

# **POINTS OF LIGHT**

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# INTRODUCTION

*Points of Light* is the default setting of the new fourth edition; a place where civilization exists in isolated outposts scattered throughout a dangerous wilderness. The vision of *Points of Light* is specific: Civilization does not consist of widespread nations and empires, but small city-states or groups of villages that have banded together for mutual support and protection. Between outposts lies only monster-haunted wilderness dotted with the ruins of a once glorious past and darkened by the ever-present shadow of the unknown. I was inspired when I read about *Points of Light*, and I found myself thinking: How far can I extend this concept?

One of the most beloved early modules, published by TSR, is *Keep on the Borderlands*. It featured an enclosed wilderness map with a dozen or so encounters that tied together the Keep and the Caves of Chaos, and confined them to a small area that could be dropped into any DM's campaign.

Since *Keep on the Borderlands*, this aspect has seen little development. Hundreds of modules have been published with dungeons and other detailed locales, some so large that an entire campaign from 1<sup>st</sup> to 20<sup>th</sup> level can be spent exploring them. Many grand settings were published as well, but there has been precious little in between.

This product occupies the middle ground between the dungeon and the civilized world. It introduces four lands designed to fit into any DM's campaign with little or no work. Using these as a starting point, DMs can expand outward and send their players on new and exciting adventures.

## OVERVIEW

Each of the four new lands presented in this product is designed to interpret the Points of Light concept in a different way. The people, monsters, and geographical features of each land provide a distinct flavor, and are designed to facilitate a certain type of campaign.

## THE HEX MAP

Each land contains the following: a numbered hex map, an overview, an alphabetical listing of geography, a rumor chart, a wandering monster chart, and a series of detailed locales keyed by the hex number. The scale of each hex is marked on the map.

A grid of hexes, arranged in columns, make up the maps. The hex numbers are given in a four-digit format (1213, 0114, etc). For example, 0211 means that it is in the "02" column (the 2<sup>nd</sup> column of the map) and is 11 hexes down. Sometimes the hex number will not be clear because of the terrain in the hex. In this case you will need to count hexes.

This system of using hex numbers allows a DM to quickly look at where locales are on the map and what locales are near a location. This helps keep the map uncluttered and easy to read. Geographical features are composed of multiple hexes, and are labeled directly on the map. They are listed alphabetically in that map's chapter.

## GAME SYSTEM

Since this product is generic fantasy, the stats are kept brief; only class, level, or Hit Dice are given. You will need to look up precise stats and any other relevant game information for your game system.

A new type of holy warrior, called a myrmidon is mentioned in several places throughout this product. These champions of lawful evil deities should be treated as paladins with the opposite abilities (cause damage instead of cure damage, etc). They are sworn to the cause of their evil god in much the same manner as paladins are sworn to the cause of good.

## ADVENTURING ADVICE

The format in which the four new lands are presented is designed to aid players in their exploration of the world. With a list of locales, it is easy for players to determine what is over the next hill, and what possible challenges they might face once they get there. In addition, since the players can largely be left to their own devices, this format allows the DM more time to focus on the core adventures in his campaign.

Not every hex location has a description, and the provided background information is only meant to be a loose framework. DMs are encouraged to add material and make the setting unique to their campaigns.

## CAPSULE DESCRIPTIONS

### Wildland

Set shortly after the fall of a large empire where civilization is on the brink, Wildland is the land most similar to the core concept of Points of Light. Historically speaking, the social and economic climate of Wildland are not dissimilar to the chaotic Dark Ages of Western Europe. Wildland is designed for beginning characters, giving them ample opportunity to explore the world, defend civilization, and rekindle the light against the monstrous hordes.

### Southland

Southland is set on the frontier of a large kingdom. It is a relatively empty land, with only a few scattered outposts of civilization. There is plenty of room here for the players to carve out a realm of their own and push the frontiers of civilization outwards.

### Borderland

Borderland lies on the frontier between two warring factions of an empire. For a decade, they have battled one another, and their continual warfare has devastated the region. Here the monsters are not nightmarish creatures of myth and legend, but man himself.

### The Swamps of Acheron

The river Acheron snakes across the Astral Plane like a great, twisting serpent, widening eventually into a colossal swamp. The swamp is home to all manner of planar monstrosities, and is rumored to be the domain of the dark god Sarrath. Those unfortunate enough to be swept up by the mighty Acheron are often deposited here, forced to make what lives they can in the endless, stinking mire.

## MASTER MAP KEY

### Legend

Desert



Forest



Swamp



Escarpment



Paved Road



Road



River



Trail



Castle



Keep



City



Town



Village



Hamlet



Mountains



Foothills



Hills



Ford



Lair



Ruin



# SOUTHLAND

## INTRODUCTION

Southland is meant to pay homage to the early days of role-playing. Back then, high-level play was about building and defending your own barony. Since the original game was about dungeon crawling, players and DMs that wanted outdoor adventures were forced to turn to other games to meet their needs. One solution was the game *Outdoor Survival* by Avalon Hill, which included a board that could be used as a wilderness map that players could explore. Dave Arneson, one of the authors of the original edition, originated the use of this board and placed it south of his main campaign. As his campaign progressed, several of the players began to clear the map of monsters and build their own baronies. It is in the spirit of those early days that this area is named Southland. A land of few realms and many wide-open spaces, Southland is an area where your players can establish their own realms.

## BACKGROUND

Here on the wild frontier, adventurers struggle to push back the wilderness. Mile by mile they push back the monsters and move the boundaries of civilization forward. Opposing them are the Blood Fist orcs, the dark elves of the Underrealm, and renegades from the Grand Kingdom, yet there are allies to be found within the Southland.

Where the Sarduin and the Darkwine rivers join, the Grand Kingdom has founded its first major settlement, Castle Westguard. The settlement is growing due in large part to the thriving trade between the Grand Kingdom and the Dwarves of Bolzak. The dwarves send shipments of weapons, iron, and gold through their port at Nilik, which is then shipped by barge to Castle Westguard, and finally moved by caravan over the Golden Pass to the Grand Kingdom. The dwarves also trade with the halflings of Dunshire, who barter grain and fruit for protection and iron ore.

South of Westguard lies the elven realm of Silverdim, the last outpost of the elves in Southland. Over 200 years ago the Bloody Fist orcs, led by the dragon Arcador, invaded the elven homeland of Silverwood. The orcs laid waste to Silverwood, slaughtered many elves, and claimed the forest as their own. After the orc invasion, the remnants of the elves regrouped and traveled east,

# SOUTHLAND

## Encounters

- 1 2d6 Elf Scouts (Ftr2/Wiz2)
- 2 Halfling Scouts (1 Rgr6, 2d10 Rgr2)
- 3 Hippogriff (3 HD)
- 4 Raiders from Beldon (Ftr6, 2d6 Ftr2)
- 5 Westguard Patrol (Ftr8, 2d10 Ftr3)
- 6 1d6 Wererat Spy (1 HD)
- 7 2d20 Goblin Raiders (1 HD)
- 8 Nomad Raiders (Brb6, 2d6 Brb1)
- 9 Drow Raiders (Ftr4/Wiz4, Wiz6, 2d10 Ftr1/Wiz1)
- 10 4d6 Orc Patrol (1 HD)
- 11 1d6 Hill Giants (9 HD)
- 12 Dwarven Scouts (Ftr6, 2d10 Ftr3)

## Rumors

- 1 (F) You can buy potions or be healed from a witch living near Tybridge
- 2 (T) Wolfwood was once a farm run by an alchemist and has many rare herbs
- 3 (T) The dragon, Arcador, has a cave lair full of ancient treasure
- 4 (F/T) The trees of the blood forest talk.
- 5 (F) The wererats are spies for the blood god Azeel
- 6 (F) The dwarves of Norbeck keep halfling slaves
- 7 (F) Baron Victor married his own sister to enhance his claim to the crown
- 8 (T) The drow of Nightportal Keep are forming alliances in order to take over the realm

eventually establishing a haven in Silverdim. The Silverwood remains dominated by the orcs to this day, and has been renamed the Blood Forest.

The dark elves of House Ardize have established an outpost at Nightportal Keep, and have decided to expand their power to the surface world. They have recently made contact with the evil Baron Beldon, who dwells in a castle to the north, beneath The Sunset Rim. Beldon is an infamous traitor from a kingdom to the north, and rumor has it that the baron betrayed his king and fled to Southland to escape an almost certain execution. Currently, he deals in slaves and contraband, and has carved out a small realm for himself on the back of these nefarious activities. The Baron has welcomed the advances of the dark elves, and a tentative alliance has grown between the two evil powers.

Scattered throughout the Southland are the ruins of the Bright Empire. A thousand years ago, the Empire was a shining force for good until their own hubris brought them down. Today, the relics and artifacts of the Bright Empire are eagerly sought for their potent power, despite the rumors that the gods have cursed many of them.

### **ADAPTATION NOTES**

Southland can be any frontier region of a kingdom in your campaign. Any ancient empire in your campaign's history can work in place of the Bright Empire. The Underrealm is a common feature in many fantasy campaigns, and House Ardize can be replaced with a suitable dark elf enemy of your choice. If no dark elves exist, any non-human, evil race can be substituted.

The Bloody Fist Orcs are numerous enough that even a determined party of high-level adventures won't be able to destroy them in a single fight. Their lair may be destroyed several times, but they will keep coming back until the players can scour the Blood Forest clean of their presence.

The trade between Bolzak, Westguard, and the Grand Kingdom has established a rudimentary economy that players may expand when they establish their own baronies. Threats to this economy can serve as the basis for many adventures as the brigands of Castle Beldon raid the caravans and river routes.

## **GEOGRAPHY**

### **The Blood Downs**

These rolling hills mark the boundary between the Blood Fist Orcs and the Kubar Nomads. Numerous battles between orc and nomad take place within the ridges and ravines here, but neither side has managed to gain the upper hand. This area also contains several ruined towers dating back to the time of the elves, where it is rumored the mightiest of Silverwood's artifacts were crafted. Some of these artifacts may still remain within the ruins.

### **The Blood Forest**

Once known as Silverwood, this was the ancient home of the elves in the Southland. All three races of elves lived here, and were ruled by a family of grey elves. The elves made their home in villas scattered through the forest, although many also lived within the main settlements of Silver Hall (Hex 0209). Since the elves fled en masse from the orc invasion, many of their homes remain just as their owners left them, and have been virtually untouched by the passage of time.

Two hundred years ago, the red dragon Arcador, led the Bloody Fist orcs against Silverwood. After the elves were defeated, Arcador plundered the treasures of Silver Hall, and then flew back to his lair in the White Mountains. The Bloody Fist orcs remained and claimed the forest for their own. Since that time, the Silverwood has been called the Blood Forest in memory of the elves that were slain.

The main body of the orcs currently resides in the ruins of Silver Hall, but the fell humanoids patrol widely around their main encampment. Although many of the elves' former sylvan allies have been killed by the orcs, a few pockets remain protected by powerful treants and fey. In place of the more benign forest creatures, wolves, spiders, and other fell creatures now make the forest their home.

### **The Dark Fence**

This is a rocky ridgeline rising sharply from the floor of The Forsaken Desert. Enough rain falls on these mountains to give rise to Nightshade Creek and carve numerous passages into the Underrealm. The middle section of the Dark Fence forms part of the south wall



of Nightshade Canyon, while the northeast end is a jumble of blind canyons and arroyos. The dark elves have released giant spiders and ettercaps into the area, and ropers and giant ant colonies are known to infest the northeast region.

#### **The Darkwine River**

The Darkwine River gets its name from its muddy, purplish color. It rarely runs clear due to the tons of sediment washed downstream from the Dark Fence. The river runs shallow and slow, and the only deep sections are along the western edge of the Twilight Forest. The river can be crossed via a ford in Hex 2212.

#### **The Forsaken Desert**

This is a vast stony desert formed in the rain shadow of the mountains to the northwest. Only the Jackal Tribe, a collection of outlaws and exiles from the Kubar Nomads, makes a home here. Threats in this area include several bands of lamia and various types of giant lizards.

#### **Forsaken Plains**

The Forsaken Plains begin on the eastern edge of the desert where it emerges from the rain shadow of the mountains to the northwest. Several bulettes inhabit this flat area of high grass, and are a constant menace to anyone traveling through this area.

#### **The Golden Pass**

This is the only pass for a hundred miles in either direction that crosses over the Westwalls. The Grand Kingdom now uses it as the main gateway to Southland, and dozens of caravans use the pass every month.

#### **Greenelm Woods**

To the east of the Westwalls are the vast Greenelm Woods, which form part of the western border of the Grand Kingdom. Lumberwrights from Hawksleigh (Hex 2406) exploit the woods for its timber. This has angered the Great Druid of Greenelm, and he has marshaled his forces (druids, treants, dryads, etc) against the lumberwrights. The King's Rangers have been sent to protect the lumberjacks, and now the two sides are waging a small-scale war.

#### **Grey Downs**

These forlorn hills are scattered with dozens of barrows built by the elves of Silverdim to house those who died on the journey from Silverwood. Banshees haunt the region, and its fringes are guarded by elven patrols.

#### **Greystone Road**

This paved stone road runs from the gates of Gilhig to Nilik. It is well guarded by dwarven foot patrols and halfling rangers from Dunshire.

#### **Caravan Frequency**

##### **Season (2d6-1 wagons)**

Spring 1 per 3 days

Summer 1 per week

Fall 1 per 3 days after harvest

Winter 1 per month

#### **Kubar Creek**

This broad stream marks the boundary between the range of the Kubar Nomads and the Forsaken Desert. It is frequently the site of fighting between the nomads and slave raiders from Castle Beldon.

#### **Kubar Steppes**

The Kubar Steppes stretch for hundreds of miles to the southwest. Here the tribes of Kubar Nomads make their home, herding cattle and following well traveled routes from waterhole to waterhole. The nomads are animists, and take on an animal as their totem. The Wolf Tribe ranges from Hex 0119 to Hex 0418, while the Bear Tribe ranges from 0518 to 0719, then north to the Sarduin. The tribes have numerous conflicts with slavers from Castle Beldon and members of the Jackal Tribe in the Forsaken Desert.

#### **Lanis River**

The Lanis River is formed by the confluence of the Darkwine and the Sarduin. It varies from a mile wide where the Darkwine and the Sarduin meet to three miles wide when it exits Southland. The current is deep and slow, and the river is navigatable from the confluence to its exit, far to the north. Sea Raiders are known to sail south and attack, forcing Westguard to employ six war galleys to patrol the Lanis River.

### Lanisdown Forest

The southern half of this forest is dotted with lumber camps. Bear, deer, and other game are plentiful in these woods, as the lumberwrights have all but exterminated the wolves and dire wolves that once hunted here. Only one pack of dire wolves remains led by a crafty, old alpha wolf known as Redeyes (8 HD).

### The Mist Falls

A rainbow cloud of mist marks these spectacular hundred-foot-high falls. On a clear day the mist cloud can be seen two hexes away. Legend has it there is an entrance to the fey realm hidden behind the falls. Baron Beldon has sent two expeditions to find this entrance, but none have returned.

### Nightshade Canyon

This canyon is carved out of the living rock by the Nightshade Creek. With walls ranging from 100 feet to 200 feet high, it is one of the most spectacular sights in Southland. However, the dark elves of Nightportal Keep have made it an unwholesome place. The drow have released giant spiders, ettercaps, and driders into the canyon that now inhabit the formations at the western end. Other dangers in the Nightshade include packs of chimera that roam the eastern end of the canyon.

### Nightshade Creek

This swift, shallow stream runs along the bottom of Nightshade Canyon. The creek is dotted with broad gravel flats, and its banks form a small canyon with 10- to 20-foot high walls. When the stream emerges from the canyon it widens considerably, until merging with the Darkwine River. Dangers include giant toads inhabiting the gravel flats of the stream and packs of stirges near the confluence with the Darkwine River.

### Olden Bog

This noisome swamp is found across the Landis River from Castle Westguard. Stirges, river trolls, and will-o'-wisps inhabit the bog, along with an assortment of dangerous mundane creatures, such as alligators and venomous snakes. History has it that an early expedition from the Bright Empire met its demise in the bog. Rumors state that this expedition was loaded with gold, gems, and other valuable items, leading many would-be treasure seekers to their deaths attempting to find it.

### Orcfell Creek

This once pristine stream is now polluted and choked with weeds as it runs through the Blood Forest. Anyone who drinks from the stream must make a Fortitude save or become sick within 1d3 days.

### Osric Hills

The Osric Hills form the borderland between the Blood Forest and the White Mountains. Both orcs and dwarves patrol this region, and the remnants of past battles between the two races can be found amongst the hills.

### Redstone Ridge

The Redstone Ridge looms over the Sunset Rim. The mountains get their name from their distinctive red color in the setting sun. The ridge is noted for its large deposits of gemstones, and Baron Beldon and his dark elf allies jointly run several small mines in an attempt to extract this wealth from the mountains.

### Ryne Creek

Ryne Creek forms the eastern boundary of Baron Beldon's lands. The baron's cavalry patrol the creek down to Wicking Lake.

### Sarduin River

One of the major rivers of Southland, the Sarduin is wide and deep. It reaches a width of one mile when it runs past Nilik, and is navigable by barge up to Sam's Landing. Throughout the year, barges travel between Nilik and Castle Westguard trading goods from both human and dwarven merchants.

Piracy is a problem, and many raiders wait with small boats in the shallows along the shores, hoping to waylay fat merchant vessels. Galleys from Castle Westguard protect the major barge fleets, but individual barges are easy prey. Baron Beldon fences the pirate's ill-gotten goods at Sam's Landing. Unless there is a spring flood, the galleys can only reach as far as Hex 1209.

Season	Barge Frequency (1d8 barges)
Spring	1/week
Summer	1/week
Fall	1 per 3 days after harvest
Winter	1/month if not iced

### Southridge

The hills of Southridge mark the southern boundary of Dunshire. Halfling rangers patrol the hills, contending with wild boars, giant ants, and the occasional ankheg.

### The Sunset Rim

The Sunset Rim is an escarpment averaging 60 feet high. It runs for nearly 50 miles, forming the base of the Redstone Mountains. The rim's base holds numerous caves inhabited by tribes of troglodytes, except near Baron Beldon's realm, where the baron's slavers use the caves as holding pens for their humanoid stock.

### Titan Head Mountains

These desert mountains are named after a mountain peak in Hex 1018. Mighty winds have carved the stone of the peak in the shape of a monstrous giant that legend states was once a titan who turned to evil. As punishment, the gods petrified the titan and left his remains here as a reminder to all that the gods punish evildoers. The dark elves of Nightshade Keep are currently researching the legend, believing it may be possible to free the titan from his stony imprisonment.



### Twilight Forest

The Twilight Forest is the last refuge of the elves in Southland. Ruled by Queen Saravell (Hex 2211), the elves have created a sanctuary for the survivors of Silverwood. Treants and other fey creatures work alongside the elves in maintaining the forest boundaries.

### The Westwall

This mountain range forms the western boundary of the Grand Kingdom. It has not been extensively explored in the Southland, and the only known way over the Westwall is through The Golden Pass.

### The White Mountains

These majestic, snowcapped mountains stretch far to the northwest, and are the highest known in the region. Nestled beneath Mount Thariz, the highest peak in the White Mountains, is the great dwarven town of Bolzak. Here, dwarves mine deep into the mountains' spine, seeking iron, silver, and other precious metals.

The White Mountains teem with game, and great predators, such as griffons and hippogriffs, make their home in high aeries. Stone giants are known to roam to the edge of the dwarven territory, and although they don't normally attack without provocation, the giants occasionally raid dwarven caravans carrying precious metals to Nilik.

### Wicking Lake

This is the largest lake in Southland. Eight miles long and five miles wide, it reaches depths of 100 feet. The local fishermen claim to have seen a crystalline city of unearthly beauty within the depths of the lake. The southeast shore is infested with harpies.

### Wolfwood

These woods are inhabited by giant aurochs along with packs of worgs that prey on them. The woods are also known to have a huge variety of herbs, including many rare varieties eagerly sought by alchemists.

### Yellow Rapids

This stream emerges from the western end of the Golden Pass in a series of rapids. The occasional spring flood allows safe passage and provides a quick method for reaching Castle Westguard.

## **LOCALES**

### 0101 The Lair of Arcador

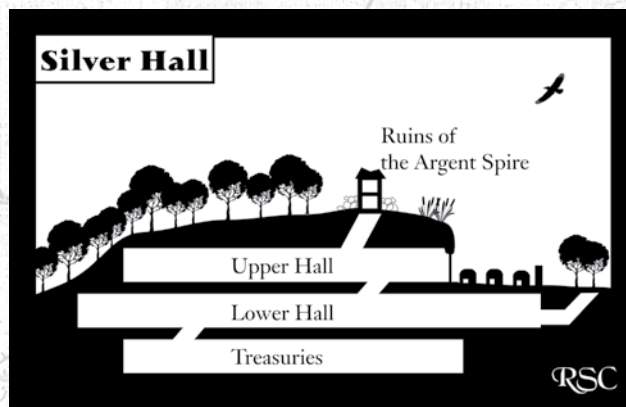
This network of caves is the lair of the ancient red dragon Arcador (34 HD). Here he sleeps on the treasure looted from the elves of Silverwood. Among the dragon's piles of gold, silver, and gems is a legendary artifact called the *Shield of the Sun*. The *Shield of the Sun* is +5 *medium shield* and is able to glow with a light at will. This light will cause 2d6 damage to all undead in addition to the effects of sunlight. Arcador employs several tribes of hobgoblins, goblins, and kobolds to guard the outer caverns of his lair. These humanoids worship the great dragon as a god.

### 0204 Wyvern Feeding

When the party enters this area, four wyverns (7 HD) are gorging themselves on the remains of a stone giant (see Hex 0303). The giant carries 220 gp and a distinctive necklace hung with a 6-inch-long totem statue.

### 0209 Silver Hall

This is the stronghold of the Blood Fist orcs. The Silver Halls consist of three subterranean levels, and the orcs inhabit the upper two. The restless spirits of slaughtered elves haunt the lowest level, and the orcs avoid it completely. Dakshar the Violent (Ftr12) is the warlord of the Blood Fist clans, and he rules over 400 orcs with a bloody, mailed fist. The orc warlord's rule is supported by a dozen shamans (two Wiz8, six Wiz5, four Wiz2) that he keeps well bribed with gold and magical items he cannot use himself. Dakshar and his orcs defend their realm with constant patrols and a double wooden palisade around the entrance to the Silver Halls.



### **0211 Dwellings of the Wood Elves**

This one-square-mile region was the chief city of the wood elves in Silverwood. It is comprised of interconnected flets and treetop buildings now overgrown with vines and weeds. The arboreal ruins are home to several packs of baboons that, while not particularly dangerous, are prone to screeching and howling at any intruders in their territory. This noise is likely to draw the real danger in the area, a nine-headed hydra (9 HD) that dwells in the center of the city.

### **0303 Olasin's Steading**

This is the steading of the stone giant Olasin and his family. Olasin has not been seen for several days (Hex 0204), and his family is worried about him. His two eldest sons, Ordin and Purdin (14 HD) are thinking of searching for their father, but their mother, Vais (9 HD), wants them to stay and protect their younger siblings (two boys and a girl, 4 HD). The family has a pet cave bear (12 HD) named Hultar.

### **0505 Naldukr (Keep):**

This dwarven holdfast is built atop a cliff overlooking the western approach to Bolzak. The cliff top has been carved into chutes that allow the dwarves to roll stones or pour burning oil on top of enemies.

Lord Araim (Ftr10), one of the last dwarves to retreat before the orc onslaught, has ruled the dwarves living in Naldukra for the past one hundred years. Over 150 dwarves are currently under his protection, including roughly 50 women and children. To defend the holdfast, Lord Araim can call upon 115 heavy footmen armed with axe and shield and armored in chainmail. Lord Araim is an isolationist; he feels Bolzak should retreat behind its borders in order to recover strength for the final battle with the orcs. He also feels his people should have nothing to do with the humans.

### **0509 The Taigh**

This is the last portion of the Blood Forest that remains uncorrupted by the orcs. Here lies the Taigh, or heart of the once great Silverwood, a gargantuan 21 HD treant permanently rooted to the ground. The Taigh is guarded by twelve huge 10 HD treants, and an assortment of sylvan creatures have taken refuge beneath its boughs; including dryads, satyrs, nymphs, pixies, and others.

The treants and other sylvan creatures patrol in a half-mile radius around the boundary. The boundary is a hedge, 200 yards thick, acting like an *entangle* with a +5 difficulty to saving throw to all hostile creatures.

Currently the transformation of Silverwood into the Blood Forest has wounded the Taigh deeply. A deep, magical slumber consumes it and it will not wake until the forest can be cleansed. As long as the Taigh remains alive, there is hope that Silverwood can be reborn. A person of great holiness can awaken the Taigh long enough for a conversation lasting 2d6 minutes.

### **0603 Bolzak (Town)**

Located beneath Mount Thariz, Bolzak is the chief city of the dwarves in Southland. The city is normally accessible through Dwimvar's Cleft, which is heavily guarded and protected by two separate gate systems. A second, secret entrance to the city lies beneath Tharis' tower at the peak of the mountain; however it is accessible only by climbing a treacherous ten-thousand-foot stairway.

King Erzagar XII (Ftr18) rules the eight clans of almost 4,000 dwarves living in Bolzak. Each clan is led by a clan lord (Ftr10), who in turn commands 100 heavy footmen, 100 heavy crossbow, and 150 medium footmen. In addition to the footmen and crossbowmen, there are 950 dwarven women and children at Bolzak.

At any one time, there are two hundred visitors in Bolzak, mostly humans and halflings. They typically stay in the Outer Ward where most of the day-to-day trading occurs. Bolzak trades iron and gold for grain, lumber, and flax.

To defend Bolzak, King Erzagar commands over 500 troops — 200 medium footmen, 200 heavy footmen, 100 heavy crossbowmen, and 5 battle lords (Ftr10). This force is in addition to the warriors that each clan leader can summon. Bolzak is known for the Ironmaster Guild that holds the secret of forging adamant with iron to make the superior weaponry of the dwarves.

### **0618 The Nomad's Encampment**

The 600 members of the Bear Tribe of the Kubar Nomads have established their encampment near a watering hole. Their chief, Yekchin (Brb9), rules with the assistance of his strongman, Galtemur (Brb6). The martial force of the Bear Tribe consists of 12 elite, medium horse archers (Brb5), led by Galtemur, and an additional 150 light horse archers. For spiritual matters, the tribe looks to Uron (Clr5), who placates the Storm Lord's wrath with his two assistants (Clr3). The tribe's witch, Shria (Wiz4), brews poultices and potions.

The encampment is a confusing maze of yurts and carts surrounded by a vast herd of nearly two hundred horses and four hundred goats. The herds are divided into a dozen groups guarded by at least three nomads. Four elite riders patrol from herd to herd each day.

Galtemur has lost his eldest son, Surendash, in the Forsaken Desert to the east. He fears that the Jackal Tribe has taken and mutilated the young nomad.

### **0813 Rat Knoll**

Underneath a large knoll, next to the Sarduin, is a colony of 300 giant rats (1 HD) and 100 wererats (1 HD) that survive by scavenging fish and carrion along the river. Several years ago, they were forced to submit to Baron Beldon, and a levy was exacted consisting of a dozen of their number for use as scouts in the baron's forces. Among the treasure of the wererats are relics from the time of the Bright Empire.

### **0905 Gilhig (Keep)**

The holdfast of Gilhig is built into one side of two cliffs known as Barvir Cleft. Spanning the two cliffs is a forty-foot-high wall over twenty feet thick. A single gate, through which the Greystone Road passes, pierces the wall.

The holdfast is ruled by Lord Garias (Ftr11), the son and heir of King Erzagar. He rules over 600 dwarves and commands 400 heavy footmen. Lord Garias has developed several friendships among the human merchants that regularly pass through Gilhig, and he is secretly planning to visit some of them at Castle Westguard to discuss possible adventuring into the Grand Kingdom. Unlike Lord Ariam, Garias is in favor of making a formal alliance with the humans.

### **0913 Sam's Landing (Hamlet)**

This small hamlet of mud huts is the marshalling area for Baron Beldon's raids on the trade caravan passing between Westguard and Bolzak. There are usually several dozen canoes and a handful of barges pulled onto shore at any time. In the center of the hamlet is the Green Frog Inn, where Tom Lodon (Rog6) rules the thugs and pirates of Sam's Landing with an iron fist. Nailed to a post next to his "throne" is the shriveled head of Sam Dalton, the former chief of the hamlet. Over 40 pirates and raiders live in the hamlet, along with a dozen women, and twenty slaves to tend potatoes patches. A good portion of the crop is used to brew Silver Lightning, a type of hard liquor. A dozen wererats (1 HD) live on the outskirts of town and are used as scouts on raids.

### **1007 Ruined Hut**

A battered hut sits on the ledge of a cliff overlooking a ravine. Several thick branches with spikes are setup to fall outward if the door is opened. If a Reflex save is failed, roll 1d6 for the number of spikes that hit; each spike inflicts 1d6 points of damage. The hut has been pillaged of anything valuable.

This was once the home of the witch Kelyne, an outcast from the Kubar Nomads to the south. After her exile, Kelyne traveled north and eventually built a hut here in this quiet spot. For nearly twenty years she brewed potions to trade to the various caravans at Nilik (Hex 1208). However, last summer, one of the guards she sold a potion to fell sick and died. Believing that she caused his death, the guard's friends tracked her to her hut. She was caught and beaten, but was able to escape north into the woods. One of the guards left the spiked trap in case she returned.

### **1010 Stone Ruins**

Surrounding a charred circle of grass are twelve stone idols carved in a style current with the time of the Bright Empire. *Detect magic* will reveal a powerful aura within the circle. During the night of the new moon, anybody within 5 miles (one hex) of the circle witnesses a huge fireball erupt into the air at midnight.

### **1103 Dunbury (Village)**

Dunbury is the chief halfling settlement of Dunshire. Its mayor, Mayor Vercana (Ftr3), manages both Dunshire and the village. Working out of the second floor of the Fox's Tail Inn, he coordinates with the Dunshire Rangers and the elders of the other four hamlets. He often contends with Lord Araim (Hex 0505) in the councils of King Erzagar on how to deal with the incoming humans. He feels the humans will be great allies in restoring the region's fortunes

Over 300 halflings make their home in Dunbury. There are nearly 80 halflings in the village militia (Ftr1, 4 Ftr3), which is overseen by Bombeck Pegfoot, the Sheriff (Ftr5). In addition to the militia, Dunbury is home to 20 Dunshire Rangers (Rgr5) led by Captain Marie Dabbleberry (Rgr7).

### **1114 Westfield (Hamlet)**

A dozen long, wooden barracks and a stone manor house make up this hamlet. Here Lord Farris (Ftr6) runs a latifundium with nearly 100 slaves (nearly all human), 5 guards (Ftr3), and 10 overseers (Ftr1) who supervise

slaves in the fields. The slave labor in Westfield supplies nearly all of the food for Castle Beldon (Hex 1214).

Westfield is also home to Captain Travis (Rgr5) and his four slave hunters (Rgr3), employed by Baron Beldon to hunt escapees. They often patrol the land, out to ten miles (two hexes) around the various settlements.

### **1118 Shrine of the Red Maiden**

Carved out of the sandstone of the Titan Head Mountains is a shire to the lawful good goddess Delaquain, the Red Maiden. Delaquain was widely worshipped in the Bright Empire, and this shrine is one of the few to have survived the centuries after the Empire's fall. Her warrior priests recruit among the local nomads and the few faithful that made their way over the Westwall. Currently there are 20 warrior-monks in residence, 10 priests (Clr9, Clr7, 5 Clr5, Clr3, Clr1), 4 paladins (two Pal5, two Pal2), and 6 monks (Mnk10, three Mnk4, two Mnk1). The most recent arrival is Surendash (Galtemor's son, Clr1, see 0618), who the monks rescued from the hands of the Jackal Tribe. He recently converted, and is now training as a priest.



#### **1201 Eastelm (Hamlet)**

Forty halflings live in this farming hamlet. Eldar Mal Daygreen (Ftr1) manages the work, and Constable Palen Greenburr (Ftr3) serves as the hamlet's only full-time officer. The sheriff was mauled by a dire bear last winter and died. The mayor and elders of Dunshire have yet to appoint a new one. Eastelm is also the home of Raven, the Druid of Dunshire (Drd7). She maintains a grove to the south. She and her 5 assistants (Drd2) aid the rangers in patrolling the borders.

#### **1202 Overwood (Hamlet)**

This hamlet of 60 halflings is evenly split between farmers and the lumberjacks who work the woods to the north of the stream. The lumberjacks supply the lumber for the entire shire, along with a lucrative trade with the dwarves in fine wood.

Folan Knobclub (Rgr2) is the Elder of Overwood. He comes from a prominent lumberjack family and is disliked by the farmers. Sheriff Tom Pebblebrook (Ftr5) and his assistant Constable Sam Marigold (Ftr3) patrol the surrounding area. They can call upon up to 12 militiamen (6 Rgr1 and 6 Ftr1) in case of trouble.

#### **1206 Ty Bridge**

This ornate stone bridge allows Greystone Road to cross Olden Creek. On the south end, a single tower is attached, housing a small company of 20 dwarven heavy footmen known as the Ty Brothers. They have sworn to maintain and guard the bridge.

#### **1214 Castle Beldon (Castle)**

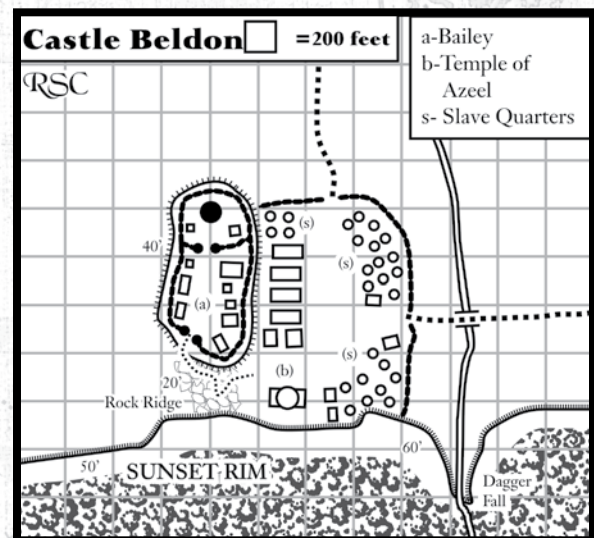
Baron Victor Beldon was once one of the Grand Kingdom's most powerful nobles. Twenty years ago the king died and the baron unveiled a plot to force the succession council to name him king. He failed; and when the new king was crowned, Beldon was named a traitor. With his life in grave peril, Baron Beldon gathered one hundred of his most trusted men and fled over the Westwall into the wild. The baron found several small hamlets and conquered them, settling there with his men. When his scouts found a superb location for a castle on the Sunset Rim, the baron forced the people of the conquered hamlets to relocate. After

Castle Beldon was built, the survivors were separated into two hamlets and forced to work as slaves, growing food for the baron and his men.

With increasing trade between Bolzak and Westguard, Baron Beldon began to recruit desperate men eager to raid. The arrival of the dark elves provided much needed allies. Victor Beldon's new opportunities have allowed him to plot his return to power in the Grand Kingdom.

Castle Beldon is built on a low mesa next to the Sunset Rim. The only pathway snakes upward on the remains of a collapsed ridge that once connected the mesa to the rim on the southeast side. The other faces of the mesa are sheer cliffs ranging from 50 to 100 feet high. There is a spring present at the top of the mesa. The pressure of an underground river forcing its way up the cracks forms the spring.

Baron Victor Beldon (Clr11) is a priest of the blood god, Azeel. His personal guard is commanded by a captain (Ftr7), and consists of 5 guards (Ftr2). There are nearly 120 bandits and light footmen living at the castle, along with 100 slaves and 20 camp followers. Along with the bandits, the baron supports a coven of 4 dark wizards (Wiz8, Wiz6, 2 Wiz2) to provide magical aid. He has an acolyte, Saldor Balsign (Clr6), to lead his men in the blood rites of Azeel.



Currently, there are six important prisoners in the dungeons of Castle Beldon. The prisoners are three knights from the Grand Kingdom, a dwarven battle lord, a ranking wizard of the Grand Conclave, and the king's cousin, Sir Belvin Toldare.

#### **1405 Guardians of the Lost Treasure**

Three will-o'-wisps (9 HD) prowl the dry hummocks that emerge from the Olden Bog. A thousand years ago, they were left as guardians for a treasure left after an ambush killed a prince of the Bright Empire. Buried in the hummocks are rusty gear and worm-eaten chariots along with the prince's raiment. This raiment consists of a +2 *breastplate*, a +2 *large steel shield*, and a +5 *boly avenger spear* (acts the same as the sword). The breastplate and shield are inscribed with the image of Delaquain, the Red Maiden. If the will-o'-wisps are killed, and the raiment is found, the original evil forces of the ambush will reorganize and hunt down the wearer.

#### **1407 A River Hazard**

This section of the Sarduin is known for its dangerous whirlpools, the work of a malevolent water elemental (10 HD). The barge masters have learned that throwing a gem into the vortex dissipates it. The elemental collects the gems to create a portal back to its plane, and currently has 10,000 gp worth of gems in its lair.

#### **1409 The Crocodile Hunter**

A giant crocodile (10 HD) lives along the northwest shore of Wicking Lake. There is a 20% chance per day the party is ambushed if they stay within 200 yards of the shoreline. The crocodile's typical attack is to rush out of the water and grapple its target with a bite, and then drag the victim back into the water until he drowns.

#### **1411 Ruined Glory**

This site was once a tower used by the famed hippogriffs riders of the Bright Empire. The tower has long since fallen into ruin, and only the foundation remains. A hundred years ago, a crack in the foundation formed, allowing access to the bottom basements of the tower. The tower is currently occupied by 24 wererats (1 HD), 20 giant rats (1 HD), and dozens of regular rats (1/4 HD). In a forgotten chamber are the remains of the harnesses and gear once used by the hippogriff riders. A dozen full sets can be salvaged and repaired.

#### **1413 Mistfield (Hamlet)**

This hamlet consists of several barracks and a stone manor house. The slaves of Mistfield grow delicacies for the baron and his men. Because of the Mist Falls, the area is considerably wetter than the rest of the baron's lands, allowing various fruit orchards and vines to be grown. The hamlet consists of 80 slaves that tend the orchards, 3 guards (Ftr3), and 8 overseers (Ftr1) to supervise the slaves.

#### **1502 Greenport (Village)**

Nearly 150 halflings live in Greenport. A quarter of the village is devoted to fishing in the Lanis River, while the rest are farmers. There is a small trade guild outpost in the village, which houses 6 humans working on promoting trade between Dunshire and Castle Westguard. As a gesture of goodwill, the trade guild has recently funded the building of a new dock for the village. One of the current traders is Marcus Arness (Rog10), a secret agent of the Thieves' Guild.

Elder Vanis Mudfoot (Ftr4) resolves disputes and helps manage the village. He distrusts the humans, and feels that Dunshire should not be involved with the outside world. He is considering running against Mayor Vercana (Hex 1103) in the next election in two years. Sheriff Ham Fairgood (Ftr4) has his hands full keeping the peace with all newcomers from Westguard. When there's trouble, Sheriff Farigoos can call upon a militia of 60 halfling slingers.

#### **1604 Unicorn Pool**

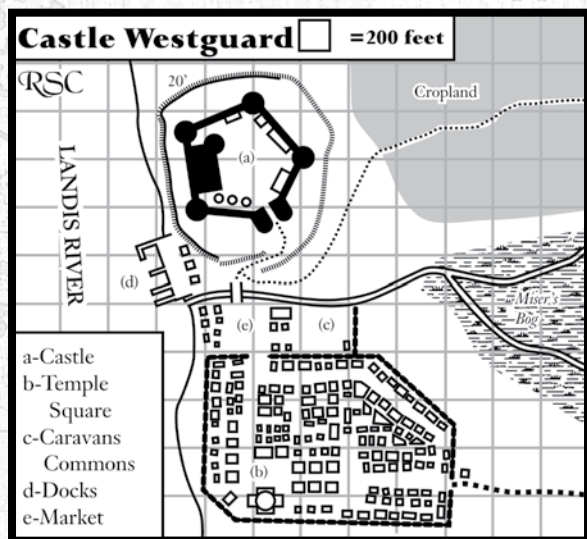
In a secluded ravine a unicorn dwells near a pool of clear water. Drinking the water acts as a *cure serious wounds* once per day. The area is protected by a charm that causes all non-good aligned creatures to avoid it. The unicorn is guarding the *Crown of the Lost Prince*, a magical helm lost during the fall of the Bright Empire. The *Crown of the Lost Prince* adds +4 to the wearer's charisma and adds an additional +20% or +4 to any morale checks.

#### **1606 Castle Westguard (Castle)**

Perched on a bluff overlooking the Landis River, Castle Westguard is the westernmost bastion of the Grand Kingdom. It consists of a central keep built inside 20-foot-thick curtain walls. Over 80 troops of the royal

guard are stationed here, commanded by Sir John Carenton (Ftr9), a banner knight of the kingdom. Sir Carenton and his guards patrol the road from the river to Hawksleigh. The royal guard stationed at Westguard consists of 20 longbow men, 40 pikemen, 10 light cavalry, and 10 heavy cavalry (bachelor knights).

Below the castle bluff is the village of Westguard. Protected by a wooden stockade, this is a major way station for the trade between the Grand Kingdom and Bolzak. The village has 300 permanent residents, with another 100 or so from barge crews and caravan workers. Lord Mayor Thomas White (Ftr3) commands 20 medium footmen armed with spears and shields to keep order in the village. Four inns and two taverns are supported by the trade traffic.



#### **1615 Nightportal Keep (Keep)**

Along the southern rim of Nightshade Canyon is a cleft providing a broad entrance to the dark ways of the Underrealm. Within the cleft, the dark elves of House Ardize have built a black keep out of obsidian. Here the Black Lady, Melinax (Ftr4/Wiz13), rules over 100 dark elves and 200 slaves. Dozens of driders and giant spiders help guard the cleft and the keep.

The Black Lady came to Southland over two hundred years ago, and forged the alliance between the red dragon, Arcandor, and the Blood Fist orcs that led to the downfall of Silverwood. For this, the Ardize matriarch awarded Melinax lordship over Nightportal Keep. The

Black Lady's malignant influence dominated much of Southland until the arrival of the Grand Kingdom. With the arrival of Baron Beldon, Melinax sees an opportunity to destroy Westguard and rule the entirety of Southland.

Nightportal Keep is built within one of the many entrances to the Underrealm. The keep is five levels high and extends another five underground. Several tunnels lead from the keep into the surrounding canyon, providing the drow with many avenues of attack during a siege. The Black Lady has stored several vats of a special potion designed to unleash a pestilence among any forces besieging the keep. Given a month, the Dark Lady can summon an army of a 1,000 dark elves along with equal number of allies (duergar, troglodytes, etc).

#### **1812 Caravan Stop**

Camped in this area is the caravan of Master Faustus (Wiz8). He is an ally of Baron Beldon, and has been trading with the baron and the dark elves at Nightportal keep for over a decade. Currently, the camp holds a dozen local trappers (Rgr2) exchanging their furs for gold and supplies. The caravan is heavy with gold (15,000 gp), and has little else except for crates containing 20 +1 longwords.

#### **2001 The Icespire**

In the windswept heights of the Westwall lies the Icespire, a conclave of wizards devoted to the study of magic. Five wizards (Wiz11, 2 Wiz10, Wiz9, and Wiz8) live here along with three apprentices (Wiz3, 2 Wiz1) and a dozen servants. The Icespire is known among other wizards and other conclaves for its knowledge about the magic of cold and ice. It is rumored that within the Icespire is a portal to the Paraelemental Plane of Ice.

#### **2018 The Water Hole**

This is a major watering hole for the eastern part of the Forsaken Desert. This area is noted for its numerous hippogriffs, and there is a 20% chance of encountering 2d6 hippogriffs drinking on any given day. These hippogriffs are descendents of the herd maintained by the Hippogriff Riders of the Bright Empire.

### **2108 Yonk's Place**

In the foothills is a steading of hill giants, Yonk and his family. Eight hill giants live here: Yonk (9 HD), his brother Donk (9 HD), two of Yonk's sons Mat and Tak (both 8 HD), his daughter Leeka (4 HD), his wife Frella (4 HD), and two young children (1 HD). Yonk and his family have grown fat off the caravans passing through the Golden Pass. The giants used to simply raid the caravans, but recently, a group of merchants approached Yonk and arranged a tribute that would be paid by all caravans passing through the area. Since then, caravans traveling the Golden Pass pack an extra wagon with "Yonk's fee".

### **2211 Silverdim (Hamlet)**

Silverdim is the main settlement of the elves in the Twilight Forest, consisting of several dozen lodges spread over a square mile. The settlement is protected by a Taigh (see hex 509), which resides within a decorative hedge around the lodge of Queen Saravell herself. This Taigh is a seedling from the Silverwood Taigh, and is relatively young by the standards of its kind, a mere two hundred years old. The Taigh's youth prevents it from protecting more than the hex containing Silverdim; however, it's boundary is still an impassable 20 yards thick, and acts as an *entangle* spell.

Queen Saravell (Ftr6/Wiz12), a gray elf noble, rules over 100 elves and another 500 assorted sylvan creatures (treants, dryads, satyrs, etc). She is the last surviving gray elf in the Southland. The remaining elves in the forest are comprised of 30 high elves and 70 wood elves. Silverdim's protection falls upon the shoulders of a single high elf captain (Ftr4/Wiz5) supported by 3 wood elf forest lords (Rgr8). Spiritual matters in Silverdim are handled by 2 high elf and 2 wood elf priests (Clr4).

### **2313 Forest Dwellers**

Sixty gnomes of the Daringhall Clan live in burrows carved into the sides of the hills and ravines of the region. They lived here for several centuries before the arrival of the refugees from Silverwood. The gnomes' traditional enemies have been the Blackrock Goblins in the foothills of the Westwall (Hex 2510). Lord Baldrick Goldar (Ftr6) is the clan chief of Daringhall, and is assisted by Elder Paldosh (Clr4). The gnomes helped the elves when they first arrived, but after Queen Saravell declined to help clear out the goblins, the gnomes grew resentful, and relations between the two races have been strained ever since.

### **2406 Hawksleigh (Village)**

In this village of the Grand Kingdom, Baron John Banbridge (Ftr7) rules 300 farmers and lumberjacks. His son Harold (Ftr6) is the leader of the guard, and patrols the village and countryside with 5 light cavalry and 15 pikemen. The lumberjacks traditionally harvest the Greenelm Woods to the north.

The current conflict with the Grand Druid of Greenelm has caused the Baron to appeal to the king, and as a result, the King's Rangers have been sent to resolve the situation. Captain Martin Ardmere (Rgr9) leads the 20 King's Rangers (2 Rgr5, 4 Rgr4, 7 Rgr2, 7 Rgr1) currently in Hawksleigh. Due to rising tensions, Captain Martin has requested a nobles' council be assembled at Castle Westguard to discuss options.

### **2510 The Blackrock Goblins**

In the foothills of the Westwall are the warrens of the Blackrock Goblins. Over 800 goblins live in the warren ruled by King Gabosh the Ponderous (Ftr6). Aiding King Gabosh are his vizier, Yanak (Wiz7), and three acolytes (Wiz3). The Blackrock warrens currently hold 200 goblin warriors, 220 females, and 400 children. The goblins also keep over a dozen dire wolves as pets.

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