

Active Files

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59

81: [CASTLE RA'GAN](#) [ruined castle]

TYPE: Shell Keep

DECAY: Somewhat moldy

Size & Shape: Small Walled Keep

Sight: Hill atop grassy plain, treeline to north & south

Hearing: Birds flutter & vermin scratch

Smell: Mold, mildew

Feeling: Mournful, nostalgic

MAIN AREA: In need of major repair

SECONDARY AREA: Good condition, some age

Monsters: Wild Mutant, Infestation

Treasure: None

Special: None

The manor of the [Village of Ra'Gan](#), once a human settlement with at least some promise, now collapsed into ruin and taken by the Wilds.

88: [THE BLACK SANCTUARY OF AKHOM THE CRASS](#)

Size & Shape: Small, squat, round

Sight: Illusory corpses & ravens feeding surround tower

Hearing: Crunching bone and rending flesh

Smell: Rotting flesh (illusory)

Feeling: Revulsion, Tension

Major Monsters: 2 Whyspers; Akhom the Crass (MU 9); Trapped Vampire;

Surrounded by miles of hostile architecture and dire warnings in multiple languages.

90: SHRINKING BANK [ruined village]

SIZE: Small Village

DECAY: Severely Sunken; Covered in rocks, grass

DEFENSES: Wooden Palisade, Mercenaries (slaughtered), Physical Camouflage

NEARBY THREATS: Wizard Tower ([#59-88](#): The Black Sanctuary of Akhom the Crass)

Monsters: Giant Lizards, Overrun

Treasure:

Special:

{flavor text}

60

62: HAVEN THICKET [camp]

SIZE: 108 (Huge Camp)

- 67 Men
- 28 Women
- 13 Children

TYPE: Outlaw

LAYOUT: Radial

STATUS: In-Use

RESOURCES: Creek; Nearby game; cow chips

NOTEWORTHY: Shrine to Fire

DEFENSES: Sentry Constructs, Physical Camouflage

ISSUES: Vagrancy, Minor

NEARBY THREATS: Broken Ones, Roaming

DAY WATCH: 23m/4xF1

NIGHT WATCH: 15m/3xF1

ARMS: Longsword, Shortbow

Recently attacked by men ([#61-67](#)). Supported by raids or other incursions. Led by an authoritarian leader.

77: MANTICORE ROCK [lair]

TYPE: Ledge

INHABITANTS: 3 Manticores

Treasure: DDD

{flavor text}

61

65: FIRE BEETLE CHASM [lair]

TYPE: Crevasse

INHABITANTS: 11 Fire Beetles

Treasure: --

{flavor text}

67: EPHEMERAL BLUFF [camp]

SIZE: 90 (Large Camp)

- 44 Men
- 24 Women
- 6 Children

TYPE: Outlaw

LAYOUT: Nested

STATUS: In-Use by people.

RESOURCES: Small creek nearby; no fish/game or wood. Honey from Killer Bees.

NOTEWORTHY: Training Grounds

DEFENSES: Double Wooden Palisade; Highly Trained; Trained Beasts (*Killer Bee*)

ISSUES: Theft, Severe

NEARBY THREATS: Fire Beetles (#61-65)

DAY WATCH: 11m/3xF1

NIGHT WATCH: 13m/3xF1

ARMS: Broadswords

Supported by raids or other incursions. Led by republic.

70: OLD SARUM CASTLE [ruined castle]

TYPE: Concentric (7 Castles)

DECAY: Slightly Sunken, Collapsed, and Covered in Rubble

Size & Shape:

Sight:

Hearing:

Smell:

Feeling:

MAIN AREA: In need of major repair

SECONDARY AREA: Well-Worn

Monsters: Harpies

Treasure: C

Special:

{flavor text}

63

89: TORQUIN [ruined village]

SIZE: Small Town - Medium

DEFENSES: Guard Towers, Defensive Traps

NEARBY THREATS: Ogres, Raiding

Monsters: Ghouls

Treasure:

Special:

{flavor text}

64

64: HIK VUKKHRUYSZOMOL TALMSZO [ruin]

"The Blue Crypt"

TYPE: Tomb

DECAY: Noticeably covered in vines/rocks, noticeably moldy/contaminated

Size & Shape:

Sight:

Hearing:

Smell:

Feeling:

Monsters: Undead

Treasure:

Special:

77: LEPROUS HOVEL [ruin]

Type: Hovel

Size & Shape: Small, round, single room.

Sight: Light leaking through cracks in roof; black stains on walls.

Hearing: Low, consistent hum

Smell: Active decomposition; fermenting offal

Feeling: Revulsion; Nausea

Monsters: 14 [Bile Flies \(Wild\)](#) consuming the bodies of 3 Giant Rats.

Treasure: 2 pieces of jewelry, each worth about 300gp.

Special: Spending more than 1 hour inside requires successful save vs Disease or contract leprosy (*Skin: Severe, Joint: Mild, Muscle: Mild; Non-Fatal, Normal Incubation*).

81: THE SORCEROUS CITADEL OF ODDA THE ERRATIC [tower]

Size & Shape: Enormous, Tall, Octagonal

Sight: Corpses on stakes near entrance

Hearing: Laughter, Cheers, Mad Gibbering, Screams

Smell: Stale beer & ale, old feces

Feeling: Helplessness, awe, fear

THEME: Things Man Was Not Meant To Know

FOREBODING:

AESTHETIC: Neo-Gothic

LEVELS: 6

- a. Private Chambers
- b. Library
- c. Cages & Holding Pens (Humans & Animals)
- d. Scrying Chambers
- e. Henchmens' Quarters
- f. Observatory

PROTECTION: Haunting (Spectral Footsteps, Misleading); Sphinx

Monsters: Odda the Erratic; Henchmen; Sphinx

Treasure:

Special:

Surrounded by miles of hostile architecture and dire warnings in multiple languages. {flavor text}

65

75: RAZED GIL'EAD [ruined city]

SIZE: Large Town

DECAY: Severely Burned

DEFENSES: Guard Towers, Activated Constructs, Magical Wards, City Walls

NEARBY THREATS: Wolves, Roaming

Monsters: Strigoi, Infestation

Treasure:

Special:

{flavor text}

92: SOUTHERN BUNKER [ruin]

TYPE: Bunker

DECAY: Moderately Collapsed

Size & Shape:

Sight:

Hearing:

Smell:

Feeling:

Inhabitants: Dwarves

Treasure:

Special:

66

85: WIDOW'S WEB [lair]

TYPE: Dungeon (Burrow)

INHABITANTS: 3 Giant Black Widow Spiders

Treasure: U

87: TWILIGHT ASCENT [camp]

SIZE: -- (Medium Camp)

TYPE: Trading Post

LAYOUT: Haphazard

STATUS: Abandoned, Recent

RESOURCES: None.

NOTEWORTHY: Training Grounds

DEFENSES: Wooden Palisade, Guard Towers

NEARBY THREATS: Giant Beetles (Fire) (#66-85)

MAP: [gdrive](#)

Nothing remains but scattered adirondack cabins, early-morning fog, and the howling nightly winds. Rough log benches surround a meeting area with a smashed podium. Fragrant wildflowers grow unhindered.

67

78: GRANITE BLUFF [village]

GOVERNMENT: Tri-Theocracy (Orders of the Sages, Cathars, and Veil)

POPULATION: 1450 (Small Town)

REACTION: Grumpy near outsiders

ECONOMIC OUTLOOK: Inflationary

PRICES & TAXES: Low

DEFENSES: Defensive Traps; Activated & Sentry Constructs; Guard Towers;

ISSUES: Drunkards, Minor; Beggars, Moderate

NEARBY THREATS: Wizard Tower (#64-91)

DAY WATCH: C5/F2/5m

NIGHT WATCH: C5/F6/10m

ARMS: Flail, Lt. Crossbow

Settled 297 CE.

68

62: SECLUDED STRONGHOLD OF AINILF THE MAD [tower]

Size & Shape: Short, Fat, Round

Sight: Cracked stone, ivy, archer slits, massive stone spikes, lighting

Hearing: Thunder

Smell: Unwashed Body, Stale Books

Feeling: Cold driving rain, crunch of glass underfoot, dread

THEME: Seances

FOREBODING: Storm continually rages in this hex.

AESTHETIC: Baroque

LEVELS: 3

a. Private Chambers

b. Library

c. Laboratory

PROTECTION: Enslaved Humanoids (*Gellermen*)

Monsters: Ainulf the Mad (MU9), 16 Gellerman

Treasure: ACCD

Special: Magical wards, defensive traps

Surrounded by miles of hostile architecture and dire warnings in multiple languages. The yelping of the gellermen can be heard from a mile away. 1/6 chance to encounter gellerman patrol.

71: DRIPPINGLAMP [village]

GOVERNMENT: Kleptocracy

POPULATION: 100 (Medium Village)

REACTION: Alarmed by outsiders

ECONOMIC OUTLOOK: Expanding

PRICES & TAXES: Low

DEFENSES:

ISSUES: Corruption, Moderate

NEARBY THREATS: Ghouls, Roaming; Disease, Contained (2/3 chance to spread daily)

DAY WATCH: F2/5m

NIGHT WATCH: F6/11m

ARMS: Broadswords

Settled 283 CE by bandits.

69

89: NORTHERN BUNKER [ruin]

TYPE: Bunker

DECAY: Slightly sunken
INHABITANTS: Dwarves

70

91: NESTED OUTCROPPING [lair]

TYPE: Ledge
INHABITANT: 1 Roc

Treasure: 8 Jewelries (2,400gp)

71

85: BLACKRAGE OUTPOST [settlement]

SIZE: 31 (Small Hamlet)
TYPE: Seekers' (*Blackrage*)
LAYOUT: Haphazard
STATUS: In-use by people.
RESOURCES: Small creek, but no game/fish or wood.
NOTEWORTHY: Communal cooking space

DEFENSES: Wooden Palisade, Natural Barriers, Magical Wards

ISSUES: Feuding, minor

NEARBY THREATS: Kobolds, Nomadic

DAY WATCH: 15m/3xF1

NIGHT WATCH: 12m/3xF1

ARMS: Longsword, Light Crossbow

PARTIES: Banner of Duncham; Haphet's Band

MAP: [gdrive](#)

{flavor text}

72

74: GOSSAMER HAVEN [camp]

SIZE: 17 (Small Camp)

- 7 Men
- 7 Women

- 3 Children

TYPE: Domestic

LAYOUT: Divided by Occupation

STATUS: In-use

RESOURCES: Creek, Game; Good Wood

NOTEWORTHY: Large green meadow

MAP: [gdrive](#)

DEFENSES: Guard Towers, Trained Beasts (*Wolf*)

ISSUES: Prostitution, Minor

NEARBY THREATS: Broken Ones, Roaming

DAY WATCH: 1m

NIGHT WATCH: 2m

ARMS: Mace, Halberd (1/ea in whole camp)

Supported by caravans from Endon (#80/81-72). Led by republic. The moon has a particularly beautiful glow, hanging low and shining bright all night. One man is having affairs with two other mens' wives.

79: [DOLE COLONY](#) [village]

GOVERNMENT: Gerontocracy

POPULATION: 4,300 (Large Town)

REACTION: Resentful towards outsiders (-3)

ECONOMIC OUTLOOK: Inflationary

PRICES & TAXES: Average

DEFENSES:

ISSUES: Disease, Widespread (*Blood, Mild; Heart, Mild; Resp., Mild; Norm. Inc.; Transm. [2/6]*)

NEARBY THREATS: Manticore (#76-81)

DAY WATCH: C4/F1/3m

NIGHT WATCH: C4/F4/10m

ARMS: Longsword, Light Crossbow

{flavor text}

[91: OVERTURNED CARAVAN](#) [lair]

TYPE: Caravan

INHABITANTS: 7 Giant Lizards (*Horned ChameLeon*)

MAP: [gdrive](#)

Treasure: Spices, Exotic (200lb, 91% Value)

The bones of the former crew have been picked clean, and the wood of the wagon is scorched in an odd pattern.

This caravan got hopelessly lost en route from Radiant Horizon (#74-80) to Endon, and was waylaid. Their disappearance spurred the creation of a trail back to Dole Colony (#72-91).

73

69: BREEZE ENCLAVE [camp]

SIZE: 22 (Small Camp)

- 10 Men
- 8 Women
- 6 Children

TYPE: Outlaw

STATUS: In-Use

RESOURCES: Creek, Fish; Good Wood

NOTEWORTHY: Hidden Tunnels

MAP: [gdrive](#)

DEFENSES: Double wooden palisade

ISSUES: Feuding, Minor

NEARBY THREATS: Broken Ones, Roaming

DAY WATCH: 2m

NIGHT WATCH: 3m

ARMS: Short Sword, Spear

Recently attacked by Broken Ones. Supported by raids or other incursions. Led by democracy.

72: Brighton Keep

A few dozen yards downstream from where the road crosses a fjord in this river, there is a small rut of cartwheels cut through the foliage. It leads to [\(68-71\): Drippinglamp](#).

Proceeding onward past the river leads to [Brighton Keep](#), a newly-constructed estate granted to House Brighton for outstanding service to the City after they recently helped it to evade a second Famine.

74

81: RADIANT HORIZON [camp]

SIZE: 34 (Small Camp)

- 8 Men
- 10 Women
- 2 Children
- 14 Mercenaries

TYPE: Domestic

LAYOUT: Circular

STATUS: In-Use

RESOURCES: None.

NOTEWORTHY: Community telescope with cracked lens. *Can view bright-purple planet in night sky.*

MAP: [gdrive](#)

DEFENSES: Mercenaries; Wooden Palisade

ISSUES: Prostitution, Minor

NEARBY THREATS: Manticore (#76-81)

DAY WATCH: 2m/3xF1

NIGHT WATCH: 5m/3xF1

ARMS: Broadsword, Spear

Regular barter with 72-79. Led by oligarchy.

75

66: KOBOLD KASTLE [lair]

TYPE: Citadel (Keep, 4x Tower, Outer Wall)

INHABITANTS: 260 Kobolds

- 109 Fighters (22 Hunting, 10% Chance to Return); 52 Archers (30 Hunting)
- 31 Children; 68 Women

Treasure: 4000cp (111gp, 4cp)

68: Caves of Chaos

See [B2 The Keep on the Borderlands \(Basic\).pdf](#)

76

81: MANTICORE CHASM [lair]

TYPE: Crevasse

INHABITANTS: Manticore

Treasure:

77

[79: COLLAPSED LOTHAREN](#) [ruins]

TYPE: Hamlet

DECAY: Slightly collapsed

INHABITANTS: Chimera, nuisance

OTHER: Entrance to dungeon in Meeting Hall.

78

83: CHIPMILL [village]

GOVERNMENT: Democracy

POPULATION: 65 (Small Village)

REACTION: Restless near outsiders

ECONOMIC OUTLOOK: Expanding

PRICES & TAXES: Low

ISSUES: Fire, Widespread (2/6 chance to spread hourly)

NEARBY THREATS: Manticore (#76-91)

DAY WATCH: C4/F4/5m

NIGHT WATCH: C5/F6/12m

ARMS: Mace, Shield

Pinnacle-era Dwarven refuge, safe from Wild collapse due to low thaumic signature and Orthodoxy rite. Unknown-of by Endoni forces.

79

[74: FALLEN TOWER OF GELIMER THE HAUGHTY](#) [ruin]- entrance to dungeon

Size & Shape: Tall, thin, octagonal.

Sight: Massive stone spikes, warnings in all languages.

Hearing: Dead silence.

Feeling: Field of broken glass crunch under foot. Dread.

Monsters: Animals (random); Nothic (1 - *formerly Gelimer the Haughty, Human Magic-User 7*)

Treasure:

- 2x Illusionist Scroll (*Invisibility 10' Radius, False Aura*);
- 4x Magic-User Scroll (*Wizard Lock, Charm Person, Locate Object x 2*);
- 4x Cleric Scroll (*Speak w. Animals, Silence 15' Radius, Detect Evil, Cure Lt. Wounds*)

Special: Heavily-trapped. Contains entrance to dungeon in stairwell (concealed), as well as secret entrance to dungeon under hill.

Map: Ruins J8

91: DESECRATED SHRINE OF KNOWLEDGE [ruin]

TYPE: Shrine to Air

DECAY: Slightly Sunken, Collapsed, and Covered in Rubble

Size & Shape:

Sight:

Hearing:

Smell:

Feeling:

Monsters: Giant Flame Lizards, Infestation

Treasure: BL

Special:

{flavor text}

80

77: [lair]

86: SERENITY ZENITH [camp]

SIZE: -- (Small Camp)

TYPE: Seekers' (Moonsyell)

LAYOUT: Aligned along water line

STATUS: Abandoned, Recent

RESOURCES: Small creek; No game/fish; No wood

NOTEWORTHY: Notice board with announcements and open claims.

DEFENSES: Guard Towers

NEARBY THREATS: Ettin (#80-99)

Some supplies remain. Abandoned, weathered journal detailing past events.
Crumbling pathways, overgrown with grass.

89: ETTIN CAVE [lair]

TYPE: Limestone

ENTRANCE: 7' Weathering Pan

INHABITANTS: Ettin

Treasure: C

96: CASTLE HIKONE [ruined castle]

TYPE: Shell Keep, 5 Rings

DECAY: Moderately Covered in Rubble

Size & Shape:

Sight:

Hearing:

Smell:

Feeling:

MAIN AREA: In need of major repair

SECONDARY AREA: In need of minor repair

Monsters: Chimera, Infestation

Treasure:

Special:

{flavor text}

80/81-72: ENDON

81

62: GREYSHROUD LISTENING POST [camp]

SIZE: 11 (Tiny Camp)

TYPE: Seekers' (Greyshtroud)

LAYOUT: Central Hub

STATUS: In-use by people.

RESOURCES: Pond; game/fish nearby; only green wood for fire.

NOTEWORTHY: Leaders' tent distinguishable by flag.

PARTIES: Five Pikes & A Rose

DEFENSES: Activated Constructs, Defensive Traps

NEARBY THREATS: Troglydtes (#83-61)

DAY WATCH: F6, MU5, C6

NIGHT WATCH: T6, F5, C5

Supported by caravans from Endon (#80/81-72). Led by council. {flavor text}

Jyurshen Morbenk (F6) - Party Leader - Dwarf Miner.

_____ (F5)

_____ (MU5)

_____ (C6)

_____ (C5)

_____ (T6)

64: TORCHED HAMLET [ruins]

TYPE: Hamlet

DECAY: Moderately burned

Size & Shape:

Sight:

Hearing:

Smell:

Feeling:

Monsters: 7 Fireflights

Treasure: CCC

Special:

{flavor text}

82

65: DEPTHLESS MINE

TYPE: Abandoned Mine

ENTRANCE: 5' Arch

OTHER: Dungeon Level 1

{flavor text}

78: MONUMENT TO OZYMANDIAS [monument]

A large stone pedestal with a pair of sandaled feet upon it, overlooking the Southern River. The rest of the statue's body is missing, due to weathering, vandalism, or a combination of both. An inscription reads, in Dwarven:

“My name is Ozymandias, King of Kings;
Look upon my Works, ye Mighty, and despair!
Nothing beside remains. Round the decay
Of that colossal Wreck, boundless and bare
The lone and level sands stretch far away.”

It was likely carved shortly after the beginning of the Dwarven Civil War in 1054 DH; High King Ozymandias had been dead for less than 100 years at that point.

90: DISCORD CREST [camp]

SIZE: -- (Small Camp)

TYPE: Outlaw

STATUS: Abandoned, Recent

RESOURCES: Pond; Nearby Game; Cow Chips

NOTEWORTHY: Shrine to Chaos

DEFENSES: Defensive Traps

NEARBY THREATS: Ettin (#80-90)

Nothing remains. Signs of a scuffle near central gathering area, covered in fragrant wildflowers. Guard Towers.

83

61: TROGLODYTE CAVE [lair]

TYPE: Cave

INHABITANTS: Troglodytes

Treasure: A

{flavor text}

84

73: THE STRIP

Size & Shape: Miles-Wide Tract

Sight: Charred earth, scorched tree trunks

Hearing: Dead silence, even among travelers and companions

Smell: Burning wood and flesh

Feeling: Crunch of salt and metal shavings underfoot

Special: Protects Endon (#80/81-72) from lesser Wilds creatures. No encounters with beasts or monstrosities less than 5HD.

86

77: SOLITUDE SUMMIT [camp]

SIZE: 93 (Huge Camp)

- 50 Men
- 22 Women
- 21 Children

TYPE: Outlaw

STATUS: In-Use

MAP: [gdrive](#)

DEFENSES: Double Wooden Palisade; Guard Towers; Highly Trained

ISSUES: Beggars, Moderate

NEARBY THREATS: Broken Ones, Roaming

DAY WATCH: 17m/4xF1

NIGHT WATCH: 19m/3xF1

ARMS: Mace, Shield

Huge camp, in-use by people. Supported by raids or other incursions. Led by authoritarian leader.

80: ROTTEN BLOCKHOUSE [ruin]

Size & Shape: Small, boxy, 2-story, on a hill

Sight: Archer slits on second floor. Wooden palisade.

Hearing: Hissing/screeching, scratching/slithering, flapping

Smell: Rot, decay, sickness

Feeling: Malevolence; Damp wood that crumbles under touch

Quests: [Hot-Drop Funnel](#)

Monsters: [Cobrost](#), Infestation

Special: Spending more than 1 hour inside the structure (not the palisade) requires successful save vs Disease or contract infection (*Respiratory: Severe; Short Incubation*).

93: THE DREAD BASTION OF FREDEGONDA THE DETAILED [tower]

Size & Shape: Large Square, Med. Height

Sight:

Hearing:

Smell:

Feeling:

THEME: Orgone Magic

FOREBODING: Trees in this hex perpetually bare

AESTHETIC: Rustic, Charming

LEVELS: 6

- a. Observatory
- b. Private Chambers
- c. Library
- d. Enchanted Portrait Gallery
- e. Cabinet of Curiosities
- f. Apprentices' Chambers

PROTECTION: Magical Traps (Explosive), Charmed Beasts (*Otyugh*)

NEARBY THREATS: Lhurgoyf, Roaming

Monsters: 2 Otyugh,

Treasure:

Special:

Surrounded by miles of hostile architecture and dire warnings in multiple languages. {flavor text}

87

[72: VENGEANCE HILL](#) [village]

LEADERSHIP: Ecclesiarchy (Cathartic)

HIGH PRIEST: [Todor Isgar](#)

PC REACTION: Indifferent to outsiders (+/- 0)

DEFENSES: Illusory & Physical Camouflage, Defensive Traps

ISSUES: Waste, Minor; Disease, Widespread; Vagrancy, Severe

NEARBY THREATS: Goblinoids ([#87-85](#))

DAY WATCH: 1xF2/1xF4/1xT3/25m

NIGHT WATCH: 3xF3/30m

ARMS: Mace, Halberd

- Consuming unpurified water sourced from this hex requires a Save vs Disease.
 - (*Digest.*, *Mild*; *Short Inc.*; *Transm.* [2/6]; *Prog.*, *Norm.*; *Ling.*)
- 1-in-8 chance to encounter pit trap when traveling off-road through this hex.

75: MYCELIAL GROVE

Size & Shape: Massive maze of walking paths

Sight: Ancient Garden; Strange Dreams

Hearing: Insects, woodland creatures

Smell: Clean, pollen, freshness, sweet

Feeling: Serene

NPCs:

- *Mycelium Oracle* - Grows underground throughout hex, communes with plants via roots, remembers ancient history better than yesterday. Speaks in low rumble, pauses a lot to think.

Special: The spores of the Oracle allow those who sleep in this hex to communicate with it. The Oracle can, in turn, answer questions based on its own knowledge and that of the plants in the garden. In order to increase the Oracle's knowledge base, players may bring specimens of rare plant species to the garden.

83: POINT LOOKOUT [camp]

SIZE: -- (Small Camp)

TYPE: Outlaw

STATUS: Slaughtered, Recent

RESOURCES:

NOTEWORTHY:

DEFENSES: Camouflage, Physical

NEARBY THREATS: Goblinoids ([#87-85](#): Western Warrens)

Small camp, recently slaughtered; nothing remains but weathered corpses and skeletons: witnesses to bygone violence now overgrown with lichen.

A secret trail connects to [#86-77: Solitude Summit](#) and [#89-76: JADECURRENT](#).

85: WESTERN WARRENS [lair]

TYPE: Dungeon (Burrow)

INHABITANTS: Goblinoids (Fully Occupied)

- 34 Goblins
- 10 Hobgoblins
- 20 Orcs
- 16 Bugbears
- 9 Thouls
- 8 Ogres
- 1 Troll

Treasure: 5000cp (138+32), 4000sp (666+4), 9000gp, 21 gem (3,927), 5 item, 1 potion (13731gp, 4sp, 32cp)

92: OASIS CITADEL [camp]

SIZE: -- (Small Camp)

TYPE: Outlaw

LAYOUT: Linear

STATUS: Abandoned. Some supplies remain.

RESOURCES: Creek; Fish; Cow Chips

NOTEWORTHY: Shrine to Chaos

DEFENSES: Natural Barriers, Sentry Constructs, Double Wooden Palisade

NEARBY THREATS: Lhurgoyf, Roaming

Lined up against a swamp embankment. Recently attacked by a roaming lhurgoyf. The corpses of the former inhabitants are still splayed out, mostly devoured; their defensive constructs have been ravaged. The logs in front of the fire pit, onced used for communing with fellow man, are now dwelt in by squirrels.

88

62: CASTLE PERCY [ruined castle]

TYPE: Wall and Towers, Round (6)

DECAY: Moderately covered in vines, noticeably contaminated

Size & Shape:

Sight:
Hearing:
Smell:
Feeling:

MAIN AREA: In need of major repair
SECONDARY AREA: Good condition, somewhat aged

Monsters: Slimes, Infestation
Treasure:
Special:

{flavor text}

76: HARPY NEST [lair]

TYPE: Ledge
ACCESS: Flight, **Climb Sheer Surfaces** (Drop rope?)

<cliff base>

Size & Shape: Wide, steep
Sight: Sheer cliff looming above
Hearing: Flap of wings
Smell: Rot, decay
Feeling: Bones crunch underfoot

Creatures

3 Giant Rats (AFRT 97)
• Feeding on remains

Exits:

Cliff Face

<cliff face>

Size & Shape: Tall, narrow
Sight: Jagged handholds
Hearing: Rush of wind
Smell: Rot, Decay
Feeling: Rocks cutting into fingers

Creatures

1-in-6 chance to be attacked by 2 Harpies (AFRT 66) during ascent.

<roost ledge>

Size & Shape: Wide, Flat
Sight: Makeshift Nests, Bones
Smell: Rot, Decay
Feeling: Revulsion

Creatures

- 5 Harpies (AFRT 66)
- Preening, tending to eggs

Key Objects

Makeshift Nest x4 - *A loose conglomeration of raggedy things, hardly fit to really be called a nest.*

Nest One

- 300cp, 600sp
- Jeweled Dagger +1 (3000gp, 5¢) [1d4+1]
- Remnants of Victims

Nest Two

- 150gp
- Rusted Helm, Crested
- Remnants of prey

Nest Three

- Personal Belongings
 - Bronze Anklet, Poorly-Made (10gp, 3¢)
 - Gold Vermeil Earring, Poorly-Made (180gp, 1¢)
 - Silver-Plated Locket, Average (30gp, 2¢)
 - Oddly-shaped rocks
- Remnants of Prey

Nest Four

- 25pp
- Half-destroyed map of area (*reveals [#86-77: SOLITUDE SUMMIT](#) & [#89-76: JADECURRENT](#)*)
- Remnants of Victims

89

67: SUNKEN TEMPLE [ruins]

TYPE: Temple to θ pAnnelle

DECAY: Moderately sunken

INHABITANTS: Lycanthropes (Wererats), nuisance

Treasure: C

72: BRIGHTON ESTATE

OWNER: House Brighton

WORKFORCE:

SIZE & LAYOUT:

PRIMARY CROP:

WATER SOURCE:

FACILITIES:

ISSUES:

NEIGHBORS & TRADE:

SPECIAL:

{flavor text}

76: [JADECURRENT](#) [village]

GOVERNMENT: Plutarchy

POPULATION: 1,680 (Small Town)

REACTION: Anxious near outsiders

ECONOMIC OUTLOOK: Booming

PRICES & TAXES: Average

ISSUES: Disease, Contained (*Heart, Severe; Kidney, Mild; Normal Inc.; Transm. [2/6]*)

NEARBY THREATS: Harpies ([#88-76](#))

DAY WATCH: C5/F4/5m

NIGHT WATCH: C6/F6/10m

ARMS: Broadsword

{flavor text}

86: Lair of Explicita Defilus

See [N1 Against the Cult of Reptile God \(1e\).pdf](#)

Explicita Defilus

See: The Monster Overhaul, *Naga*

90

70: [vineyard]

94: [ruined city]

91

75: [ranch]

77: [vineyard]

84: ORLANE [village]

GOVERNMENT:

POPULATION:

REACTION:

ECONOMIC OUTLOOK:

PRICES & TAXES:

DEFENSES:

ISSUES:

NEARBY THREATS: Goblinoids (#87-85)

DAY WATCH: C4/F1/4m

NIGHT WATCH: C5/F4/10m

ARMS: Short Sword, Spear

The first village established beyond the Outer Estates, in 267 CE. See [N1 Against the Cult of Reptile God \(1e\).pdf](#)

92

91: [cave]

93

78: [ranch]

81: [vineyard]

88: GREYSHROUD FORWARD OPERATIONS BASE [camp]

SIZE: (Medium Camp)

- 25 Men
- 14 Women
- 6 Children
- 27 Mercenaries

TYPE: Seekers' (Greyshtroud)

STATUS: In-Use

RESOURCES: Creek, Fish; Cow Chips

NOTEWORTHY: Training Grounds

DEFENSES: Mercenaries, Wooden Palisade

ISSUES: General Unrest, Major

NEARBY THREATS: Troglodytes (#96-90)

DAY WATCH: 8m/3xF2

NIGHT WATCH: 13m/3xF2

ARMS: Broadsword, Longbow

PARTIES: Rangers of the Esoteric Wastes

Medium camp, in-use by people. Recently attacked by Troglodytes (#96-90). Supported by caravans from Endon (#80/81-72). Led by charismatic figurehead.

94

79: [farm]

86: [farm]

95

83: [ranch]

96

76: [vineyard]

79: JAKOB'S REDOUBT [camp]

SIZE: 79 (Large Camp)

- 50 Men
- 22 Women
- 7 Children

TYPE: Outlaw

STATUS: In-Use

RESOURCES: Small creek; No Game; No Wood

NOTEWORTHY: Stables, Horses

MAP: [gdrive](#)

DEFENSES: Double Wooden Palisade, Guard Towers, Highly Trained

ISSUES: Corruption, Moderate

NEARBY THREATS: Goblinoids (#100-80)

DAY WATCH: 17m/4xF1

NIGHT WATCH: 17m/4xF1

ARMS: Longsword, Halberd

Supported by raids or other incursions. Led by authoritarian leader.

[lair]

TYPE: Dungeon (Burrow)

INHABITANTS: Troglodytes

Treasure:

97

81: [ruined settlement]

98

68: [dwarven city]

Razed during the Civil War. The wreckage of seven Iron Giants litter the area within and around the city.

88: [ruined castle]

100

80: EASTERN WARRENS [lair]

TYPE: Dungeon (Burrow)

INHABITANTS: Goblinoids (Fully Occupied)

- 40 Goblins
- 17 Hobgoblins
- 60 Orcs
- 11 Bugbears
- 6 Thouls
- 6 Ogres
- 5 Trolls

Treasure: 7000sp (1166+4), 8000gp, 14 gem (11784gp, 4sp)

102

66: DEN OF THE BLACK DRAGON [lair]

TYPE: Crevasse

INHABITANT: Black Dragon

TREASURE: (H)

TEMPLATES

[camp]

SIZE: -- (-- Camp)

TYPE:

LAYOUT:

STATUS:

RESOURCES:

NOTEWORTHY:

DEFENSES:

ISSUES:

NEARBY THREATS:

 DAY WATCH:

 NIGHT WATCH:

 ARMS:

{flavor text}

[village/settlement]

GOVERNMENT:

POPULATION:

REACTION:

ECONOMIC OUTLOOK:

PRICES & TAXES:

DEFENSES:

ISSUES:

NEARBY THREATS:

 DAY WATCH:

 NIGHT WATCH:

 ARMS:

{flavor text}

[ruin]

TYPE:

DECAY:

Size & Shape:

Sight:

Hearing:

Smell:
Feeling:

Monsters:
Treasure:
Special:

{flavor text}

[ruined village/city]

SIZE:
DECAY:
DEFENSES:
NEARBY THREATS:

Monsters:
Treasure:
Special:

{flavor text}

[ruined castle]

TYPE:
DECAY:
Size & Shape:
Sight:
Hearing:
Smell:
Feeling:

MAIN AREA:
SECONDARY AREA:

Monsters:
Treasure:
Special:

{flavor text}

[lair]

TYPE:
INHABITANTS:

Treasure:

{flavor text}

[tower]

Size & Shape:

Sight:

Hearing:

Smell:

Feeling:

THEME:

FOREBODING:

AESTHETIC:

LEVELS:

a. Private Chambers

b. Library

PROTECTION:

Monsters:

Treasure:

Special:

Surrounded by miles of hostile architecture and dire warnings in multiple languages.

{flavor text}

[cave]

TYPE:

ENTRANCE:

INHABITANTS:

{flavor text}

[plantation]

OWNER:

WORKFORCE:

SIZE & LAYOUT:

PRIMARY CROP:

WATER SOURCE:

FACILITIES:

ISSUES:

NEIGHBORS & TRADE:

SPECIAL:

{flavor text}

[vineyard]

OWNER/VINTNER:

WORKFORCE:

SIZE & LAYOUT:

PRIMARY VARIETY:

WATER SOURCE:

WINERY FACILITIES:

CURRENT VINTAGES:

ISSUES:

NEIGHBORS & TRADE:

SPECIAL:

{flavor text}

[ranch]

RANCH OWNER:

RANCH HANDS:

SIZE & TERRAIN:

HERD:

FACILITIES:

ISSUES:

NEIGHBORS & TRADE:

SPECIAL:

{flavor text}