

THE SHUMPHOLD SCOUTING REPORT:

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Issued July 1st YOR 2023



HEX-1—Fortress Hex

~~1—On a small plateau, about a mile and a half NW of your fortress there is a timber fortified tower with a collection of buildings that is home to around 60 hobgoblins led by a Warlord named **Gorrak**.~~

~~2—Near the top of the tallest mountain in the hex there is a series of Ice Caves, inhabited by around 20 **Yetis**.~~

HEX-2—Due North

1—~~There is a very large Goblinoid War Camp in this hex, populated by almost 400 goblins, hobgoblins and bugbears, led by a hobgoblin Sorcerer-Warlord named~~ **Blaztok**.

2—~~Back from a well-travelled goat path, there is a large~~ **Roadhouse**. ~~All the customers and inhabitants are large and hairy. We were unable to get entry, despite magical disguises. They charged us 5sp each at the door, but when we tried to pay they wouldn't take the money and sent us away. From what we can tell, there are usually 10 big, hairy humans who hang out here.~~

3—~~At the side of one mountain, there is a cave complex inhabited by a half a dozen or so~~ **Cyclopes**.

4—~~A dozen or a dozen and a half shabby, lazy~~ **Bugbears** ~~hang out in a pine wood clearing on the far side of Cyclops Mountain. They seem like real losers.~~

HEX-3—North East

1—~~**ALBINO CANNIBAL CULT** There is a strange cave complex at the bottom of a ravine here. There is a constructed chimney that gives off regular smoke from some manufacturing process. The inhabitants are weird looking albino guys. They ate one of our half-ore hirelings we sent to talk to them. They seem to have some sort of magical overlord. There seem to be about 50 creatures there.~~

2—~~There's a set of caves with like 25~~ **trolls**, ~~one of which is their gigantic boss.~~

HEX-4—South East

1—~~Around a half-dozen Mountain Giants, led by a guy named~~ **Blunderbuss**, ~~hurl rocks at anyone they see, keeping the area rather clear of other lairs.~~

HEX-5—Due South

1—~~This one's easy, the Dwarf town of~~ **Dwergontia**, ~~which has around 500 heavily militarized dwarves living in it, and even a couple of catapults, dominates the East side. The town is run by~~ **Father Chanceford**, ~~a dwarfish high priest of~~ **Mithras**.

2—~~However, a black dragon has his lair on the west side.~~

HEX-6—South West

1—~~A flock of large (horse-sized)~~ **birds**, ~~around a half dozen, live on a mountain, preying on anything they can carry off.~~

2—~~There is a camp of around 250~~ **goblin** ~~bandits. All of them seem to be chumps. They don't seem to bother the goatherds in the hex.~~

3—~~The village of~~ **Goatburg** ~~is inhabited by about 100 human goat-herders with an immense number of goats. The village is unfortified and most of them are armed with sticks. They seem to be really relaxed and not worried about goblins or monsters.~~

~~When asked, they just say “**Machiste** will look out for us.” We don’t really know what a machiste is, sorry.~~

HEX-7—North West

1—A community of around 8-10 brown **bears** inhabit some caves in a nice valley.

2—Another group of a half-dozen **Cyclopes** have a cave and keep sheep on one mountain.

3—~~There’s a very stinky cave complex that is home to 3 dozen or so **Troglodytes**.~~

4—~~This might be a problem for you guys. A band of powerful adventurers known as the **Invincible Gob Squad** have built a tower fortress and are thinking about setting up their own freehold. There seem to be 6 partners (including at least 1 badgermon fighter, 1 wizard, 1 cleric of Crom, a couple of shifty guys and dogger. They have 20 soldiers on guard and some servants. They seem to be neutral.~~

