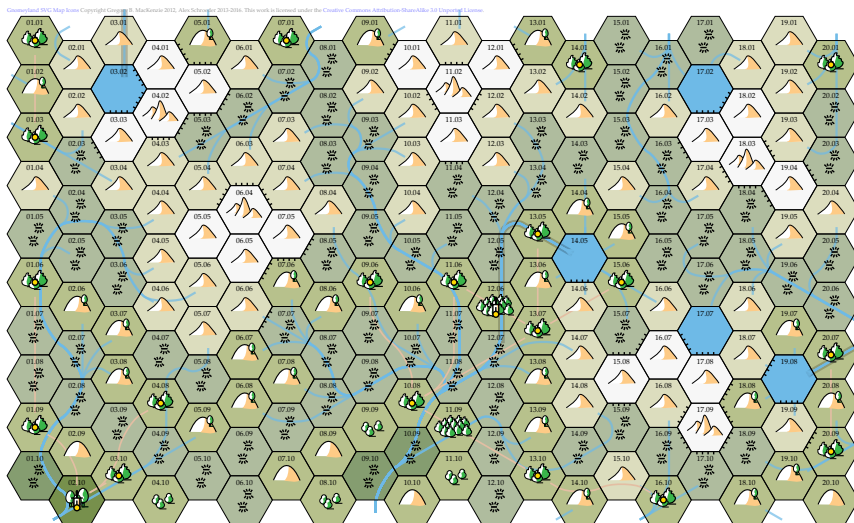


Hex Descriptions



Procedures: *random encounters* are 1 in 6 per day and 1 in 6 per night if you're not behind walls. If you're *looking for something* that isn't as obvious as a town or village built in plain sight, your chance of finding it is also just 1 in 6 per day.

Terminology: a *scroll* can only be read by magic users and elves that know the spell or have access to *read magic*; a *prayer* can be read by anyone.

Treasure: the value of a *gem* is determined by rolling a d20 and looking it up on the table; the value of *jewelry* is determined by rolling 3d6×100gp.

0101: A few stunted firs grow in these highlands. At dusk and dawn, you can sometimes see a male **boar** searching for food (HD 3+1 AC 6 1d8 F1 MV 15 ML 9 XP 300) (HD 3+1 AC 6 1d8 F1 MV 15 ML 9 XP 300).



There is a thorp of 35 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100) led by *Mohammed* the carpenter. The thatched huts are protected by a **war dog** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200).

Red Creek runs through here.

This is the beginning of Shady Road.

0102: One of the hills has an old lookout from which you can see most of the Shadow Wood.

Shady Road winds its way along these hills.

At the foot of a small hill, **Deep Brook** makes its appearance.

0103: A few stunted firs grow in these highlands. At dusk and dawn a pack of 10 **wolves** roam these lands (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200).



There is a thorp of 25 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100) led by *Seraphina*, the owner of largest cow herd. The wooden houses are protected by 7 **war dogs** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200). 5000 gold coins. 600 platinum coins.

Black Brook flows through here.

This is the beginning of **Shady Road**.

0104: The upper valley is rocky and bare. The bellowing **hill giants** can be heard every day up here. 7 of them have built a barricade across the passes, here (HD 8 AC 4 2d6 F8 MV 12 ML 8 XP 800). They are led by *Nose Smash* but he insists visitors call him King of the Toll. 7000 gold coins. A scroll of *bashing walls* (punch a hole 20m wide and deep into anything made of wood, earth or stone; living things, textiles, leather, metal, and all that are not affected).

This is where the spring of **Green Streamlet** is.

0105: A ruined tower standing on a small island in this swamp is home to the **ettin** called *Bone and Marrow*. 10000 silver coins. 7000 gold coins. 7 gems.

Blue Waters and **Mary's Rivulet** merge here.

0106: This is a fir forest. At dusk and dawn a pack of 15 **wolves** roam these lands (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200).



There is a thorp of 25 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100) led by *Sheerbaz* the carpenter. The log cabins are protected by a **war dog** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200).

Blue Waters flows through here.

This is the beginning of **Mud Trail**.

0107: The river widens here and forms a large swamp. You need a guide and boats in order to pass through. 2 **giant fish** can be seen below the surface (HD 2 AC 7 1d6 F1 MV 12 ML 8 XP 200).

Blue Waters runs through here.

Mud Trail leads through here.

0108: This swamp is home to 27 **froglings** (HD 1 AC 7 1d6 F1 MV 4 ML 6 XP 100; *surprise* on 1-5 in 6; *jump* into combat for double damage; *swim*) led by *Big Lick*, a priest of Tsathoggua: *lightning bolt* 2x/day (5d6, save vs. spells for half). 4000 gold coins. The mud village built around the temple is guarded by 4 **giant toads** (HD 4+1 AC 7 1d6 + *swallow* F2 MV 3 ML 6 XP 400; human children, elves, halflings and dwarves are swallowed when hit: save vs. death once per round or suffocate).

Mud Trail goes through here.

0109: This is a fir forest. At dusk and dawn a pack of 9 **wolves** roam these lands (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200).



There is a thorp of 25 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100) led by *Sila*, the owner of the most sheep. The grass covered longhouses are protected by 3 **war dogs** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200).

Blue Waters runs through here.

Mud Trail and Cattle Lane meet here.

0110: This bog is a labyrinth. You need a guide to find your way through it. If you don't, you will soon end up in the lands of the **witch** *Anest*, the Man-Eater, bent on exterminating all life around here.. HD 5 AC 6 1d6/1d6 F5 MV 15 ML 7 XP 500; on a 20: magic water fills victim's lung, save vs. death or drown; *beautiful* (until kissed), *charm male*, *kiss of mind control* (24h), *invisibility*, *turn to fog*, *curse of water lungs* (save vs. death or drown in 1d6 days). 5000 silver coins. 3000 gold coins.

Blue Waters runs through here.

0201: Nothing but gray rocks up here in the mountains.

Red Creek starts here.

0202: The upper valley is rocky and bare. Some boulders have been assembled into a crude stone tower inhabited 2 **hill giants** led by *Man Squisher* (HD 8 AC 4 2d6 F8 MV 12 ML 8 XP 800). 4000 gold coins. 400 platinum coins. *A living silver tattoo* +1 dedicated to Mitra.

The spring of Black Brook can be found between some boulders.

0203: This bog is a labyrinth. You need a guide to find your way through it. If you don't, you will soon end up in the lands of the **witch** *Tudful*, the Mother of Snow, who is cursing all the young men of these lands with the drowning sickness. HD 5 AC 6 1d6/1d6 F5 MV 15 ML 7 XP 500; on a 20: magic water fills victim's lung, save vs. death or drown; *beautiful* (until kissed), *charm male*, *kiss of mind control* (24h), *invisibility*, *turn to fog*, *curse of water lungs* (save vs. death or drown in 1d6 days). 100 platinum coins. The *ring of the tengu*, summons the tengu *Halberd of Truth*, always willing to talk and offer advice (HD 5+1 AC 6 1d8 F10 MV 15 ML 8; flying); the ring's magic is lost when the tengu is killed.

Black Brook and Battle Streamlet merge here.

0204: These wet land have been settled by a tribe of 18 **lizard people** led by *Dragon Spirit* (HD 3). A potion of *healing* (1d6+1, sparkling purple). The little village of mud huts is guarded by spiked barriers. 6000 silver coins. 5000 gold coins. 3 gems.

Blue Waters and Green Streamlet merge here.

0205: On one of the islands of this swamp there is a huge mud mound. 26 **goblins** live here, led by *Man Poker* (HD 1-1 AC 6 1d6 F1 MV 6 ML 7 XP 100). The goblins have tamed 6 **giant weasels** (HD 5 AC 7 1d8 F3 MV 15 ML 8 XP 500). Goblins love to ride these into battle. 6 gems. 1 jewelry.

The spring of **Mary's Rivulet** is a small pond beneath some trees.

0206: Small creeks have dug deep channels into Deep Wood. The going is tough.

The spring of **Loud Brooklet** can be found between some boulders.

0207: In the old days, this bog was used to drown evil necromancers. At night, the **wight** Queen *Thyia* of *Yzarria* crawls out of a wet grave and roams the land in search of followers (HD 3 AC 5 *drain* F3 MV 9 ML 12 XP 300; only harmed by magic or magic weapons; immune to *sleep* and *charm*). 6000 gold coins.

Blue Waters, **Loud Brooklet**, **Beynon's Stream**, and **Red Rivulet** merge here.

0208: In the old days, this bog was used to drown evil necromancers. At night, 7 **wights** led by *Thyia the Terrible* of *Yzarria* crawl out of their wet graves and roam the land in search of more followers (HD 3 AC 5 *drain* F3 MV 9 ML 12 XP 300; only harmed by magic or magic weapons; immune to *sleep* and *charm*). 6 jewelry.

Blue Waters flows through here.

0209: On one of the Cursed Mound hills stands a ruined fortress currently occupied by 2 **warlocks** (HD 4 → 5d4 AC 4/2 1d6 M5 MV 12 ML 9 XP 500; *magic missile* (3×1d6+1); *shield* (reduces AC 9 to AC 4 in melee and AC 2 in ranged combat); *phantasmal force* (one or two of them use these illusions to split the party); *mirror image* (1d4 images to protect the caster); *lightning bolt* (5d6 damage, save vs. spells for half)) and their **giant scorpion** mounts (HD 4 AC 2 1d10/1d10/1d4 + *poison* F2 MV 15 ML 11 XP 400). 6000 silver coins. 5000 gold coins. The fortress and its surrounding land is ruled by the **medusa Snake Lady** (HD 4 AC 8 1d6 or *poison* F6 MV 9 ML 8 XP 400; *petrification*). The courtyard and rooms are full of her petrified victims and the bones of the dead. Unused carpets rolled up and stacked up.

Cattle Lane leads through here.

0210: This is the Dark Wood. Tall trees cover this valley.

Occasionally, you can see tree stumps so somebody must be logging these trees. The camp of 2 **bugbears** led by *Whispered Wind* belonging to the *Bear Teeth* band is hard to find. A scroll of *live burial* (60ft, the earth opens up underneath a person, save vs. death to avoid getting pulled into the depths to certain death). They hunt these woods at night and like to kill anybody that didn't make it back to the village during daytime.



There is a village of 175 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100). The grass covered longhouses are protected by 7 **war dogs** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200) and a ditch. There is small **tower**. The tower is four stories high and has an entrance on the second level. A ladder leads up to it. Twenty large stones are stored on the roof. This should be enough to deter a peasant uprising. 5 jewelry.

The **warrior** *Noel* (level 9) lives in the tower. A potion of *strength* (20min, strength 18, blue, black residue). A suit of elven *plate armour* +1 with elven runes naming its owner: *Tree Anger*.

Their retainer is the **cryomancer** *Mayra* (level 8). The *shield of the lion* +2: when you hit your opponent, it bites for an extra 1d6 damage. A *helmet of the bull*, grants an extra attack when

charging into a fight on a hit, an opponent no larger than yourself is thrown to the ground such that your allies get a +4 to attack them.

Their acolyte, the **druid** *Pio* (level 3), also lives here. A *potion of flying* (1h, rose).

Luckily, no secret societies have established themselves, here.

There is a temple dedicated to Freya. The local priests have turned their attention on the sick and as their reputation grew, so did the number of petitioners waiting outside their hall every morning. There are currently 3 priests under the guiding hand of **Setareh** tending the 11 sick and wounded.

Blue Waters and Deep Waters merge here.

Sheep Cheese Path and Cattle Lane meet here.

0301: Steep cliffs make progress practically impossible without climbing gear. In the middle of a sheer cliff, where the ice king rules, there is an inscription on the rocks, each letter higher than three men standing on top of each other, proclaiming the power and glory of Old *Kali* of *Yzarria*, as well as the riches and treasures of Xasa the twice Strong.

The gorge is wonderful and deep.

Eurwen's Run starts here.

0302: A lake inhabited by 11 charming **nixies** (HD 1 AC 7 1d4 F1 MV 12 ML 6 XP 100; *charm, water breathing*) and the same number of **giant fish** (HD 2 AC 7 1d6 F1 MV 12 ML 8 XP 200) guarding their sea weed garden. 3000 silver coins.

The gorge is wonderful and deep.

Eurwen's Run starts here.

0303: The air up here is cold. You can see the Dead Domes looming up ahead. Small canyons and giant boulders provide shelter from the icy wind. 20 **giant apes** led by *Buttface* live here (HD 3 AC 7 1d6/1d6 F3 MV 12 ML 5 XP 300). Hidden away and protected from the elements there is a small temple of Odin. 1000 gold coins.

0304: The upper valley is rocky and bare. Some boulders have been assembled into a crude stone tower inhabited 4 **hill giants** led by *Rock Finder* (HD 8 AC 4 2d6 F8 MV 12 ML 8 XP 800). 7000 silver coins. 10 gems. 14 jewelry. A black *plate armour of Pazuzu* +3, inscribed with runes of fire spelling doom and despair. The dwarven hammer *Ironslayer* +1/+3 vs. armoured foes, made by the legendary *Itholour Shieldsmasher of Thunderlight*.

The spring of Battle Streamlet is a small pond beneath some trees.

0305: On one of the islands of this swamp there is a huge mud mound. 41 **goblins** live here, led by *Eye King* (HD 1-1 AC 6 1d6 F1 MV 6 ML 7 XP 100).

Blue Waters and Brown Rill merge here.

0306: In the old days, this bog was used to drown evil necromancers. At night, 3 **wights** led by *Thyia the Terrible of Trazadan* crawl out of their wet graves and roam the land in search of

more followers (HD 3 AC 5 *drain* F3 MV 9 ML 12 XP 300; only harmed by magic or magic weapons; immune to *sleep* and *charm*).

Blue Waters and Blood Brook merge here.

0307: The hills of Deep Wood are full of ancient ruins. On one of these hills right here you can find the foundations of an old keep. The walls are long gone but the cistern and the storage rooms below are still usable. 20 **bandits** led by *Anastasija* have made this their permanent base. The camp is protected by 4 **war dogs** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200). 4000 silver coins.



This is where the spring of Beynon's Stream is.

0308: These hills in Deep Wood belong to the *Fierce Crotch* tribe. 50 **orcs** led by *Grub Finder* (HD 7) live here (HD 1 AC 6 1d6 F1 MV 12 ML 8 XP 100). A statue of Nergal with the orkish rune of violence. 7000 silver coins. 9000 gold coins. A potion of *silver tongue* (1h, everybody who hears your voice must save vs. spells or be *charmed*, sparkling rose, smelling like passion fruit). A scroll of *fire ball* (6d6, save vs. spells for half). An elven *shield* +1 with elven runes in memory of *Trunk Strong*. The *helmet of the dark lord* with smoke and red light dripping out of its visor grants the ability to tell when others within 10ft are lying. Their fort is guarded by 3 **boars** (HD 3+1 AC 6 1d8 F1 MV 15 ML 9 XP 300). At the back is an entrance to an abandoned mine. This is a huge shaft leading down into blackness. At the bottom are the ruins of an underground building by the ancients.



The degenerate survivors of the builders are 4 **ghouls** serving Nergal (HD 2 AC 6 1d4/1d4/1d4 + *paralysis* F2 MV 9 ML 9 XP 200; *aura of fear* (save vs. spells or flee for two rounds); when bitten, save vs. paralysis or be *paralysed* for 1h; *limited shape shift* into a hyena). Their rituals have summoned 3 **shadows** (HD 2 AC 7 1d4 + 1 *strenth* F2 MV 15 ML 8 XP 200; *surprise* on 1–5 in 6; only harmed by magic or magic weapons; immune to *sleep* and *charm*). A few gobelins cover the walls. 9 **jewelry**.

Red Rivulet starts here.

0309: This reed is home to a lot of leeches. Those who know how to find it can gather Lunar Moss.

Sheep Cheese Path leads through here.

0310: This is a fir forest. Sometimes you can see an elk.

There is a thorp of 35 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100) led by *Lavin* the miller. The wooden houses are protected by 3 **war dogs** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200).



Deep Waters runs through here.

Sheep Cheese Path starts here.

0401: The snow fields beneath the Dead Domes are impossible to cross without skis.

0402: These mountains are called the Dead Domes. A glacier fills the gap between these mountains.

0403: The upper valley is rocky and bare. The bellowing **hill giants** can be heard every day up here. 4 of them have built a barricade across the passes, here (HD 8 AC 4 2d6 F8 MV 12 ML 8 XP 800). They are led by *Boulder Flattener* but he insists visitors call him former soldier of Irah the Great. 500 platinum coins.

The spring of Loud Run is a small pond beneath some trees.

0404: High up on a ridge is an old elven tower made of green glass, now inhabited by a **white dragon** called *Deep End the Sleeper* (HD 6 AC 3 1d4/1d4/2d8 F6 MV 24 ML 8 XP 600; *ice* (as much as the dragon has hp left, save vs. dragon breath for half)). 30000 gold coins. 60 gems. An orcish *mace* +1 with the orcish runes of dominance and strength. A scroll of *crashing gates* (destroy one door up to 20m wide). An orcish *mace* +1 marked with the runes of Pazuzu. The *club of the slayer* +1/+3 vs. giants, blessed by Marduk.

The spring of Brown Rill can be found between some boulders.

0405: On one of a ridge of the Wind Barrow hills stands a ruined fortress currently occupied by a **warlock** (HD 4 → 5d4 AC 4/2 1d6 M5 MV 12 ML 9 XP 500; *magic missile* (3×1d6+1); *shield* (reduces AC 9 to AC 4 in melee and AC 2 in ranged combat); *phantasmal force* (one or two of them use these illusions to split the party); *mirror image* (1d4 images to protect the caster); *lightning bolt* (5d6 damage, save vs. spells for half)) and his **giant scorpion** mount (HD 4 AC 2 1d10/1d10/1d4 + *poison* F2 MV 15 ML 11 XP 400). 300 platinum coins.

The fortress and its surrounding land is ruled by the **medusa Stone Mother** (HD 4 AC 8 1d6 or *poison* F6 MV 9 ML 8 XP 400; *petrification*). The courtyard and rooms are full of her petrified victims and the bones of the dead. A few nice carpets cover the floor. 5000 gold coins. A *potion of healing* (1d6+1, sparkling purple).

Blood Brook starts here.

0406: Nothing but gray rocks up here in the mountains.

Blue Waters starts here.

0407: In the old days, this bog was used to drown evil necromancers. At night, 7 **wights** led by Queen *Kali* of *Abilard* crawl out of their wet graves and roam the land in search of more followers (HD 3 AC 5 *drain* F3 MV 9 ML 12 XP 300; only harmed by magic or magic weapons; immune to *sleep* and *charm*).

Deep Waters flows through here.

0408: It's colder up here and the forest is dominated by firs. Sometimes you can see some deer.

There is a thorp of 30 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100) led by *Lenja* the carpenter. The mud huts are protected by 4 **war dogs** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200). 2000 silver coins.



Deep Waters flows through here.

Sheep Cheese Path starts here.

0409: A ruined tower standing on a small island in this swamp is home to the **ettin** called *Bert and Bob*. 10000 silver coins. 7000 gold coins.

Deep Waters and Deep Runnel merge here.

0410: Dry lands full of tumbleweed and thorn bushes. One of the hills contains one of these smooth shafts that go down a hundred feet or so. Ropes and ladders lead to the strange rooms below. Here lives the **hermit** *Chloé* (level 1) and a **puma**.



0501: Shadow Forest covers a few hills, here. One of them is inhabited by an **ogre** called *Club* leading 3 more **ogres** and 60 **orcs** of the *Fingers-Smashing* tribe (HD 1 AC 6 1d6 F1 MV 12 ML 8 XP 100) (HD 4+1 AC 5 1d10 F4 MV 9 ML 10 XP 400). 9000 silver coins. A scroll of *live burial* (60ft, the earth opens up underneath a person, save vs. death to avoid getting pulled into the depths to certain death).

This is where the spring of Blue Channel is.

0502: The snow fields beneath the Dead Domes are impossible to cross without skis.

0503: On one of the islands of this swamp there is a huge mud mound. 25 **goblins** live here, led by *Wolf Killer* (HD 1-1 AC 6 1d6 F1 MV 6 ML 7 XP 100). 1000 silver coins.

Blue Runnel and Loud Run merge here.

0504: Nothing but gray rocks up here in the mountains.

The spring of Blue Runnel can be found between some boulders.

0505: The glaciers flowing from the Mourning Domes need a local guide and ropes to cross.

0506: The upper valley is rocky and bare. The bellowing **hill giants** can be heard every day up here. 8 of them have built a barricade across the passes, here (HD 8 AC 4 2d6 F8 MV 12 ML 8 XP 800). They are led by *Rock Squisher* but he insists visitors call him former soldier of Radan the Killer. 6000 silver coins.

Blue Waters starts here.

0507: The upper valley is rocky and bare. The bellowing **hill giants** can be heard every day up here. 4 of them have built a barricade across the passes, here (HD 8 AC 4 2d6 F8 MV 12 ML 8 XP 800). They are led by *Neck Flattenner* but he insists visitors call him King of the Toll. 9000 silver coins. 3000 gold coins. 100 platinum coins. 8 jewelry. A dwarven *crossbow* +2. An *elven cloak* (5 in 6 chance of hiding in the wilderness using magic camouflage when standing still).

Deep Waters starts here.

0508: A ruined tower standing on a small island in this swamp is home to the **ettin** called *Punch and Break*. 7 gems. 1 jewelry.

Deep Waters runs through here.

0509: These hills in Deep Wood belong to the *Snout-Breaker* tribe. 10 **orcs** led by *Mushroom Friend* (HD 6) live here (HD 1 AC 6 1d6 F1 MV 12 ML 8 XP 100). Chests filled with polished, ancestral bones. 9000 gold coins. 4 jewelry. An elven *long sword +1* with elven runes in memory of *Trunk Master*. Their fort is surrounded by spiked pit traps. At the back is an entrance to an abandoned mine. It's basically a deep hole where a single miner would keep digging for coal.



The spring of **Deep Runnel** is a small pond beneath some trees.

0510: A ruined tower standing on a small island in this swamp is home to the **ettin** called *Club and Nail*. 11000 gold coins. 7 gems.

0601: Nothing but gray rocks up here in the mountains.

Loud Channel starts here.

0602: On one of the islands of this swamp there is a huge mud mound. 11 **goblins** dwell here, led by a bugbear

Blue Runnel and **Cold Brooklet** merge here.

0603: Up here in the mountains lies lake Blue Water. 14 **nixies** led by *Poppy* live here (HD 1 AC 7 1d4 F1 MV 12 ML 6 XP 100; *charm, water breathing*).

At the foot of a small hill, **Cold Brooklet** makes its appearance.

0604: These mountains are called the Mourning Domes. Fissures lead into the depth of the mountain and in the warm chambers below there sleeps the **red dragon** *Black Fang of the End Times* (HD 10 AC -1 1d8/1d8/4d8 F10 MV 24 ML 10 XP 1000; *fire* (as much as the dragon has hp left, save vs. dragon breath for half)). 60000 gold coins. 20 gems. 40 jewelry. A map to 8 jewels hidden in a secret compartment in the dwarven forge *Great Hammer* (e.g. [1101](#)).

0605: The snow fields beneath the Mourning Domes are impossible to cross without skis.

0606: High up on a ridge is an old elven tower made of green glass, now inhabited by a **white dragon** called *Hail Death of the Thin Air* (HD 6 AC 3 1d4/1d4/2d8 F6 MV 24 ML 8 XP 600; *ice* (as much as the dragon has hp left, save vs. dragon breath for half)). 20000 gold coins. 80 gems. An elven *long sword +1* with elven runes naming its owner: *Sun Heart*.

This is where the spring of **Cold Run** is.

0607: The hills of Deep Wood are full of ancient ruins. On one of these hills right here you can find the foundations of an old keep. The walls are long gone but the cistern and the storage rooms below are still usable. 40 **bandits** led by *Keira* have made this their permanent base. The camp is protected by 6 **war dogs** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200).



Old Brooklet starts here.

0608: One of the hills has an old lookout from which you can see most of the Deep Wood.

This is where the spring of **Amalasantha's Brook** is.

0609: On one of the islands of this swamp there is a huge mud mound. 28 **goblins** live here, led by *The Killer* (HD 1-1 AC 6 1d6 F1 MV 6 ML 7 XP 100). The goblins have tamed 8 **giant beetles** (HD 4 AC 3 2d6 F2 MV 9 ML 9 XP 400). Goblins love to ride these into battle. 6000 silver coins. 500 platinum coins. 4 gems.

0610: These wet land have been settled by a tribe of 27 **lizard people** led by *Golden Eyes* (HD 4). A pair of *gloves of strength* (strength 18). The little village of mud huts is guarded by 4 **giant wasps**. 4000 silver coins. 5 gems.

0701: This is a fir forest. Sometimes you can see an elk.

There is a thorp of 15 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100) led by *Juli*, the owner of the largest pasture. The mud huts are protected by 2 **war dogs** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200). 3000 silver coins. 4000 gold coins. 2 jewelry.



Blue Runnel runs through here.

0702: On one of the islands of this swamp there is a huge mud mound. 17 **froglings** (HD 1 AC 7 1d6 F1 MV 4 ML 6 XP 100; *surprise* on 1–5 in 6; *jump* into combat for double damage; *swim*) led by *Long Lick*, a priest of Tsathoggua: *lightning bolt* 2×/day (5d6, save vs. spells for half). The mud village built around the temple is guarded by 2 **giant toads** (HD 4+1 AC 7 1d6 + *swallow* F2 MV 3 ML 6 XP 400; human children, elves, halflings and dwarves are swallowed when hit: save vs. death once per round or suffocate).

Blue Runnel and Loud Channel merge here.

0703: The green valley up here has some sheep and a **kid** called *Fal* guarding them.

This is where the spring of Old Streamlet is.

0704: Nothing but gray rocks up here in the mountains.

At the foot of a small hill, Loud Brook makes its appearance.

0705: The glacier of Mourning Domes ends at a small lake and there is an ice cave inhabited by a **cryohydra** (10 heads, HD 10 (8hp per head) AC 5 1d10 per head F10MV 12 ML 9 XP is 1000; whenever a head is lost, *two heads regrow* the next round (up to 12) unless the wound is cauterised using ice or fire (a melee attack with a torch will do); *ice* (as much as the hydra has hp left, save vs. dragon breath for half); *poisonous blood* (cutting off a head with a melee weapon exposes the attacker to it: save vs. poison or die)). A pair of *gloves of strength* (strength 18).

0706: Shadow Wood covers a few hills, here. One one them is inhabited by an **ogre** called *Hammer* leading 1 more **ogres** and 50 **orcs** of the *Brain-Eating* tribe (HD 1 AC 6 1d6 F1 MV 12 ML 8 XP 100) (HD 4+1 AC 5 1d10 F4 MV 9 ML 10 XP 400). 8000 silver coins.

Cold Streamlet starts here.

0707: In the old days, this bog was used to drown evil necromancers. At night, 3 **wights** led by Old *Kali* of *Rajana* crawl out of their wet graves and roam the land in search of more

followers (HD 3 AC 5 *drain* F3 MV 9 ML 12 XP 300; only harmed by magic or magic weapons; immune to *sleep* and *charm*). 4000 silver coins.

Cold Run, Aeron's Brooklet, Old Brooklet, and Cold Streamlet merge here.

0708: Deep Wood covers a few hills, here. One one them is inhabited by an **ogre mage** called *Flying Overlord* (HD 6+1 AC 5 1d10 + 1d6 *fire* F6 MV 9 ML 10 XP 600; *fog*; *invisibility*; *snow storm* 3×/day for 6d6 damage up to 30ft., save vs. spells for half) leading 5 more **ogres** (HD 4+1 AC 5 1d10 F4 MV 9 ML 10 XP 400). 4000 silver coins.

The spring of Blue Runnel can be found between some boulders.

0709: This reed is home to a lot of eels. Those who know how to find it can gather Astral Moss.

Amalasantha's Brook runs through here.

0710: On one of the Wind Mound hills stands a ruined fortress currently occupied by 6 **warlocks** (HD 4 Def 4 1d6 Save 6 MV 12 ML 9; *) and their **giant scorpion** mounts (HD 4 AC 2 1d10/1d10/1d4 + *poison* F2 MV 15 ML 11 XP 400). 4000 silver coins. The fortress and its surrounding land is ruled by the **medusa** *Desert Lady* (HD 4 AC 8 1d6 or *poison* F6 MV 9 ML 8 XP 400; *petrification*). The courtyard and rooms are full of her petrified victims and the bones of the dead. A few gobelins cover the walls. 2000 silver coins. 300 platinum coins. 9 gems. A *horn of the barbarians* (summons 3d6 random, battle crazy barbarians: HD 2 AC 7 1d8 F2 MV 12 ML 12; when they are all killed in the same fight they are released from their bond to the horn).

0801: On one of the islands of this swamp there is a huge mud mound. 35 **froglings** (HD 1 AC 7 1d6 F1 MV 4 ML 6 XP 100; *surprise* on 1–5 in 6; *jump* into combat for double damage; *swim*) led by *Big Jump*, a priest of Tsathoggua: *lightning bolt* 2×/day (5d6, save vs. spells for half). The mud village built around the temple is guarded by 2 **giant toads** (HD 4+1 AC 7 1d6 + *swallow* F2 MV 3 ML 6 XP 400; human children, elves, halflings and dwarves are swallowed when hit: save vs. death once per round or suffocate).

Blue Runnel runs through here.

0802: This swamp is home to 21 **froglings** (HD 1 AC 7 1d6 F1 MV 4 ML 6 XP 100; *surprise* on 1–5 in 6; *jump* into combat for double damage; *swim*) led by *Long Jump*, a priest of Tsathoggua: *lightning bolt* 2×/day (5d6, save vs. spells for half). 6000 gold coins. The mud village built around the temple is guarded by a **giant toad** (HD 4+1 AC 7 1d6 + *swallow* F2 MV 3 ML 6 XP 400; human children, elves, halflings and dwarves are swallowed when hit: save vs. death once per round or suffocate).

Old Streamlet and Battle Runnel merge here.

0803: These wet land have been settled by a tribe of 20 **lizard people** led by *Egg Mother* (HD 4). A scroll of *fire ball* (6d6, save vs. spells for half). A suit of elven *plate armour* +1 with elven runes in memory of *Oak Master*. The *headband of karma* allows you to borrow luck from your future self: when rolling a d20, roll 2d20 and take the higher result, but before doing it again you need to pay your debt in a similar situation and roll 2d20 and take the lower result. The little village of mud huts is guarded by a **giant lizard**.

Old Streamlet and Loud Brook merge here.

0804: Up here in the mountains lies lake Icy Mere. 21 **nixies** led by *Hawthorn* live here (HD 1 AC 7 1d4 F1 MV 12 ML 6 XP 100; *charm, water breathing*).

The spring of Old Waters can be found between some boulders.

0805: On one of the islands of this swamp there is a huge mud mound. 22 **froglings** (HD 1 AC 7 1d6 F1 MV 4 ML 6 XP 100; *surprise* on 1–5 in 6; *jump* into combat for double damage; *swim*) led by *Long Eyes*, a priest of Tsathoggua: *lightning bolt* 2×/day (5d6, save vs. spells for half). **4000 gold coins**. The mud village built around the temple is guarded by spear traps.

Old Waters flows through here.

0806: These hills in Shadow Wood belong to the *Red Eye Eating* tribe. 40 **orcs** led by *Strong Face* (HD 7) live here (HD 1 AC 6 1d6 F1 MV 12 ML 8 XP 100). A mix between a forge and an alchemy lab: stuffed lizards, skulls, garlic, but also an anvil, a hammer, sacks of coal. **7 gems**. An elven *long sword* +1 with elven runes naming its owner: *Forest Life*. Their fort is guarded by 5 **boars** (HD 3+1 AC 6 1d8 F1 MV 15 ML 9 XP 300). *Strong Face* is a famous sword smith in the *Two Handed Horse Slicer* tradition.



Aeron's Brooklet starts here.

0807: On one of the islands of this swamp there is a huge mud mound. 22 **goblins** live here, led by *Wolf Impaler* (HD 1-1 AC 6 1d6 F1 MV 6 ML 7 XP 100). The goblins have tamed 5 intelligent **giant wolves** (HD 4+1 AC 6 1d8 F2 MV 15 ML 8 XP 400). Goblins love to ride these into battle. **600 platinum coins**. **2 gems**.

Cold Run runs through here.

0808: The river widens here and forms a large swamp. You need a guide and boats in order to pass through. 4 **giant fish** can be seen below the surface (HD 2 AC 7 1d6 F1 MV 12 ML 8 XP 200).

Cold Run, Amalasantha's Brook, and Blue Runnel merge here.

0809: The Blood Barrow hills are dry and forbidding. The only animals you can see are some **goats**.

0810: Dry lands full of tumbleweed and thorn bushes. Here lives the **necromancer** *Noel* (level 7), protected by 6 noble **ghouls**, decadent, immortal, foppish, and always hungry (HD 2 AC 6 1d4/1d4/1d4 + *paralysis* F2 MV 9 ML 9 XP 200; *aura of fear* (save vs. spells or flee for two rounds); when bitten, save vs. paralysis or be *paralysed* for 1h; *limited shape shift* into a hyena), in a tower. Below the tower is a conjuration room with a circle of protection. There's a book, here: *Hell and the Devils*, author unknown. A few nice carpets cover the floor. A scroll of *live burial* (60ft, the earth opens up underneath a person, save vs. death to avoid getting pulled into the depths to certain death). A goblin assassin's *dagger* +1 with grip covered by rats' teeth and lizard skin.



0901: The hill overlooking Black Wood is the home of 3 **treants** led by *Root Water* (HD 8 AC 2 2d6/2d6 F8 MV 6 ML 6 XP 800; *surprise* on 1–3 in 6; *animate trees* two trees each, using the

same stats). They mostly stand around near the Crystal Cave.

The spring of Black Brooklet can be found between some boulders.

0902: Nothing but gray rocks up here in the mountains.

The spring of Battle Runnel can be found between some boulders.

0903: The river widens here and forms a large swamp. You need a guide and boats in order to pass through. 4 **giant fish** can be seen below the surface (HD 2 AC 7 1d6 F1 MV 12 ML 8 XP 200).

Old Streamlet, Linota's Run, and Green Run merge here.

0904: These wet land have been settled by a tribe of 23 **lizard people** led by *Golden Eyes* (HD 5). A map to 6 jewels hidden in a secret compartment in the dwarven forge *Great Hammer* (e.g. **1101**). The little village of mud huts is guarded by 5 **giant lizards**. 3000 gold coins.

Old Streamlet flows through here.

0905: On one of the islands of this swamp there is a huge mud mound. 28 **froglings** (HD 1 AC 7 1d6 F1 MV 4 ML 6 XP 100; *surprise* on 1–5 in 6; *jump* into combat for double damage; *swim*) led by *Great Lick*, a priest of Tsathoggua: *lightning bolt* 2x/day (5d6, save vs. spells for half). 500 platinum coins. The mud village built around the temple is guarded by 3 **giant toads** (HD 4+1 AC 7 1d6 + *swallow* F2 MV 3 ML 6 XP 400; human children, elves, halflings and dwarves are swallowed when hit: save vs. death once per round or suffocate).

Old Streamlet and Bone Streamlet merge here.

0906: It's colder up here and the forest is dominated by firs. Sometimes you can see an elk.

There is a thorp of 30 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100) led by *Yiannis* the smith. The small stone huts are protected by a **war dog** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200). 1000 gold coins.



Old Waters flows through here.

This is the beginning of Old Sunken Track.

0907: The river widens here and forms a large swamp. You need a guide and boats in order to pass through. 5 **giant fish** can be seen below the surface (HD 2 AC 7 1d6 F1 MV 12 ML 8 XP 200).

Old Waters flows through here.

Old Sunken Track leads through here.

0908: The river widens here and forms a large swamp. You need a guide and boats in order to pass through. 6 **giant fish** can be seen below the surface (HD 2 AC 7 1d6 F1 MV 12 ML 8 XP 200).

Cold Run flows through here.

0909: An old fort overlooking the woods has been taken over by a war party of 13 **hobgoblins** (HD 1+1 AC 6 1d8 F1 MV 9 ML 8 XP 100) led by *Spear of Longing* (HD 3+1). The fort is defended by a small watchtower with an archer. On a pedestal outside the fort there is a withered statue of Orcus overlooking the lands below. A few gobelins cover the walls. **7 gems.**

0910: On one of the islands of this swamp there is a huge mud mound. 36 **goblins** live here, led by *The Killer* (HD 1-1 AC 6 1d6 F1 MV 6 ML 7 XP 100). The goblins have tamed 3 **giant weasels** (HD 5 AC 7 1d8 F3 MV 15 ML 8 XP 500). Goblins love to ride these into battle.

Old Streamlet flows through here.

1001: The glacier of Dire Peaks ends at a small lake and it is bright blue and ice cold.

1002: Steep cliffs make progress practically impossible without climbing gear. In the middle of a sheer cliff, where no bird dares to fly, a pair of **griffons** is nesting (HD 4+1 AC 6 1d6/1d6/1d8 F4 MV 24 ML 10 XP 400). Agents of the *Crouching Men of the Sunrise* would pay 5000gp for their egg, they say.

This is where the spring of Green Run is.

1003: High up on on a ridge is an old elven tower made of green glass, long abandoned.

Linota's Run starts here.

1004: High up on on a ridge is an old elven tower made of green glass, now inhabited by a **white dragon** called *Snow Agony the Eternal* (HD 6 AC 3 1d4/1d4/2d8 F6 MV 24 ML 8 XP 600; *ice* (as much as the dragon has hp left, save vs. dragon breath for half)). 20000 gold coins. 40 gems. A pair of *silver armlets* +1 dedicated to Odin. A suit of elven *plate armour* +1 with elven runes naming its owner: *Owl Flute*.

Bone Streamlet starts here.

1005: On one of the islands of this swamp there is a huge mud mound. 20 **froglings** (HD 1 AC 7 1d6 F1 MV 4 ML 6 XP 100; *surprise* on 1–5 in 6; *jump* into combat for double damage; *swim*) led by *Long Jump*, a priest of Tsathoggua: *lightning bolt* 2x/day (5d6, save vs. spells for half). 1000 gold coins. The mud village built around the temple is guarded by spear traps.

Old Streamlet and Deep Run merge here.

1006: These hills in Shadow Wood belong to the *Fingers-Slasher* tribe. 30 **orcs** led by *Fungus Friend* (HD 7) live here (HD 1 AC 6 1d6 F1 MV 12 ML 8 XP 100). A mix between a forge and an alchemy lab: stuffed lizards, skulls, garlic, but also an anvil, a hammer, sacks of coal. 5000 gold coins. An elven *long sword* +1 with elven runes commemorating the slaying of the green dragon *Forest Bone of the Valley*. Their fort is guarded by 2 **boars** (HD 3+1 AC 6 1d8 F1 MV 15 ML 9 XP 300). *Fungus Friend* is a famous sword smith in the *Toothed Crooked Biter* tradition.



At the foot of a small hill, Basilea's Stream makes its appearance.

1007: On one of the islands of this swamp there is a huge mud mound. 40 **goblins** live here, led by *Eye Rider* (HD 1-1 AC 6 1d6 F1 MV 6 ML 7 XP 100). The goblins have tamed 12 **giant**

weasels (HD 5 AC 7 1d8 F3 MV 15 ML 8 XP 500). Goblins love to ride these into battle.

Cold Run, Old Waters, and Basilea's Stream merge here.

Old Sunken Track leads through here.

1008: This is a fir forest. Sometimes you can see some deer.

There is a thorp of 35 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100) led by *Loreen* the carpenter. The mud huts are protected by 4 **war dogs** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200). 5000 gold coins.



Old Streamlet runs through here.

Cattle Trail, Old Cattle Way, and Old Sunken Track meet here.

1009: A ruined tower standing on a small island in this swamp is home to the **ettin** called *Smasher and Gnawer*. 9000 silver coins. 5 gems. A potion of *flying* (1h, rose).

Old Streamlet and Heledd's Rill merge here.

1010: Deep ravines cut through the Dry Country hills. A cave in one of those dry riverbeds is home to a **giant scorpion** (HD 4 AC 2 1d10/1d10/1d4 + *poison* F2 MV 15 ML 11 XP 400).

1011: On one of the rock faces you can still see the markings of the old dwarf forge *Great Hammer*. The ruin is full of broken machinery. In its depths, however, a **bronze golem** still wanders the halls (HD 10 AC 0 3d10 MV 12 ML 12 XP 1000; when dealing damage to a bronze golem with a melee weapon, save vs. death or suffer 2d6 damage from molten metal splashes).

The spring of Green Rindle can be found between some boulders.

1102: These mountains are called the Dire Peaks. They are impossible to climb.

1103: The air up here is cold. You can see the Dire Peaks looming up ahead. Small canyons and giant boulders provide shelter from the icy wind. 12 **giant apes** led by *Buttstomp* live here (HD 3 AC 7 1d6/1d6 F3 MV 12 ML 5 XP 300). Hidden away and protected from the elements there is a small temple of Hel.

1104: These wet land have been settled by a tribe of 16 **lizard people** led by *Forked Tongue* (HD 5). A goblin assassin's *dagger +1* with grip covered by rats' teeth and lizard skin. The little village of mud huts is guarded by spiked barriers. 6 gems.

The spring of Red Rindle is a small pond beneath some trees.

1105: A ruined tower standing on a small island in this swamp is home to the **ettin** called *Death and Pain*.

The spring of Deep Run is a small pond beneath some trees.

1106: The firs cast long shadows in these lands. At dusk and dawn, you can sometimes see a male **boar** seaching for food (HD 3+1 AC 6 1d8 F1 MV 15 ML 9 XP 300) (HD 3+1 AC 6 1d8 F1 MV 15 ML 9 XP 300).

There is a thorp of 30 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100) led by *Ariela* the miller. The wooden houses are protected by 2 **war dogs** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200).



Old Streamlet runs through here.

Cheese Lane and Fish Trail meet here.

1107: This bog is a labyrinth. You need a guide to find your way through it. If you don't, you will soon end up in the lands of the **witch** *Delyth*, the Crone of Fog, stealing children and raising them as her own. HD 5 AC 6 1d6/1d6 F5 MV 15 ML 7 XP 500; on a 20: magic water fills victim's lung, save vs. death or drown; *beautiful* (until kissed), *charm male*, *kiss of mind control* (24h), *invisibility*, *turn to fog*, *curse of water lungs* (save vs. death or drown in 1d6 days). 4000 silver coins. 11 gems.

Old Streamlet flows through here.

Cheese Lane leads through here.

1108: On one of the islands of this swamp there is a huge mud mound. 25 **froglings** (HD 1 AC 7 1d6 F1 MV 4 ML 6 XP 100; *surprise* on 1-5 in 6; *jump* into combat for double damage; *swim*) led by *Far Tongue*, a priest of Tsathoggua: *lightning bolt* 2x/day (5d6, save vs. spells for half). The mud village built around the temple is guarded by a **giant toad** (HD 4+1 AC 7 1d6 + *swallow* F2 MV 3 ML 6 XP 400; human children, elves, halflings and dwarves are swallowed when hit: save vs. death once per round or suffocate).

Old Streamlet, Blood Rill, and Cold Run merge here.

Cattle Trail and Cheese Lane meet here.

1109: A few stunted firs grow in these highlands. In this fir forest is a little campsite with 4 **bugbears** led by *Quiet Foot* belonging to the *Bear Teeth* band. 2 jewelry.

Heledd's Rill runs through here.

Old Cattle Way leads through here.

1110: Up in these drylands, a massive fortress built by giants long ago is home to the *Broken Spine* tribe. 50 **orcs** led by *Pie Finder* (HD 2) live here (HD 1 AC 6 1d6 F1 MV 12 ML 8 XP 100). Chests filled with polished, ancestral bones. 7000 silver coins. A pair of *nightvision goggles* (60ft). A suit of dwarven *plate armour cold resistance* +1 made with scales of the white dragon *Cold Tooth the Eternal*, forged by *Tórunn Axesmasher of Thunderlight*. The fortress is guarded by 3 **boars** (HD 3+1 AC 6 1d8 F1 MV 15 ML 9 XP 300). *Pie Finder* is a famous sword smith in the *Wicked Rank Biter* tradition.



1201: The air up here is cold. You can see the Dire Peaks looming up ahead. Small canyons and giant boulders provide shelter from the icy wind. 2 **giant apes** led by *Roundfist* live here (HD 3 AC 7 1d6/1d6 F3 MV 12 ML 5 XP 300). Hidden away and protected from the elements there is a small temple of Set. 5 jewelry.

1202: The green valley up here has some sheep and a **kid** called *Dirk* guarding them.

This is where the spring of Old Streamlet is.

1203: High up on a ridge is an old elven tower made of green glass, long abandoned.

Bone Rivulet starts here.

1204: This swamp is home to 22 **froglings** (HD 1 AC 7 1d6 F1 MV 4 ML 6 XP 100; *surprise* on 1–5 in 6; *jump* into combat for double damage; *swim*) led by *Long Tongue*, a priest of Tsathoggua: *lightning bolt* 2×/day (5d6, save vs. spells for half). The mud village built around the temple is guarded by 3 **giant toads** (HD 4+1 AC 7 1d6 + *swallow* F2 MV 3 ML 6 XP 400; human children, elves, halflings and dwarves are swallowed when hit: save vs. death once per round or suffocate).

Blood Rill, Old Streamlet, and Red Rindle merge here.

Crossing the canyon requires climbing gear.

1205: This bog is a labyrinth. You need a guide to find your way through it. If you don't, you will soon end up in the lands of the **witch** *Arddun*, the Mother, who is cursing sheep, cattle, and all the other tamed animals with the drowning sickness. HD 5 AC 6 1d6/1d6 F5 MV 15 ML 7 XP 500; on a 20: magic water fills victim's lung, save vs. death or drown; *beautiful* (until kissed), *charm male*, *kiss of mind control* (24h), *invisibility*, *turn to fog*, *curse of water lungs* (save vs. death or drown in 1d6 days). 7000 gold coins. 3 jewelry.

Blood Rill runs through here.

Crossing the canyon requires climbing gear.

1206: The firs cast long shadows in these lands. At the foot of Stone Hill, there is cave inhabited by 7 **trolls** led by *Stone* (HD 6+1 AC 4 1d6/1d6/1d10 F6 MV 12 ML 10 XP 600; *regenerate* unless burned or dissolved in acid).



There is a village of 185 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100). The grass covered longhouses are protected by 6 **war dogs** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200) and a ditch. There is small **keep**. The keep consists of a square tower three stories high, a stable, a kennel, and a little courtyard enclosed by a strong wall. Inside the wall is a wooden walkway that allows guards to look over the wall and shoot anybody approaching.

The **fighter** *Julie* (level 9) lives in the keep. An orcish *zweihänder* +1/+3 vs. city dwellers, in the *Two Handed Rank Ripper* tradition.

Their retainer is the **captain** *Samira-Mukaddes* (level 7). A potion of *invisibility* (20min, no attacks, foamy red). An elven *long bow* +1.

They are served by two acolytes. One is the **knight** *Joleen* (level 5). A potion of *silver tongue* (1h, everybody who hears your voice must save vs. spells or be *charmed*, sparkling rose, smelling like passion fruit). The other is the **necromancer** *Alicia* (level 2). A potion of *healing* (1d6+1, sparkling purple).

Luckily, no secret societies have established themselves, here.

Blood Rill flows through here.

Blood Rill has dug itself a deep gorge.

Fish Trail leads through here.

1207: A ruined tower standing on a small island in this swamp is home to the **ettin** called *Punch and Break*. 5000 silver coins. 5 gems.

Blood Rill, Black Rill, and Blue Creek merge here.

Crossing the canyon requires climbing gear.

Cattle Trail leads through here.

1208: This reed is home to a lot of birds. Those who know how to find it can gather Lunar Moss.

Heledd's Rill runs through here.

1209: The river widens here and forms a large swamp. You need a guide and boats in order to pass through. 5 **giant fish** can be seen below the surface (HD 2 AC 7 1d6 F1 MV 12 ML 8 XP 200).

Heledd's Rill and Bone Stream merge here.

Old Cattle Way goes through here.

1210: The river widens here and forms a large swamp. You need a guide and boats in order to pass through. A **giant fish** can be seen below the surface (HD 2 AC 7 1d6 F1 MV 12 ML 8 XP 200).

1301: The hill overlooking Deep Wood is the home of 7 **treants** led by *Oak Water* (HD 8 AC 2 2d6/2d6 F8 MV 6 ML 6 XP 800; *surprise* on 1–3 in 6; *animate trees* two trees each, using the same stats). They mostly stand around near the Black Mere.

Green Streamlet starts here.

1302: The upper valley is rocky and bare. Some boulders have been assembled into a crude stone tower inhabited by 5 **hill giants** led by *Elf Flattener* (HD 8 AC 4 2d6 F8 MV 12 ML 8 XP 800). 11000 silver coins. 9 gems. 11 jewelry.

This is where the spring of *Hilda's Rill* is.

1303: This reed is home to a lot of leeches. Those who know how to find it can gather Astral Fern.

Old Streamlet runs through here.

1304: This swamp is home to 33 **froglings** (HD 1 AC 7 1d6 F1 MV 4 ML 6 XP 100; *surprise* on 1–5 in 6; *jump* into combat for double damage; *swim*) led by *Big Tongue*, a priest of Tsathoggua: *lightning bolt* 2x/day (5d6, save vs. spells for half). The mud village built around the temple is guarded by 3 **giant toads** (HD 4+1 AC 7 1d6 + *swallow* F2 MV 3 ML 6 XP 400;

human children, elves, halflings and dwarves are swallowed when hit: save vs. death once per round or suffocate).

Old Streamlet and Bone Rivulet merge here.

1305: This is a fir forest. At dusk and dawn a pack of 14 **wolves** roam these lands (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200).

There is a thorp of 25 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100) led by *Tobias* the miller. The wooden houses are protected by 3 **war dogs** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200). 4000 silver coins. An elven *long sword* +1 with elven runes commemorating the slaying of the green dragon *Forest Death the Sly*.



Blood Rill flows through here.

Crossing the canyon requires climbing gear.

Fish Path starts here.

1306: 29 **dwarves** have set up a small logging community, here in Shadow Wood. They are led by *Edda Swordfriend* (level 8). The camp is defended by 3 **war bears** (HD 4 AC 4 1d4/1d4/1d6 + *hug* F2 MV 12 ML 5 XP 400; when both claws hit, their *bear hug* deals an extra 2d8). 1 jewelry. The *amulet of the luck stealer* allows you to borrow luck from a willing person near you: when rolling a d20, roll 2d20 and take the higher result, but the next time they need to roll a d20 in a similar situation, they roll 2d20 and take the lower result. A potion of *strength* (20min, strength 18, blue, black residue). An elven *long sword* +1 with elven runes naming its owner: *Star Flower*. A potion of *healing* (1d6+1, sparkling purple). The *flute of the naga*, summons the naga *Coral Death*, always ready to whisper and corrupt in your name (HD 9 AC 7 1d8+*poison* F18 MV 6; *fireball* (7d6) 3×/day; *charm person* at will; only harmed by magic or magic weapons); the flute's magic is lost when the naga is killed.



At the foot of a small hill, **Green Creek** makes its appearance.

Fish Path winds its way along these hills.

1307: This is a fir forest. At dusk and dawn a pack of 13 **wolves** roam these lands (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200).

There is a thorp of 10 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100) led by *Simon*, the owner of largest cow herd. The small stone huts are protected by 3 **war dogs** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200). 3000 gold coins. 3 jewelry.



Black Rill runs through here.

Cattle Trail, Fish Path, Fish Trail, and Sheep Trail meet here.

1308: The hill overlooking Shadow Wood is the home of 8 **treants** led by *Root Man* (HD 8 AC 2 2d6/2d6 F8 MV 6 ML 6 XP 800; *surprise* on 1-3 in 6; *animate trees* two trees each, using the same stats). They mostly stand around near the Secret Mere.

The spring of **Blue Creek** is a small pond beneath some trees.

1309: Small creeks have dug deep channels into Shadow Wood. The going is tough.

Bone Stream starts here.

1310: The firs cast long shadows in these lands. Sometimes you can see some deer.

There is a thorp of 30 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100) led by *Maximilian* the smith. The grass covered longhouses are protected by a **war dog** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200). 6000 gold coins.



Heledd's Rill runs through here.

Old Cattle Way and Old Sunken Way meet here.

1401: The forest is cold and dark, full of firs. Sometimes you can see an elk.

There is a thorp of 25 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100) led by *Ariel*, the owner of the most sheep. The mud huts are protected by a **war dog** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200). 4000 gold coins.



Hilda's Rill and Long Run merge here.

1402: On one of a ridge of the Bloodland hills stands a ruined fortress currently occupied by a **warlock** (HD 4 → 5d4 AC 4/2 1d6 M5 MV 12 ML 9 XP 500; *magic missile* (3×1d6+1); *shield* (reduces AC 9 to AC 4 in melee and AC 2 in ranged combat); *phantasmal force* (one or two of them use these illusions to split the party); *mirror image* (1d4 images to protect the caster); *lightning bolt* (5d6 damage, save vs. spells for half)) and his **giant scorpion** mount (HD 4 AC 2 1d10/1d10/1d4 + *poison* F2 MV 15 ML 11 XP 400). 4 gems.

The fortress and its surrounding land is ruled by the **medusa Snake Mother** (HD 4 AC 8 1d6 or *poison* F6 MV 9 ML 8 XP 400; *petrification*). The courtyard and rooms are full of her petrified victims and the bones of the dead. Silk curtains and some paintings on the walls. 10000 silver coins. 200 platinum coins. 3 jewelry. The *headband of karma* allows you to borrow luck from your future self: when rolling a d20, roll 2d20 and take the higher result, but before doing it again you need to pay your debt in a similar situation and roll 2d20 and take the lower result. The *club of the slayer* +1/+3 vs. giants, blessed by Marduk. A map to the hidden ancestral shrine of *Fox Anger* (in **1403**) with the promise of 2000 gold coins to be found.

This is where the spring of Long Run is.

1403: This swamp is home to 32 **froglings** (HD 1 AC 7 1d6 F1 MV 4 ML 6 XP 100; *surprise* on 1–5 in 6; *jump* into combat for double damage; *swim*) led by *Wonder Tongue*, a priest of Tsathoggua: *lightning bolt* 2×/day (5d6, save vs. spells for half). The mud village built around the temple is guarded by 4 **giant toads** (HD 4+1 AC 7 1d6 + *swallow* F2 MV 3 ML 6 XP 400; human children, elves, halfgiants and dwarves are swallowed when hit: save vs. death once per round or suffocate).

This is where the spring of Green Rivulet is.

1404: Shadow Wood covers a few hills, here. One one them is inhabited by an **ogre** called *Club* leading 5 more **ogres** and 40 **orcs** of the *Broken Gore Biting* tribe (HD 1 AC 6 1d6 F1 MV 12 ML 8 XP 100) (HD 4+1 AC 5 1d10 F4 MV 9 ML 10 XP 400).

Green Rivulet starts here.

1405: 2 very polite **turtle people** led by *Calm* live here (HD 3 AC 2 1d8 F3 MV 6 ML 8 XP 300; *two attacks* when damaged).

Blood Rill, Green Rivulet, Alec's Waters, Green Creek, and Blue Stream merge here.

Crossing the canyon requires climbing gear.

1406: High up on a ridge is an old elven tower made of green glass, long abandoned.

At the foot of a small hill, Alec's Waters makes its appearance.

Sheep Trail goes through here.

1407: The upper valley is rocky and bare. Some boulders have been assembled into a crude stone tower inhabited by 4 **hill giants** led by *Elf Thrower* (HD 8 AC 4 2d6 F8 MV 12 ML 8 XP 800). 7000 gold coins. A suit of dwarven *plate armour +2* with dwarven runes commemorating the slaying of the red dragon *Red End of the Deeps*.

Black Rill starts here.

1408: High up on a ridge is an old elven tower made of green glass, now inhabited by a **white dragon** called *Hail End the Eternal* (HD 6 AC 3 1d4/1d4/2d8 F6 MV 24 ML 8 XP 600; *ice* (as much as the dragon has hp left, save vs. dragon breath for half)). 1200 platinum coins. 60 jewelry. A potion of *silver tongue* (1h, everybody who hears your voice must save vs. spells or be *charmed*, sparkling rose, smelling like passion fruit). The *headband of karma* allows you to borrow luck from your future self: when rolling a d20, roll 2d20 and take the higher result, but before doing it again you need to pay your debt in a similar situation and roll 2d20 and take the lower result.

This is where the spring of Heledd's Rill is.

1409: On one of the islands of this swamp there is a huge mud mound. 23 **froglings** (HD 1 AC 7 1d6 F1 MV 4 ML 6 XP 100; *surprise* on 1-5 in 6; *jump* into combat for double damage; *swim*) led by *Far Eyes*, a priest of Tsathoggua: *lightning bolt 2x/day* (5d6, save vs. spells for half). The mud village built around the temple is guarded by spear traps.

Heledd's Rill runs through here.

1410: Small creeks have dug deep channels into Shadow Wood. The going is tough.

Old Sunken Way winds its way along these hills.

The spring of Isolda's Waters is a small pond beneath some trees.

1501: The river widens here and forms a large swamp. You need a guide and boats in order to pass through. 4 **giant fish** can be seen below the surface (HD 2 AC 7 1d6 F1 MV 12 ML 8 XP 200).

At the foot of a small hill, War Brooklet makes its appearance.

1502: On one of the islands of this swamp there is a huge mud mound. 29 **goblins** live here, led by *Wolf Rider* (HD 1-1 AC 6 1d6 F1 MV 6 ML 7 XP 100). The goblins have tamed 11 intelligent **giant wolves** (HD 4+1 AC 6 1d8 F2 MV 15 ML 8 XP 400). Goblins love to ride these into battle. 1000 silver coins. 500 platinum coins.

Green Brooklet runs through here.

1503: A ruined tower standing on a small island in this swamp is home to the **ettin** called *Club and Nail*.

Green Brooklet flows through here.

1504: Nothing but gray rocks up here in the mountains.

At the foot of a small hill, *Sulian's Streamlet* makes its appearance.

1505: 17 **dwarves** have set up a small logging community, here in Shadow Wood. They are led by *Ásmóthur Axemaster* (level 5). The camp is defended by 5 **war bears** (HD 4 AC 4 1d4/1d4/1d6 + *hug* F2 MV 12 ML 5 XP 400; when both claws hit, their *bear hug* deals an extra 2d8). 2 jewelry. A potion of *invisibility* (20min, no attacks, foamy red). A *ring of invisibility* which turns you invisible until you attempt to harm somebody.



The spring of *Blue Stream* is a small pond beneath some trees.

1506: This is a fir forest. Sometimes you can see some deer.

There is a thorp of 35 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100) led by *Selene* the smith. The thatched huts are protected by 3 **war dogs** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200). A potion of *fire belching* (20min, 3d6, save vs. dragon breath for half, sparkling purple).



Blood Rill and *Terric's Channel* merge here.

Sheep Trail starts here.

1507: In the old days, this bog was used to drown evil necromancers. At night, the **wight** Queen *Thyia* of *Yzarria* crawls out of a wet grave and roams the land in search of followers (HD 3 AC 5 *drain* F3 MV 9 ML 12 XP 300; only harmed by magic or magic weapons; immune to *sleep* and *charm*). 300 platinum coins.

The spring of *Terric's Channel* can be found between some boulders.

1508: There is a hidden meadow up here, protected by the Hungry Graves. A **gorgon** lives up here. A piece of the glacier has broken off and revealed an old temple of Thor, razed, defiled, and cursed with the presence of a gorgon. There are plenty of dead birds which have died due to the poisonous fumes. 200 platinum coins. 4 jewelry. A dwarven *shield +2* with dwarven runes commemorating the slaying of the white dragon *Cold Despair of the Thin Air*.

1509: On one of the islands of this swamp there is a huge mud mound. 37 **goblins** live here, led by *Man King* (HD 1-1 AC 6 1d6 F1 MV 6 ML 7 XP 100). The goblins have tamed 6 intelligent **giant wolves** (HD 4+1 AC 6 1d8 F2 MV 15 ML 8 XP 400). Goblins love to ride these into battle.

Heledd's Rill flows through here.

1510: Steep cliffs make progress practically impossible without climbing gear. Where the mountains touch the sky, where the ice king rules, there is an inscription on the rocks, each letter higher than three men standing on top of each other, proclaiming the power and glory of *Tariq the Cruel of Trazadan*, as well as the riches and treasures of Vatidiz the twice Righteous.

Old Sunken Way goes through here.

This is where the spring of Bone Runnel is.

1601: A ruined tower standing on a small island in this swamp is home to the **ettin** called *Punch and Break*.

Green Brooklet, Cold Rivulet, Reccared's Rill, and War Brooklet merge here.

1602: Up here in the mountains lies lake Blue Mere. 33 **nixies** led by *Dahlia* live here (HD 1 AC 7 1d4 F1 MV 12 ML 6 XP 100; *charm, water breathing*). 2000 gold coins.

The spring of Reccared's Rill is a small pond beneath some trees.

1603: This reed is home to a lot of eels. Those who know how to find it can gather Dream Lilies.

Green Brooklet flows through here.

1604: This reed is home to a lot of eels. Those who know how to find it can gather Blood Orchids.

Green Brooklet and Sulian's Streamlet merge here.

1605: In the old days, this bog was used to drown evil necromancers. At night, the **wight** Old *Thyia* of *Rajana* crawls out of a wet grave and roams the land in search of followers (HD 3 AC 5 *drain* F3 MV 9 ML 12 XP 300; only harmed by magic or magic weapons; immune to *sleep* and *charm*). 4 jewelry.

Long Rindle runs through here.

1606: On one of a ridge of the Fay Mound hills stands a ruined fortress currently occupied by 4 **warlocks** (HD 4 → 5d4 AC 4/2 1d6 M5 MV 12 ML 9 XP 500; *magic missile* (3×1d6+1); *shield* (reduces AC 9 to AC 4 in melee and AC 2 in ranged combat); *phantasmal force* (one or two of them use these illusions to split the party); *mirror image* (1d4 images to protect the caster); *lightning bolt* (5d6 damage, save vs. spells for half)) and their **giant scorpion** mounts (HD 4 AC 2 1d10/1d10/1d4 + *poison* F2 MV 15 ML 11 XP 400). 3000 gold coins. 6 gems.

The fortress and its surrounding land is ruled by the **medusa** *Snake Mistress* (HD 4 AC 8 1d6 or *poison* F6 MV 9 ML 8 XP 400; *petrification*). The courtyard and rooms are full of her petrified victims and the bones of the dead. Unused carpets rolled up and stacked up. 500 platinum coins. 5 jewelry.

The spring of Blood Rill can be found between some boulders.

1607: A **white dragon** called *Frost Tooth of the Top* lives in a ruined mountain fortress guarding the approaches to the Hungry Graves (HD 6 AC 3 1d4/1d4/2d8 F6 MV 24 ML 8 XP 600; *ice* (as much as the dragon has hp left, save vs. dragon breath for half)). 1500 platinum coins. A map to 10 jewels hidden in a secret compartment in the dwarven forge *Grind* (e.g. [1608](#)). A potion of *fire belching* (20min, 3d6, save vs. dragon breath for half, sparkling purple). A scroll of *bashing walls* (punch a hole 20m wide and deep into anything made of wood, earth or stone; living things, textiles, leather, metal, and all that are not affected).

1608: On one of the rock faces you can still see the markings of the old dwarf forge *Grind*. The ruin is full of broken machinery. In its depths, however, a **bronze golem** still wanders the halls (HD 10 AC 0 3d10 MV 12 ML 12 XP 1000; when dealing damage to a bronze golem with a melee weapon, save vs. death or suffer 2d6 damage from molten metal splashes).

The spring of Black Runnel is a small pond beneath some trees.

1609: On one of the islands of this swamp there is a huge mud mound. 20 **froglings** (HD 1 AC 7 1d6 F1 MV 4 ML 6 XP 100; *surprise* on 1–5 in 6; *jump* into combat for double damage; *swim*) led by *Wonder Lick*, a priest of Tsathoggua: *lightning bolt* 2*/day (5d6, save vs. spells for half). 1000 silver coins. 200 platinum coins. 2 gems. The mud village built around the temple is guarded by a **giant toad** (HD 4+1 AC 7 1d6 + *swallow* F2 MV 3 ML 6 XP 400; human children, elves, halflings and dwarves are swallowed when hit: save vs. death once per round or suffocate).

Black Runnel runs through here.

1610: The firs cast long shadows in these lands. At dusk and dawn, you can sometimes see a male **boar** seaching for food (HD 3+1 AC 6 1d8 F1 MV 15 ML 9 XP 300) (HD 3+1 AC 6 1d8 F1 MV 15 ML 9 XP 300).



There is a thorp of 15 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100) led by *Dora* the miller. The grass covered longhouses are protected by a **war dog** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200). 5000 gold coins. 5 jewelry. A map to 10 jewels hidden in a secret compartment in the dwarven forge *Grind* (e.g. [1608](#)).

Black Runnel, Bone Runnel, and Deian's Stream merge here.

Old Sunken Way starts here.

1701: On one of the islands of this swamp there is a huge mud mound. 30 **froglings** (HD 1 AC 7 1d6 F1 MV 4 ML 6 XP 100; *surprise* on 1–5 in 6; *jump* into combat for double damage; *swim*) led by *Long Lick*, a priest of Tsathoggua: *lightning bolt* 2*/day (5d6, save vs. spells for half). 6 gems. The mud village built around the temple is guarded by 2 **giant toads** (HD 4+1 AC 7 1d6 + *swallow* F2 MV 3 ML 6 XP 400; human children, elves, halflings and dwarves are swallowed when hit: save vs. death once per round or suffocate).

Cold Rivulet flows through here.

1702: A lake inhabited by 27 charming **nixies** (HD 1 AC 7 1d4 F1 MV 12 ML 6 XP 100; *charm*, *water breathing*) and the same number of **giant fish** (HD 2 AC 7 1d6 F1 MV 12 ML 8 XP 200) guarding their sea weed garden.

Cold Rivulet flows through here.

1703: A **white dragon** called *Snow End the Sleeper* lives in a ruined mountain fortress guarding the approaches to the Mourning Peaks (HD 6 AC 3 1d4/1d4/2d8 F6 MV 24 ML 8 XP 600; *ice* (as much as the dragon has hp left, save vs. dragon breath for half)). 1000 platinum coins. A black *plate armour of the dark lord* + 2, giving your voice a magical force, if you are not attacking: the person addressed must save vs. spells or obey a one-word command, if they understand.

1704: Steep cliffs make progress practically impossible without climbing gear. In the middle of a sheer cliff, only reachable by flight, there is an inscription on the rocks, each letter higher than three men standing on top of each other, proclaiming the power and glory of King *Kyran* of *Zerrin*, as well as the riches and treasures of Idiz of the Shining Gardens.

Green Brooklet starts here.

1705: The river widens here and forms a large swamp. You need a guide and boats in order to pass through. 6 **giant fish** can be seen below the surface (HD 2 AC 7 1d6 F1 MV 12 ML 8 XP 200).

The spring of Long Rindle is a small pond beneath some trees.

1706: The river widens here and forms a large swamp. You need a guide and boats in order to pass through. 2 **giant fish** can be seen below the surface (HD 2 AC 7 1d6 F1 MV 12 ML 8 XP 200).

Long Rindle and Blood Runnel merge here.

1707: 3 very polite **turtle people** led by *Patience* live here (HD 3 AC 2 1d8 F3 MV 6 ML 8 XP 300; *two attacks* when damaged).

Blood Runnel starts here.

1708: The air up here is cold. You can see the Hungry Graves looming up ahead. Small canyons and giant boulders provide shelter from the icy wind. 19 **giant apes** led by *Ironfist* live here (HD 3 AC 7 1d6/1d6 F3 MV 12 ML 5 XP 300). Hidden away and protected from the elements there is a small temple of Hel.

1709: These mountains are called the Hungry Graves. A glacier fills the gap between these mountains.

1710: This reed is home to a lot of leeches. Those who know how to find it can gather Fey Lilies.

This is where the spring of *Deian's Stream* is.

1801: High up on a ridge is an old elven tower made of green glass, currently the home of a **gargoyle** named *Dark* (HD 4 AC 5 1d4/1d4/1d6 F8 MV 15 ML 11 XP 400; only harmed by magic or magic weapons).

At the foot of a small hill, *Cold Rivulet* makes its appearance.

1802: The snow fields beneath the Mourning Peaks are impossible to cross without skis.

1803: These mountains are called the Mourning Peaks. The passes need a local guide to cross. There is a dwarven forge called *Great Sky* up here. This is a small forge. 22 **dwarves** live and work here led by *Torligur Plateeater* (level 5). A few nice carpets cover the floor. 10000 gold coins. A **potion of cold resistance** (1h, dark blue).



1804: The river widens here and forms a large swamp. You need a guide and boats in order to pass through. 2 **giant fish** can be seen below the surface (HD 2 AC 7 1d6 F1 MV 12 ML 8 XP 200).

This is where the spring of **Brown Channel** is.

1805: On one of the islands of this swamp there is a huge mud mound. 19 **froglings** (HD 1 AC 7 1d6 F1 MV 4 ML 6 XP 100; *surprise* on 1–5 in 6; *jump* into combat for double damage; *swim*) led by *Far Tongue*, a priest of Tsathoggua: *lightning bolt* 2×/day (5d6, save vs. spells for half). 1000 gold coins. The mud village built around the temple is guarded by spear traps.

Long Rindle, **War Rivulet**, **Deep Runnel**, and **Brown Channel** merge here.

1806: High up on a ridge is an old elven tower made of green glass, and at the very top there is a lair of 9 very protective **griffons** (HD 4+1 AC 6 1d6/1d6/1d8 F4 MV 24 ML 10 XP 400).

War Rivulet starts here.

1807: The upper valley is rocky and bare. Some boulders have been assembled into a crude stone tower inhabited by 8 **hill giants** led by *Rock Flattener* (HD 8 AC 4 2d6 F8 MV 12 ML 8 XP 800). 5000 gold coins. 10 gems. 10 jewelry. A scroll of *piercing steel* (sudden growth of a permanent iron spike 5m high, 4d6, save vs. spells for half).

This is where the spring of **Blue Stream** is.

1808: One of the hills has an old lookout from which you can see most of the Dark Wood.

War Rindle starts here.

1809: This reed is home to a lot of mosquitoes. Those who know how to find it can gather Dream Moss.

The spring of **Dyddgu's Brook** can be found between some boulders.

1810: The hill overlooking Dark Wood is the home of 2 **treants** led by *Root Water* (HD 8 AC 2 2d6/2d6 F8 MV 6 ML 6 XP 800; *surprise* on 1–3 in 6; *animate trees* two trees each, using the same stats). They mostly stand around near the Black Mere.

This is where the spring of **Battle Brooklet** is.

1901: The green valley up here has some sheep and a **kid** called *Keg* guarding them.

The spring of **War Streamlet** is a small pond beneath some trees.

1902: On one of a ridge of the Wind Mound hills stands a ruined fortress currently occupied by 5 **warlocks** (HD 4 → 5d4 AC 4/2 1d6 M5 MV 12 ML 9 XP 500; *magic missile* (3×1d6+1); *shield* (reduces AC 9 to AC 4 in melee and AC 2 in ranged combat); *phantasmal force* (one or two of

them use these illusions to split the party); *mirror image* (1d4 images to protect the caster); *lightning bolt* (5d6 damage, save vs. spells for half) and their **giant scorpion** mounts (HD 4 AC 2 1d10/1d10/1d4 + *poison* F2 MV 15 ML 11 XP 400). 5000 gold coins.

The fortress and its surrounding land is ruled by the **medusa Cold Mistress** (HD 4 AC 8 1d6 or *poison* F6 MV 9 ML 8 XP 400; *petrification*). The courtyard and rooms are full of her petrified victims and the bones of the dead. Silk curtains and some paintings on the walls.

At the foot of a small hill, **Old Brook** makes its appearance.

1903: On one of the rock faces you can still see the markings of the old dwarf forge *Great Grimm*. The ruin has been settled by the *Broken Corpse Defiler* tribe. 40 **orcs** led by *Sword Maker* (HD 7) live here (HD 1 AC 6 1d6 F1 MV 12 ML 8 XP 100). A mix between a forge and an alchemy lab: stuffed lizards, skulls, garlic, but also an anvil, a hammer, sacks of coal. 4000 silver coins. A scroll of *bashing walls* (punch a hole 20m wide and deep into anything made of wood, earth or stone; living things, textiles, leather, metal, and all that are not affected). The dwarven hammer *Ironslayer* +1/+3 vs. armoured foes, made by the legendary *Sunnvá Hammereater of Skyeater*.



At the foot of a small hill, **Deep Brooklet** makes its appearance.

1904: The snow fields beneath the Mourning Peaks are impossible to cross without skis.

1905: High up on a ridge is an old elven tower made of green glass, now inhabited by a **white dragon** called *Deep Death of the Glacier* (HD 6 AC 3 1d4/1d4/2d8 F6 MV 24 ML 8 XP 600; *ice* (as much as the dragon has hp left, save vs. dragon breath for half)). 60000 gold coins. 2200 platinum coins. 60 gems. 60 jewelry. The long sword *Razorblade* +1/+3 vs. spell casters, forged by ancient machines in the *Philosophers' War*.

This is where the spring of **Deep Runnel** is.

1906: The river widens here and forms a large swamp. You need a guide and boats in order to pass through. 7 **giant fish** can be seen below the surface (HD 2 AC 7 1d6 F1 MV 12 ML 8 XP 200).

Long Rindle and Red Stream merge here.

1907: The hill overlooking Dark Wood is the home of 5 **treants** led by *Root Man* (HD 8 AC 2 2d6/2d6 F8 MV 6 ML 6 XP 800; *surprise* on 1-3 in 6; *animate trees* two trees each, using the same stats). They mostly stand around near the Secret Mere.

This is where the spring of **Deep Creek** is.

1908: 4 very polite **turtle people** led by *Patience* live here (HD 3 AC 2 1d8 F3 MV 6 ML 8 XP 300; *two attacks* when damaged). 3000 silver coins. 4 gems.

Loud Creek, **Blue Stream**, **War Rindle**, and **Deep Creek** merge here.

Loud Creek has dug itself a deep gorge.

1909: On one of a ridge of the Cursed Mound hills stands a ruined fortress currently occupied by 6 **warlocks** (HD 4 → 5d4 AC 4/2 1d6 M5 MV 12 ML 9 XP 500; *magic missile* (3×1d6+1); *shield* (reduces AC 9 to AC 4 in melee and AC 2 in ranged combat); *phantasmal force* (one or two of

them use these illusions to split the party); *mirror image* (1d4 images to protect the caster); *lightning bolt* (5d6 damage, save vs. spells for half)) and their **giant scorpion** mounts (HD 4 AC 2 1d10/1d10/1d4 + *poison* F2 MV 15 ML 11 XP 400). 1000 gold coins.

The fortress and its surrounding land is ruled by the **medusa Cold Lady** (HD 4 AC 8 1d6 or *poison* F6 MV 9 ML 8 XP 400; *petrification*). The courtyard and rooms are full of her petrified victims and the bones of the dead. Silk curtains and some paintings on the walls. 100 platinum coins. 6 jewelry.

This is where the spring of Loud Creek is.

1910: Dark Wood covers a few hills, here. One one them is inhabited by an **ogre mage** called *Flying Lord* (HD 6+1 AC 5 1d10 + 1d6 *fire* F6 MV 9 ML 10 XP 600; *fog*; *invisibility*; *snow storm* 3×/day for 6d6 damage up to 30ft., save vs. spells for half) leading 3 more **ogres** (HD 4+1 AC 5 1d10 F4 MV 9 ML 10 XP 400). 6000 gold coins. 2 gems.

Dyddgu's Brook starts here.

2001: The firs cast long shadows in these lands. Sometimes you can see an elk.

There is a thorp of 20 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100) led by *Alea*, the owner of largest cow herd. The wooden houses are protected by 6 **war dogs** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200). 5 gems.



Deep Brooklet, War Streamlet, and Old Brook merge here.

2002: A ruined tower standing on a small island in this swamp is home to the **ettin** called *Smasher and Gnawer*.

Deep Brooklet runs through here.

2003: A ruined tower standing on a small island in this swamp is home to the **ettin** called *Club and Nail*. 8000 silver coins. 6 gems.

Deep Brooklet flows through here.

2004: The upper valley is rocky and bare. Some boulders have been assembled into a crude stone tower inhabited 5 **hill giants** led by *Dwarf Squisher* (HD 8 AC 4 2d6 F8 MV 12 ML 8 XP 800). 100 platinum coins. 15 gems. 8 jewelry. A prayer of *summoning* (a plague of **poisonous frogs** boiling up from lakes and ponds or raining down from the heavens; anybody caught in a storm of poisonous frogs must save vs. poison or die).

The spring of Red Stream is a small pond beneath some trees.

2005: On one of the islands of this swamp there is a huge mud mound. 37 **goblins** live here, led by *Beetle Rider* (HD 1-1 AC 6 1d6 F1 MV 6 ML 7 XP 100). The goblins have tamed 7 intelligent **giant wolves** (HD 4+1 AC 6 1d8 F2 MV 15 ML 8 XP 400). Goblins love to ride these into battle.

Red Stream runs through here.

2006: On one of the islands of this swamp there is a huge mud mound. 31 **goblins** live here, led by *Man Impaler* (HD 1-1 AC 6 1d6 F1 MV 6 ML 7 XP 100). The goblins have tamed 10

intelligent **giant wolves** (HD 4+1 AC 6 1d8 F2 MV 15 ML 8 XP 400). Goblins love to ride these into battle.

Long Rindle flows through here.

2007: It's colder up here and the forest is dominated by firs. Sometimes you can see an elk.

There is a thorp of 25 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100) led by *Nikola* the miller. The thatched huts are protected by sharpened stakes.



Loud Creek flows through here.

Crossing the canyon requires climbing gear.

This is the beginning of Old Shady Track.

2008: 24 **dwarves** have set up a small logging community, here in Dark Wood. They are led by *Yngvi Axefriend* (level 3). The camp is defended by a **war bear** (HD 4 AC 4 1d4/1d4/1d6 + *hug* F2 MV 12 ML 5 XP 400; when both claws hit, their *bear hug* deals an extra 2d8).



The spring of Old Channel is a small pond beneath some trees.

Old Shady Track hugs the hills.

2009: This is a fir forest. Sometimes you can see some deer.

There is a thorp of 15 **humans** (HD 1 Def 0 1d4 Save 5 MV 12 ML 7 XP 100) led by *Arya* the smith. The small stone huts are protected by 2 **war dogs** (HD 2+1 Def 2 1d6 F1 MV 18 ML 6 XP 200).



Dyddgu's Brook and Old Channel merge here.

Old Shady Track starts here.

2010: The Fay Mound hills are dry and forbidding. The only animals you can see are some **goats**.

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