the left hand of the victim that is worth 320 gp. A pair of handcuffs (masterwork manacles) and keys are hanging on the victim's belt.

**4002 IFFING (Hamlet):** Non-Standard; AL CE; TL 3; 100 gp Limit; Assets 1,665 gp; Population 532 (Able bodied 133); Mixed (human 60% [mostly Tharbrian and Antillian, some Ghinoran], orc 30%, half-orc 10%); Resources: Pitch. *Authority Figure:* Dawgarsh Long-fingers, male orc CE Ftr5. *Important Characters:* Kargwa the Tusk, male orc CE Brb4 (hunting party leader); Iskarta Longhair, female half-orc CE Wit3 (witch); Imranal the Traitor, male Antillian CE Rgr2 (scout).

The pitch here is shipped to the ports along the coast, and provides the hamlet with a meager though steady income. A band of rangers repeatedly harass the hamlet, seeking to keep it weakened. Dawgarsh has posted guards at all hours.

**4015 The Sunken City (EL 6):** A sunken city from another time is on the seabed. Decaying musical instruments are strewn over the bottom. Golden harps are in the larger buildings.



**Giant caribe\*** (CR 1; hp 13 each) often swim in and out of this town. The harps cannot

be removed from the buildings as they are automatically teleported back to the pedestals upon which they rest.

**4018 Bouyan Isle (EL 9+):** Bouvan Isle is a terrible island with a cinder cone volcano and sparse provisions. Bouvan Isle is home to **blue lizards** (see below) that can jump 40 feet and have poisonous fangs. Explorers have a 30% chance of being set upon by a pack of 1d4 of these devilish beasts. The blue lizards swarm in packs of 5-8.

**Bouyan Lizards:** CR 5; SZ L Animal (10 ft. long); HD 8d8+24; hp 60; Init +2; Spd 20 ft.; AC 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14; BAB +6; Grap +15; Atk bite +11 melee (1d8+3 plus poison); Full Atk bite +11 melee (1d8+3 plus poison), 2 claws +6 melee (1d6+6); Face/Reach 10 ft./10 ft.; SA poison (Fort DC 17; 1d6/1d6 temp Con); SQ leap (40 ft. forward or back, 15 ft. up); AL N; SV Fort +9, Ref +4, Will +3; Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 2.

*Skills:* Climb +9, Hide +3, Listen +4, Move Silently +6, Spot +4.

**4031 Isle of Mynt (EL 2):** Four shipwrecked passengers of a small merchant ship light signal fires regularly. One castaway, **Fystible** (male Tharbrian Ari3; CR 2; hp 17; masterwork longsword, 2 daggers) is an emissary of the prince of a distant land to the north. Helping the emissary complete his task embroils the PCs in political intrigue and sets them up for a 1,000 gp per PC payday.

**4102 Ivory Cross (EL 5):** A ten foot ivory covered cross worth 1,990 gp is partially covered by vines. The cross turns to face the sun at all times. **Black bears** (CR 2; hp 19 each) often come by and scratch their backs on it.

**4114 Isle of Rough Landing:** An island with provisions for the taking but surrounded by a strong current, and winds which make it impossible to avoid hidden rock by any but the smallest ships. Mariners traveling attempting to make a landing upon this Isle must make a Profession (Sailor) check, (DC 20) to avoid capsizing or dashing upon the rocks.

**4119 Knoll (Village):** Non-Standard; AL N; TL 3; 200 gp Limit; Assets 6,525 gp; Population 1,044 (Able bodied 261); Mixed (orc 60%, half-orc 15%, human 15%, ogre 10%); Resources: Market. *Authority Figure:* Flagash the Toothless, male ogre CE Ftr6. *Important Characters:* Cranar the Brilliant, male orc N Rog5 (merchant, inventor); Amark the Shrill, male half-orc NE Brd4 (entertainer); Belingra the Lamé, female human N Wiz3 (retired adventurer).

The market here has helped bring a welcome, though uneasy, peace to the village, making the dwellers of Knoll aware of their dependency on each other. A small pirate fleet is slowly being put together, comprised of crudely patched wrecks and primitive fishing boats. Merchant captains would reward those who break up this fleet, but the would-be pirates would also reward those who would join with them.

**4120 Bouyan Beacon (Citadel):** Non-Standard; AL CG; TL 3; 100 gp Limit; Asset: 375 gp; Population 120 (20 elf warriors War1-3 and 10 elf guardians Rgr1-2/Ftr1-2 constitute the citadel garrison; the remaining 90 are Com1-3 elven villagers and fisherfolks or Exp1-3 boatwrights, craftsmen, artisans and other specialists; many have levels in Warrior and help defend the citadel); Isolated (elf 90% [mostly wood and high, some southern], half-elf 10%). *Authority Figure:* Melviador Windfoot, male elf [high] CG Ftr6. *Important Characters:* Naliapin Star-Eyed, female elf [wood] CG Wiz5 (boatmaker, chief spellcaster); Imolimar, male elf [high] CG Chr5 (healer, priest of Dorak).

Bouyan Beacon is an isolated elven outpost. The dock maintained by the elves is home to a handful of boats that are to be used for an evacuation from the island. A nascent pirate fleet harries the elves from the sea, and evil humanoids assail them from the land. Still, the elves refuse to move, claiming that ancestral burial grounds lie here. They will be most grateful for any help they can get in securing their home.

**4121 Burning Isle:** This island is unbearably hot year-round. Rocks burn bare flesh (1d4 points of fire damage) and vegetation adapted to life here freezes if allowed to cool to 70 degrees. At noon in summer months, wood that has been brought to this island spontaneously catches fire if it fails a Reflex save (DC 10).

**4317 Isle of the Star Mage (EL 13):** Spider webs, tangle vines, and hidden pits dot this island (the exact number and nature is left to the DM). The pits and traps are serviced by a cult of **8 fanatic wizards** (male human Wiz4; CR 4; AL LE; Str 11, Dex 16, Con 12, Int 17, Wis 13, Cha 10; masterwork quarterstaff, masterwork leather armor, *amulet of natural armor* +1, *bracers of armor* +1, *scroll of 3 arcane spells* [magic missile, detect magic, fireball]) that worship the idol of Swarsthamon the Star-Mage. The idol is covered with silver plate worth 35,890 sp and the middle eye is a blue sapphire worth 16,480 gp. Their arch-mage is a **wizard named Asterith** (male human Wiz12/Archmage3; CR 12; hp 31; AL LE; Str 12, Dex 15, Con 11, Int 21, Wis 12, Cha 10; *staff of cold* (45 charges), *bracers of armor* +5, *amulet of natural armor* +4, *eversmoking bottle*, *iron bands of Bilarro*, *wand of lightning bolt* (32 charges), *wand of wall of fire* (21 charges), *ring of jumping*).

**4326 One Way Isle:** A prison and exile island filled with undesirables of all classes and circumstances. A strong spell permits landings only. Once per year the spell permits one prisoner only to leave and the chosen person is picked up by a

war galley 200 feet west of the isle. Dispelling the arcane force creating the prison requires a *dispel* check (DC 30).

**4411 Isle of Bad Taboo (EL varies):** A small tribe of **20 cavemen** (War1; CR 1/2; hp 9 each; club, shortspear) hide in the dense underbrush on this island and will not attack unless threatened. The cave people are especially shy and timid with strangers. They dislike fire and won't touch iron. An abandoned manor house is held sacred by the cave dwellers due to the **bodak** (CR 8; hp 58) that makes its lair there.

**4417 The Glowing tower (EL Variable):** **Merfolk** (CR 1/2; hp 5 each) constantly swim by this glowing tower which has a large beacon pointing the way back to land. The beacon is powered by an unknown power source. No entrance is apparent, and forcing an opening will cause the beacon to sink into the sea floor in 1d6 minutes.

**4512 Island of Castaways (EL 9):** A starving crew of **32 pirates** (War1; CR 1/2; hp 9 each; short sword, javelin, hide armor) lives amidst the rocks near a large wrecked merchant ship. The pirates have been reduced to a cannibalistic madness and only 32 are left alive out of 154. The captain has long since been killed; only the strongest have survived.

**4614 Trading Post (EL 3+):** A merchant trading post is run by **Myles** (Male Dwarf Exp3; CR 2; hp 16; Profession (merchant) +8) and **20 gnomes** (CR 1/2; hp 5 each) on the north end of the island. The merchant permits none to land, preferring to trade by hand signal in the small quay. At the east end of the island are **3 runaway gnomes** (Rog3; CR 3; hp 18 each; AL CN; short sword, shortbow, 20 arrows, masterwork thieves' tools, leather armor) bent on robbing the dwarf merchant. There is an 80% chance that the trading post has any standard item available at double the standard price.

**4705 Merfolk Extortion (EL 2):** The water becomes very still and the wind stops blowing. **Four merfolk** (CR 1/2; hp 5 each) in dolphin chariots ride up and demand 10 gp a head for crossing their "holy water". The water is tinted green by a tank of chemicals on the sea floor. The green water burns for 2 minutes if ignited by an open flame.

**4732 Island of Perpetual Fog (EL varies):** A dense fog surrounds this island perpetually. A **tribe of 30 cannibals** (CR 1/2; hp 3 each) and their **chieftess Bohtu Ra** (Female Human Bbn6; CR 6; hp 48; AL CE; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 10; greatclub, javelin, hide armor) lives in the interior and their canoes are hidden in the shoreline. A small family of **3 nixies** (CR 1; hp 3 each) in the lagoon protects the small village of **30 peaceful natives** (CR 1/2; hp 3 each) living on the beach.

**4814 BALUSTER (Small Town):** Non-Standard; AL LG; TL 5; 800 gp Limit; Assets 40,300 gp; Population 1612 (Able bodied 403); Mixed (elf 80% [mostly high], gnome 15%, halfling 5%); Resources: Horses. *Authority Figure:* Honder of the Wind, male elf [high] LG Wiz4. *Important Characters:* Alqual the Mourner, male elf LG Pal4 (horse breeder and trainer, paladin of Cilborith); Fregla Treesaver, female elf Clr4 (Cilborith); Bandorna Freehair, female elf [high] LG Rgr 3 (horse breeder and trainer); Menor Stargazer, male elf NG Drd3 (forest warden); Tintacar the Watcher, male elf [wood] LG Ftr3 (guard captain).

The horses of Baluster are a remarkably agile breed, able to negotiate through forests as well as plains. The inhabitants of Baluster will only sell them to good and worthy



buyers. Daring raids have been made by those who covet these creatures. Most recently, a Cloud Giant fortress, sailing high above Baluster, has been sending down raiding parties. Honder seeks help from other wizards.

**4815 Balaster Redoubt (Castle):** Non-Standard; AL N; TL 5; 100 gp Limit; Asset: 1625 gp; Population 520 (40 elven men-at-arms War1-3, 40 elven archers War1-3, 30 armored archers Ftr1-3 equipped with elven chainmail and longbows, 20 gnome marines Ftr2-4 with studded leather armor and short swords make up the less-than-enthusiastic garrison; the remaining 390 are Com1-3 peasants and commoners or Exp1-3 tradesmen, merchants, tinkers and skilled servants); Mixed (elf 80% [mostly high, some southern], gnome 15%, halfling 5%). *Authority Figure:* Nilora Longbow, female elf [wood] N Ftr5. *Important Characters:* Misel Wedor, male gnome N Rog4 (engineer, inventor); Ekalar Longarm, male elf [wood] N Wiz4 (advisor, chief spellcaster); Yemna Shorthall, female halfling CG Clr3 (healer, priestess of Dorak).

The garrison of Balaster Redoubt cares for nothing but their duty, the guarding of Baluster, which they carry out by any means they deem necessary. Recent attacks from the sky by a flying cloud giant castle have proven extremely difficult to respond to or prevent.

**4816 Island of Ripe Pickings (EL varies):** A small invasion force of three war galleys has gathered here to provision their ships. The island is especially lush and filled with game. PCs captured on the island are conscripted into service of **General Horatius** (male human Ftr8; CR 8; hp 64; AL LE; Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 12; +3 *longsword*, +2 *full plate*, +1 *large steel shield*, masterwork mighty composite longbow [Str +4], 20 masterwork arrows, *potion of cure moderate wounds*) either as willing soldiers in his army, or as rowers upon his warships. Horatius currently has in his service **210 rowers** (Com1; CR 1/2; hp 3 each; AL LN); **230 invasion troops** (male human War2; CR 1; hp 11 each; AL LN; leather armor, longsword, light crossbow, 20 bolts, 2d10gp); **3 sergeants** (male human Ftr3; CR 3; hp 25 each; AL LN; Str 17, Dex 10, Con 15, Int 11, Wis 11, Cha 9; breastplate, masterwork longsword, dagger, 2d20gp); **3 war wizards** (human male Wiz3; CR 3; hp 12 each; AL LE; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8; quarterstaff, dagger, *potion of cure moderate wounds*, *scroll of 3 arcane spells* (most are *dispel magic*, *fly*, and *ray of enfeeblement*); **3 war priests** (male human Clr3; CR 3; hp 29 each; AL NE; Str 13, Dex 12, Con 14, Int 10, Wis 15, Cha 12; masterwork morningstar, full plate armor, large steel shield, *scroll of 2 divine spells* [usually *cure* or *cause light wounds*], *potion of cure light wounds* x2); **3 captains** (male human Ftr6; CR 6; hp 48 each; AL NE; Str 15, Dex 14, Con 15, Int 13, Wis 10, Cha 11; +1 *buckler*, 2 *potions of cure moderate wounds*, masterwork chainmail, masterwork longsword, pouch with 100 gp and pearl [250 gp]) and **3 ship captains** (male human War3/Rog2; CR 4; AL NE; Str 16, Dex 14, Con 12, Int 10, Wis 12, Cha 13; +1 *longsword*, 2 *daggers*, +1 *studded leather*).

**4822 Chowder Heaven (EL 2):** A **giant clam\*** (CR 2; hp 26) rests under a decayed bridge arch in some green seaweed. It holds a huge green pearl worth 110 gp.

**4912 The Weeping Maiden (EL +):** A **mermaid** (CR 1/2; hp 5) is weeping over the collapsed tower of an ancient

wizard. She has a golden dagger worth 850 gp hidden in her long black hair. If anyone touches her she will try to kill the trespasser with the dagger.

**5002 Bad Weed:** A patch of blue seaweed with foot long **poisonous thorns** (D20 Reflex avoids; inflict 1d2 damage plus poison [Fort 15; 1d4/1d4 Str]) surrounds a wrecked barge. Ten bright red rubies worth 75 gp each are at the bottom of the seaweed. An empty antique chest lies nearby.

**5016 Around the World in 80 Days:** A ruined air balloon with a carriage lies on a bed of muck. Within the carriage is a chest containing an astrolabe, compass, telescope, and an ornate teapot.

**5016 Isle of Flaming Frogs (EL 8):** **Six fire-breathing frogs** (see below) live in the coconut trees stretching along the beach. A PC making a successful search check of the island's most beautiful waterfall (DC 25) finds the entrance to an abandoned city of tall glassine spires filled with unusual fabrics and glass balls of all colors. Other than the beautiful architecture, there is nothing of value within the city, as it has long since been looted.

**Flaming Frog:** CR 3; SZ M Animal; HD 2d10+6; hp 17; Init +0; Spd 20 ft.; AC 13 (+3 natural), touch 10, flat-footed 13; BAB +1; Grap +4; Atk/Full Atk tongue +1 ranged (grapple) or bite -4 melee (1d8+3); Face/Reach 5 ft./5 ft.; SA breath weapon (cone, 10 ft, fire; 3d6 fire damage, Ref DC 14 half), leap (charge attack; 30 ft. horizontally, 10 ft. vertical), improved grab (grapple +4, can bite in same round with +4 bonus to attack roll; automatically deals bite damage each round hold is maintained); SQ darkvision (60 ft.); AL N; SV Fort +6, Ref +3, Will -1; Str 16, Dex 11, Con 16, Int 2, Wis 9, Cha 6.

*Skills:* Hide +6, Spot +3.

**5017 Isle of the Angry Oracle:** The interior of this island is completely devoid of vegetation and in the exact center is a stone statue of cloud giant that answers questions about lands within 50 miles in return for one magical item per question. The statue communicates telepathically, but only answers the questions as "Yes, No, Maybe, or Try Again" and the like.

**5019 Shanae's Isle:** A small manor sits on a sloping hill on the north side of this island is inhabited by a witch. The beautiful witch, **Shanae** (female human; Wit12; CR 12; hp 51; AL CN; Str 10, Dex 14, Con 13, Int 10, Wis 12, Cha 20; +1 *quarterstaff*, *cloak of Charisma* +2, *wand of polymorph other* [caster level 9, 50 charges], *bracers of armor* +2, *potion of cure moderate wounds*, *scroll of fear*) attempts to turn anyone not having a charisma of 16 or above into a halfling unless she needs some assistance at the moment. In this event she casts *geas/quest* on the most likely victim, as determined by total Strength plus total Charisma, Shanae picking the PC with the highest overall total.

**5028 Monkey Business (EL 13):** A sunken merchant ship contains barrels containing **65 rabid monkeys** (see below) They have been kept alive by the watertight barrels and are in suspended animation. The monkeys awake two minutes after breathing fresh air, and attack in fits of madness.



5016 Isle of Flaming Frogs

**Rabid Monkey:** CR 1/6; SZ T Animal; HD 1d8; hp 4; Init +2; Spd 30 ft., climb 30 ft.; AC 10 (+2 size, +2 Dex, -4 rage), touch 10, flat-footed 10; BAB +6; Grap -2; Atk/Full Atk bite +4 melee (1d3-2); Space/Reach 2 ft./0 ft.; SA rabid rage; AL N; SV Fort +2, Ref +4, Will +1; Str 7, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

*Skills:* Balance +10, Climb +15, Hide +13, Listen +4, Spot +4. *Feats:* Weapon Finesse (bite).

*Rabid Rage (Ex):* A rabid monkey functions as if in a berserk rage, gaining +4 Strength and -4 AC (both already included in the stat block). It cannot end its rage voluntarily.

**5108 Isle of Sandy Water:** A small pool of water in the hills changes any wooden object that is submerged in it and pulled out immediately into a spear, arrow, or mug. If the object is not pulled out immediately it changes to sand and fills the bottom of the pool. Animal life is unaffected.

**5208 Merfolk City (EL Variable):** A sunken city of 2,000 merfolk (CR 1/2; hp 5 each) and a temple with beautiful women trapped inside bubbles lie in a sea valley. The merfolk seek captives for their terrestrial "zoo". The city's defenses include 10 merfolk lieutenants (Ftr5; CR 5; hp 32 each; trident, heavy crossbow) and 5 merfolk captains (Ftr7; CR 7; hp 45 each; trident, heavy crossbow).

**5218 Isle of Sour Fruit (EL 9):** All vegetation on this island has a highly acid base. Anyone touching the fruit must make a successful Fortitude save (DC 15) or take 1 point of damage. Tasting the fruit deals 1d4 points of temporary Constitution damage (no save to avoid). Giant ants live in the rocky hills. There are 10 workers (CR 1; hp 9 each), 4 soldiers (CR 2; hp 11 each) and 1 queen (CR 2; hp 22). The ants have collected 562 cp and a masterwork mace within their lair.

**5232 Sea Monster Cave (EL 7):** A spiral staircase going down to the bottom of the sea has 6 tame porpoises (CR 1/2; hp 11 each) guarded by a young merman (CR 1/2; hp 5) with a shell horn. Upon blowing the horn, 20 additional merfolk (CR 1/2; hp 5 each) appear in 1d6 rounds. A crumbled road meanders away from the bottom to a tumbled monolith beside a huge cave where a sea monster (see below) sleeps. It guards an ancient magical artifact.

**Plesiosaur:** CR 10; SZ G Animal (aquatic); HD 16d8+112; hp 184; Init +0; Spd 10 ft., swim 50 ft.; AC 12 (-4 size, +6 natural), touch 6, flat-footed 12; BAB +12; Grap +36; Atk/Full Atk bite +20 melee (2d8+18); Space/Reach 20 ft./15 ft.; SQ scent; AL N; SV Fort +17, Ref +10, Will +6; Str 34, Dex 10, Con 24, Int 2, Wis 13; Cha 9; *Skills:* Listen +6, Spot +6.