

# POINTS *of* LIGHT II



**THE SUNRISE SEA**





# POINTS OF LIGHT II: THE SUNRISE SEA

BY ROBERT CONLEY AND DWAYNE GILLINGHAM

Editing: Tim Shorts

Developer: Aeryn "Blackdirge" Rudel

Cover Art: Craig Maher

Interior Art: Britt Martin

Cartography: Robert Conley

Art Direction: jim pinto

Playtesting: Scott Bennett, Josh Beck, Gabor Lux

[www.goodmangames.com](http://www.goodmangames.com)

# INTRODUCTION

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

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

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

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

## OVERVIEW

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

### Points of Light Series

Several concepts and ideas are reused from the first Points of Light in this series; however, presenting an entire world is not the primary goal of this product or the series. Reusing and expanding earlier content allows us to have more locales in each land. This approach also makes the information in the other lands useful for the referee that uses only one or two of the settings.

### THE HEX MAP

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

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

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

### GAME SYSTEM

This is a generic fantasy product. The stats are kept brief because of the volume of information; only class, level, and role are given. You will need some time to look up precise stats for your game system. While levels and role are listed for monsters and level and class listed for NPCs, you should adjust both in accordance with your rule system. They are included as an indication of relative power.

### ADVENTURING ADVICE

The format in which the four new lands are presented is designed to aid players in their exploration of the world. With a list of locales, it is easy for players to determine what is over the next hill, and what possible challenges

they might face once they get there. In addition, since the players can largely be left to their own devices, this format allows the DM more time to focus on the core adventures in his campaign.

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

### CAPSULE DESCRIPTIONS

All the lands in *Beyond the Sunrise Sea* are designed take place on the edge of the known campaign world. Each sets up a different situation involving exploration of a new world.

#### The Golden Shores

The Golden Shores is a land in the midst of being colonized. Adventurers can start on the very edge of civilization and explore the unknown hinterland. They will encounter unknown cultures, old enemies, and battle a darkness that has haunted the land for millennia.

#### Amacui

Not all exploration is about adventuring into a wild frontier; sometimes there are ancient civilizations to be found both living and long dead. Amacui only has a single trading post, but there are ruins to explore and new civilizations to discover.

#### The Misty Isle

The greatest threat to exploration is not the natives or 'things man is not meant to know,' but enemies from the old world. Here in the Misty Isles, enemies from different realms and factions fight amid the jungles and islands.

#### Mazatl, the Realm of the Bat God

Rising from the vast Jungles of Zaracar is a massive shield volcano. Here the blood god, Azartac, lives in the city of Mazatl in the volcano's caldera.

## MASTER MAP KEY

Legend			
Desert		Lava	
Forest		Swamp	
Jungle			
Escarpment			
Paved Road			
Road			
River			
Trail			
Castle			
Keep			
City			
Town			
Village			
Hamlet			
Mountains			
Foothills			
Hills			
Ford			
Lair			
Ruin			



# **THE GOLDEN SHORE**

## **INTRODUCTION**

What motivates a journey beyond the Sunrise Sea? The lure of wealth? Escape from the oppression of a tyrannical lord? Maybe it's to follow the footsteps of legends? The Golden Shore is a land of embattled forces struggling to establish a home. The players will find opportunity and danger amid the colonists, natives, and the dark wilderness of the interior. A fresh footprint on a new land; the Golden Shore is a place to begin things anew or a place to salvage the past.

## **BACKGROUND**

Seventy years ago, several boats from the kingdom of Gwynedd were caught in a storm while fishing in the Outer Banks. Blown eastward for several days, they found themselves lost in the middle of the ocean.

Captain Dustin Fost organized the small fleet and began to sail with the prevailing winds and current. Within a day, they found large amounts of plant debris floating in the water. Following the debris east, Fost discovered Powys Island and the shore beyond. More important than this discovery was an untouched fishing ground. For the next twenty years, Dustin Fost and his compatriots exploited Fost Bank and prospered. Dustin Fost tried to keep its existence a secret, but within a decade, word got around Gwynedd that new fishing grounds and new lands lay beyond the sunrise.

To Gwynedd's north lies its wealthier and more powerful neighbor, the Grand Kingdom. The Endarrs are one of the Grand Kingdom's most powerful noble families, and they control much of the realm's commerce and trade. Henry Endarr was a younger son of one of the family's cadet branches, and despite displaying remarkable

# **THE GOLDEN SHORE**

## **Id12 Encounter**

- 1 A Gothridge slaving party (2d6 Ftr4, 1d2 Wiz2) searching for an escaped slave (see 6).
- 2 Akhaioi hunting party (2d6 Rgr3) is tracking mastodons.
- 3 A pack of dire wolves (2d6, level 5 skirmisher) are searching for a new home.
- 4 A Porttown patrol (1d6 Ftr2, Rgr3) will question the party for any information concerning the Gothridges.
- 5 A herd of Mastodons (1d6 level 12 brute, 1d6 calves).
- 6 An escaped, comely female slave named Heather (Rog 3) is running from a slaving party (see 1).
- 7 Wights (1d6, level 5 skirmisher) are dragging 1d4 corpses back to Black Henge.
- 8 A troglodyte hunting party (3d6, level 3 brute) is feasting on the remains of three Akhaioi.
- 9 Chaos Beast (level 12 controller) in the form of an elongated ape with bone shards protruding from its back.
- 10 Drunken travelers from New Dyfed (1d6, Ftr2) will insist the party sing a song.
- 11 Trade caravan of tin and copper guarded by miner guards (10 Ftr1) and captain (Ftr5).
- 12 A Porttown patrol (Rgr5, 1d6 Ftr5) is escorting a prisoner back to town.

## **Rumors**

- 1 (F) The Dark is nothing more than myth.
- 2 (T) Men from New Dyfed are drunkards.
- 3 (T) The Ochre Emperor has taken an interest in the Golden Shore.
- 4 (T) The Akhaioi of this region are divided into two clans, the Ouimos and the Merkarios.
- 5 (F) Governor Endarr is planning to raise the whole colony to punish Prasin.
- 6 (T) Stay away from the island on the southwest shore of Brachan Bay. It is haunted.
- 7 (F) The southern bank of the Erados has been cleared for settlement. Stake your claim soon!
- 8 (T) There are more clans to the east. They live in the foothills of a great mountain range.

intelligence, he lacked the connections needed to advance among the various Endarr enterprises.

While in Gwynedd, Henry Endarr heard about the Sunrise lands and decided to risk his small fortune on an expedition. A year later, he had two ships outfitted and sailed from Port Richards into the rising sun. After a voyage of a month, he spotted a new island. He named his discovery Williamsland after the founder of the Endarr family, and used it as a base to explore the coast that lay beyond. Initially searching for gold, gems, and other precious metals, he made contact with the

native people the Akhaioi. While visiting, he noticed that much of the native's clothing incorporated a cloth that was dyed a brilliant yellow. In addition, they used a new spice that Henry had never tasted before. To his glee, Henry found that both the spice and the beautiful yellow dye came from the same plant, which he named the Golden Saffron.

Golden Saffron was not only a better yellow dye than the Saffron known to the Grand Kingdom, but also could be processed into a better-tasting spice. Because the Golden Saffron was found nearly everywhere, Henry Endarr named the new land the Golden Shore. Endarr explored for two more years before returning to Port Richards and the Grand Kingdom. After landing, he was granted an audience with the King. He dazzled the court with his tales, the presentation of a delegation of natives, and above all, chests of Golden Saffron.

The King made Henry Endarr, Lord and Governor of the Golden Shore, and granted him a charter to found a new colony plus funding for further expeditions. Lord Endarr's second expedition scouted for possible colony sites and charted Brachan Bay. Returning on his third expedition the next spring, with nearly 1,000 enthusiastic colonists, he landed at the head of Brachan Bay and founded the settlement of Endarr's Port. The colonists laid in both food and saffron crops and traded with the local Akhaioi. After the harvest, Henry Endarr put his eldest son Jacob in command of the ships returning to Port Richards, their hold filled with saffron. Jacob was to return in the spring with fresh supplies and more colonists.

Jacob's return was delayed for two months by an unusually severe spring storm season. When he sailed into Brachan Bay, he found Endarr's Port completely abandoned. Nearly



every tool and much of the non-perishable supplies remained untouched, but no signs of his father or the inhabitants were discovered. When he questioned the local Akhaioi, all they would say is that the Great Dark came and took the colonists away. Jacob found only a single unfinished letter among his father's possessions. It said, *Dear Jacob, they come.* With over 500 colonists in his fleet, Jacob decides to return to his father's original base on Williamsland. There he began the construction of Castle Williams.

The next fifty years saw an increasing number of explorers and colonists from across the Aurora Ocean traveling to the Golden Shore. From Castle Williams, Jacob Endarr founded Porttown as the first successful settlement on the mainland. Porttown struggled for the first two decades, suffering from various famines. Finally it expanded, becoming a growing center of saffron cultivation.

A disgraced Baron Edwards the First landed thirty years ago and founded Edwardtown to the south. Since then, Edwardtown has become a thriving farming village. Under the rule of the first baron's son, Baron Edward II, Edwardtown now supplies Porttown and the saffron plantations with much of their food.

Ten years ago, a group of monks of Delaquain, the goddess of honor and justice, secured a charter to found New Leasbury to the south of Edwardtown. Their goal was and still is to create Arcadia on earth for the glory of Delaquain.

Hearing of the success of the settlements of the Grand Kingdom, the King of Gwynedd granted a charter to Sir Amrys Dacion to found New Dyfed as the kingdom's first colony on the Golden Shores. Skomer on Powys Island changed from a seasonal fishing camp to a permanent village.

Desiring some of the wealth of the Golden Shore for themselves, the powerful Gothridges of the Ochre Empire sailed to the north of Brachan Bay and founded Nova Gothridge. They made contact with the northern tribes of the Akhaioi and began converting them to the dark worship of Sarrath.

As explorers began to explore the interior of The Golden Shore, they learned of the history of the Akhaioi. Like the colonists, the Akhaioi are not native to the Golden Shores. They once lived far to east, over the Greyhorn Mountains; in a land they called Dornis. There they lived in their mound cities protected by cyclopean walls.

A force, known only as the Dark, came from the north, possessing the power of blood that could drive both men and animals mad. For a generation, the wizards and clerics of Dornis were able to combat the Dark and protect the cities. But the Dark came back with greater numbers and overwhelmed the walls of the great mound cities. The mound cities were deserted, and the survivors fled west across the Greyhorn Mountains. After the strange fate of Endarr Port, they now fear that the Dark has come west.

### ADAPTATION NOTES

The Golden Shore can be an opportunity to expand your campaign world. It can be placed along the shores of any unexplored land on your maps. While created with the ocean to the west, the map can be oriented in any direction that suits your personal world.

The Grand Kingdom is meant to be representative of the main realms of your campaign. It could be a sprawling empire or a single city-state; the only requirement is that it has access to sea. The Kingdom of Gwynedd is designed as a smaller kingdom than the Grand Kingdom. Because it has the same access to sea as the Grand Kingdom, it also has the opportunity to colonize The Golden Shore. The Ochre Empire is designed as an evil empire that is a rival to Grand Kingdom. The serpent god Sarrath can be replaced with any lawful evil god; he is detailed in depth in the first *Points of Light*. The Akhaioi are a Bronze Age culture with some similarity to the Mycenaean/Achaean predecessors of the Greeks. The Dark is a manifestation of a chaotic evil Blood God; but it can be replaced with any equivalent deity in your campaign world. The elder gods of H.P. Lovecraft's fiction can easily work as the Dark.



## NOTES

### THE AKHAIOI

The Akhaioi originated east of the Greyhorn Mountains before The Dark invaded from the north. When their cities fell, the survivors fled over the Greyhorn Mountains to rebuild.

The Akhaioi are organized into clans, which are generally descended from survivors of a single city. While sharing a single language and similar culture, the Akhaioi are loyal to their clan first. This has led to disjointed efforts in response to any outside threats. There are two major clans in the region of the Golden Shore: the Merkarios and the Ouimos.

The Merkaioi inhabit the villages to the north near the Aldarius River and control the villages of Mayros, Kardion, Eddafos, Batradon, and Eylog. The Merkaioi are less prosperous and more warlike than the Ouimos, and battles between the two clans always result in a Merkaioi defeat. However, with the arrival of the Gothridge Clan and the introduction of iron weapons, the Merkaioi believe the next war will go differently.

The Ouimos originated from one of the wealthiest cities of Dornis, and managed to preserve most of their lore. When they settled near the Erados River, they were better organized and had better craftsmen than the Merkaioi Clan, allowing them to easily fend off attacks from the Merkaioi. The villages of Edafin, Gonim Gimeni, and Prasin are all part of Clan Ouimos. In the past decades, the sages of the Ouimos have grown concerned that The Dark is nearing again. The loss of nearly all of their villages south of the Erados River, combined with the odd circumstance of Endarr's Port, has convinced them that it is the work of The Dark. Several envoys were sent to the Merkaioi to unite the clans, but each attempt at unification has been rebuffed. Now the Ouimos worry about war on two fronts, and wonder whether they will survive as a people.

The Akhaioi are a Bronze Age culture with knowledge of writing and magic. While much of their lore was lost in the fall of Dornis, they made great strides in recovering that knowledge. The arrival of explorers from across the Aurora Ocean shocked the Akhaioi.

### THE DARK

The Dark originated far to the north in the jungles near the equator. The original members of The Dark were the serpent men (naga), one of the races that remained loyal to their demonic masters after they were imprisoned in the Abyss. For several millennia, they toiled alone in the jungle researching a method to free their masters from the Abyss. They sent an allied race, the lizardmen, westward across the sea to investigate a rumor about the existence of a sealed portal to the Abyss (see the Misty Isles).

The last two millennia saw the rise of human civilization. At first an annoyance, then a rival, the humans overthrew the serpent men's empire and forced them into hiding. 1,500 years later, the serpent men corrupted many to the worship of the demon lords. On the verge of victory, the Red God Azartec (see Maztal) unleashed the Wild Hunt and destroyed both human and serpent men alike. The survivors fled south into the deserts and mountains. With only a handful of serpent men left, the survivors reorganized as The Dark.

For a hundred years, the survivors wandered; migrating south and west, they crossed a great river and discovered the land of Dornis and the Akhaioi. Mustering what remained of their ancient magic, the serpent men began the slow process of corrupting the civilization of Dornis. The Dark took advantage of the rivalry between cities and embroiled the entirety of Dornis in war. As the internal conflict destabilized Dornis, the Dark gathered its forces, and began striking at individual cities weakened by war. By the time the surviving cities realized what was happening, the Dark had already grown too powerful, and its victory was only a matter of time.

The Dark rested after their triumph, and its members began their research for their masters once again. A century later, they discovered the survivors of Dornis who had fled across the Greyhorn Mountains to rebuild. As The Dark moved westward, they discovered the explorers from across the Aurora Ocean. They struck at the explorer's settlement and abducted everyone. When the explorers were tortured for information, what they said frightened The Dark. Waves of settlers were coming from across the sea that could undo all The Dark had worked for.

The Dark are a disparate band of cultists worshipping the various demon lords. The core group is six serpent men that are the only survivors of their race. These powerful serpent men command various undead (mostly shadows, wights, and wraiths), evil humans, lizardmen, and troglodytes. The Dark prefers to work by stealth, slowly corrupting from within.

The goal of the Dark is the release of their demonic masters from the Abyss. They have perfected spells that allow them to temporarily summon various demons into the world. The Dark, as a whole, despise the gods and nearly every sentient race.

### **DELAQUAIN**

Exemplified by the paladins, Delaquain's followers endeavor to protect the weak, fight evil, and to show by example the power of good. The goddess is opposed to nearly all beliefs related to the tyrannical god Sarrath. The only point these two gods agree upon is that demons need to be destroyed. A significant minority in the Grand Kingdom follows her religion.

### **THE GRAND KINGDOM**

Founded as a union of several successor states of the Bright Empire, the Grand Kingdom has grown over the centuries to become the largest kingdom in the world. Now the discovery of new lands has granted the Grand Kingdom prosperity and unlimited possibilities for the future. The majority of the populace of the Grand Kingdom follow Veritas, the God of Law and Truth, and his wife Danna, the Lady of Life and Healing.

### **THE KINGDOM OF GWYNEDD**

Having broken away early in the collapse of the Bright Empire, the Kingdom of Gwynedd has long charted its own course. During the rise of the Grand Kingdom, Gwynedd managed to retain its independence, but its lands were relatively poor and outside of the main trade routes. The discovery of new lands has given hope to Gwynedd's future.

### **THE OCHRE EMPIRE**

When the Bright Empire fell, much of the northernmost provinces became dominated by the worship of Sarrath. A century later, they united under the Dragonfire Banner of the first emperor. The worship of Sarrath became the only legally recognized religion in the

empire. The rise of the Grand Kingdom thwarted the ambitions of the Ochre Empire, and the two realms have been rivals every since.

### **SARRATH**

The god Sarrath teaches his followers that without order, obedience, and discipline, chaos will ensue and the demons will return. Delaquain's concepts of justice make her weak and unable to stand against the demonic forces. Her misguided ideals betrayed him during the war with the demons and resulted in their millennia-long animosity.

## **GEOGRAPHY**

### **ALDARIUS RIVER**

This river valley is occupied by the Clan Merkarios of the Akhaioi. The broad inlet that forms the mouth is a fertile fishing ground for the Merkarios who catch oysters and crabs in nets slung between two coracles. Traders from the Arent Trading Post are often seen trading on their small barges.

### **THE AURORA OCEAN**

This vast ocean lies between the Golden Shore and the Grand Kingdom to the west. It takes seven weeks to cross the ocean, even under favorable conditions. From November to April is the storm season, and large storms move from the north and hit the Golden Shore once every two years. This makes winter travel hazardous.

### **THE BLACK RIVER**

Sediment washes into the river from the hills to the east, giving this river its name. The ships of Clan Gothridge sail through the inlet every month to Nova Gothridge. The Gothridges have yet to exploit the potential of the inlet's fisheries.

### **BLOOD DOWNS**

The Blood Downs are an extensive range of foothills surrounding the Green Mountains. They are heavily eroded with numerous valleys and ravines. The Akhaioi consider these hills cursed, as all attempts at settlement there have failed. Explorers from the Grand Kingdom and Gwynedd are pushing beyond the downs, as hunting is poor here.

Roaming these hills are wights (level 5 skirmisher) from the Black Henge (Hex 2217). Their presence has caused

most of the animals to migrate from the hills to less dangerous habitats. In the animals place various oozes (black pudding, ochre jelly, and gray ooze) inhabit the deeper ravines. Also, the chaotic energies generated by the Black Henge have attracted gibbering moutherers (level 6 controller) and the rare chaos beast (level 12 controller), and both monstrosities can be found roaming the uplands of the hills.

### **BRACHAN BAY**

Brachan Bay is a large estuary with several inlets and bays known for its rich fishing grounds. Along the shores of the Erados River Inlet are the ruins of Endarr's Port. A growing number of fishing boats base themselves out of Porttown and Arent Trading Post to fish in the bay. Along with fishing boats from the Grand Kingdom, dozens of coracles from Akhaioi at Prasin work in pairs to catch oysters and crabs with their nets.

### **EASTWOOD**

This small wood is rapidly being logged to provide building material for Porttown and Edwardtown. Most of the sylvan inhabitants have fled east except for a lone treant (level 16 elite controller) named Frostbeard. He remains to fight for his forest.

### **NORTHERN ENERIS HILLS**

These hills form the northern half of the Eneris Peninsula. Herds of elk and deer are found throughout the hills, drawing hunters from Porttown into the hills on a regular basis. Lately, several hunting bands have disappeared (see 0708). Governor Jacob Endarr of Porttown is demanding answers regarding these disappearances.

### **SOUTHERN ENERIS HILLS**

These hills form the base of the Eneris Peninsula, running north from Ten Wagon Swamp, halfway up the peninsula. Abundant herds of elk and deer attract the attention of hunters from both Edwardtown (Hex 0813) and Prasin (1514). Incidents between the two people are increasing as more settlers arrive. Last hunting season, a hunting camp was found burned and the hunters slain. The Grandmaster of New Leasbury is organizing a punitive expedition against Prasin, and Governor Endarr of Porttown (Hex 0711) is working to defuse the situation.

### **FOREST OF THE ERADOS**

This forest is one of the largest in Golden Shore, stretching for 80 miles along the southern bank of the Erados River. The forest was once hunting grounds for the Akhaioi, but is now avoided entirely. However, game is abundant for those who brave its interior, but wights (level 5 skirmisher) from the Blood Downs have infiltrated the forest, making hunting here an extremely dangerous proposition. Starting a mile in from the forest edge, the underbrush disappears as the magnificent old growth trees create the appearance of a cathedral in the heart of the woods.

### **ERADOS RIVER**

The Erados River is the largest river in the Golden Shore. It runs to the Greyhorn Mountains to the east and is navigable for another hundred miles from the east edge of the map. Settlements of Clan Ouimos of the Akhaioi are built along the north bank. Clan Ouimos used to have settlements on the south bank, but since the arrival of The Dark only Prasin remains.

### **EURAFON HILLS**

The Akhaioi of Mayros mines the streams within these hills for tin. Copper is traded from clans further east for the bronze made by the Akhaioi smiths.

### **FOST BANK**

Fost Bank is one of the richest fishing banks known. The seafloor rises from the ocean to an average depth of 40 feet, which provides an extensive feeding ground for fish. A short-lived fishing war was fought here twenty years ago between Gwynedd and the Grand Kingdom, but tensions have eased over the years, and now boats from both kingdoms can be found here. By tradition an equal number of boats from the Grand Kingdom and Gwynedd are granted the right to fish the banks.

### **THE GREAT SWAMP**

The Great Swamp forms the northern boundary of the Golden Shore. It is infamous for the large number of poisonous snakes (including a giant variety) and alligators (treat as crocodiles) that live within its slimy depths. For the past three years, the Gothridges have sent an annual expedition in the late summer to harvest a rare herb known as Imperial Lace used in creating several types of magical potions.

## THE GREAT TRAIL

This the primary road used for trade between the Akhaioi of the Golden Shore and the clans to the east. Aside from a few luxuries, the primary goods found traveling the Great Trail are preserved oysters, crabs, and tin from the Golden Shore; and copper, beaver pelts, and amber from the foothills of the Greyhorn Mountains to the east.

## GREEN MOUNTAINS

The Green Mountains form the eastern-most ridge of the Greyhorn Mountains. An extensive forest covers the peaks and slopes of the mountains, while the Black Henge (Hex 2217) dominates the northwest tip of the range. Amid the crags and valleys, the wights breed wyverns (level 10 skirmisher) to use as mounts.

## THE NORTH FOREST

The southern extent of the North Forest is beginning to be harvested for timber. There are only two camps in operation; however, a third one, established two years ago deep in the forest, was abandoned with no trace of its inhabitants.

Unknown to the settlers at Porttown, the Gothridges of the Ochre Empire have outfitted a slaving group and landed them in the forest. For the past two years, the slavers have been kidnapping the hunters of the Northern Eneris Hills and selling them to the Gothridges. The Gothridges are shipping the captives north to work their indigo and sugar plantations. The slavers have become cocky and arrogant, and it is only a matter of time before they are discovered.

## ONILOS FOREST

The Gothridges declared this large forest a private hunting ground. The Akhaioi of Eddafos has abided by the restrictions since swearing allegiance to the Gothridges and the Empire. However, Akhaioi from Kardion still use the forest for hunting. Lord Victor has killed Akhaioi hunters from Kardion for poaching.

## ORDO HILLS

A pack of 12 dire wolves (level 5 skirmisher) has recently made the Ordo Hills their home. This has caused trouble for the Akhaioi from Eddafos who hunt here.

## PELDAN'S WOODS

Peldan's Woods are home to three herds of mastodons (level 12 brute), each with a dozen members. The mastodons are ill tempered, although captured calves can be domesticated as mounts.

## POWYS ISLAND

Powys Island consists of sand and salt marshes. The only reason anyone visits this island is the nearby presence of Fost Bank.

## SANDY HOOK

The northernmost tip of the Eneris Peninsula is a five-mile long peninsula of sand and brush. It is a secluded spot for pirates and buccaneers to gather. It is rumored that the treasures of several famous pirate captains are buried here.

## SKELIS DOWNS

Skelis Downs are another source of tin used by the Akhaioi to trade for copper. It is also known for having extensive deposits of several rare minerals. Three years ago, an expedition from the Guild of Arcane Knowledge explored these hills and catalogued what they found. One of their members, Samuel Blackthrone (Wiz8), has remained to explore further. He has made friends with the local Akhaioi from Eddafin and Gonim, and learned much of their history and culture.

## THE HILLS OF TELKAMIS

A tribe of 80 troglodytes (level 3 brute) inhabits these hills. Known as the Telkamis by the Akhaioi, they are the only surviving band from before the arrival of the Akhaioi. Unlike most troglodytes, this band is adept at stealth and hiding.

## TEN WAGON SWAMP

Swamps often cover the lowland at the base of the Eneris Peninsula. When Porttown was first settled, the region was in the midst of a drought; and the area of Ten Wagon Swamp was hard baked mud ideal for wagons heading east to the Akhaioi and returning. When the drought ended, the swamp started to fill, and the last caravan to use this route lost ten of their thirty wagons. Initially known by a longer name, the original name of this area has been shorted to Ten Wagon Swamp.

## WILLIAMSLAND

This island is named after William Endarr, the founder of the powerful Endarr trading family from the Grand Kingdom. Unlike Powys Island, only the western half of Williamsland is sand and salt marsh. The eastern half is extensively farmed to support Castle William (Hex 0313).

## LOCALES

### 0313 Castle Williams

After the strange disappearance of the settlers of Endarr's Port, Jacob Endarr return to his father's original base on Williamsland, and for the next ten years built Castle Williams. The castle was used as the base to build the settlements on the Eneris Peninsula.

Castle Williams has over 500 people living in the village next to the castle town. Jacob Endarr is the Lord of Williamsland, but spends most of his time in Porttown as governor. He appointed his cousin Henry as bailiff to manage the village and castle in his absence. The castle houses over a 100 soldiers at the king's expense, and five war galleys and two castle ships are permanently stationed at the docks. The galleys patrol Sandy Hook for pirates, and the castle ships sail further north to find pirates.

### 0414 Bull Island

This sandy island is famous for the shipwreck of the Old Dragon. A large bronze statue of a bull fell out of the ship's hold and now lies upright on the beach. Baron Edwards commissioned the statue for the centerpiece of the then-new butcher's market. His son, the current Baron Edward II, has not tried to recover it. There is a 10% chance of finding a valuable treasure worth 1 to 100 gp while searching the shipwreck.

### 0515 Jagged Island

Shoals of jagged rocks surround this sandy island. Decades ago, when the fishermen arrived, there was a safe passage through the shoals, and a fishing camp was built on Jagged Island. Since then, the shifting sand has caused the route to become unusable and the camp was abandoned. There is a 5% chance of finding a useful bit of equipment when searching the ruins of the fishing camp.

### 0613 Hunting Grounds

A roc (level 14 elite skirmisher) is hunting in this area, and there is a 5% chance of encountering it per month. Two ships have been lost due to the roc's predations, and Governor Endarr has posted a 2,000-gp bounty for its death.

### 0708 Slaver Camp

This camp of 20 slavers (2xFtr5, 8xFtr2, 8xFtr1) in the pay of House Gothridge has been kidnapping hunters in the Northern Eneris Hills and sending them to House Gothridge. Recently, they captured all the members of a lumber camp. The slaver wizard, Doncasa (Wiz7), worries that his captain, Troda (Ftr8) is taking unnecessary risks.

### 0711 Porttown

Porttown is the largest settlement on the Golden Shore. A castle built on a low hill overlooking the waterfront district protects the town. The castle is in the shape of a rough hexagon with 20' thick curtain walls with a tower at each corner. Two massive towers flanking the gate house main living quarters and facilities. Several wooden buildings in the courtyards house royal bureaucrats and 200 troops consisting of 80 light cavalry, 20 heavy cavalry, 40 crossbowmen, and 60 pikemen. Sir Neville Lawton (Ftr6) commands these troops, and his men patrol the settlements and the Eneris Hills.

Sprawled along the bay front is the town proper. Dozens of docks line the bay, with 1d6 ships being loaded and unload every day. Beyond the bay, is the Yellow Strand Market where much of the buying and selling of saffron takes place. Next to the market is Governor Jacob Endarr's court, where he adjudicates disputes among the citizenry. Porttown is home to nearly 1,000 people; in addition, many of the local farmers and planters maintain townhouses in the city proper. The eastern most bayside area is known as Eastbight. Numerous taverns and prostitutes are found in Eastbight catering to the sailors and buccaneers making port here.

Governor Endarr's (Rgr12) biggest concern is the slaughter of the hunting party by Akhaioi. The majority, led by the Grandmaster of New Leasford, has been pressing for a punitive expedition. The governor is organizing a diplomatic party to travel to Prasin to try to settle the dispute.

**0716**

**Skomer**

This small hamlet consists of 50 fishermen and their families living in a collection of white pine shacks. Dustin Fost established the first camp here sixty years ago. Today they make a living drying salt from marshes on Powys Island, and preserving the catch of the fishermen who land their boats here from Fost Bank. A single stone building acts as a town hall and a tavern, it is known as Dustin's Landing, and is run by Aeris Fost (Ftr2), the grandson of Dustin Fost.

disgrace. The last of his father's wealth was used to outfit the expedition that founded this settlement.

Baron Edwards II is on good terms with the monks of Delaquain, and he is sympathetic to their petitions for aid against the Akhaioi. The monks demand the Akhaioi be punished for the massacre of hunters last year. Despite Governor Endarr's insistence that the matter be investigated first, the Baron is stocking arms and supplies to outfit an expedition next season.

**0805**

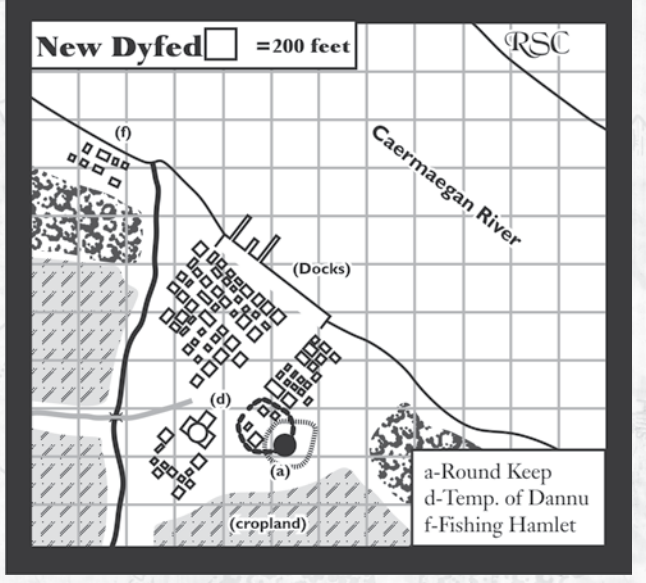
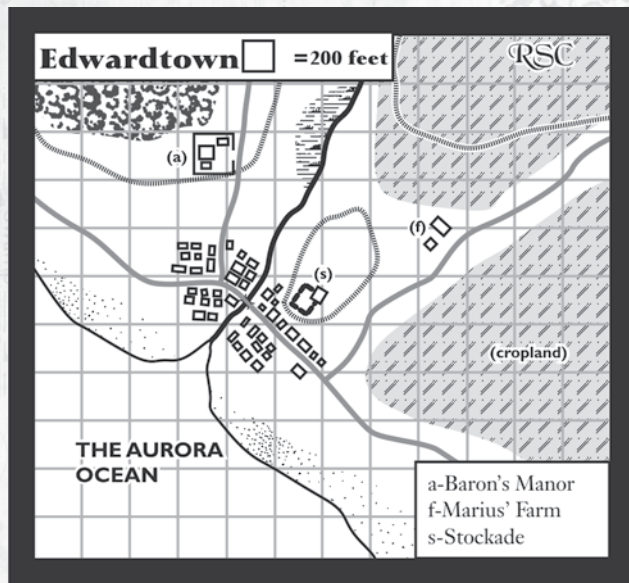
**Island of Kasou**

Kasou is covered with a tall pine forest. Storm damaged ships will stop here to cut down any spars and masts they need before proceeding to Porttown or Brachan Bay. In the center of the island is a clear spring pool that is home to the nymph, Perise. Angered at the cutting down of her beloved tree, she called on Azartec, the Red God, to grant her vengeance. He transformed her into a green hag (level 9 controller), and she intends to murder the next crew who violate her home.

**1014**

**New Leasbury**

This hamlet of 50 monks (2xPal8, 4xPal3, 4xPal1, 1xClr12, 1xClr10, 3xClr6, 10xClr4, 10xClr2, 20xClr1) was founded ten years ago. The monks desire is to recreate Arcadia, the home of the goddess Delaquain, on the Golden Shore. They were shocked at the massacre of the hunting party by the Akhaioi, and Grand Master Turgon (Clr12) immediately called for a punitive expedition to exact vengeance for this act of treachery.



**0813**

**Edwardtown**

Edwardtown is the market for dozens of farms in the region. On the edge of town is a half-timber stockade that can be used as refuge in case of trouble. Baron Edwards II is eager to redeem his family name, as his father was forced to leave the Grand Kingdom in

**1118**

**New Dyfed**

This keep is the main settlement of the Kingdom of Gwynedd on the Golden Shore. Founded twenty years ago by Sir Amrys Dacion, the colony is still struggling, and they are finding it hard to expand eastward. When farms are built near Ten Wagon Swamp, The Dark destroys them within months. Ten years ago, Sir Amrys

Dacion (Ftr10) ran out of money, and is now just trying to keep the settlement alive. There have been problems with drunkenness among the settlers, forcing Sir Amrys to institute a strict system of rationing of liquor. However, the problem persists. The keep is a twenty-foot high, forty-foot diameter stone tower. At the base of the hill sits the village proper; it has 300 inhabitants, nearly all of them farmers.

**1218** **Illicit Brewers**

Camras Brown (Rog 3) and his two sons Airyn (Rog1) and Palwas (Rog1) maintain a camp several miles south of New Dyfed, where they brew hard liquor for sale to the local farmers. With the rationing imposed by Sir Amrys, they have also started to host drinking parties in secluded groves near the village. The Browns have started to sponsor dice games and have successfully solicited some of the prettier ladies of the village to entertain the men.

**1301** **Sofrano Island**

Sofrano Island is a mile wide and four miles long, and consists of little more than sand and brush. Near the northwest tip there is a spring, and the pirate ship *Sunlit Princess* is anchored several hundred yards away. The buccaneers of the *Sunlit Princess* are under the command of a halfling, Captain Matt Rushlight (Ftr10), and his fighting skills more than makes up for his small size. Fifty buccaneers (25 x Ftr4, 25x Rog4) make up the crew of the *Sunlit Princess*.

The Captain needs his water stores replenished before raiding the sea lands, and has given his men liberty on the island. They are engaged in a game involving kicking a skull and two coconuts. Only the captain and ten men remain aboard on the *Sunlit Princess*.

**1307** **Crab Island**

This wooded island is the spawning ground of dozens of giant crabs (level 3 brute). They rest during the day under the sandy soil and emerge at night to hunt in the bay.

**1310** **Island of the Lovers**

Ten years ago, this island was the rendezvous for two lovers from the Akhaioi. The man was from the Merkaios and the woman from the Ouimos. Their respective clans separately discovered the liaison and



decided to solve the problem by killing the lover from the rival clan. The clans chose the same night to surprise the lovers, and in the ensuing confusion, a battle broke out and both lovers were slain. The lovers' ghosts (level 10 controller) haunt the island, attacking anyone who dares to violate their peace.

#### **1410** Oyster Isle

Oyster Isle is lightly wooded, with dozens of crude huts near the shoreline. The fishermen from the Ouimos clan use this as a midday rest stop and sometimes stay overnight. Traders from the Arent Trading Post trade for oysters and crabs here every fortnight.

#### **1412** Crayfish Spawning Ground

This is the spawning ground for the giant crayfishes of Brachan Bay. Every new moon 4d12 giant crayfish (level 4 skirmisher) congregate here. The area is very dangerous, as the males attack anything that moves in the water or on the surface. At other times, attacks occur at a less frequent rate (10% chance per day).

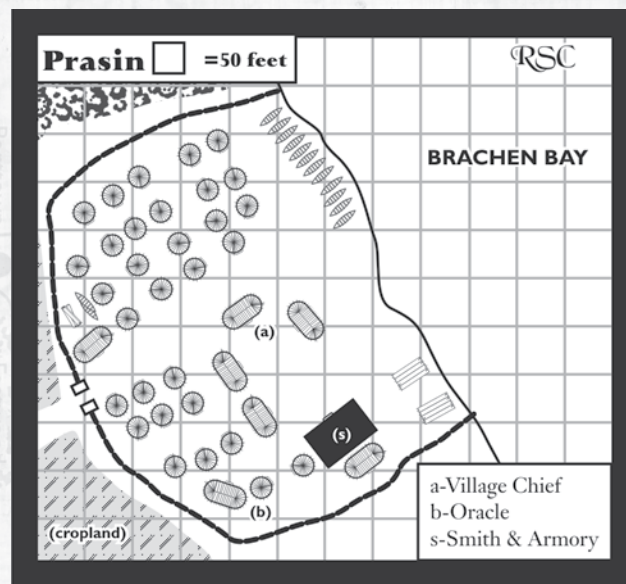
#### **1503** Shipwreck Island

Five years ago, loaded ships sailed out of Nova Gothridge and were caught in a storm and driven onto this island. The ships were shattered, and the cargo scattered across the islands. Much of the cargo has been recovered, but a significant amount remains missing. There is a 10% chance per day of finding something valuable. If a 1% is rolled, then the item is magical.

#### **1514** Prasin

This is a village of the Ouimos clan, and is home to 350 Akhaioi who fish in Brachan Bay. They are the only surviving Ouimos clan south of the Erados River. Chief Radiko (Rgr9), a loud boisterous man and fearsome fighter, rules the village. He trained a dozen woodsmen (Rgr4) to patrol Prasin, and they have encountered gibbering moutherers and a handful of chaos beasts. At last year's clan meet, Chief Radiko attempted to warn the other villages of the Ouimos about the danger, but he was laughed at for telling tall tales. Chief Radiko is planning to capture a chaos beast as proof.

Last season a group of hunters from Porttown kidnapped a group of Ouimos women harvesting herbs in the Southern Eneris Hills. Radiko mustered the



village, and quickly tracked the hunters down. When he found that the women had been raped, the enraged Ouimos chieftain killed all the hunters. Rumors of war are whispered within the village, as leather cuirasses are oiled and bronze swords are sharpened.

#### **1607** Arent Trading Post

Alec Arent founded Arent Trading Post nearly ten years ago. A minor trading family of the Grand Kingdom, the Arents have labored under the shadow of the great trading houses for decades. With the opening of the Golden Shore, the family saw an opportunity to rival the greatest trading houses.

The Arents invested much of their wealth to outfit an expedition to the Golden Shore. Bypassing Castle Williams and Porttown, they entered into Brachan Bay. They landed on a light wooded island at the mouth of the Aldarius River, and there they built a wooden keep to act as a trading post and warehouse. The trading post is home to 150 people, all living under the watchful eye of Captain Alec Arent (Ftr5), the Lord Proprietor.

In the past decades, the Arents have built up several trading relationships with both the Ouimos and the Merkaioi clans. Alec Arent has sent his sons (Alec II. and Marcus) to live among the clans to learn their culture and language. While the quantities of goods passing between the Akhaioi clans and the Arents are small,



trade is growing. In the next decade, Alec plans to send his eldest, Alec II, into the foothills of the Greyhorn Mountains to make contacts with the eastern clans.

**1706** **Mayros**

This village of 200 belongs to the Merkaioi Clan. Chief Deimos (Ftr8) divides his men among miners and fishermen. The miners go into the Eurafon Hills to scour the streams for tin ore, one of the components needed to make bronze. The Arents visit Mayros every week to trade for fresh food.

**1710** **Edafin**

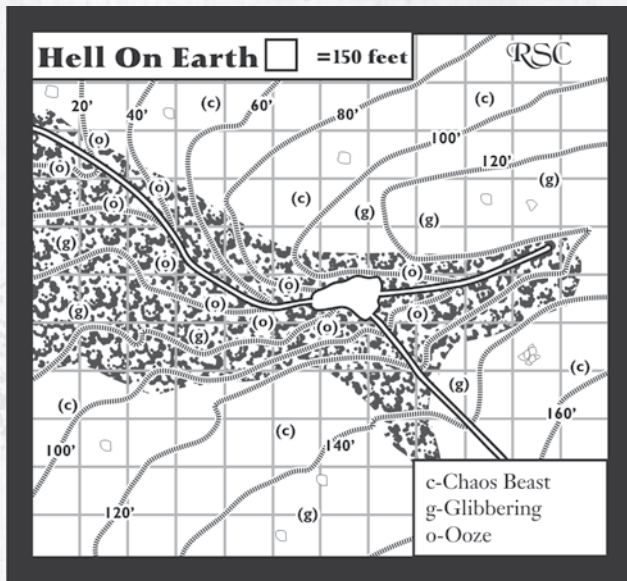
This is a village of the Ouimos clan. Over 300 Akhaioi make their living fishing, and mining tin and rare minerals from the Skelis Downs. Marcus (Ftr2), the youngest son of Alec Arent, lives with the village chief, Hector (Ftr10). Hector and Alec (see Hex 1607) are firm friends. The Arents trade iron ingots and implements for the tin and minerals mined in Edafin. Last year, the Arents escorted a group of mages from the Guild of Arcane Knowledge on a survey of the mineral deposits. Following this survey, the Arents signed a lucrative trading contract with the guild to supply exotic components to its mages.

**1712** **Ruins of Endarr's Port**

This is the site of the original settlement founded by Henry Endarr. Fifty years of growth covers the buildings, and everything useful has been taken. Twelve wights (level 5 skirmisher) continue to search the ruins for something.

**1814** **The Ruins of Maraios**

This village was once home to 250 Ouimos; however, seventy years ago, every inhabitant disappeared. Fifty Akhaioi from Gonim resettled Maraios, but they also disappeared over the winter. Now the village lies abandoned except during the winter, when it becomes home to a colony of 20 giant lynxes (level 1 skirmisher).



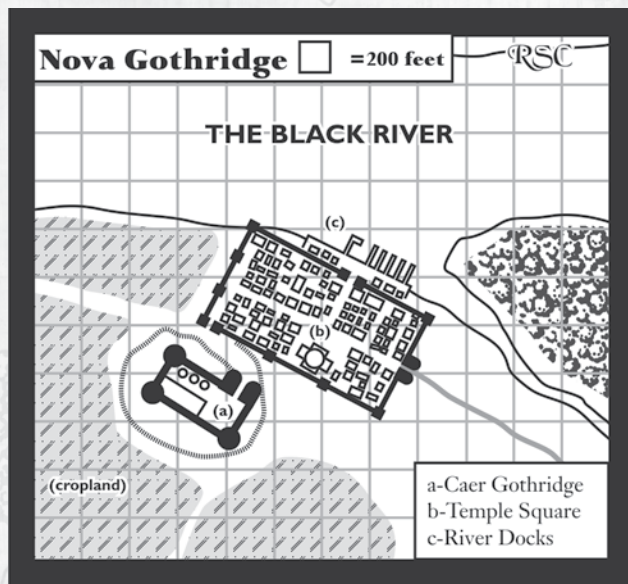
**1918** **Hell on Earth**

This ravine focused the chaotic energies flowing through the region. It is a nightmare realm of gibbering mouthers (level 6 controller), chaos beasts (level 12 controller), various oozes, and worse. Various forms of mushrooms and fungi have replaced the native flora. Many are deadly.

**2011** **Gonim**

This is the largest village of the Ouimos Clan. Here the clan meets in an annual gathering for trade and festivals. Gonim is where the Great Trail begins, and every week traders from the eastern clans travel through the village. Over 500 Akhaioi live here making their living by farming and trading with other Akhaioi.

Tavros Akanar (Ftr12) is the High Chief of the Ouimos. He is 62 years old, and has lived long enough to see the steady decline of the Ouimos. The loss of the villages south of the Erados, the renewed threat of the Merkaioi, and now the impending conflict over the rape of the Prasin women, all point to dark days ahead for Tavros' clan. The advice of Lariese Hamilton (Rgr8) of the Arent Trading Company has proved useful, and Tavros is considering granting her request to accompany one of the Ouimos trading expedition to the east.



### **2102** Nova Gothridge

The Emperor of the Ochre Empire is determined that the Grand Kingdom shall not reap the benefits of the Golden Shore alone. Twenty years ago, he granted the powerful Gothridge family a charter to settle the Golden Shore. The Gothridges outfitted an expedition to establish their settlement on a secluded cove of the Black River, and within a decade, a castle was built and several saffron plantations were established. The colony began to thrive when the Akhaioi of the village of Eddafos decided to convert to the worship of Sarrath and swear loyalty to the Ochre Emperor.

Two years ago, Victor Gothridge (Ftr3) was appointed Governor of Nova Gothridge. He is ambitious, and possesses a keen intellect. The Gothridge family suffered recent reverses (see the Misty Isles) and Victor is eager to redeem his family's honor by having the entire Merkarios Clan swear loyalty to the Ochre Emperor.

There are 500 inhabitants in the walled town of Nova Gothridge. In addition to the inhabitants, there are 100 Akhaioi from the Merkarios Clan living in town along with a 100 slaves. Most of the golden saffron plantations are latifundia, worked by dozens of slave gangs. Two other prominent features in Nova Gothridge are the Novus Ordo Temple dedicated to Sarrath, and a 500-seat arena. The arena hosts gladiatorial contests every fortnight. The local Akhaioi have taken to the concept,

and often participate as gladiators. Governor Victor calculates that within two years, attendance will have grown enough to hold fights every week.

Governor Victor is angry because of the poaching in the Onilos Forest by the Akhaioi of Kardion. But the strong reaction to his hanging the poachers last season has caused him to reconsider his approach. The governor may open the forest to the chiefs and high warriors of the Merkarios Clan, and in exchange, require them to patrol the woods for poachers.

### **2106** Kardion

This village of the Merkarios Clan is home to over 300 Akhaioi. In addition to farming and fishing, they hunt the Onilos Forest to the north. When the Onilos Forest was declared a private preserve of the Gothridges, Chief Achera (Rgr10) ignored the declaration and continued to hunt with his people in the forest. High Chief Agar (Hex 2605) cautioned him on angering the Gothridges, but Achera ignore his suggestion. Last season, a band of villagers, including Achera's son, was caught and hanged by the Gothridges. Achera demanded the raising of the clan from the High Chief, but his request was summarily denied. Now Achera plots revenge with advice and support from traders from the Arent Trading Post.

**2109**                      **The Mastodon Graveyard**

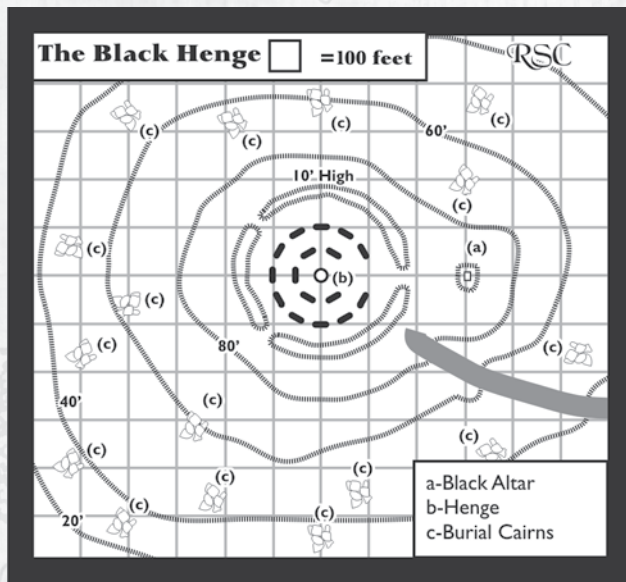
This secluded ravine is where the mastodons of Peldan's Woods go to die. There is nearly 3,000-gp worth of ivory lying in and around the ravine. Collecting the ivory is hazardous, as there is a 75% chance per day one or two ancient mastodons will be found grazing nearby. The mastodons attack intruders on sight.

**2217**                      **The Black Henge**

A windswept carpet of heather moor covers the hills of this region of the Blood Downs. In the center of a large hill is a henge made of black stone. The stones are 12 feet tall, 2 feet thick, and 6 feet wide.

Black Henge is the center of power for The Dark in this region. Alslitharios the Golden, a serpent man of great power (dark naga, level 21 elite controller) directs the efforts of the wights here, and the foul undead constantly seek to uncover any weaknesses in the people of the region. The villagers captured from Endarr's Rest (Hex 1712), Maraios (Hex 1814), Largos (Hex 2314) are buried in cairns on the lower slopes of the hill. Alslitharios chose the body of Henry Endarr to infuse with chaotic energy, and the result was a terrible creature known as a wight lord (level 6 controller).





**2305** Smilodon Pack

A pack of 4 saber tooth tigers (level 10 elite skirmisher) hunt the southeast region of the Onilos Forest.

**2314** Ruins of Largos

The inhabitants of this village of the Ouimos were taken fifty years ago. Because of their experience with Maraios, the Ouimos left the remains of the village to the forest. Hidden in the ruins is a sealed cache of wax tablets detailing the notes of the sage Dematros, who investigated the strange circumstance of Maraios. He recorded his notes on these tablets and hid them until he could scribe his notes onto stone or vellum. The referee can offer any level of detail desired to advance his plot concerning The Dark.

**2403** Eddafos

The 200 inhabitants of this Merkarios village make their living by farming and hunting in the Ordo Hills. Eddafos was among the first Akhaioi village to be contacted by the Gothridges, and when shown the iron tools and weapons for trade, they became eager allies. With the help of the Gothridges, the villagers' crop yields and the amount of game killed has increased tenfold.

Three years ago, the chief of Eddafos died, and the high warriors of Eddafos proclaimed Tydario (Ftr7) their new chief. Tydario then swore fealty to Victor

Gothridge and to the Ochre Emperor, instead of the High Chief Agar (Hex 2605).

**2407** Eylog

This is a village of the Merkarios clan. Over 250 Akhaioi make their living here by farming and hunting. The Akhaioi of Eylog are known for their herbalists who gather rare plants from the swamp to the southeast (Hex 2408). They are led by Chief Norios (Ftr10). Aside from Eddafos, the Eylog Akhaioi were among the first of the Merkarios Clan to receive iron weaponry, as Eylog is a traditional battleground with the Ouimos.

**2605** Batradon

This is the largest village of the Merkarios Clan. Over 400 Akhaioi live here, surviving by farming and trading with the eastern clans. Here the entirety of the Merkarios clan meets in an annual gathering for trade and festivals. Traders arrive every two weeks from Akhaioi clans further east.

Agar Logosol (Rgr13) is the current high chief of the Merkarios. He is wary of the Gothridges, but appreciates the utility of the iron weaponry. With the new weapons, he could bring defeat and ruin to the Ouimos. However, the loss of Eddafos has angered him, but he is not ready to confront the Gothridges. He urges caution to Achera of Kardion (Hex 2106), but fears an early war is unavoidable.

**2708** Lair of the Chimera

A rocky outcropping in the forest is the lair of a chimera (level 15 elite brute). It has been preying on the local livestock, and High Chief Agar wants to track it down and kill it himself.

**2713** Gimeni

This is a village of the Ouimos. Its 350 inhabitants make their living by farming and the income gained from the local shrine. The shrine is home to a six sages (1 Clr9, 2 Clr2, 1 Wiz11, 1 Wiz10, 1 Wiz1), and it houses relics and scrolls from when the cities of Dornis stood. Much of the shrine's income is derived from divination, potions, and research of lore. Chief Makanio (Ftr8) rules Gimeni, and he takes pride in the pristine condition of the shrine and requires the villagers to contribute a certain number of days of labor to its upkeep.

# AMACUI

---

## INTRODUCTION

The exploration of a new world doesn't always involve the exploration of empty lands. Sometimes empires and ancient ruins are discovered. It is an opportunity for wealth and trade; but some secrets are better left buried.

## BACKGROUND

Twenty years ago, Captain Ardmore from the Grand Kingdom sailed into the Azure Gulf. Along the northern shore, he discovered the Great Jungle, the size of which dwarfed anything known in the Old World. Sailing eastward, Captain Ardmore found that the jungle ended at the Barazar River. East beyond the river, between the Mountains of the Moon and the shore, there were numerous villages of the Lurcana people.

The Lurcana are a Bronze Age pastoral culture, with no organization higher than the village. The only conflict known among them was some occasional cattle raiding between different villages. Of interest to Captain Ardmore was that the Lurcana possessed a good amount of silver and gold that was washed down from the Mountains of the Moon. He was able to trade successfully with several of the coastal village and returned to the Grand Kingdom.

On his return to the Grand Kingdom, Captain Ardmore used his contacts to form the Aquila Trading Company. With the capital he raised, Captain Ardmore organized a fleet that returned to the Azure Gulf and the Lurcana. At the mouth of the Barazar River, he built a keep named Magnus Aquila. The keep was used as a base to explore the interior and contact other villages of the Lurcana. The Trading Company established a trade network exchanging iron tools and weapons for gold and silver.

From Magnus Aquila, expeditions were launched into the Great Jungle. There Captain Ardmore and his men discovered numerous ruins of an old civilization amid the karst terrain. When asked, the Lurcana told the explorers that the ruins were forbidden territory and that an ancient evil guarded them. Despite the warning, Captain Ardmore continued to explore the ruins and the jungle. He discovered several caches of old magic and gold, but several expeditions were lost, and Captain Ardmore himself disappeared three years later while leading an expedition.

After the disappearance of Captain Ardmore, the Aquila Trading Company appointed Sir Carad Tromar as commander. Sir Tromar halted the expeditions into the Great Jungle and focused efforts on trading with the Lurcana. Two years ago, Sir Tromar heard rumors of a rich realm to the north and decided to outfit a large expedition to explore it. He left Sir Charles of Stonedale in charge of Magnus Aquila, but he never returned from his expedition to the north. A year later, trading with the Lurcana villages came to a standstill, and the Lurcana prepared for something they called the Grand Tribute. Sir Charles dispatched a message last fall to the proprietors of the Aquila Trading Company; asking for instructions and reinforcements to replace the men that Sir Charles took with him.

The Lurcana are the descendents of those who survived the fall of the Lucaxa Empire, which dominated the northern shores of the Azure Gulf over five centuries ago. While the Lucaxa Empire never discovered the use of iron, their knowledge of magic exceeded any of the kingdoms of the Old World. Five hundred years ago, they opened a gateway into the Abyss, attracting the notice of an Elder Lord.

The horrors that emerged from the Abyssal gateway devastated the empire, and those that survived retreated into fortified enclaves. The outbreak of demonic activity drew the attention of the blood god Azartec, who loosed the Wild Hunt and scoured the Lucaxa Empire from the mountains to the sea, killing demons and men alike. Unable to destroy or banish the Elder Lord, Azartec bound and buried him underneath the hills of the former capital of the Lucaxa Empire. The portal to the abyss was sealed off and destroyed. The few citizens of the empire still living fled eastward where they took up a simpler existence of cattle herding. After many years, this remnant of a once-great empire became known as the Lurcana, or the survivors.



## AMACUI

### 1d12 Encounter

- 1 Six Lurcana hunters (Ftr3) are chasing 1d12 giant crabs (level 3 brute).
- 2 A daggerbeak (level 4 soldier) is trying to catch groundhogs in a field. The groundhogs keep reappearing to tease the daggerbeak.
- 3 A chaos beast (level 12 controller) appears from around a copse of trees.
- 4 The low rumble in the ground heralds a herd of stampeding elephants or “Flat Tusks” (level 12 brute).
- 5 While walking along the beach, a killer whale (level 18 brute) lunges out of the surf at a random party member. The killer whale will bite to grapple, in order drag the hapless victim into the ocean.
- 6 A group of 4d6 fishermen (Ftr1) are busily burying the loot taken from their latest raid.
- 7 2d6 Amacui warriors (Ftr5) guard 4d10 porters carrying tribute. One of the prisoners stumbles and falls, spilling his load. The warriors rush him and start beating him to death.
- 8 A Priest of Azartec (Clr8) is on an inspection tour escorted by 2 acolytes (Clr3) and 5 Amacui warriors (Ftr5).
- 9 A random party member steps in a nest of poisonous vipers.
- 10 While walking towards a meadow of tall grass, 4d6 elephant birds (level 3 skirmisher) suddenly stand up and stampede toward the party.
- 11 A saber-tooth tiger (level 10 elite skirmisher) stalks the party.
- 12 2d4 Amacui warriors (Ftr5) are escorting 4d6 slaves to be sacrificed at Tormmuz. The slaves beg to be liberated.

### Rumors

- 1 (F) Beyond the mountains and jungles there is an empire ruled by women, where men are treated like gods.
- 2 (T) The giant crabs along the shores of the Azure Gulf are known to swarm their prey.
- 3 (T) The Lurcana are a peaceful people, and great to trade with as long as you treat them fairly.
- 4 (T) The mountains north of the Lurcana have gold and silver running down the streams, but watch for the giant birds with dagger-like beaks.
- 5 (F/T) The flowers of the Dianthis Peninsula make great alchemy components and are easy to gather.
- 6 (F) The Lurcana killed Sir Tromar because he ate with his left hand. That’s why the Lurcana won’t trade anymore.
- 7 (F) There is a fountain in the Great Jungle with waters that can turn any substance into gold if left overnight.
- 8 (T) There are ruins of an old empire in the Great Jungle. Some of the ruins haven’t been touched since the collapse.

Knowing the Elder Lord was only imprisoned; Azartec went north and revealed himself to a desert tribe known as the Amacui. He spent seventy years teaching them the arts of civilization, magic, and war. After the seventieth year, Azartec unleashed the Amacui. For two hundred years Azartec led them on a series of conquests, until they reached Lake Vanu and the Fence of Blood. There the great deity charged the Amacui to keep a watch over the Great Jungle and to be vigilant for the return of the Elder Lord.

For three hundred years, the Amacui kept their faith in Azartec and upheld their watch. Every ten years they levied the Great Tribute on the Lurcana to outfit an expedition to sweep the Great Jungle. Two years ago, strangers that were neither Lurcana nor Amacui attacked the Acmali Gate. These aggressors were captured after a hard fight and taken to the provincial capital of Tormmuz, where they were tortured before being sacrificed to Azartec. From the captured foreigners, the Amacui learned of the Aqlia Trading Company and the ill-fated expeditions into the jungle. Frightened that the Elder Lord may have been uncovered, the Governor of Tormmuz decided to call for another Great Tribute. The tribute is to be collected and the forces organized by next year.

### ADAPTATION NOTES

Amacui is designed to be a frontier land in your campaign world, and Azartec can be any evil god in your campaign. The Elder Lord can also be any evil god or powerful entity. The only requirement is that any replacements for the two deities be enemies. It is also recommended that the Elder Lord substitute be one that lends itself to the type of mythology written by H. P. Lovecraft.

The Amacui can be any evil culture that would worship a dark deity like Azartec. Their empire does extend northward from the map, but its exact size can be whatever you need for your campaign. Any ancient realm can be substituted for the Lucaxa Empire; however, keep in mind that the Lurcana are the fallen survivors of that empire.

The Aqlia Trading Company, and the Grand Kingdom can be replaced with anything from the core regions of your campaign world. The Aqlia Trading Company

can be changed to suit the economics of your world. For example, instead of a trading company it could be an alliance of barons.

## NOTES

### EMPIRE OF THE AMACUI

Over five hundred years ago, the Amacui were a poor desert people, barely surviving. The blood god Azartec appeared before them and promised them a warm and fertile land if they would follow him in all things. For seventy years he taught them the art of war and the manufacturing of weapons. At the seventieth year, Azartec unleashed the Amacui on a bloody rampage of conquest. Within two hundred years, they controlled over a dozen provinces covering nearly all the arable land of the interior.

When the Amacui reached Lake Vanu and the Acmali Gate, Azartec then revealed the purpose of their empire. They were to maintain a watch over the Great Jungle and keep themselves ready in case the Elder Lord should ever win his freedom. They remained faithful to this task for the next three hundred years.

At the core of each Amacui province is a city-state, which was wrested from a conquered people. When the Amacui conquer a city, they execute the ruler, sacrifice the urban nobles, and then impose a tribute on the surrounding settlements. The rural nobility is left alone, as long as the tribute is paid. However, the Amacui occasionally need to make an example of a rebellious or disrespectful noble.

In their city-states, the Amacui live an austere existence in a separate quarter. All male children are taken away from their mother at age five to begin training as warriors. At the age of 15, a male Amacui joins one of the many guard units to begin service to the empire. At age 25, they are permitted to marry and establish a household; and at age 50, they retire from the guard and join the local Council of Elders.

The Council of Elders adjudicates disputes and enacts laws. The Council of Elders appoints a representative to the Imperial Council that meets in the largest city of the empire, Macatelac. The Imperial Council hears and decides most matters that effects the Amacui as a whole. The emperor is Azartec's representative to the



Amacui, and he is trained as a high priest and oversees the Imperial Council. The emperor appoints governors to oversee the local Council of Elders; the governors also function as high priests of Azartec, and enforce the laws the local Council of Elders enact.

The Amacui are very concerned about the possibility of rebellion, as their subjects vastly outnumber them. It is only by superior training and a zealous faith in Azartec that the Amacui keep their thousands of conquered subjects in line. To further aid in keeping civil harmony, the Amacui have established an elaborate system of privileges, rights, and responsibilities for their subjects. Nearly every activity or commercial enterprise needs a permit issued by the governors, and by letting their subjects compete for these permits, the governors keep them too disorganized to join together in a revolt.

The Imperial Council and the emperor are concerned about the newcomers among the Lurcana. They have authorized Governor Hasurbabi of Tormmuz to exact the Great Tribute from the Lurcana early, so that the Great Jungle may be cleansed to ensure that the Elder Lord remains bound.

### **AQUILA TRADING COMPANY**

Captain Ardmore of the Grand Kingdom established the Aquila Trading Company as a proprietary company. When a proprietary company is setup a governing board is created that consists of all the investors in the company; this is known as the Board of Proprietors. The board then appoints an agent to act as their representative; and the agent receives a specified share of the gross receipts in exchange for managing the expedition, or post. Any profits are then split among the proprietors.

The proprietors of the Aquila Trading Company are a group of smaller merchant families who desire to use the discovery of the new world to gain an advantage over the entrenched great merchants of the Grand Kingdom. They have entrusted Captain Ardmore to find that advantage in the Azure Gulf. If Captain Ardmore succeeds, the proprietors of the Aquila Trading Company can use the profits to build other trading posts and expand. In your campaign, the identities of the proprietors can be whatever set of individuals are useful in getting the adventurers to journey to the Azure Gulf.

Brave adventurers might be named as agents for new trading posts; a lucrative reward that should galvanize even the most mercenary of heroes.

### **AZARTEC**

Azartec is the destructive force of nature. It is he who summons the storms, calls the wolves, and kills a child at birth. Azartec is nature unleashed. More information is presented about Azartec in Mazatl, the Realm of the Blood God.

The Amacui believe that they are the chosen people of Azartec, and they honor him every full moon with a sacrifice of seven people. Every year, the Amacui hold the Great Ritual, where they sacrifice seven times seven people to commemorate Azartec first appearance. A priest of Azartec is present at the births of all Amacui. In addition, a priest escorts a young child to the training barrack, marries him to his wife, and sings his deeds at his death so that Azartec may hear.

At the center of a city's Amacui quarter is a five-tiered ziggurat built to resemble Mazatl. The lower tiers are hollowed out to provide workshops and quarters for the priests and the acolytes. The fifth and top tier is where the sacrifices and high ceremonies are performed. Outside of ceremonies, priests spend most of their time studying magic and lore. They are evenly divided between those who practice arcane magic and those who practice divine magic.

The priests are chosen during the first year of training at the barracks. The name of every first year trainee is marked on a stone that is thrown in a bowl. Priests of Azartec then randomly draw the needed number of names, and those individuals are pulled from the barracks to begin training as acolytes. A select group of priests, known as the Claws of Azartec, receive training in the arts of stealth and assassination.

### **PROVINCE OF TORMMUZ**

This is the southernmost province of the Empire of Amacui. The city-state Tormmuz was once under the control of the Elcari people, until the Amacui swept in from the north three hundred years ago. The Amacui kill the King of the Elcari and executed all the nobles living in the city-state. The only surviving Elcari nobles are the Barons of Erecui Castle.

After the conquest, the keep at Ac mali Gate was built, and a punitive expedition launched against the Lurcana along the coast. The Lurcana were ill prepared for war and were quickly defeated. Every ten years, a Great Tribute is levied to mount an expedition into the Great Jungle and to kill any intruders.

This system has lasted for over three hundred years without any major disruptions, but the capture of the explorers from over the sea has alarmed the local council and the governor. The emperor and the Imperial Council ordered the Great Tribute to begin early. Because of the urgency, Governor Hasurbabi of Tormmuz has tightened enforcement of the laws and the various monopolies the Amacui have granted. He also levied additional tributes within the provinces, which has increased the growing discontent of Baron Orsun of Erecui Castle.

## **GEOGRAPHY**

### **THE AZURE GULF**

The cerulean waters of the Azure Gulf are among the most beautiful in the world. The water is clear to depths of 30 feet or more. Sharks are a common hazard in the gulf, and there is a 20% chance of attracting 1d6 sharks every hour spent in the water. During the storm season, between November and April, violent windstorms occur once or twice a year.

### **BARAZAR RIVER**

This is the main river of the region, and it is over two miles wide at its mouth. In the interior, the river averages a mile in width up to Lake Vanu. The current is slow except in the stretch running along the Cliff of Caroxa, where white water rapids occur every 2 miles. Beyond the cliffs, mangrove swamps 100 to 600 yards thick choke the banks.

### **THE BLUE HILLS**

These hills are named for the distinctive blue gray rock outcrops. Several dozen herds of goats range these hills providing meat and fiber for cloth for the Amacui. Several of the rocky outcrops have been hollowed out by the Baron of Erecui and are used to store weapons and supplies.

### **CARANOZ STREAM**

This stream twists and turns, forming many pools, as it makes its way through the Mountains of the Moon. It is noted for its yearly infestations of giant frogs (level 3 brute).

### **CLIFFS OF CAROXA**

These 100-foot cliffs form the eastern edge of the Fence of Blood. Wind and water have scoured many caves into the cliff face, attracting dozens of manticores (level 10 elite skirmisher). A massive manticores named Caroxa (level 18 solo skirmisher) rules over the other manticores in this region.

### **CORNDALIS CREEK**

This creek is named after Alfred Corndalis, the first explorer to reach the Fornal Marshes. While it forms a tunnel through the jungle, there is virtually no room on the banks, as the trees grow next to the waters. The survivors of Corndalis' expedition have reported that the creek is infested with giant constrictor snakes (level 9 soldier).

### **CRAB BAY**

The sandy bottom and warm waters of Crab Bay would be an idyllic scene if it were not for the near constant presence of giant crabs (level 3 brute). The Lurcana of Tlasha hunts these crabs. The Lurcana avoid the bay during the full moon when the crabs swarm (5d20) in the shallow waters and become highly aggressive.

### **DIANTHIS PENINSULA**

This peninsula forms one side of Crab Bay. The marsh at the base of the peninsula has many colonies of amber dianthis; a dangerous plant that is mildly psionic. The plant attempts to instill a suggestion in other creatures (+6 vs. Will) to eat its seedpods until full. While not poisonous, eating that many seedpods can give stomach cramps (+6 vs. Fortitude), and leave the victim incapacitated for 1d3 days. Once the victim is full, the compulsion subsides, and the victim is immune to further suggestion from other amber dianthis plants for 1d3 days while the seedpods are digested and eliminated.

The sandy beaches at the end of the peninsula are the spawning ground for the giant crabs of Crab Bay. From September to October thousands of crabs crawl out of Crab Bay onto the beaches to mate and lay their eggs. The crabs return to deeper water before the start of the storm season in November.

### FENCE OF BLOOD

These rugged volcanic peaks form a barrier between the Empire of the Amaqui and the horrors of the Great Jungle. The central region is snowcapped year round, and Governor Hasurbabi of Tormmuz sends runners every fortnight to bring back snow in chests insulated with straw. Giant snow apes (level 10 brute) are known to inhabit the central valley of the mountain range. The region is named for the deep red coloration of its volcanic rock.

### FORNAL HILLS

Since the fall of the Lucaxa Empire, the hills and mausoleums on them have become covered with thick underbrush. The spirits of the dead are angry because their burial grounds are neglected. Their mummified remains now wait to take vengeance on those who dare open their tombs. (mummy, level 8 to 16 brute)

In the center of the hills there is a buried tomb where an Elder Lord of the demons lies bound. The tomb lies beneath an extensive catacomb filled with death traps. Azartec's Shadow Guard (dread wraith, level 25 elite lurker) guards the entrance to the catacomb.

### FORNAL MARSHES

Corndalis Creek was dammed, and a lake was formed to provide water and irrigate the surrounding croplands of Fornal. When the dam broke during the fall of the empire, the lake became a marsh. Spirits of the vengeful dead appear as will-o-wisps (level 9 lurker) to lead unwary explorers to concealed sinkholes to drown.

### THE GREAT JUNGLE

The jungle has reclaimed all of the old imperial territory, and the underbrush is thick. This makes traveling through the jungle exceedingly difficult, and travel times are doubled to destinations within the jungle.

Countless ruins of small towns, villages, and estates are buried in the jungle. The jungle has consumed most of the buildings. A treasure trove of old imperial magic and lore can be found in the few structures that remain intact.



Giant Insects, giant snakes, and packs of dire jaguars (level 5 skirmisher) roam the jungle, and several expeditions have reported seeing large saber-tooth tigers (level 10 elite skirmisher). Remnants of the Elder Lord's influence can be found in the occasional wandering chaos beast (level 12 controller) and gibbering mouthers (level 6 controller).

### **GREENDEEP SWAMPS**

This was once the agricultural heartland of the Lucaxa Empire. The decayed irrigation system of the once-great empire has caused a swamp to form here. Several herds of strange elephants (level 12 brute) inhabit the swamp. They are known as "flat tusks" because of the shovel like shape of their lower jaw, which is used to scoop and strain the swamp vegetation. Lone saber tusks (level 10 elite skirmisher) enter the swamp to prey on the flat tusks.

### **GREYSTONE RIDGE**

These hills have little underbrush due to the stony terrain. This area has significant amounts of gold, silver, tin, and other exotic minerals that wash down into its streams.

### **HALIS RIVER**

Giant gars (level 6 lurker) swim in the deep center channel. The gar's eggs are a prized delicacy among the Lurcana, although collecting them can be hazardous.

### **JUNGLE OF EYES**

A tribe of 100 Troglodytes (level 3 brute) inhabits this jungle, and they have honed their stealth skills to remain hidden from intruders. However, the Lurcana know something lives in the jungle, something that watches them. If discovered or attacked, the troglodytes coordinate and use their stench ability to drive out intruders.

### **LAKE VANU**

This large lake forms the heart of the province of Tormmuz. Fishermen from Tormmuz and the lakeshore village provide a significant amount of the food in the province. Conflict is breaking out between the west side fishing fleet and the east side fishing fleet, as the tension rises between Baron Ormon and Governor Hasurbabi.

### **THE LONG JUNGLE**

While only 5 miles thick, this jungle extends 200 miles to the east along the shore of the Azure Gulf. It is relatively free of underbrush, and the Lurcana harvest the various herb and medicinal plants found in the jungle. The only threats are from venomous snakes and giant crabs (level 3 brute) hunting small game.

### **LOTUS FOREST**

A huge variety of exotic herbs, including the many varieties of lotus, grow here. Governor Hasurbabi of Tormmuz protects the forest, and he controls the hunting, the cutting of wood, and the gathering of herbs in this area. The governor makes a lucrative income from the exclusive license granted to the Magnificent Circle of Esoteric Philosophers, a guild of alchemists. Rival alchemists from other provinces hire raiding parties to gather the rare herbs.

### **MALISINE PLAINS**

These rolling plains are home to herds (4d10) of elephant birds (level 3 skirmishers), giant flightless birds that wander and graze on the tall grass. They are hunted by roving packs (2d4) of dagger beaks (level 4 soldier), a 5-foot high flightless bird with a foot-long razor-sharp beak. Although it is rumored that elephant birds can be domesticated as mounts, the Lurcana have not attempted it.

### **MARSH OF THE LONG REEDS**

The Lurcana of Jerdon harvest the 6- to 8-foot tall reeds in this marsh, taking care to avoid the giant snapping turtles (level 10 elite lurker).

### **MOUNTAINS OF THE MOON**

These jagged stony mountains have little vegetation and are pockmarked with depressions and rills. From a distance, the coloration and terrain resembles the face of the full moon. These mountains are a treasure trove of gold, silver, and other minerals untouched. Tribes of troglodytes (level 3 brute) live in the caves of the region, and herds of mountain goats live on the slopes.

### **MUDDY CREEK**

Sediment washing down from the Greystone Ridge gives this creek its name. The Lurcana from Parsha mine the creek bed for gold and silver to use in paying the Great Tribute.

### RED HILLS

These jumbled foothills form the boundary between the Great Jungle and the Fence of Blood. The soil is deep red from the sediment washed down from the Fence of Blood. Sounders (1d6) of dire boars (level 6 brute) avoid the solitary owl bear (level 8 elite brute), while saber tooth tigers (level 10 elite skirmisher) hunt them both.

### RIVER OF DARKNESS

This narrow deep river provides one of the few direct routes into the Great Jungle. Dangers include giant snakes (various) and giant snapping turtles (level 10 elite lurker).

### RIVER OF FOAM

The stony bottom of this river creates whitewater rapids. The rapids are not dangerous except during the spring floods. In May, after the spring floods, the Lurcana hold an annual boat race from Orsha to Tlasha. Competitors come from all the Lurcana villages to win honor and fame in the races.

### SANDAR BAY

This small bay provides a secluded anchorage for ships. Currently at anchor is the *Red Arrow*, commanded by Captain Sandar Hollomath from the Ochre Empire. He is investigating a trading post the Grand Kingdom established in the region. He is preparing to lead an expedition up the Sandar River to explore the ruins.

### SANDAR RIVER

This river is another route into the depths of the Great Jungle. It is only navigable to the confluence in Hex 0514.

### SELENE HILLS

These hills form the southern foothills of the Mountains of the Moon. The vegetation grows thicker here than the mountains, and herds of mountain goats are often found grazing here. The occasional dagger beak pack (see Malisine Plains) hunts the goats. The streams can be mined for gold, silver, and other exotic minerals.

### SERENE LAGOON

This narrow lagoon forms a harbor for the village of Dalsha. A killer whale (level 12 brute) has trapped itself in the lagoon. It is preying on the fishermen heading out to sea in their coracles.

### STANNAI CREEK

Miners excavated Stannai Creek to allow the ore laden barges to move from hex 1202 through Lake Vanu, and then onto Tormmuz. The barges are anchored in a holding pond in hex 1202, waiting to be loaded after the miners return.

### TALOR CAUSEWAY

The Talor Causeway is the greatest example of Amacui engineering. This 5-mile-long causeway cuts knife-straight across the marshes. There is a guard tower where the causeway crosses Caranoz Stream manned by 10 archers and 10 swordsmen, who defend the area from the giant frogs (see Caranoz Stream).

### YAZAR RIVER

This river supplies the water for the irrigation system feeding the farmlands around Tormmuz. The Assembly of Bountiful Life Givers, a guild of engineers dedicated to maintaining the irrigation system, controls the river.

## LOCALES

### **0211** **Chaos Beast Feeding**

Five chaos beasts (level 12 controller) are feeding on the remains of a pack of dire jaguars. A group of monkeys are annoying them by howling and throwing feces and rocks.

### **0304** **Jagged Monolith**

The top two feet of this now 8-foot monolith is broken off. The two pieces have various arcane symbols written in the Lurcana language. A combined lift of 800 pounds can replace the broken section, and if the monolith is made whole, it will glow and release a beam of energy into the sky. If the symbols are translated, they read: "The Path to the Well of the Profane is Opened." The Well of the Profane is the Lurcana term for the Abyss.

Unbeknownst to the party, the portal buried at Hex 0308 will be briefly opened, allowing a level 5 demon, 5 level 2 demons, and 15 level 1 demon minions into the world. Oridax, the level 5 demon, will direct the others in a search for the Elder Lord's tomb. Without further intervention by the PCs, most of the level 2 and level 1 demons will be destroyed in the fight with the Shadow Guard. Oridax will withdraw and find alternatives to opening up the Elder Lord's tomb. This may include tracking down the characters that freed her, and using mind-affecting magics to deceive them into helping her gain entrance.

### **0308** **Ruins**

This hill is where the Lucaxa Empire located the portal to the Abyss. After five centuries, the massive blocks used to build the surrounding structure still stand. When the Wild Hunt scoured the land, Azartec had the portal sealed and buried 100 feet down, since there was no known way to destroy it.

If the monolith in Hex 0304 was activated, there will be a massive, 100-foot-deep pit leading down to the seal over the portal. The surrounding earth is exploded upwards and out.

### **0401** **Realm of the Couatl**

On the peak of this mountain is a verdant forest where the climate becomes sub tropical. At the center of the forest is a white cottage festooned with graceful loops of brightly colored cloth. Parties approaching the cottage will see a young woman emerge to greet them. She will invite the group to sit on her lawn while she feeds them.



The young woman is Queztalosa a couatl (level 9 elite controller). She was sent by the gods to watch over the region because of the appearance of the Elder Lord. She is not allowed to interfere, but within those limits she will try to help any good-aligned party. For neutral and evil parties, she will offer them lunch, and then tell them that she has other business and leave. If attacked, she will change form and drop the spells that allowed the cottage and forest to exist. The party will find themselves in a blizzard on top of the mountain.

#### **0411** The Lost City of Fornal

Extending over 5 square miles, this half ruined, half drowned city was once the capital of the Lucaxa Empire. Numerous creatures both benign and malevolent have taken residence. The southwest quarter of the city is the best-preserved, having been built on the first outcroppings of the Fornal Hills. The imperial palace and archives are located here.

#### **0418** Pirate Victim

Any ship sailing into this hex notices the large amount of debris floating to the horizon. Following the debris, the players come across ever-larger pieces that were obviously once part of a ship. Finally, the players spot a lone sailor holding a piece of flotsam. Circling the sailor is a dire shark (level 18 elite skirmisher). If rescued, the sailor, Ben Ardwright, tells the players he was the 3rd mate aboard the Buxom Wind. The pirates that sank his ship sailed directly to the north.

The pirate ship was the *Red Arrow* (see Sandar Bay).

#### **0606** Tables Turned

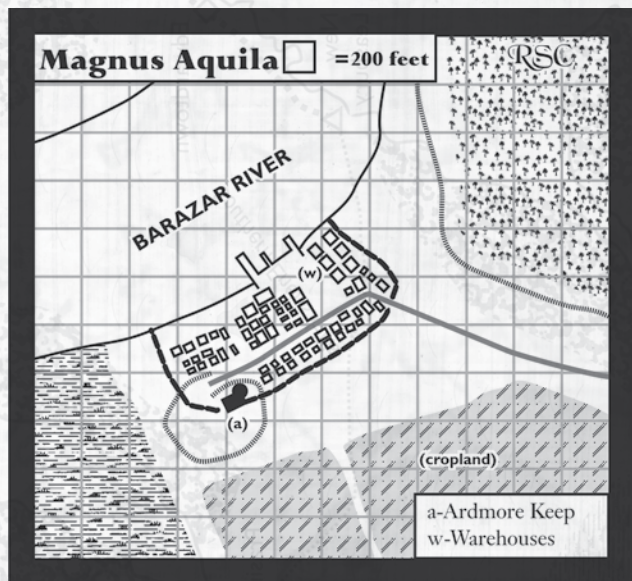
A sounder of 5 dire boars (level 6 brute) are eating the remains of a saber tooth tiger.

#### **0904** Roc Lair

This is the lair of a roc (level 14 elite skirmisher). She doesn't hunt locally, as most of the prey is too small. Instead, she hunts the ocean and preys on whales. She found easier prey far to the south, and flies there every two months to hunt. In her nest is substantial treasure including a +3 *longsword* and a variety of minor magic items.

#### **0910** Silent Refuge

There is a 25% chance that walking near this hilltop causes the ground to collapse and the victim to fall into an underground room. This is the first of a three-level underground complex that was used as a refuge to hide from the Elder Lord during the fall of the Lucaxa Empire. In a hidden chamber, on the second level, there are the research notes and journals of Magos Terculi, a powerful mage who helped build this refuge. He has extensive notes on the Elder Lord.



#### **0916** Magnus Aquila

This is a small wooden keep with over 100 inhabitants. The keep is constructed on a slight hill, while the post next to it is enclosed in a wooden palisade. The docks are on the riverside to the northwest where the current scours the bottom to form a deep anchorage. In addition to the houses and the keep, there are several warehouses where supplies and trade goods are kept.

Now under the command of Sir Charles of Stonedale (Ftr9), morale is at a low. Supplies are running low, and the Lurcana are no longer trading. Unless a supply ship arrives soon, this post may have to be abandoned.

#### **1002** Oraz

This hamlet of 80 miners is under the rule of Lord Janur (Ftr6). The miners extract copper ore from the pits scattered around the hills. The ore is smelted at the village, and the ingots are carried to the barges waiting in

Hex 1202. Lord Janur is a firm supporter of Baron Orsun (Hex 1402) in the dispute with Governor Hasurbabi.

**1006** Old Campsite

A crude palisade surrounds a collection of huts. This was the final stop for an expedition led by Gerald Danson of Whitetower. The campsite is littered with over a dozen skeletons intertwined in a horrible tableau of fighting and bloodshed. At night, a trio of wights (level 5 skirmisher) rises from their shallow burial ground 50 yards away from the camp.

**1204** Mandax

This hamlet of 60 miners is devoted to digging out the copper ore in the region. Lord Roxcari (Ftr7) rules Mandax. He has decided that if Baron Orsun begins to plot rebellion, he will side with the Governor of Tormmuz.

**1209** Spirit of Woe

A banshee (level 12 controller) who has mourned the loss of her lover for five hundred years haunts these village ruins. Any intruders are subjected to her piercing wail. Buried in the remains of a workshop is an intact *apparatus of the crab*. It appears as a large sealed bronze barrel. There is a secret catch that opens a hatch that allows access to the interior and the operation levers. The levers control the unfolding and movement of the legs and pincers, as well as the opening of the eye ports and hatch.

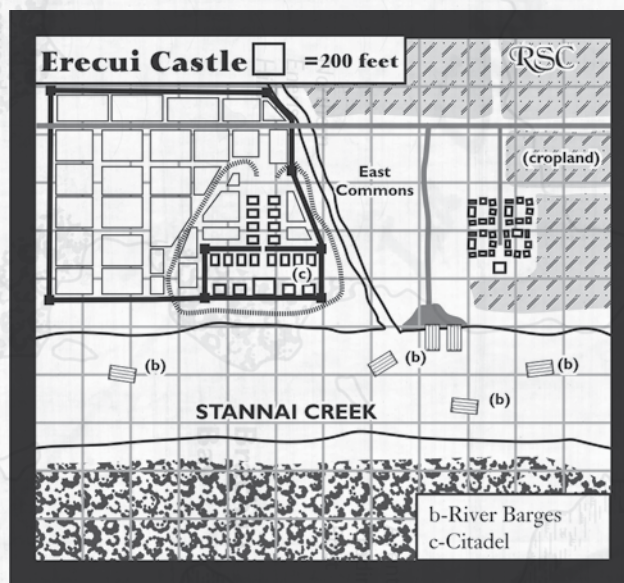
**1316** Basking Turtle

Basking in the sun is a huge dragon turtle (level 15 solo soldier). It has recently fed, and is in a playful mood. It swims behind any ship it encounters and pushes it along the way. If it is attacked, the dragon turtle attempts to destroy the offending vessel.

**1402** Ereui Castle

Ereui Castle is home to over 1,000 inhabitants. The castle is rectangular in shape, with four massive towers at each corner. Its major weakness is the lack of any towers flanking the gate. The interior is a large open courtyard where the baron and his court often meet for games and festivals. The town built next to the castle is completely walled, with towers spaced at regular intervals. Like the castle, there are no gate towers.

Baron Orsun (Ftr11) and his family have ruled Castle Ereui since the conquest by the Amacui. Much of his wealth comes from supplying the city of Tormmuz with fish and copper. Baron Orsun was notified last month that he must reduce the catch of his fishing fleet because of new privileges granted. Because of this, the baron may not be able to collect next year's tribute. Appeals to the governor have been ignored and tensions are rising. Baron Orsun conspired with Lord Mox of Tlarui (Hex 1603) to organize hit and run attacks on the eastside fishing fleet.



**1404** Attack of the Tiger

A saber tooth tiger (level 10 elite skirmisher) has mauled a herd of goats. One shepherd is dead and three others have climbed trees to escape the tiger. Anybody wandering through this area notices an unusually large number of untended goats. A DC 20 Perception check reveals that the goats are all marked from the same herd.

**1413** Jerdon

This Lurcana village has 200 inhabitants. It is a collection of well-crafted half-timber huts built around a central green. Lady Masala (Wiz4) rules Jerdon. She is quite popular, having successfully purchased iron tools from traders at Magnus Aquila. The village harvests the reeds from the marsh to the south. The reeds are cut to length and bundled. They are used for construction, but mainly to build the coracles for the Lurcana. The Bara



family designs racing coracles used in the annual race down the River of Foam. All production of coracles has been diverted to fulfill the quota for the Great Tribute.

**1501** Bexcuri

This small village has 250 inhabitants. It is built on a long strip of beach where the coracles of the fishermen are pulled up at night. Many of the fishermen are forbidden to sail because of the new edicts from Tormmuz, and are left with little to do. Lord Carax (Ftr5) is little help, as he is a drunken sot. He has long lost the confidence of Baron Orsun. The villagers plan to petition the baron directly. However, such actions are considered rebellious and carry the penalty of death.

**1505** Marix Ferry

This hamlet of 30 inhabitants is led by Jonurbi Marix (Rgr6), holder of the exclusive right to transport people along the Barazar River and guide barges down river to Acmali Gate and back. He is suspicious of Lord Mox after seeing several coracles from his village gathering in a secluded cove near Lake Vanu.

**1507** Acmali Gate

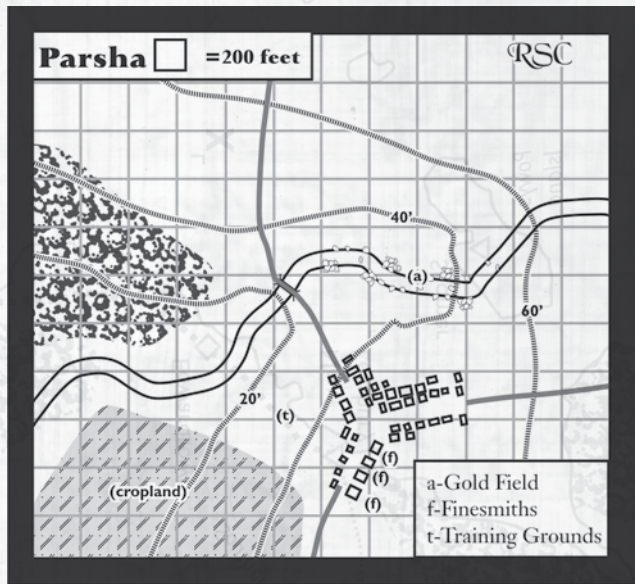
This massive stone keep guards the pass between the coastal plains and the interior. Its walls are ten feet thick and the keep is sixty feet high. There are 20 heavy infantry, 20 spearmen, and 20 archers stationed here. Twenty slaves attend to the soldiers' needs. A barge is sent every week from Tormmuz to supply the keep.

**1509** The Tribute Circle

This stone circle is where the Amacui receive the tribute of the Lurcana. The Great Tribute lasts for six months, as the Lurcana transports the tribute here during the new moon. The Lurcana have given their second month's tribute.

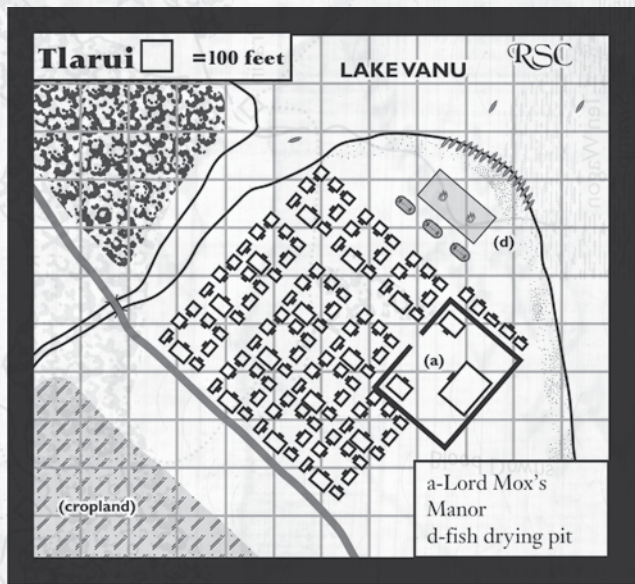
**1511** Parsha

This Lurcana village has over 200 inhabitants. It survives through herding goats on the hills to the southeast and mining gold and silver out of Muddy Creek. A dozen fine smiths turn the precious metal into fine jewelry. The recent imposition of the Great Tribute has caused excessive culling of Parsha's herds, depleting them for future seasons. Chief Mari (Ftr6) sees no other recourse than to raid the other Lurcana villages.



**1603** Tlarui

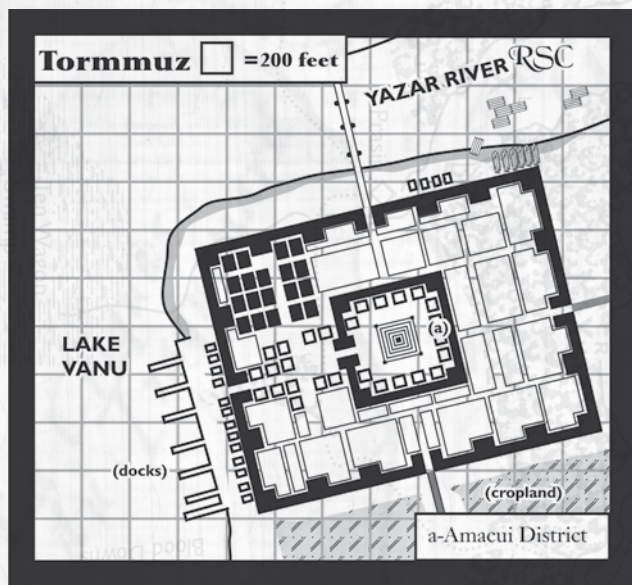
This Elcari village has over 300 inhabitants. They subsist from fishing Lake Vanu. With the restrictions on the catch size, the village is facing starvation. Lord Mox (Ftr11) recently sought the advice of Baron Orsun (Hex 1402) and after that meeting, he led his villagers on raids against the eastside fishing fleet.



**1801****Tormmuz**

This city of 2,000 people is the largest settlement in the province. Once the seat of the Elecari Kings, it is now the seat of Amacui power in the region. Governor Hasurbabi (Clr 10) left the local nobles and populace alone as long as the tribute was on time. Since he was ordered by the emperor to sweep the Great Jungle early, he has enacted repressive measures to ensure the availability of supplies.

Tormmuz is known for its smiths and smelters. The rich ores of bronze, gold, silver, and exotic minerals are forged here and shipped to the rest of the Amacui Empire. One quarter of the city is devoted to smiths, smelters and supporting trades. The Amacui quarter has its own wall separating it from the rest of the city. The ziggurat dedicated to the Blood God, Azartec, dominates the Amacui quarter. There are six small alchemist guilds that mount expeditions to the jungles of the region to collect rare herbs and components for their potions. The other guilds resent the Magnificent Circle of Esoteric Philosophers for their exclusive monopoly on harvesting from the Lotus Forest.

**1803****Larsi**

This Elcari hamlet has 75 inhabitants that subsist by fishing Lake Vanu. Lord Hazcu rules the hamlet. A brief period of prosperity ensued when the governor awarded an additional license to Lord Hazcu (Ftr10), but this quickly turned to ashes when three quarters of the hamlet's coracles disappeared last month. Lord Hazcu has organized a hunt of the giant frogs of Caranoz Stream in order to survive.

**1906****Danalix**

The Elcari hamlet has 40 miners. Unlike most rural settlements, this one is ruled by Lord Urmaz (Ftr9), an Amacui. The miners mine the streambeds for gold, silver and other valuable minerals. Lord Urmaz commands 10 Amacui warriors (Ftr5) to guard the shipments to Tormmuz.

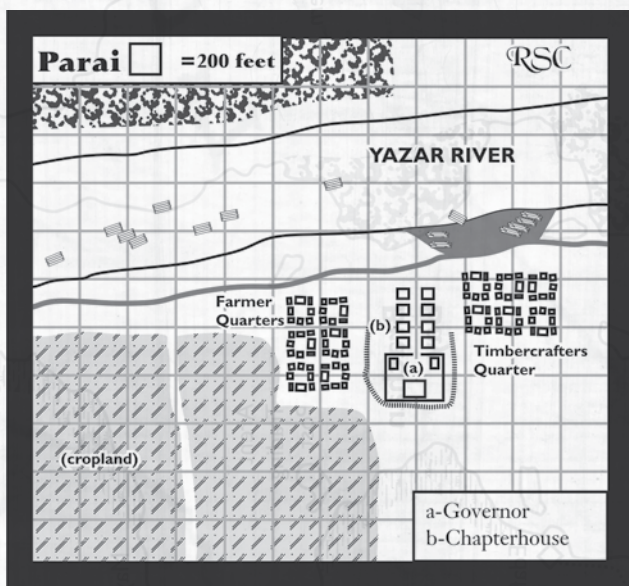
**1914****Dalsha**

Dalsha is a Lurcana village with over 500 inhabitants. They subsist on farming and fishing. The killer whale (see Serene Lagoon) that is hunting their fishing coracles threatens their contribution to the Great Tribute. Queen Yalena (Wiz5) will reward any party who is able to kill or drive off the killer whale.

**2001**

**Parai**

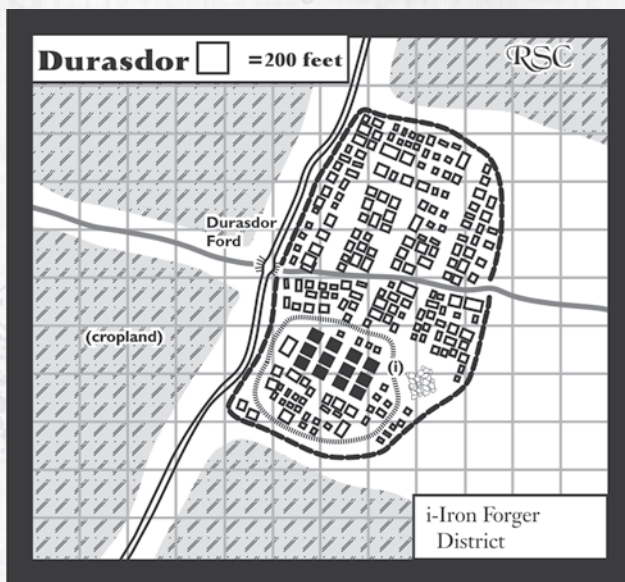
This Elcari village has 250 inhabitants. They make their living farming crops and harvesting timber from the Lotus Forest, then shipping it downstream to Tormmuz. Last year, Parai's lord was deposed and sacrificed for failing to meet the timber quota. The governor appointed Lord Matirin (Rgr5) as the new lord, and a generous increase was granted in the amount of timber permitted to be harvested. At the same time, the Magnificent Circle of Esoteric Philosophers established a chapterhouse in the village to mount expeditions into the forest. Lord Matirin supports the Circle with generous contributions and guides. This angers the Assembly of Bountiful Life Givers, who enjoyed the patronage of the previous lord.



**2009**

**Durasdor**

This Lurcana village has 650 inhabitants under the rule of General Fosax (Ftr12). The villagers harvest the eggs of the giant gars of the Halis River, which are considered a delicacy among the Lurcana. They also mine the streams of the Greystone Ridge to the north for copper, gold, and silver. The Lurcana here obtain tin by trading gar eggs, allowing them to forge items of bronze. A quarter of the village is devoted to smithies and bronze smelters. After running down the village stocks to meet last month's tribute, the general calculated that production wouldn't be high enough to fulfill the remaining quota. He is preparing to call a council of all the Lurcana to discuss the situation before the next new moon.



**2105**

**Wyvern Lair**

A mated pair of 2 huge wyverns (level 10 skirmisher) have built their nest here. They fly west and snatch goats from the herds grazing on the Blue Hills. There are four wyvern eggs in the nest.

**2207**

**Corroded Metal**

Four rust monsters (level 5 controller) wander the area, feeding on exposed veins of iron ore.

**2313**

**Tlasha**

This Lurcana hamlet has 80 inhabitants ruled by a council of five elders. The hamlet hunts the giant crabs of Crab Bay. The call for the Great Tribute has the hamlet hunting crabs at night, as well as during the day. There have been three deaths due to crab attacks, and this has fueled the villagers' anger toward the Amacui.

**2410**

**Orsha**

The Lurcana village has 350 inhabitants. They farm the surrounding land and hunt the elephant birds from the Malsine Plains. The call for the Great Tribute has forced them to hunt farther into the plains, placing the hunters at greater risk from the daggerbeaks. Twin Lords are elected every five years to rule the village. The current lords are Mardac Codar (Rgr7) and Elena Serai (Wiz5).

**2502**

**Alchemist Estate**

This was once the home of Boralac, the Grandmaster of the Serene Order of the Yellow Mystics, a rival alchemist guild to the Esoteric Philosophers (see Lotus Forest). When Governor Hasurbabi gave the Esoteric Philosophers exclusive rights to the Lotus Forest, Boralac foolishly protested. He was arrested and later sacrificed to Azartec at the next full moon. Amacui warriors, sent by the governor, burned down his estate.

The ruins remain untouched since that time, and there is a 1 in 6 chance per hour to find a cache of useful potions or a book of alchemical recipes. A maximum of four rolls are allowed.

**2608**

**Ambush**

Four daggerbeaks (level 4 soldier, see Malisine Plains) lie hidden here, waiting to ambush prey.

**2611**

**Trapped**

Trapped against a bluff are three Lurcana men and five women surrounded by 5 daggerbeaks (level 4 soldier, see Malisine Plains). The Lurcana came from the Long Jungle where they spent the last couple of days gathering herbs. They have enough herbs among them to make 5 *potions of healing*.

**2703**

**Frozen Hope**

Halfway up the mountainside there is a cave that ends in a solid sheet of ice. Within the ice, several shadowy figures can be seen. There is four feet of ice between the first figure and the end of the ice. Preserved in the ice are 12 members of the elite Jaguar Guard of the Lucaxa Empire. The Jaguars were dedicated to justice and the preservation of the empire. During the collapse, they were forced to flee. Making their way over the Mountains of the Moon they were attacked by the Elder Lord's demons. Trapped, and with no where to go, they retreated into the cave. Using their last spells, the Jaguar Guard preserved themselves in the ice and the demons never found them.

If freed, the Jaguars' goal is to help free the Lurcana from the Amacui, and then find a way to destroy the Elder Lord forever. The roster includes: 1xPal20, 1xPal18, 4xPal16, 1xPal12, 4xPal 10, 1x Pal 8.



# THE MISTY ISLES

## INTRODUCTION

A common fantasy trope is a wooden ship venturing into the unknown for trade, exploration, or conquest. The Misty Isles presents several island chains for the brave explorer. Some islands hold opportunities for trade, while others have treasures and some harbor only death.

## BACKGROUND

The Misty Isles are known for their frequent storms, especially in the central region. The passing storm fronts give rise to heavy fog and mists giving the archipelago its name. The islands are volcanic in origin.

Merchants from various realms rushed to fund and outfit expeditions to explore the Aurora Ocean when word of the new world arrived. Two of the greatest realms were the Grand Kingdom and the Ochre Empire. Rivals for centuries, now they competed to grab the most land in the new world.

Forty years ago, explorers sponsored by the powerful Clan Gothridge sailed into the Emerald Sea. After spending several months surveying nearby islands, they built Altimar Castle on the large island known as the Land of Indigo. There the Gothridges established several large plantations growing indigo for the Ochre Empire.

Five years later, Captain Feral Darjon sailed from the Grand Kingdom and discovered the Dawn Isle to the north of the Land of Indigo. Captain Darjon learned the Dawn Isle was exceptional for growing sugar cane. After exploring several nearby islands, he returned to the Grand Kingdom. On Captain Darjon's second voyage, two years later, he returned with 500 colonists along with seed stock of sugar cane. He established Kingsport as a port for the sugar plantations. Captain Darjon's instinct about the climate proved correct. The harvest was greater than any seen before. Within the decade, tons of rum and molasses were shipped from Kingsport.

Until the establishment of Kingsport, the Ochre Empire enjoyed a near monopoly on the sugar trade. In the old world, much of the Ochre Empire was hot and dry. The river valleys were the breadbasket of the empire and

also the location of imperial sugar plantations. Neither the Gothridges nor the empire dreamt that sugar cane would thrive in the hot humid climate of the Misty Isles.

The flood of sugar from Kingsport crashed the market, and the Ochre Empire's most lucrative revenue was wiped out. The empire's spies found the source of the Grand Kingdom's sugar. The emperor ordered the Gothridges to attack and seize Kingsport. Using the region's mist as cover, the Gothridges launched a surprise attack on Kingsport. Baron Darjon was killed during the attack, but his son, the 20-year-old Charles Darjon, was able to escape on his ship the *Golden Maiden*.

Over the next year, the Gothridges consolidated their hold over Kingsport and shipping sugar to the Ochre Empire. In the meantime, Charles Darjon built a refuge using a secluded cove on Seras Island to the east, calling it Fairwind. Charles managed to find two other ships with supplies. One he sent back to the Grand Kingdom to warn the king; the other two ships under Charles' command attacked the Gothridges ships hauling the sugar.

While the Grand Kingdom organized a military expedition, Charles Darjon seized over two-dozen sugar ships in six months. After a year, the Grand Kingdom sailed over a dozen castle ships and 1,000 men to Kingsport and captured the city. Several months of blockading Altimar Castle caused the Grand Kingdom and the Ochre Empire to agree to a truce. Kingsport was restored to the Grand Kingdom, and the Ochre Empire was forced to pay an indemnity of 1,000 pounds of gold. The two realms agreed to a line, between hex rows XX07/XX08, demarking their respective spheres of influence in the Misty Isles.

Angered at Clan Gothridge for failing, the Ochre Emperor granted the Harren Clan a charter to settle and grow sugar. Two years after the end of the Sugar War, Port Harren was established on Harren Island. Baron Charles Darjon opened Fairwind for general settlement, and the first wave of settlers arrived. Exploration of White Shore Island for the Grand Kingdom and the Island of Hama for the Ochre Empire found promising sites for new plantations and settlements.

## THE MISTY ISLES

### 1d4 Destination or Settlement

- 1 Kingsport (Grand Kingdom)
- 2 Fairwind (Grand Kingdom)
- 3 Altimar Castle (Ochre Empire)
- 4 Port Harren (Ochre Empire)

### 1d6 Sea Encounter

- 1 A pod of 1d12 dolphins swims to investigate the ship. They aid any character in need of rescue in the water.
- 2 A ship with broken masts is drifting on the horizon. When investigated, its hold is filled with supplies and tools for the settlements (roll destination), but the crew is missing.
- 3 A ship flying the skull and crossbones flag appears on the horizon heading towards the characters' ship (roll settlement for origin).
- 4 A castle ship on patrol approaches the characters' ship (roll settlement for origin).
- 5 1d6 coracles of the Lurcon are fishing with their nets.
- 6 A squall line heralding a storm appears on the horizon (roll a d8 for compass direction with 1 being north).

### 1d6 Land Encounter

- 1 1d6 jungle cats (level 2 lurker) stalk the players.
- 2 A patch of rare plants or herbs is found. The patch is worth  $2d6 \times 100$  gp in component cost.
- 3 A red tiger (level 6 lurker) attacks the party. Its pelt is worth 100 gp.
- 4 A rival scouting expedition consisting of  $2d6$  individuals encounters the party (roll settlement for origin).
- 5 A rival scouting expedition is found surrounded by jungle cats (level 2 lurker). Only a handful of men ( $2d4$ , roll settlement for origin) remain.
- 6 A pack of monkeys follow the characters, howling at them at irregular intervals. This continues into the night, causing the characters to get no rest.

### Rumors

- 1 (F) Baron Darjon is secretly the King of Pirates.
- 2 (T) To the east of Harren Island is an island of cyclops and a fortune in gold.
- 3 (T) Go to the Green Sea Maiden Tavern and ask for "The Catch to the North." You will be given directions to the pirate gathering (Hex 0301).
- 4 (F) There is a week of calm at the height of the storm season in January where you can sail easily to the east.
- 5 (F) East of Island of the Cabybaras (hex 1411) is nothing but the endless ocean.
- 6 (T) The great pirate captain Barnabas sailed east in the Goodwind last season to find the Empire of Gold.
- 7 (F) The jungle cats can't see you if you stand perfectly still.
- 8 (T) Many island are protected by guardians, so be wary.

Further exploration to the east has proved problematic due to the frequent storms that sweep the central region Emerald Sea. For ten miles (two hex radius) around Hex 1509 the storms rise daily. Some believe that there may be a magical reason for this.

The southeast of the Misty Isles is home to the Lurcon. They inhabit four settlements scattered between Whitecap Isle, the Island of Plenty and the Island of the Silver Hills. The Lurcon know little of their history. They only know that five centuries ago they fled from a dark evil.

In the Northeast on Sakar Island is the Empire of Sakar, an empire of lizardmen who have enslaved a large population of humans. They are demon worshippers descended from those that remained loyal to their demonic masters, long after their masters were cast into the Abyss. The lizardmen sailed to Sakar Island from their distant homeland because of rumors that a portal to the Abyss is located here. However, the storms that cover much of the Misty Isles have prevented effective exploration.

Five hundred years ago, humans sailed from the north and landed on Sakar Island. The humans were survivors of a shattered empire. The lizardmen attacked the disorganized and ill-equipped humans, and they were enslaved. Since then, the lizardmen have used the humans to mine and grow food. In the last century, many humans were trained as guards, as the noble lizardmen did not trust one another.

A decade ago, a conspiracy among the guard to liberate the human population arose. An unknown deity, known only as the Gray Maiden whispered in their dreams. Promising, that with her guidance, the day of freedom would be at hand. Two years later, the conspirators were ready. Throughout the empire, humans revolted, but despite their preparations, the rebels lost. Too many enslaved humans remained loyal to their masters, and the lizardman emperor used ancient magics to deny the rebels their victory. The survivors, 1,000 strong, fled across the Arkan Hills and established the refuge of Batrus.

In the following eight years, the lizardmen have stopped using human guards, returning them back to the fields. The emperor is mustering an army of lizardmen to sweep the island of any remaining rebels. The humans at Batrus have reorganized as best as they can. The priests of the Gray Maiden try to give hope, but the humans know they are preparing for their final battle.

In the heart of the Misty Isles on the Isle of the Abyss (Hex 1509) is a sealed portal to the Abyss. This was one of the gateways the gods sealed after the Dawn Wars. Six crystals that fuel a maelstrom protect the seal with powerful wards. This maelstrom is the source of the frequent storms in the Misty Isles.

To the southeast lies a tip of the mainland. On top of a dry plateau lies Keb Hold, an aboveground outpost of dark dwarves who mine the Rust Hills. They care little of the affairs of the islands.

### ADAPTATION NOTES

The Misty Isles is designed to be on the frontier of your campaign world. The Grand Kingdom and the Ochre Empire can be any two rival empires in your campaign. The religious differences between the two are not essential to the Misty Isles. However, it is recommended that the Gray Maiden be the same deity – although with a different name – as the Lawful Good deity that is common to your core campaign. The mainland to the southeast can be easily considered another large island. The lizardmen can be substituted with any demon-worshipping race that is suitable for your campaign. There is a potentially epic plotline involving the human at Batrus versus the Lizardmen Empire at Baalin.





## **GEOGRAPHY**

### **ARKAN HILLS**

These volcanic hills form the backbone of the east half of Sakar Island. The hills were once lava domes from when Sakar Island rose from the sea. The ground is rocky and the soil is thin in places. The rebellion resulted in many goats roaming free. While this helps Batrus in feeding itself, it has also attracted some of the islands larger predators, like the red tiger (level 6 lurker) (see Red Death Jungle).

### **DARKWOOD ISLAND**

This island is covered by an old growth teak forest tended by two-dozen dryads (level 9 skirmisher). However, the thin soil is rapidly being depleted, causing many of the trees to die. The dryads are failing in their efforts to rejuvenate the soil.

### **DAWN ISLE**

This island was the first of the Misty Isles to be discovered by the Grand Kingdom. It is the site of Kingsport, the Grand Kingdom's largest settlement. The eastern half is divided into farms and sugar plantations. Baron Charles Darjon has placed the jungle of the western end under forest law in order to manage its timber rights. This move is not popular among the plantation owners. From the central peak of the island a character can see three hexes in any direction.

### **EMERALD SEA**

On rare sunny days, the seas around the Misty Isles turn a brilliant shade of blue green. The water is exceptionally clear. There are numerous sand bars and reefs along the various island chains. Between the island chains, the sea bottom plunges thousands of feet into the abyssal darkness. The contrast in color between the two areas is striking, and is a clear marker for mariners fwhen they are entering shallower waters. Rumors of great beasts slumbering in the depths are told on every ship and in every harbor.

### **HARREN ISLAND**

Harren Island is flat and is suited for the growing of sugar cane. Some jungle remains on the northwest side, but it is rapidly being cut away as more plantations are established.

### **ISLAND OF HAMA**

Several expeditions from Port Harren have explored parts of this island. The island has a large population of goats and jungle cats (level 2 lurker) living in the southern jungle. The eastern end is a mangrove swamp infested with vipers and giant frogs.

### **LAND OF INDIGO**

This large island is the focus of Clan Gothridge of the Ochre Empire. Only the central region of the island has been divided into plantations and farms. In the past decade, there has been considerable lumbering in the western jungle, and Governor Pedron is preparing a systematic plan to clear it for new plantations. The southern jungle is home to two-dozen escapees from the plantation along with a handful of bandits. They have managed to survive several years despite the jungle cats and patrols.

### **ISLAND OF PLENTY**

This island is one of the most fertile and most hospitable to human settlements. The Lurcon have wiped out all large predators several hundred years ago. The island is out of the main storm path, but still receives heavy rainfalls. If the central peak is climbed, a character can see three hexes in any direction.

### **ISLAND OF THE SILVER HILLS**

The central hills of this island are rich in silver ore. After every rainstorm, silver nuggets wash into the surrounding streams. There is a 10% chance per day of finding 2d6 silver nuggets worth 1d10 sp. Much of the original jungle is gone from the island and has been replaced by herds of grazing goats. A small mangrove swamp lies on the east shore of the island and is inhabited by numerous electric eels (level 2 lurker).

### **LEBAR MOUNTAINS**

These volcanic mountains form the spine of the western half of Sakar Island and are still geologically active. Numerous valleys have hot water geysers and mineral hot pools. These pools are the source of many exotic components. The slopes have abandoned lizardmen mines. It is said that in addition to ore, the lizardmen were seeking a buried stronghold of the Elder Lords. Legend has it that they did discover the stronghold, but had to abandon the mines shortly after.

## MORALYAN PENINSULA

Several abandoned lizardmen settlements stand in this jungle-covered peninsula. During the long centuries of the Empire of Sakar's decline, they were abandoned one by one. Several are still intact and hold some of the lost lore of the lizardmen's ancestors.

## NUYET JUNGLE

These jungles abound with rare herbs and plants. If properly harvested, this jungle would be a treasure trove for alchemists and wizards. However, they would have to contend with the packs of deinonychus (level 4 skirmisher) roaming the jungle.

## RED DEATH JUNGLE

The western jungle of Sakar Island is home to the dreaded red tiger (level 6 lurker). While not as powerful as their saber tooth cousins, they make up for it in cunning and the willingness to hunt anything that moves. Herds of 6-foot high dwarf elephants (level 8 brute) roam the jungle and are the red tigers' primary prey.

## RED SANDS DESERT

The iron rich sand gives this desert a distinctive red hue. Tons of fine sediment washed down from the interior hills has formed numerous dunes reaching over a hundred feet high. A dwarven expedition from Keb Hold attempted to establish a mining operation, but it quickly met an end in the mouth of one of the colossal crimson worms (level 25 solo brute) that roam the desert by burrowing through the sands.

## THE RUST HILLS

The soil of these hills has a reddish brown tint from the presence of iron. The hills are a treasure chest of minerals, including iron, gold, silver, platinum, and other rare ores. In addition, a meteor exploded over these hills several centuries ago, scattering chunks of meteoric iron. This has attracted the attention of dark dwarves from the Under Realm. They established Keb Hold and dug several mines into these hills. Each mine has 20 to 40 miners watched over by 2d6 guards (level 5 soldier). The base of the Rust Hills is a 60-foot high escarpment that parallels the shoreline.

## SAKAR ISLAND

This is the largest Island in the Misty Isles and is over 55 miles long and 30 miles wide, with numerous bays and peninsulas. There are reefs off shore, which makes approaching the coast difficult in most areas.

## SERAS ISLAND

This island is the home of the hamlet of Fairwind and is the current focus of settlement of the Grand Kingdom. The eastern half is beginning to be divided into farms and plantations. The western jungle is being harvested for wood for building materials. It is rumored that Baron Darjon is considering placing the jungle under forest law to manage the cutting of timber. Despite the dwindling number of jungle cats (level 2 skirmisher) they are still a danger.

## TANGLEWOOD ISLE

This five-mile-long island is covered with an extensive old-growth jungle. At its heart is a fragment of primordial chaos overlooked at the end of the Dawn War. This has twisted the jungle into a strange hell of gibbering mothers (level 6 controller) and chaos beasts (level 12 controller).

## WHITE SHORE ISLAND

This large island has extensive beaches of white sand and easy approaches to the shore. It is being scouted by expeditions from Kingsport. However, the numerous jungle cats (level 2 skirmisher) and red tigers (level 6 skirmisher) make settlement difficult. From the central peak, one can see four hexes in any direction on one of the island's rare clear days.

## WHITECAP ISLE

Huge waves crash against the shores of this island, and the waters of the southwest half of the island are infested with sharks. The sharks come in all sizes, including the giant megalodon (level 18 brute). The Lurcon of Armun have an annual contest here to see who can spear the largest shark.

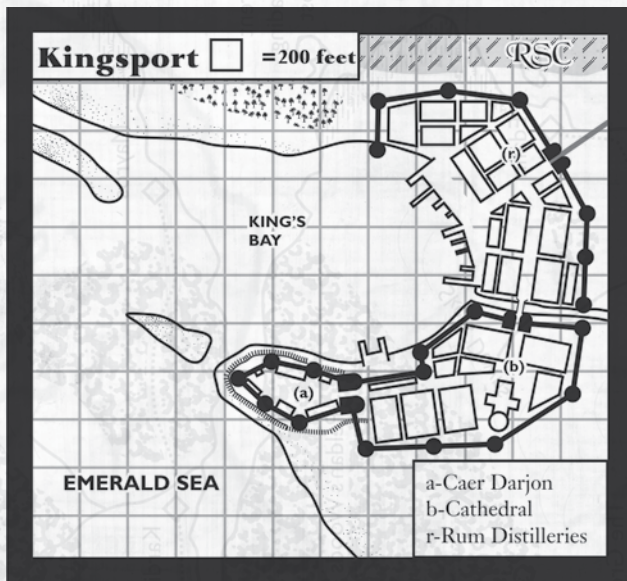
## LOCALES

### **0108** Emperor's Isle

On the central peak of this island is a thirty-foot statue of the Ochre Emperor with his hand outstretched in a gesture of warning. The statue can be seen from two hexes away. At the base of the monument is an inscription that read: *This island and all lands to the east are claimed by his Imperial Majesty Padar, the seventh of his name, Emperor of the Ochre Empire, High Myrmidon of Sarrath, Lord of the Northern Sea, Warden of the High Desert, in the seventh year of his reign. Know that his writ and law are bound on any who pass east.*

### **0201** Kingsport

This castle is the lynchpin of the Grand Kingdom's power in the Misty Isles. It is inhabited by 1,000 people and is the market for dozens of sugar plantations that are located along the eastern end of Dawn Island. Much of Kingsport is devoted to the processing of sugar into rum and molasses for shipment back to the Grand Kingdom. The castle is located on a promontory overlooking the harbor. The town itself is wrapped around the bay of the harbor. The dock district is lively with a dozen taverns and brothels vying to attract the attention of the buccaneers, pirates, and sailors enjoying liberty at Kingsport.



Baron Charles Darjon (Ftr14) is lord of Kingsport and is a legendary figure because of his exploits during the Sugar War. His mere presence has been known to quell a riot at the dockside. He is concerned that nearly all of the arable land on Dawn Island is farmed or part of a plantation. He is aggressively recruiting settlers for Fairwind on Seras Island, as well as various expeditions to scout the larger White Shore Island. The need to maintain a large fleet to guard against the Gothridges and the Ochre Empire is proving to be a drain on his revenues.

### **0301** Drycatch Island

Fishermen out of Kingsport use this sandbar to dry their catch before returning. A smuggler's market has opened here, allowing pirates and buccaneers to congregate to fence and trade goods and captured ships. The fishermen are well paid to ignore what goes on.

### **0312** Watch Island

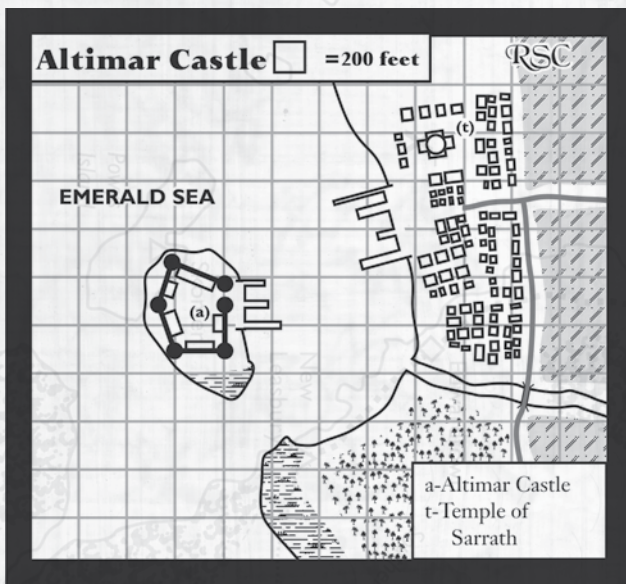
A forty-foot wooden tower constructed by Clan Gothridge watches the approach to Altimar Castle. It can spot approaching ships from two hexes away. The tower warns Altimar Castle by using signal lamps or mirrors. The tower is blown down every year during the storm season, and typically takes a month to rebuild. There is a small underground storeroom that can be used as a refuge during storms; however, during the worst storms, it is prone to flooding.

### **0408** Frog Island

The jungles of this island are infested with killer frogs (level 1 soldier) that swarm and attack intruders. The nobles at Port Harren consider them a delicacy, and periodically order a hunt to collect them. This is considered punishment duty among the guards at Port Harren.

### **0411** Altimar Castle

This castle is the stronghold of the Gothridges in the Misty Isles. It is the market and port for over a hundred indigo and sugar plantations that stretch across the Land of Indigo. The castle is located on a small island in the bay that forms the harbor for the small town. The island has a spring, which gives the castle an independent water supply.



Pedron Gothridge is Warden of Altimar Castle and Governor of the Land of Indigo. He is an able manager and has largely restored the revenue lost during the Sugar War. However, he has little imagination and is vexed by the dynamic Herran family, who seem to be everywhere the Gothridges are not in the Misty Isles. Coupled with the continued piracy of ships sailing back to the Ochre Empire, rumors persist that Pedron may be replaced by somebody more daring.

#### **0602** Fairwind

This hamlet has over 100 inhabitants. There are two sugar plantations outside of the main settlement, along with a dozen farms growing foodstuffs. Lord Barad Seras (Ftr9) is a veteran of the Sugar War and served with Baron Darjon as one of his best lieutenants. He is in charge of governing the hamlet, running the land office, and getting new arrivals settled. He is bored at his job and would like to leave to explore to the east.

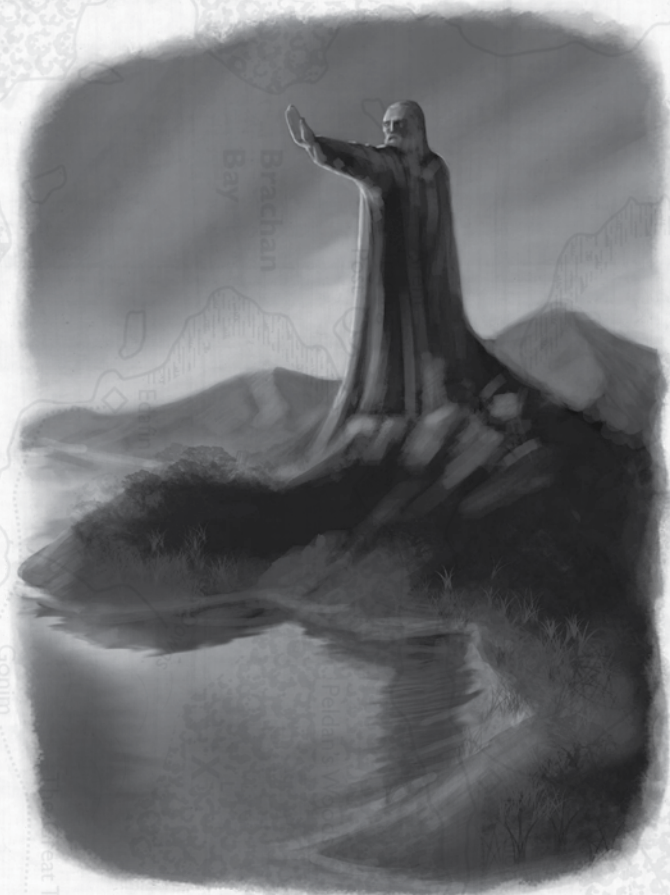
#### **0707** Teak Island

An old-growth teak forest covers this island. There is a seasonal camp of lumberjacks on the west side of the island. They come here from Kingsport after the storm season to harvest the teak. Like Darkwood Island, this island used to have a population of dryads that tended the trees, but during the Sugar war they were killed by the Ochre Empire (See Hex 2604).

#### **0711** Port Harren

This keep is the stronghold of the Harren Family in the Misty Isles. They were granted a colony in the Misty Isles with the right to explore and claim new settlements. The keep has 150 inhabitants and is the port for the two-dozen sugar plantations that occupy the southeast side of Harren Island. The keep has been rebuilt using stone. The town around the keep has both a molasses and a rum distillery. The Harren enforce a strict curfew. Because of this, there are only two taverns in the town.

Lord Marcus Herran (Ftr8) is Governor of Port Harren. He is the heir to the leadership of the Herran family and considers the Misty Isles the key to expanding his family's fortune. He is constructing a new settlement on Darcel Island (Hex 0811) and has sponsored several expeditions to the Island of Hama and eastward. Every two months, he holds a grand social for all the plantation



lords and their ladies in a large tent erected in the field in front of the keep. The tent covers an area of 50 yards by 100 yards.

**0802** **Guano Island**

Guano Island is a resting place for tens of thousands of migrating birds. This has caused guano to pile to depths of 20 feet or more. Large centipedes (level 3 lurker) tunnel into the guano to prey on the migratory birds. The guano makes an excellent fertilizer (see Darkwood Island).

**0811** **Darcel Island**

This island has been cleared by the Harrens (Hex 0711) and three sugar plantations are being built. On the northeast shore, a foundation for a small wooden keep is laid near a small harbor. Fifty workmen and supervisors occupy the island.

**0911** **Island of the Bees**

Slipper Orchids are found clinging to the trees in the jungle of this island. Their large blossoms and abundant supply of nectar attract giant bees from around the Misty Isles. There is a 1 in 4 chance per hour of encountering 1d6 giant bees (level 5 skirmisher). The nectar from the orchids is a powerful component in curing several types of diseases.

**0915** **Little Hama Island**

This island off the shore of the Island of Hama is little more than sand with a small stand of palm trees in the center. The Ochre Empire has excavated a small ten-foot by twenty-foot storeroom on the island. It is stocked with barrels of water, rum, hardtack, rope, nails, and other supplies for the use of explorers coming from the empire.

**1111** **Giant Claw Island**

On most islands the fauna found is smaller than their mainland counterparts. Here the opposite is true. A tribe of 100 cyclops (level 12 brute) hunts the giant rams (level 4 soldier), while fending off attacks from the great saber tooth tigers (level 10 elite skirmisher). The cyclops live in the great caves in the Charnel Valley. Many adventurers have sought their fortune here, seeking majestic treasures. However, in reality, the cyclops have little more than the hides and meat of the giant rams stored in their caves.

**1119** **Last Island**

This forlorn island is the southern-most island in the Misty Isles. It is mostly rocks and scrub. Every year, thousands of seals congregate on its shore, providing a rich hunting ground for anybody dealing in the fur trade. Giant eagles (level 4 skirmisher) are known to prey on the seals.

**1211** **Crab Island**

This nondescript island is little more than sand anchored by a small jungle copse in the center. On the northeast shore there a swarming mound of over two-dozen giant crabs (level 3 brute). The crabs are feeding on the remains of six pirates lying on a raft. There is over 1,000 gp lying scattered in the sand, plus 2 minor magic items. There is also a rough map of the Moralyan Peninsula that denotes the location of the village of Batrus (Hex 2205).

**1311** **Island of Blood Fiends**

This island is mostly sand and mangrove swamps. It is generally avoided due to a particularly vile type of stirge (level 1 lurker) that inhabits the island in huge numbers. The stirges here thirst for the blood of living creatures like all of their kind; however, their long, needle-sharp proboscises can inject microscopic eggs into a host while they drain its blood. These eggs rapidly mature, and the grubs burrow free from their host in a horrifically painful, and often fatal, mass exodus.

**1312** **Island of Nectar**

The dense jungle of this island has thousands of giant bucket orchids clinging to the trees. After a rain, the water and nectar forms sweet syrup inside the bucket of the orchid's flower. The taste of the syrup equals that of honey, and would fetch a premium in the markets of the Grand Kingdom or the Ochre Empire. Roughly a gallon of syrup per flower can be harvested.

**1313** **Sargasso Island**

This island is little more than a mat of sargasso weed and kelp caught up on a shallow bank (4-foot depth). The danger is from the numerous giant eels (level 5 soldier) and venomous sea snakes (level 3 lurker) inhabiting the island.

**1315** Goodland Island

The eastern half of this island is open, with only a few copses of jungle. The soil is well watered and fertile. There is an excellent harbor halfway up the island. The western half of the island, however, is a little more than thousands of acres of mangrove swamps inhabited with giant crocodiles (level 8 brute) and other creatures.

**1411** Island of the Capybaras

This island is swarming with herds of capybaras, a giant rodent like a beaver with no tail. The capybaras are hunted every month by several dozen sahaugin (level 2 soldier) who consider them a delicacy. On the south shore the sahaugin have constructed a henge where they make sacrifices to their dark god.

**1412** Island of Deadly Grass

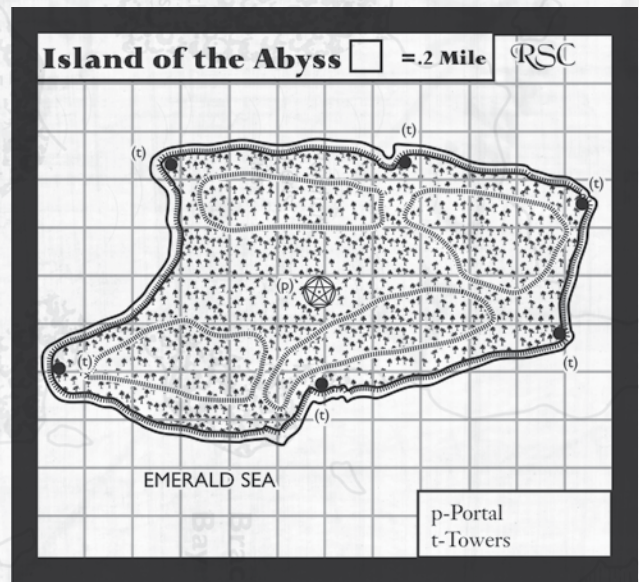
This island is covered with hundreds of acres of tall grass. There is a 20% chance per day that the pollen released from the grass causes visitors to go insane with fear until they get off the island (−2 to attack rolls and defenses).

**1509** Island of the Abyss

This island is at the center of a permanent raging storm that sweeps any ship outwards away from the island. Only the use of weather control spells has any chance of opening a corridor through which a ship may sail and make landfall. The shores of the island are sheer cliffs over 50 feet in height. There are six 20-foot-diameter towers spaced evenly around the island's perimeter near the cliffs. On the top of each tower is a single crystal. It is obvious that the crystals are channeling magic to fuel the maelstrom. The crystals can be removed, which causes the maelstrom on that side of the island to reduce in strength enough to allow ships to pass safely. Removing all the crystals shuts down the maelstrom and also drastically alters the climate of the Misty Isles. Each tower is guarded by three iron golems (level 18 elite soldier) that attack anybody within 100 yards of the tower. One iron golem remains behind at all times. The referee is encouraged to place multiple levels within each tower along with other guardians.

At the center of the island is the portal of the Abyss. It is sealed with a 10-ton stone cap that is rendered indestructible by the same magic powering the

maelstrom. If all the crystals are removed, and a major engineering effort is mounted, the stone cap can be moved or destroyed to allow access to the portal below. It is likely that any such attempt attracts the attention of the gods. The gods will likely mobilize their followers and send them to the Misty Isles to stop the portal from being opened. If you allow divine intervention, then the avatars of the gods themselves appear.



**1517** Arnun

This hamlet of 160 inhabitants is the westernmost settlement of the Lurcon. They are known for their expertise at spear fishing. Every year, the men go to the southwest shore of the island and hold a contest to see who can spear the largest shark. A council of elders adjudicates all disputes in the village. They pay little attention to the decrees of King Cor (Hex 1815), only paying a nominal tribute of one hundred shark teeth a year.

**1708** Black Stone Island

Scattered throughout this island's jungle are outcroppings of a strange black rock. Magic users will be able to tell, through their knowledge of arcana, that this rock is useful in construction of henges and circles used for rituals of high magic. Some of the outcroppings have been quarried recently.

**1712** **Island of Clouds**

The local currents and wind patterns cause a heavy cloud of mist to remain over this island. Visibility on the island is low. The island is populated primarily by herds of deer and jungle cats (level 2 lurker). The jungle cats prey on the deer, and the stealthy predators have become experts at using the mist for cover while hunting.

**1715** **Surat**

This Lurcon hamlet has 100 inhabitants under the rule of King Cor of Arsun (Hex 1815). The villagers fish and gather various shellfish for food. Half of their catch is sent to King Cor. Manu Lassar (Rgr6) is the headsmen of the village. He resents the king's rule, but doesn't see anything he can do about it. Manu's father left him his war spear with a tip made from black stone (hex 1708).

**1806** **Island of the Cattleya**

Giant cattleya orchids, three feet in diameter, populate this island. Dire wildcats (level 2 skirmisher) make their lairs inside the throats of the orchids.

**1807** **Island of the Elements**

The magic powering the maelstrom (Hex 1509) has caused this island to become a nexus for all four elemental planes. Elementals of all sizes can be found here. Water elementals play on the surrounding reefs, while air Elementals chase each other on the beach. The sound of rocks and trees being thrown by earth elementals can be heard from the jungle. Fire elementals can be seen swimming in the streams of lava flowing down from the caldera at the center of the island.

**1812** **Caldera Island**

This island is a caldera of an emerging volcano. Numerous nuggets of platinum (10 to 60 gp each) and fragments of diamonds (100 to 600 gp) litter the island's surface. However, collecting these riches is almost sure death due to the geysers of superheated steam, clouds of suffocating gases, and lava flow.

**1814** **Iguana Island**

This island is little more than a four-mile-long pile of rocks. On the rocks are thousands of giant iguanas (level 3 brute) sunning themselves. Their spittle is a vital component in the creation of *potions of invisibility*.

**1815** **Arsum**

This village of 650 inhabitants is the largest settlement of the Lurcon. King Cor the Mighty (Ftr8), who claims to be lord of all the Lurcon people, rules this settlement. The village consists of dozens of thatched huts along with King Cor's palace, the only wooden building in the settlement. The palace is shaped like the letter C and consists of three rooms. Here King Cor holds a grand feasts to show everyone his wealth and power. The walls of his palace are decorated with hundreds of silver nuggets (1 to 10 sp) from Ghiyat, along with shark teeth sent from Arnun (Hex 1517). King Cor has a guard of a dozen warriors (Ftr6) that he uses to break up fights and resolve disputes. A third of the village farms the surrounding fields, a third herds goats in the hills to the south, and the last third are fisherman.

**1912** **Ant Island**

Mounds of rocks dominate the landscape of this island. The mounds have dozens of giant lithophyte orchids growing out of them. Their large bulbs form a maze inside the rock mounds and provide food for giant ant colonies. Rival colonies fight for the mounds.

**2112** **Isle of the Orchids**

The trees of this island are covered with orchids clinging to the branches and trunks. Their aerial roots cover the jungle with a deadly web used to snare and digest prey. There is a 10% chance per hour of dozens of roots falling amid the party to snare them (+6 vs. Ref; 1d6 + 2 poison damage, and the target is immobilized (save ends)).

**2115** **Ghiyat**

This Lurcon hamlet has 200 inhabitants ruled by King Cor's son, Par (Ftr6). Once, like Arnun (Hex 1517), it only paid a nominal tribute to King Cor. A decade ago, Ghiyat stopped the tribute, and King Cor and his guards sailed across the Emerald Sea and defeated the villagers. King Cor left his son in charge, and now all the silver the villagers gather goes to Arsum as tribute. Despite the earlier troubles, Par has grown to like the people of Ghiyat and decided to restore the old tribute when he becomes king. Half of the village is devoted to herding goats on the hills of the island. The shepherds collect most of the silver sent as tribute. The other half is devoted to fishing.

**2205**

**Batrus**

The 700 people of Batrus are the survivors of the revolt against the Sakar. Batrus is located on a hilltop overlooking a stream and consists of dozens of mud huts surrounded by a wooden palisade complete with several crude wooden platform towers. Nearly two-thirds of the village consists of men, which has caused fights over the limited number of women.

A council of three rules the village: Captain Narx, Urvon the Priest, and Elder Dar. The council has managed to keep the refuge intact. Fields have been planted, the herds populated, and most importantly, the Arkan Hills continue to be patrolled. Secretly the three whisper among themselves that it won't be enough, and unless the Gray Maiden sends a sign or help, the Sakar will destroy their hope of freedom.

Captain Narx (Ftr10) was one of the guards trained under the lizardmen of Sakar. He was inspired by the revolt's original leader, Spardar, and joined the rebellion and rose to second in command. When Spardar was defeated and injured, Narx organized the retreat over the Arkan Hills. After Spardar's death, Narx was instrumental in forming the council.

Urvon the Priest (Clr9) was the first to hear the call of the Gray Maiden. It was Urvon who inspired Spardar to lead the rebellion. With the retreat, the death of Spardar, and the eminent arrival of the Sakar, Urvon has begun to doubt his faith and prays for a sign.

Elder Dar was one of many of the Sakar slaves toiling in the fields until Spardar's army freed him. To his surprise, he proved to be a natural leader and was placed in charge of organizing the supplies for Spardar's army. His hopes for freedom have died with the retreat and the death of

Spardar. Only his sense of duty to his surviving family and the other villagers keeps him going. He acts much like a village reeve by allocating work, managing the fields and herds, and adjudicating minor disputes

**2211**

**Island of the Castaways**

A dozen pirates (Ftr5) have made their home on this island after being shipwrecked. They were the crew of the *Goodwind*, and were exploring the eastern extents of the Misty Isles. They know the troubles of the people at Batrus (Hex 2205), however, they decided to swindle them out of what gold and silver they had in





exchange for a false promise of rescue. The gold and silver (3,500 gp) is buried in the center of the island. Only two surviving mates know the location. Since the shipwreck, six of their number built a raft and sailed west a couple of months ago (Hex 1211).

**2303** Sayda

This hamlet contains 80 human slaves and 40 lizardmen (level 2 soldier). Twenty of the lizardmen are dedicated to patrols sweeping the Arkan Hills, and the other twenty manage the humans tending to the herds and the grain fields. The lizardmen live in an ornate, stone compound. Wards and charms have been set around the building to prevent rebels from sneaking in. High Monitor Salsir (Wiz8) commands the lizardmen in the name of the emperor.

**2311** Island of the Moths

Hundreds of harmless giant moths fly around this island on iridescent wings. The danger of this island comes from the moths' larvae (level 2 artillery), which can throw caustic spittle over 30 feet. Additional danger comes from the giant eagles (level 4 skirmisher) that prey on the larvae.

**2312** Isle of Healing

Treacherous reefs bar all approaches to this island. Scattered throughout the island are groves of breadfruit trees. Their fruit acts as a minor *potion of healing*. The fruit grows between the months of October and December, dropping on the ground in January. If picked fresh, the fruits can last six months.

**2411** Glass Island

The island is made of hardened volcanic glass. The ground is broken and comprised of sharp shards. Every turn a player moves he must make a successful DC 10 Athletics check or fall prone and suffer 1d6 damage. Although hazardous, the glass is highly sought after for use in enchanting magic items. It takes 1d3 hours to find a suitable deposit.

**2415** Crocodile Island

This sand bar has 2d6 giant crocodiles (level 10 soldier) sunning themselves. Near the center of the sand bar are the remains of four strange humanoid creatures with squid like heads that appear to have been partially eaten by the local crocodiles. If the bodies are searched, a *headband of underwater action*, as well as a dozen *potions of water breathing* can be found.

**2416** Island of the Nymph

A beautiful sea nymph (level 3 controller), Salender, has made this coral island her home. Over the centuries, she has coaxed the coral to form a villa for her to live in. The villa is located against a small ten-foot cliff in the inner lagoon. It has sections both below water and above. Beneath the water is the nymph's treasury, a collection of thousands of pearls (15,000 gp). She doesn't care much for the outside world and wishes to be left alone. An individual with an 18 Charisma or above has a 50% chance of a favorable reaction from her.

**2502** Habshin

120 humans and 20 lizardmen inhabit this hamlet. A quarter of the humans are used in labor gangs sent into the jungle to the north to harvest timber. The rest tend to the grain fields and herds surrounding Habshin. High Monitor Zalzar (Wiz7) manages the hamlet in the name of the emperor. He experiments on human subjects in order to create a more docile servitor race. Like Sayda (Hex 2303) the lizardmen live in a stone compound, while the human village is little more than a collection of mud huts.

**2604** Baalin

Over 500 lizardmen and 40 humans inhabit this village built completely out of stone. Two huge iron pillars reaching 60 feet into the air dominate the center of the village. The pillars are stamped with many arcane and mystical symbols. Between the two pillars is the Pool of Sacrifice. The water is clear, but the bottom cannot be seen. The village can house considerably more inhabitants, but over half of the pre-rebellion lizardmen population is dead. Only 40 human servants remain out of the hundreds that once lived here.

Emperor Jaklar (Wiz15) rules over his small empire with an iron hand. Spardar, the leader of the human rebellion, killed his predecessor. All seemed lost until Mislanda, a dryad, appeared to him. She aided the emperor in recovering the lost magic of his people in exchange for his help in securing revenge for the loss of her forest. (see Hex 0707) He summoned forth the chaos beast (level 12 controller) that dwells in the Pool of Sacrifice and forced the rebel army to retreat into the wilderness.

In the eight years since the rebellion, the emperor has advanced his studies of magic and rebuilt his people's empire. He is now planning an expedition of 200 lizardmen to march over the Arkan Hills to finally wipe out the rebel humans. The demands of Mislanda to honor his bargain are beginning to annoy him. However, the dryad has considerable power and Jaklar knows not to betray her.

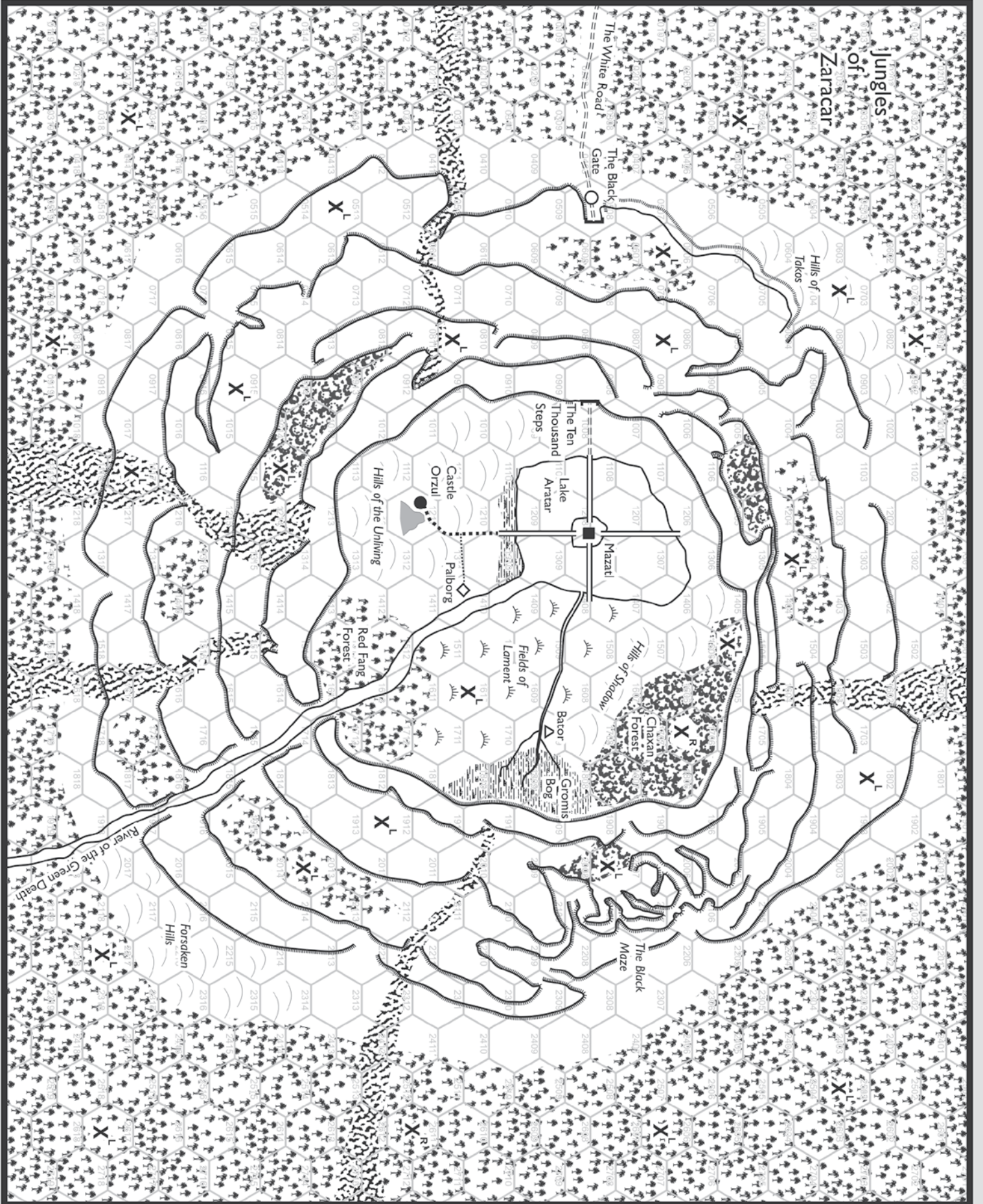
**2606** Zibuul

This hamlet has over 200 human inhabitants and 30 lizardmen. Like the other two villages, the lizardmen live in a walled compound, while the humans toil in the grain fields. Unlike the other two hamlets, a small remnant of the rebellion remains. Jebar and his gang of five field hands make little secret of their boisterous parties in the woods. These raucous gatherings are a cover for Jebar while he and his men plan how they can stop the Emperor from marching over the hills. They have a small cache of spears and shields hidden in a small cave.

**2718** Keb Hold

Nearly 300 dark dwarves from the Under Realm inhabit this castle. Several centuries ago, their clan pioneered a new route under the ocean that led to the extensive network of caverns that lay underneath the New World. Keb Hold is one of the locations that emerged to undertake surface mining. The Rust Hills are rich in meteoric iron, which is not found underground. The dwarves receive a lucrative income from tolls levied from denizens of the Under Realm who want access to this region. Rumors of a portal to the Abyss in these islands have drawn a steady stream of adventurers.





# MAZATL

## INTRODUCTION

This chapter presents one of the myriad realms that exist in the outer planes. Where adventures dare to enter the homes of the gods. Where the lowest level of the dungeon is no longer the end of the adventure, but at the doorstep of evil.

## BACKGROUND

Rising twenty thousand feet above the Jungles of Zaracar is a massive shield volcano nearly a hundred miles in diameter. Spilling out of the caldera is the River of Green Death. Emerging from fissures below the caldera rim are five rivers of lava running into the jungle. A lone road, paved with crushed skulls, snakes westward through the Jungles of Zaracar until it reaches the realm of Hamakhis, Judge and Lord of the Dead. Inside, and a thousand feet below the caldera rim lays Mazatl, realm of Azartec, the Bat God of Blood.

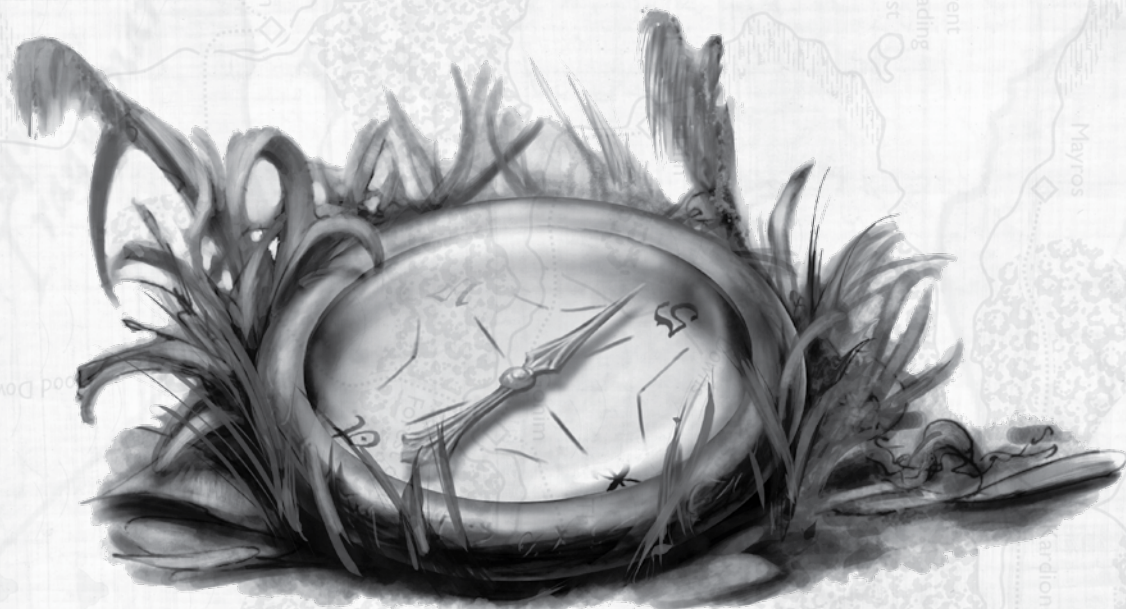
The caldera is dominated by Lake Aratar. At the center of the lake, lies the City of Mazatl from which Azartec rules his realm. Here Azartec trains his armies of werewolves and vampires to rid the world of the demon scourge. Along the slopes of the volcano, Azartec has permitted monsters to make their home.

There are two ways to enter this dark realm; the first is to scale the volcano and traverse over the caldera rim. The second is to brave the heavily guarded Ten Thousand Steps. The trial to enter the highest ranks of Azartec's priesthood involves successfully climbing the slopes past the monsters.

## ADAPTATION NOTES

The referee will have to decide who Azartec is. Here he is presented as an evil god of blood and an enemy of the demons. However, unlike the good-aligned gods, Azartec is an example of where the cure is just as bad as the disease. In some campaigns, a demon lord bent on power for himself against his fellow demons could be substituted. Hamakhis and the White Road can be substituted for any connection to another dark outer plane. The Rothani can be substituted for any type of dark cult organization.

Azartec is also presented as a cult god. His philosophies and ideals are so extreme that they only appeal to a few. Rarely will a culture be devoted to the worship of Azartec. Azartec can be made as powerful or weak as your campaign needs him to be. The gender of Azartec could be changed without affecting the overall mythology of the god. The werewolves and vampires are presented as monsters powered by the Blood Magic of Azartec.



These can be changed to suitable creatures in your campaign. It is recommended that the substitute for the werewolves be solid type creatures. A vampire substitute works best if it is adept in magic and is charismatic.

## NOTES

### AZARTEC

Azartec is the destructive force of nature. It is he who summons the storms, calls the wolves, and kills a child at birth. Azartec is nature unleashed. In other lands, he is known as Azeel, the Red God, Baal, or Kalis. In the Dawn Age, Azartec and his sister Athix were known as the Children of the Wild. Azartec nurtured the fauna of the wilderness and Athix the flora.

During the early days of the demon rebellion, known as the Dawn Wars, Athix was captured. For forty days Azartec gathered the fiercest animals in the wilderness to form the first Wild Hunt. The Wild Hunt tore through the demon army, and Azartec shredded enemies as he advanced on the prison that held his sister. After defeating the prison guards, he entered the tent in which his sister lay and fell to his knees. Athix had been brutalized by a thousand demons and lay dying from her injuries. Stricken by grief, Azartec held his sister until she died. The leaderless Wild Hunt was scattered by the reorganized forces of the demons.

The commander of the demon forces entered the tent and grabbed Azartec and threw him across the floor. The commander readied his sword for the killing strike. Azartec raised his hand, covered with the blood of his violated sister, and said:

*"A thousand times she has been violated! A thousand times your kind has hurt my sister. I curse you all. I curse you with the plague. I deny you the sun. Forever its touch shall burn. I curse you with eternal torment. And I curse you with lust for blood forever more. This I curse by the blood of my sister!"*

The commander staggered and dropped his sword. Collapsing to the ground, the demon commander knelt in front of Azartec. *"By the blood of which I have done evil, I am cursed. You are now my master in all things."* The demon, now a vampire, was named Avernus, the First Blood. Azartec instructed Avernus how to pass on the curse, and bade him go among his lieutenants and convert them to his new master's cause of revenge.

With the Wild Hunt at the head of an army of vampires, Azartec swept away the remaining demon armies. During the war, he used the power of the blood to create the lycanthropes to act as his shock troops. He then formed an alliance with Hamakhis, Judge and Lord of the Dead.

After the last battle, Azartec wanted to destroy all the demons, but after a council of the gods, he reluctantly agreed to have them imprisoned in the Abyss. Over the centuries since the Dawn Wars, his minions and followers have haunted the wilderness. While the demons remain imprisoned in the Abyss, they still possess mortal followers willing to draw them out. Azartec's minions search for signs of these demonic cults. When discovered, he sends forth the Wild Hunt to scour the land of their foul presence.

Other deities view Azartec as insane because he remains obsessed with hunting demons. Another Dawn War may destroy creation, so the other gods tolerate him. However, when innocent lives are threatened, the gods send their champions to get the innocent out of the path of the Wild Hunt.

### ROTHANI

The chaos after the Dawn Wars was widespread, and many human tribes did not settle in one place. After a thousand years, they interbred and became a wandering people, the Rothani. Many lands persecuted and drove out the Rothani, as they were known as beggars and thieves.

In their years of wandering, they discovered many secrets, among them the existence of the Children of Blood. The Rothani allied with the Children of Blood. In return for the aid of the Rothani, the Children of Blood would protect them. Although the alliance started as one of convenience, a minority of the Rothani has embraced the ways of their new allies and began worshipping the Red God.

### THE CHILDREN OF BLOOD

The power of blood can infuse mortals with powerful strength and other arcane abilities. However, that power comes at the price of one's humanity and the acceptance of a deadly weakness. Azartec has experimented with many ways of infusing the power of blood, but the two

most common are the vampires and the werewolves. Because of its power against curses, silver is especially deadly against the Children of Blood.

### **Vampires**

Vampires are the first of the Children of Blood. Vampires are undead, their immortality and thirst for blood was passed down from Avernus, the first vampire. Sunlight is deadly to them; it burns the blood away, leaving a desiccated corpse. A newly dead vampire can be reanimated with infusions of more blood, but a thousand year old vampire's body will collapse into dust.

Azartec learned of the power of raw chaos through his alliance with Hamakhis. He experimented with infusing his vampires with chaotic energies, which could sustain them in direct sunlight. Their blood would still be burned away, but they retained the strength and abilities of normal humans. The blood curse gives vampires tremendous advantages: heightened physical and mental abilities, ability to pass on the curse to create more of their own kind, immunity to weapons not made of silver, an immortal lifespan, and a "charm" power over all living creatures with blood.

Azartec's priesthood is comprised of vampires. Those achieving glory in the name of Azartec are rewarded with becoming a vampire.

## **MAZATL**

### **Id12 Encounter**

- 1 1d4 Shadow Guard on Patrol (dread wraith, level 25 lurker).
- 2 A fire giantess (level 15 soldier) gathering stone.
- 3 A pack of 2d6 werewolves (level 8 brute) hunting.
- 4 A pack of 3d6 fire mephits (level 2 skirmisher) harasses the party.
- 5 A human drover (Ftr5) and two triceratops are hauling supplies.
- 6 A pack of 2d6 penanggalen (level 6 lurker) descends and attacks the party.
- 7 A high vampire lord (level 22 solo controller) and 2 Shadow Guard (dread wraith, level 25 lurker) are traveling to the Black Gate.
- 8 A cloud of biting insects descends on the party.
- 9 A wandering rakshasa (level 15 soldier) attempts to deceive the party luring them into an ambush with 1d6 hidden dire tigers (level 12 elite skirmisher).
- 10 Misha, the night hag (see Hex 1114), is gathering plants and herbs.
- 11 A party of 2d6 rival adventurers is encountered.
- 12 A werewolf will plead with the party to take him out of this land. He acts as a guide in payment, but turns against the party if it looks like the party will be killed or captured.

### **Rumors**

- 1 (F) The forces of good have a secret stronghold in the jungles surrounding Mazatl.
- 2 (T) The elite werewolves under Azartec are known as the Median Pack.
- 3 (T) Bloody feasts go on every night at Castle Orzul.
- 4 (T) The Ten Thousand Stairs are the only direct way to enter Mazatl.
- 5 (F) Swimming up the River of Green Death is the safest way to enter Mazatl.
- 6 (F) The password at the Black Gate is "Azeel."
- 7 (F) If the lava cover is warm to the touch, it's safe to walk on.
- 8 (T) Horrifying, bodiless vampires haunt the Red Fang Forest.

### Werewolves

Werewolves are the most numerous of the Children of Blood. They were created during the Dawn War to act as Azartec's warriors in the fight against the demons. After the war, Azartec scattered them throughout the wilderness of the world to continue hunting the demons and those who worship them. However, their curse causes the death of many innocents.

Werewolves are a result of infusing shapeshifters with the power of blood. Many different types of lycanthropes were created, but werewolves are the most common. Unlike normal shape shifters, werewolves do not completely transform into a wolf. Instead, they transform into a terrifying man-wolf.

The werewolves' curse gives them heightened strength and speed, extraordinary cunning, and an instinctual grasp of pack tactics. The power of their blood protects them from any wound, and they are immune to harm by weapons not made of silver. The curse also gives them a relentless killing instinct that is never satisfied. Werewolves can transform at will during the night. By tradition, every member of a werewolf pack transforms on the night of the full moon and engages in a killing orgy. If a werewolf is in man-wolf form and is caught by sunlight, he transforms back into mortal form. Holy artifacts also force werewolves back to their mortal forms.

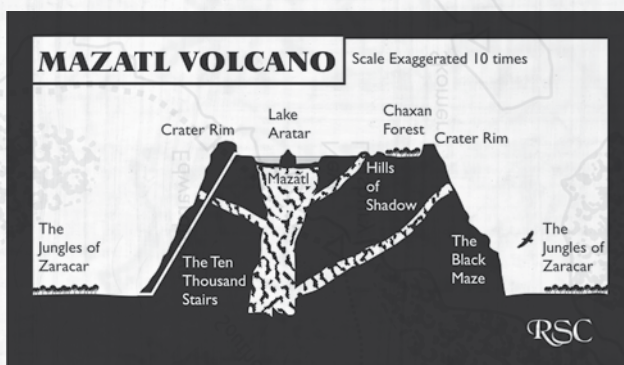
### The Median Pack

These are werewolves that Azartec has called to his side. They form an elite force that are sent along with the Wild Hunt on missions of special importance. Like the vampires, Azartec has experimented with infusing them with chaotic energies, granting them immortality and the ability to remain in man-wolf form in full sunlight.

### **THE WILD HUNT**

The wild hunt is assembled when Azartec wishes to scour the land of demons. He appoints a vampire as the Master of the Hunt, and at the next full moon, sends him and the Median Pack to their destination. At the rising of the moon, shortly after sundown, the Master of the Hunt uses his horn to call every wild creature within a twenty-mile radius. The Master of the Hunt then proceeds toward his target. As he travels, the incoming horde of animals starts to swell the size of

the Hunt. By the time its destination is reached, the Wild Hunt is comprised of hundreds of animals of all types and sizes ready to tear apart any living thing in their path. Depending on the season, the Wild Hunt can travel between 18 to 30 miles before dissipating at dawn.



## **GEOGRAPHY**

### **LAKE ARATAR**

This shallow lake dominates the caldera of Mazatl. It is divided into four areas by causeways linking the city of Mazatl with the shore. The lake is acidic from volcanic activity. Contact with the lake causes 1d6 acid damage per round.

Lake Aratar is 40 feet deep and choked with seaweeds. A variety of leeches, including giant leeches (level 4 lurker), and giant lampreys (level 9 lurker) skim the lake floor for food. Azartec sends out his Rothani in leather coracles to harvest them for Azartec's meals.

### **THE BLACK MAZE**

This is a maze of canyons and ravines on the eastern side of the volcano. Lamias (level 12 elite controller) make their homes in the isolated caves. Each lamia has staked out a half-mile stretch of canyon to patrol and hunt. They use pleasing forms to tempt their victims closer. Once every month, the lamias take a living victim up the slope as homage to the Lamia Queen (see Hex 2007).

### **CHAXAN FOREST**

This evergreen wood is home to the Median Pack, the chosen werewolves of the god Azartec. Here the magic of the god Azartec allows game to be resurrected at the beginning of every night for the pleasure of the pack.

The woods are dotted with isolated cottages and huts. Members of the Median Pack live alone or in small families. The only times they gather as a group is for the monthly full moon festival at the Stone Ring (Hex 1706) or at the call of their master, Azartec.

### FIELDS OF LAMENT

This is where Azartec's sister was raped and killed by the demons. Every year, on the anniversary of her death, Azartec comes here to mourn. The fields are home to roving packs of hellhounds (level 7 brute). This is where the hellhounds of the Wild Hunt are born and raised. After Azartec's mourning is finished, the Wildmen of Bator (Hex 1709) cull the hellhound packs and capture pups.

### FORSAKEN HILLS

These ash-choked hills are home to numerous banshees (level 10 controller). These spirits often visit the mortal realms to wail when an impending death of significance is about to occur. Their numbers are replenished every year after Azartec's mourning. They are chosen from the spirits of women who have done evil in their lives.

### GROMIS BOG

A colony of 100 boglings (level 4 skirmisher) lives in this bog. A bogling is a frog-like humanoid that can jump 60 ft. They can't be out of water for more than hour without a special garment that is kept moist. These boglings patrol the bog and gather the components to make the potion for the Green Death (see The River of the Green Death). The main ingredient is a flower known as the Tears of Athix. It is crushed, and its toxic nectar is collected to make the poison. The boglings keep the river poisoned so outsiders cannot enter Mazatl from the river. Their shaman, Poodan (Wiz5), and his three apprentices brew the potion

every fortnight. It is rumored that the boglings were given to Azartec by the god Sarrath in gratitude for a favor done.

### HILLS OF SHADOW

These hills form the border of the Chaxan Forest. Azartec has placed greater shadows (level 9 lurker) here to prevent any of the Median Pack from escaping the forest during the hunts. They typically patrol in groups of 4 to 7 (1d4+3).







### HILLS OF TAKOS

These hills are devoid of any animal life, trees, or large plants. The gargantuan bronze construct, Takos (Hex 0703), roams these hills. Great footprints mark the landscape where Takos has traveled. Several of these footprints have filled with water and are now home to swarms of 3d12 killer frogs (level 1 soldier)

### HILLS OF THE UNLIVING

Several strange towers twist out from these hills. They are found about one every square mile. The towers are twenty feet in diameter, three stories high, and have no doors. There are 4 to 6 narrow windows on

the third floor. Each tower is home to a single vampire in the service of Azartec. At nightfall, the vampires change into bat form and fly out their windows. Some go on missions for Azartec, while most congregate at Castle Orzul to feast and intrigue.

### RED FANG FOREST

This jungle surrounds the River of Green Death as it pierces the caldera's rim. Recognizing the vulnerability of the gap, Azartec has populated the jungle with his more horrifying minions, the penanggalen (level 6 lurker). The penanggalen are a form of vampire that detaches its head from its body and has the ability to fly. Dripping entrails dangle from their heads.

Unlike normal vampires, the penanggalen can fly in its natural state, is agile, and can easily maneuver amid the trees. After a feeding, they return to their bodies hidden in caves at the bottom of the rim of the caldera. The penanggalen typically travel in packs of 6d6.

### RIVER OF THE GREEN DEATH

The River of Green Death is nearly a mile wide when it exits Lake Aratar. The Rothani at Palborg fish the river during the day. The river exits the caldera through a thousand-foot-high gap and plunges down the side of the volcano into a steep canyon until it reaches the Jungle of Zaracar. It is rumored that the River of Green Death runs for a thousand miles before joining with the River Acheron.

The river is poisoned beyond the gap in the caldera. A character that comes in contact with the river takes 20 ongoing poison damage (save ends, with a -2 penalty). The poison is renewed every fortnight by the boglings dumping the potion into the river at the gap. This is an unpopular task among the boglings due the Penanggalen inhabiting the jungles.

## THE TEN THOUSAND STEPS

The Ten Thousand Steps are carved into the floor of a lava tube. The steps span 25 miles and take the average person nearly two days to walk up. Azartec's elite Shadow Guard (dread wraiths, level 25 lurker) patrols the steps. They are encountered in groups of 1 to 4.

Every 200 yards, there is a stone ball recessed into the wall. The Shadow Guard can release the stone ball to roll out and down the stairs. Every mile there is a point where the tube constricts slightly, so that the stone ball will stop.

## THE WHITE ROAD

The road is paved with skulls bleached white in the tropical sun. This road extends a thousand miles to the west before connecting Mazatl with the realm of Hamakhis, the Judge and Lord of the Dead. Azartec has an alliance with the Lord of the Dead. In exchange for a tribute of souls Azartec receives dread wraiths to serve him.

Periodically, a vampire will be seen leading 4d6 souls. The souls are chained together and make a lot of noise, wailing and screaming. A pair of Shadow Guards (dread wraith, level 25 lurker ) and 1d6 werewolves (level 8 brute) guards the vampire.

## JUNGLES OF ZARACAR

Surrounding the volcano are the trackless reaches of the Jungle of Zaracar. The jungle is infested with a variety of giant insects, huge snakes, and the occasional renegade vampire or werewolf. Various hacked out paths and the remains of camps left behind by adventuring parties can be found near the base of the volcano.

The jungle's most fearsome inhabitants are the rakshasa (level 15 soldier). Their fighting abilities are not as potent as the realm's other inhabitants, but their powers of illusion and their command of packs of dire tigers (level 12 elite skirmisher) make their lairs deadly traps for the adventurer.

## THE VOLCANO SLOPES

The volcano surrounding Mazatl rises to a height of 20,000 feet. The slope averages between 10 and 15 degrees. Travel is exhausting going uphill, and the loss of footing can result in a long tumble down slope. The escarpment symbol on the map marks areas of particular difficulty that requires several climbing roll. The exact number is left up to the referee. The escarpment marking the interior rim of the caldera is nearly 1,000 feet from top to bottom. Much of it is sheer cliff.

There are several streams of lava marked on the map. Most of the time lava streams are crusted (4 in 6 chance) over with a hot but firm surface that can be walked on. However, like ice, the surface could be too thin (1 in 6 chance), plunging the character into molten lava. Other dangers include sudden eruptions of gas or steam causing poisoning or scalding. This occurs less frequently on normal terrain.

## LOCALES

### 0305 March of the Ants

While traveling through this area the party will hear a loud buzzing sound. A large column of giant army ants approaches. The column is nearly a mile long and 200 yards wide. There are over 1,000 workers (level 4 minion), 100 soldiers (level 6 soldier), and at the center of the column, a dozen huge soldiers (level 8 soldiers) guard the giant ant queen (level 10 controller). If the giant ant queen is killed, the column collapses in confusion and scatters throughout the jungle.

### 0317 The Poisoned Pool

Numerous bodies and skeletons of animals and humanoids litter this area. There is a 20% chance per day of volcanic gasses erupting from the bottom of the pool. The gases cover the entire hex within 10 minutes, causing every animal and person to suffocate (use the rules for drowning). The gases dissipate within an hour. The only warning of danger is that the pool begins bubbling for 1d6 minutes, and then the gas erupts.

### 0508 The Black Gate

This keep is at the base of the Ten Thousand Stairs. Strands of obsidian emerge from the ground to form two 100-foot spires flanking the entrance of the stairs.

Several of the strands curve inwards to form a bridge between the two spires. The twin doors of the main gate are formed out of solid sheets of obsidian and engraved with disturbing images of the Wild Hunt. Those who approach the doors suffer a horrifying assault on their minds (+15 vs. Will; the target moves its speed away from the doors (save ends)).

It is the home to 100 of Azartec's Shadow Guards (dread wraiths, level 25 lurker). The Shadow Guards patrol the stairs and the base of the volcano in groups of 2 to 6. The leader of the Shadow Guard, Anomish (dread wraith, level 25 elite lurker) interrogates prisoners in the cells at the top of the spires. He wields the legendary Staff of Lethean, which is imbued with the energies of chaos.

#### **0513** The Fire Giant Battle

Two fire giant brothers (level 18 soldier), Surigon and Darash, are fighting a horde of 20 fire mephits (level 2 skirmisher). The fire mephits know that they have little chance of winning, but delight in tormenting the giants. If the mephits are killed or driven off, the brothers invite the party to their home further up the slope (Hex 0810). The giants are drunk and talkative.

#### **0606** The Raptor Pack

Azartec has captured a pack of 20 deinonychus (level 4 skirmisher) and released them in this small Jungle. They are well-camouflaged and expert pack hunters.

#### **0703** The Great Bronze Automaton of Mazatl

This large cave is the home of the gargantuan bronze construct, Takos (level 25 solo soldier). An adventuring party constructed Takos to lead an assault on Mazatl. They wanted revenge for the deaths caused by the Wild Hunt. The assault failed and the automaton was damaged. It is unable to leave the hill region. Takos continues to fulfill its final command of destroying everything in its path. It amuses Azartec to leave the automaton to wander to kill unwary adventurers.

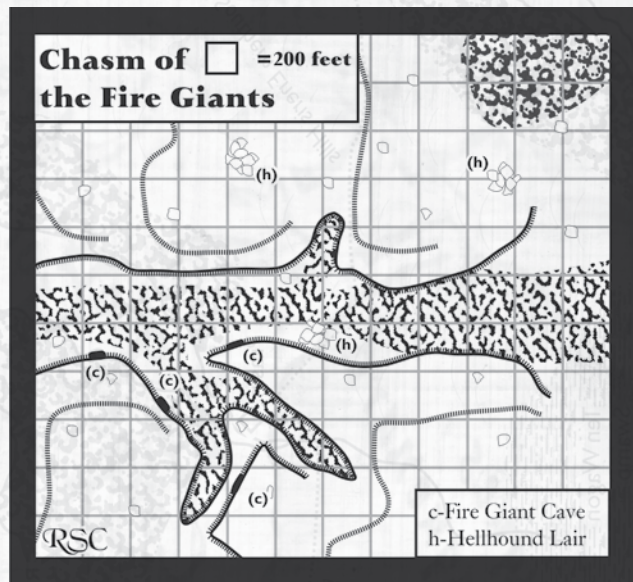
#### **0801** The Field of Mouths

The use of chaotic forces by Azartec has caused strange phenomenon to appear in his realm. Here a 200-yard-diameter clearing is filled with a strange hummocky terrain. The individual humps are about two feet

in diameter and a foot in height. The whole area is suffused with a sweet smell, and characters that enter this area are attacked with a sleep inducing poison (+10 vs. Fort; target is slowed (save ends); first failed save; the target is unconscious (save ends)). The humps then begin to stir, revealing mouths with razor sharp teeth (10 gibbering mouters, level 6 controller), and begin to consume their sleeping victims.

#### **0806** Hot Springs

This area is covered with various hot springs that are home to giant leeches (level 8 lurker). The magic of Azartec's realm has given these hideous monsters fire-based attacks. There is a 1 in 6 chance of encountering 1d3 leeches per turn (10 minutes).



#### **0810** Chasm of the Fire Giants

This chasm is filled with lava fed by the stream moving down the volcano. Over two dozen fire giants live in caverns carved into the sides of the chasm. They consist of 12 adults (level 18 soldier) and 12 children (level 10 skirmisher). The fire giants are ruled by King Ivas the Noseless. In one of their frequent wars with the frost giants, Ivas lost his nose before vanquishing his enemy. The giants are mining the chasm for highly magical obsidian. They send half of their output to Azartec as tribute. Ivas is angry with Surigon and Darash (hex 0513). If the players return with the brothers, Ivas enslaves them and puts them to work mining.

**0818**      **The Living Jungle**

This region of the Jungle of Zaracar has awakened into sentience. The gargantuan treant (level 20 solo controller) who rules this area is fiercely protective, and seeks to expel all intruders. Memory mosses are camouflaged among the trees and steal the memories of the players. They do not engage directly in combat.

**0915**      **Wrong Turn**

A huge elder xorn (level 20 elite brute) has emerged here after burrowing from the Elemental Plane of Earth. He is confused and nervous and attacks any nearby party. If calmed down and fed precious metals, the xorn need 1d6 hours to reorient itself. For enough precious metals, the xorn escorts the party to the Elemental Plane of Earth. If the xorn is taken to half its hit points, it melds into the earth to escape.

**1114**      **Misha's Hovel**

In this clearing lies the hut of the night hag, Misha (level 14 lurker). She collects herbs and plants from the jungles for Azartec to use in his experiments. Around her hut are several man-sized larvae. They are victims of her powerful sleep spell and are used as currency when dealing with Azartec. Inside the hag's hut are various plants that an alchemist would find useful.

**1117**      **Mining Operation**

A hundred human slaves are using special granite buckets, cranes, and levers to haul lava out of an open fissure. The lava is then being poured into large granite caskets that are then hauled by two triceratops. The lava is taken through the Black Gate (Hex 0508) and up the Ten Thousand Stairs. Four Shadow Guards (dread wraiths, level 25 lurker) watch over the humans.



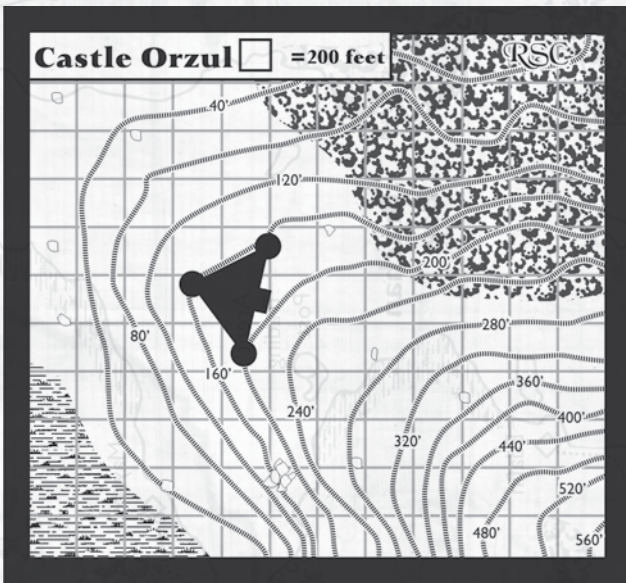
**1211**      **Castle Orzul**

This is the home of Avernus, the first vampire. It is forbidding stone edifice built into the side of the mountain. It has no gates. Visitors have to fly in or find another means of entering. Every night, vampires from the surrounding towers (see *Hills of the Unliving*) congregate in the Crimson Hall for a Blood Feast held by Avernus.

The feast begins two hours after sunset and ends two hours before. Each vampire is allowed to pick his or her main course from a selection of captives paraded at the beginning of the feast. During the feast Avernus hands out rewards and rebukes. After the end of the feast, Avernus meets with selected vampires to send them out on missions for Azartec. There is considerable intrigue among the vampires to gain a meeting with Avernus.

Avernus (vampire Wlk 25) is several thousand years old. He appears to be a charismatic human dressed in an ancient style that no one remembers. The designs on his garments are disturbing. It is rumored that he has many odd powers because of the repeated infusion of chaotic energy granted by Azartec.

During the day, a dozen Shadow Guards (dread wraith, level 25 lurker) patrol the castle.



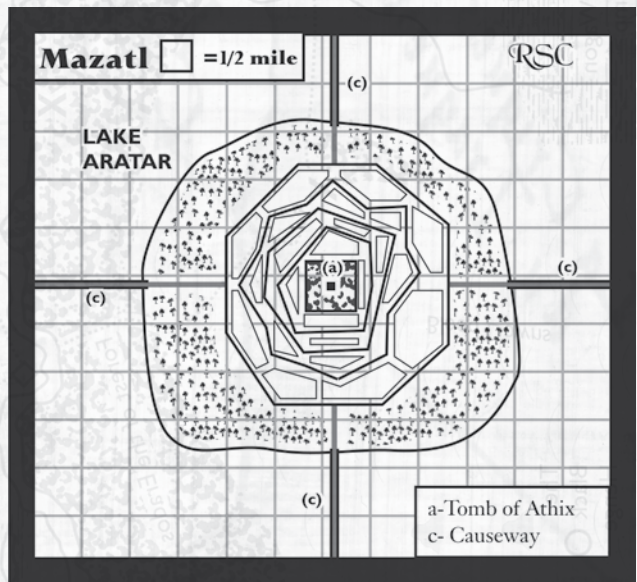
**1304** **Realm of Chaos**

This stretch of jungle is the home of a large chaos beast (level 24 elite controller). It is a result of one of Azartec's experiments and managed to escape. It fled until it found this jungle. The jungle is being twisted by the Chaos Beast presence. There is a 1 in 6 change every turn (10 minutes) that the local vegetation around the party will come alive and attempt to entangle them. If any characters become entangled, the plants start shrieking to attract the chaos beast.

**1308** **Mazatl**

Mazatl is the seat of power for Azartec. It is a huge ziggurat with five levels. Unlike a regular ziggurat, each level, except the fifth, is shaped irregularly with a number of corners. Access between the levels is through massive stairways on each side of the ziggurat. The first two levels are a maze of buildings and courtyards consisting of pleasure houses, torture chambers, slave pens, workshops, training yards and laboratories. Here the elite assassins, the Claws of Azartec (Rog13+), and low-level priests train and do research. The third level is the Sable Maze. It is a deathtrap created by Azartec as a final proving ground for the Claws, as well as punishment for his enemies. The fourth level is home to the high priests (Clr9+) of Azartec from many worlds and lands. It consists of buildings and gardens used as private meditation chambers by the high priests. They don't live here, but are transported by rituals and spells.

The topmost level is Azartec's personal quarters. It consists of a rectangular walled wilderness one square mile in size. At the center is a single 100-foot by 100-foot building made of black marble. There is only a single chamber inside. In the center is a single throne where the preserved body of Athix sits. She looks radiantly beautiful without a single mark on her. Azartec holds audiences while sitting on the steps to the entrance. The garden is filled with wild animals, including a pack of dire tigers (level 12 elite skirmisher).



**1410**

**Palborg**

This village of 500 Rothani lies next to the River of Green Death. Those Rothani who excel in Azartec's service are permitted to live here. They consider this village and the immediate surrounds a paradise, and the only place they can truly call home. Azartec has instructed the Shadow Guard to make sure that none of the surrounding denizens molest or attack the villagers.

**1516**

**Fire Elementals**

A pair of huge fire elementals (level 18 artillery) plays in the open lava in this region. They gleefully attack anybody they see with gobs of molten lava.

**1610**

**Hellhounds**

A pack of 36 large hell hounds (level 7 brute) roam here. They are culled annually by the Wild Men of Bator for training in the Wild Hunt. There are 2d6 pups at anytime with the pack.

**1706**

**The Stone Ring**

Twenty-foot stone monoliths form a ring. The forest is kept cut away from this area so that the full moon shines directly into the ring. The members of the Median Pack congregate here to celebrate the full moon in an orgy of killing prey. The Master of the Hunt (see *The Wild Hunt*) calls the Median Pack together from here. The ground is saturated with blood inside the ring monoliths.

**1709**

**Bator**

This village of 300 Wild Men (1 Brb12, 10 Brb10, 290 Brb8) is a collection of hide huts with herds of ponies roaming nearby. Their tribe fought for Azartec and destroyed the capital of a large demon-worshipping empire over a thousand years ago. Their greatest warriors were permitted to return to Mazatl with the Wild Hunt and ride the Fields of Lament culling the hellhound packs. They wield well-crafted recurved bows from the backs of their hardy ponies.

**1802**

**Black Pools**

Black pools are scattered through out this area. The pools vary in size and are spaced about 20 to 60 yards apart. The black pools are gargantuan black puddings (16level 15 to 30 lurker). The black puddings wait for a player to get close enough to use its acid attack to eat through armor and flesh. The ensuing combat has a 25% chance of disturbing other pools for every 10 rounds it continues.

**1912**

**Wrath of the Erinyes**

Three erinyes (level 15 skirmisher) are pursuing a small pack of humans. The humans are werewolves in human form. This pack failed spectacularly in a mission for Azartec and is being punished by the erinyes with their flaming whips. The erinyes continue the chase for the entire day.



**2007 Dwelling of the Lamia Queen**

This is the lair of the lamia queen (level 20 solo controller). She dwells in a large grotto surrounded by a small jungle. Hanging from vines and branches are the living tributes brought from the Black Maze. Once a year, on the longest night, she invites the lamias to a grand feast. There she accepts any challenges to her leadership. If she loses, the challenger becomes the lamia queen with the right to receive tribute.

**2217 Adventuring Camp**

There is an abandoned campground in this area. If scavenged there is a 20% of finding a useful magic time, and a 2 in 6 chance of find 2d6 useful scrolls or potions. A successful tracking roll notes that there are werewolf prints all over the camp and wedged between a pair of rocks is the lower part of a leg gnawed off at the knee.

**2503 Realm of Mirasar**

Here lies the illusionary castle of the rakshasa (level 19 controller), Mirasar. Mirasar shapes the castle and its denizens to look like a refuge of good in an otherwise hellish realm. He uses his ability to detect thoughts to create the prefect setting in the castle's interior for the characters. When they have been lulled to sleep, he kills the party and feasts on their remains. In case of trouble, Mirasar can call on 10 dire tigers (level 12 elite skirmisher) for aid.

**2606 Realm of Lurasa**

Lurasa (level 16 controller) was once the mate of Mirasar (see above). The two quarreled and Mirasar expelled her from his realm. Lurasa managed to keep two dire tigers (level 12 elite skirmisher) for protection. She desires revenge on Mirasar and has setup her realm in the form of a small adventurer's campsite. She portrays a bedraggled elven wizard who barely escaped the clutches of the evil rakshasa, Mirasar. She attempts to convince the party to attack Mirasar.

**2611 Twisting Vines**

This hex is infested with a dozen gargantuan assassin vines (level 15 lurker). These vines attack any creature that ventures within their grasp. The inside of the vines are lined with small hooks that secure the vines' victims. Once a victim has been slain, it takes an assassin vine over a day to consume the body.

**2617 Battle in the Jungle**

Clashing metal echoes throughout this region of the jungle. A titanic fight between a Shadow Guard (dread wraith, level 25 lurker) and a planetar angel (level 25 soldier) is ripping the terrain apart. If the party aids the angel, it uses its abilities to fly the party to any location below the rim of the volcano. It does not speak of why it is in Mazatl.

# INDEX

Acmali Gate	32
Adventuring Camp	62
Akhaioi	8
Alchemist Estate	35
Aldarius River	9
Altimar Castle	42
Amacui	20, 23
Ambush	35
Ant Island	46
Aquila Trading Company	24
Arent Trading Post	15
Arkan Hills	40
Arnun	45
Arsun	46
Attack of the Tiger	31
Aurora Ocean	9
Azartec	24, 52
Azure Gulf	25
Barazar River	25
Basking Turtle	31
Bator	61
Batradon	19
Batrus	47
Battle in the Jungle	62
Bexcuri	32
Black Gate	57
Black Henge	18
Black Maze	54
Black Pools	61
Black River	9
Black Stone Island	45
Blood Downs	9
Blue Hills	25
Brachan Bay	10
Bull Island	12
Caldera Island	46
Caramuz	34
Caranoz Stream	25
Castle Orzul	59
Castle Williams	12
Chaos Beast Feeding	29
Chasm of the Fire Giants	58
Chaxan Forest	54
Children of Blood	52
Cliffs of Caroxa	25
Corndalis Creek	25
Corroded Metal	34
Crab Bay	25
Crab Island	14, 44
Crayfish Spawning Ground	15
Dalsha	33
Danalix	33
Darcel Island	44
Dark, The	8
Darkwood Island	40
Dawn Isle	40
Delaquain	9
Dianthis Peninsula	25
Drycatch Island	42
Durasdor	34
Dwelling of the Lamia Queen	62
Eastwood	10

Edafin	16
Eddafos	19
Edwardtown	13
Emerald Sea	40
Emperor's Isle	42
Empire of the Amacui	23
Erados River	10
Erecui Castle	31
Eurafon Hills	10
Eylog	19
Fairwind	43
Fence of Blood	26
Field of Mouths	58
Fields of Lament	55
Fire Elementals	61
Fire Giant Battle	58
Forest of the Erados	10
Fornal Hills	26
Fornal Marshes	26
Forsaken Hills	55
Fost Bank	10
Frog Island	42
Frozen Hope	35
Ghiyat	46
Giant Claw Island	44
Gimeni	19
Golden Shore	5
Gonim	16
Goodland Island	45
Grand Kingdom	9
Great Jungle	26
Great Swamp	10
Great Trail	11
Green Mountains	11
Greendeep Swamps	27
Greystone Ridge	27
Gromis Bog	55
Guano Island	44
Halis River	27
Harren Island	40
Hell on Earth	16
Hellhounds	61
Hills of Shadow	55
Hills of Takos	56
Hills of Telkamis	11
Hills of the Unliving	56
Hot Springs	58
Hunting Grounds	12
Iguana Island	46
Illicit Brewers	14
Island of Blood Fiends	44
Island of Clouds	46
Island of Deadly Grass	45
Island of Hama	40
Island of Kasou	13
Island of Nectar	44
Island of Plenty	40
Island of the Abyss	45
Island of the Bees	44
Island of the Capybaras	45
Island of the Castaways	47
Island of the Cattleya	46
Island of the Elements	46
Island of the Lovers	14



Island of the Silver Hills . . . . .	40	Realm of Lurasa . . . . .	62
Isle of the Orchids . . . . .	46	Realm of Mirasar . . . . .	62
Jagged Island. . . . .	12	Realm of the Couatl . . . . .	29
Jagged Monolith. . . . .	29	Red Death Jungle . . . . .	41
Jerdon . . . . .	31	Red Fang Forest . . . . .	56
Jungle of Eyes . . . . .	27	Red Hills . . . . .	28
Jungles of Zaracar . . . . .	57	Red Sands Desert . . . . .	41
Kardion . . . . .	17	River of Darkness . . . . .	28
Keb Hold . . . . .	49	River of Foam . . . . .	28
Kingdom of Gwynedd . . . . .	9	River of the Green Death. . . . .	56
Kingsport . . . . .	42	Roc Lair . . . . .	30
Lair of the Chimera . . . . .	19	Rothani . . . . .	52
Lake Aratar . . . . .	54	Ruins of Endarr's Port . . . . .	16
Lake Vanu . . . . .	27	Ruins of Largos . . . . .	19
Land of Indigo . . . . .	40	Ruins of Maraios. . . . .	16
Larsi . . . . .	33	Ruins . . . . .	29
Last Island. . . . .	44	Rust Hills . . . . .	41
Lebar Mountains . . . . .	40	Sakar Island. . . . .	41
Little Hama Island . . . . .	44	Sandar Bay . . . . .	28
Living Jungle . . . . .	59	Sandar River . . . . .	28
Long Jungle . . . . .	27	Sandy Hook . . . . .	11
Lost City of Fornal. . . . .	30	Sargasso Island . . . . .	44
Lotus Forest . . . . .	27	Sarrath. . . . .	9
Magnus Aquila . . . . .	30	Selene Hills. . . . .	28
Malisine Plains . . . . .	27	Seras Island. . . . .	41
Mandax . . . . .	31	Serene Lagoon . . . . .	28
March of the Ants . . . . .	57	Shipwreck Island. . . . .	15
Marix Ferry. . . . .	32	Silent Refuge . . . . .	30
Marsh of the Long Reeds. . . . .	27	Skelis Downs. . . . .	11
Mastodon Graveyard . . . . .	18	Skomer . . . . .	13
Mayros . . . . .	16	Slaver Camp . . . . .	12
Mazatl . . . . .	51, 60	Smilodon Pack . . . . .	19
Median Pack . . . . .	54	Sofrano Island. . . . .	14
Mining Operation. . . . .	59	Southern Eneris Hills. . . . .	10
Misha's Hovel . . . . .	59	Spirit of Woe . . . . .	31
Misty Isles . . . . .	36	Stannai Creek . . . . .	28
Moralyan Peninsula . . . . .	41	Stone Ring . . . . .	61
Mountains of the Moon . . . . .	27	Surat . . . . .	46
Muddy Creek . . . . .	27	Tables Turned . . . . .	30
New Dyfed . . . . .	13	Talor Causeway. . . . .	28
New Leasbury. . . . .	13	Tanglewood Isle . . . . .	41
North Forest. . . . .	11	Teak Island . . . . .	43
Northern Eneris Hills . . . . .	10	Ten Thousand Steps. . . . .	57
Nova Gothridge . . . . .	17	Ten Wagon Swamp. . . . .	11
Nuyet Jungle. . . . .	41	Tlarui . . . . .	32
Ochre Empire . . . . .	9	Tlasha . . . . .	34
Old Campsite . . . . .	31	Tormmuz . . . . .	24, 33
Onilos Forest . . . . .	11	Trapped. . . . .	35
Oraz . . . . .	30	Tribute Circle . . . . .	32
Ordo Hills. . . . .	11	Twisting Vines . . . . .	62
Orsha . . . . .	34	Vampires . . . . .	53
Oyster Isle. . . . .	15	Volcano Slopes . . . . .	57
Palborg . . . . .	61	Watch Island. . . . .	42
Parai . . . . .	34	Werewolves. . . . .	54
Parsha . . . . .	32	White Road . . . . .	57
Peldan's Woods. . . . .	11	White Shore Island. . . . .	41
Poisoned Pool. . . . .	57	Whitecap Isle . . . . .	41
Port Harren . . . . .	43	Wild Hunt . . . . .	54
Porttown . . . . .	12	Williamsland. . . . .	12
Powys Island. . . . .	11	Wrath of the Erinyes . . . . .	61
Prasin . . . . .	15	Wrong Turn . . . . .	59
Province of Tormmuz. . . . .	24	Wyvern Lair . . . . .	34
Raptor Pack . . . . .	58	Yazar River . . . . .	28
Realm of Chaos . . . . .	60	Zibuul . . . . .	49

# POINTS *of* LIGHT II

The Sunrise Sea continues the *Points of Light* series with four new settings, each extensively detailed and mapped.

Each new setting is ideal for novices launching their first campaign, or veteran game masters looking to challenge their players with the exploration of a new world!

ISBN 978-0-9823001-5-2



9 780982 300152

GMG4381 \$15.99



[www.goodman-games.com](http://www.goodman-games.com)