

# WILDERLANDS ERRATA

*As compiled by Ian R. Malcomson, Feb 2006*

The following documents a variety of issues arising within the maps and text of the *Wilderlands of High Fantasy* boxed set from Judges Guild and Necromancer Games.

One of the purposes of this tentatively named errata is to resolve problems that arise when the campaign maps are joined together. For this reason, an explanation of the methods this author has employed to join the maps is in order.

First and foremost, I have employed an inclusive ideology. That is, wherever possible a solution to map conflicts is suggested that renders all sets of conflicting information relevant. For example, where two maps depict an island at an overlap between them, but provide two different descriptions for that island, the usual suggestion is to split the island so that both descriptions become relevant to separate islands derived from the single original overlapping one.

In joining the maps, instead of employing a set rule for determining where each overlaps its neighbours, I manipulated all eighteen maps together as separate layers in Photoshop, employing transparency to derive "best fit" overlaps for terrain features that also placed hexes at such overlaps directly over each other. The result is not perfect, but it works better than many methods I've seen to produce a relatively uniform amalgamation. Once complete, the entire map was redrawn using CC2 in order to iron out remaining wrinkles. This process, in some cases, produces "errata" that may not exist if another method of joining the maps is employed.

This errata often revisits the original Judges Guild products when attempting to resolve issues. Many citadels and other features omitted from the new *Wilderlands* maps, for example, have been checked against the original maps and texts. Also, the amalgamated map drew from the text sources as well as the map sources, and thus discrepancies between the new text and maps have also been resolved in one way or another. Where possible, solutions are illustrated using the CC2 amalgamated map.

In general, where "old text" is referenced, it indicates one of the five core *Wilderlands* products:

- City State, Altanis, Valley of the Ancients, Tarantis, Valon (old Maps 1-5) - *Wilderlands of High Fantasy*
- Viridistan (old Map 6) - *City State of the World Emperor*
- Desert Lands, Sea of Five Winds, Elphand Lands, Lenap (old Maps 7-10) - *Fantastic Wilderlands Beyond*
- Ghinor, Isle of the Blest, Ebony Coast, Ament Tundra (old Maps 11-14) - *Wilderlands of the Magic Realm*
- Ebony Coast, Southern Reaches, Silver Skein Isles, Ghinor Highlands (old Maps 15-18) - *Wilderlands of the Fantastic Reaches*

Other products are referenced by name. Each map is dealt with in the same order as they are described in the *Wilderlands of High Fantasy* boxed set.

**Note the First:** In order to make sense of some of the errata, you will need to reference the *Wilderlands of High Fantasy* boxed set text and maps.

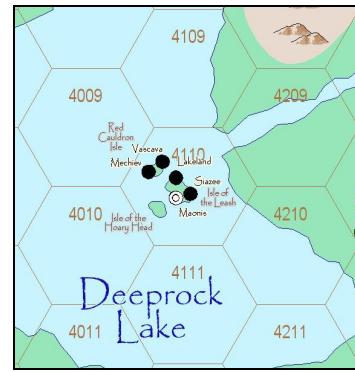
**Note the Second:** Not all of the following are actually errata. Some are simply notes that you might find useful to clarify certain details.

## Elphand Lands

**0908/0808** - Temple of Mannar Worle is in 0808

**1206** - Cinnabar Citadel is identified as a hamlet in text, citadel on map

**4110** - The three islands and attendant settlements are missing from new maps:



**0334 [Viridistan 0301]** - Ridgewell and Neapolis co-inhabit hex:

## Valon

**1503** - Roversport is in 1602

**1508** - Citadel missing from new map (located by old map)

**1720** - "Crater of the World Emperor" is in the sea

**3632** - "Crypt of Kings" is in the sea

**5208 [Valley 0109]** - Overlapping "Torgress" and "Discam":

## Valley of the Ancients

**0307** - Tower of Shrinking Canyon unmarked on new and old maps

**0708** - Obaltion/Oblation Shrine (Obaltion Shrine?)

**1808** - "Dome" in text is "Dorne" on map (old and new)

**1934** - Tustoral shouldn't be marked (perhaps; c.f. Tarantis 1901 Seraphine and note)

**2005** - Gruesome Square, new hamlet (not on new map)

**2121** - Drossyork Castle missing from new map (located by old map)

**2224** - Citadel missing from new map (located by old map)

**2806** - The Gamphasnateas River doesn't pass through this hex, but close by

**2923** - Citadel missing from new map (located by old map)

**3734** - Mitlakam is not described in new text (presumably because that hex is meant to overlap Tarantis 3701 - Sangorn). It is:

**Mitlakarn:** Able-bodied 203 (609 at x3; Village); Orcs; Civ 3; LE; Leader: Hyastis, LE Ftr5; Market

**4119/4218** - Salyzar is in 4218 according to text and old map, 4119 on new map

**4405** - Tammuzi missing from new map (located by old map)

**4932** - Adoras Shrine missing from new map (located by old map)

**5117** - Aldakar's Tower missing from new map (located by old map)

## Viridistan

Many hex descriptions are presented out of order in the new text.

**0422** - The lair is noted as being "south of Crystal Lake", indicating hex 0423

**0619** - No map symbol for the Obsidian Citadel - placed via text description

**1109** - Yrahm Jakupda missing from new map (located by old map and depicted road)

**1327** - "???" on map is Ambusead (Ambuscad on old map)

**1631** - Raknid unnamed on new map

**2521** - Leafork missing from new map (located by old map and depicted road)

**2621** - Caer Cadwen missing from new map (located by old map and depicted road)

**2621** - There is a missing road (from old map) that leads from Caer Cadwen towards Leafork

**2821** - Y'Dell missing from new map (located by old map and depicted road)

**3024** - Kahled missing from new map (located by old map and depicted road)

**3123** - Hefaeland Cleft is unmarked on both old and new maps, but noted in old and new text. New text notes the place's hidden location, so placement should be taken as approximate, assumed, rumoured, etc.

**3125** - Sunwatch is labelled "???" on new map.

**3228/3328** - Text identifies location of Viridistan as 3228, map identifies it as 3328.

**3724** - Sully is missing from new map (located by old map and depicted road)

**4009** - Demon Valley is identified as a village on both old and new maps, and is listed in the villages of the old text. However, its description (in the geography section of the new text) precludes any settlement (indeed, the old text lists no population for the "village"). Suggestion: leave the place as a geographic feature, coupled with The Black Gate (new text); add Sydbikkef Mal (26HD demon) from the old text as guardian of the Gate.

**4022** - Place marked as a village (new map) or ruin (old map), not described in new or old text.

**4101** - The castle depicted on the map can be taken as the Palace of Bells and Stars (Elphand 4134)

**4320** - Harpy lair is in the sea (better than the original bear lair)

**4632** - The spiders are water variety (as noted in the old text)

**4831** - The ruins are in 4732 ("Dead City of Harkarum"), as per map (old and new)

**5207** - see City State 0107 (Coven of the Shrouded Moon)

**5215** - see City State 0115 (Grita Heath)

**5222** - see City State 0122 (Caalam)

## City State

The first hexrow islands appear to overlap with similar-looking islands in the Valon map. However, best-fitting all of the Wilderlands maps does not create an overlap of these island hexes. Also, the text provides different descriptions for the Valon and City State similar isles, so it is suggested that the similarity is ignored and the overlap not forced, thus allowing both Valon and City State described islands to exist.

Lanshan Cap is not described.

**0125** - The castle is in 0124 (old and new maps)

**0203** - The Temple is missing from the new map. It is a castle in the old map and the new text (located by old map, as castle)

**0216** - Garman Citadel missing from new map (located by old map)

**0324** - The citadel is missing from new map (located by old map)

**0330** - The citadel is missing from new map (located by old map)

**0402** - The citadel is missing from new map (located by old map)

**0602** - The citadel is missing from new map (located by old map)

**0633** - Hamlet of Wildwood is missing from new map (located by old map)

**0701** - The citadel is missing from new map (located by old map)

**1003** - The castle is missing from new map (located by old map)

**1209** - Bernost is missing from new map (located by old map)

**1316** - The citadel is missing from new map (located by old map)

**1333** - The castle is missing from new map (located by old map)

**1715** - The citadel is missing from new map (located by old map)

**1824** - The citadel is missing from new map (located by old map)

**1934** - Sunfells is missing from new map (located by old map)

**2004** - Orlage is missing from new map (located by old map)

**2024** - The castle is missing from new map (located by old map)

**2422** - Darkfield is labelled as Haghill on new map (making two Haghills on the map!)

**2422** - Conclave is marked as a castle on new map; text identifies it as a citadel

**2503** - The castle is missing from new map (located by old map)

**2509** - The citadel is missing from new map (located by old map)

**2708** - The citadel is missing from new map (located by old map)

**2708** - Troth is missing from new map (located by old map)

**2732** - The castle is missing from new map (located by old map)

**3003** - Thelamie is missing from new map (located by old map)

**3101** - Midheaven is a new hamlet (unmarked on old and new maps)

**3117** - Adderwood is missing from new map (located by old map)

**3127** - The citadel is very hidden on new map (located by old map)

**3616** - The castle is missing from new map (located by old map)

**3717** - Village marked and unnamed in old and new maps and texts (ignored for amalgamated map)

**4008** - The castle is missing from new map (located by old map)

**4015** - Brushwood (village) is missing from new map (located by old map)

**4206** - The citadel is missing from new map (located by old map)

**4313** - The citadel is missing from new map (located by old map)

**4322** - Hamlet not depicted (located by *Spies of Lightelf*)

**4323** - Hamlet not depicted (located by *Spies of Lightelf*)

**4416** - Tegel named "Kegel" on new map

**4420** - Hamlet not depicted (located by *Spies of Lightelf*)

**4421** - Hamlet not depicted (located by *Spies of Lightelf*)

**4422** - Hamlet not depicted (located by *Spies of Lightelf*)

**4429** - The castle is missing from new & old maps (located by guesstimation)

**4520** - Hamlet not depicted (located by *Spies of Lightelf*)

**4523** - Hamlet not depicted (located by *Spies of Lightelf*)

**4534** - Serpeant Little is a bit closer to the coast after best fit overlap with Altanis map. Road (from Altanis) moved to terminate at the hamlet

**4608** - The citadel is missing from new map (located by old map)

**4620** - Hamlet not depicted (located by *Spies of Lightelf*)

**4621** - Hamlet not depicted (located by *Spies of Lightelf*)

**4633** - The citadel is missing from new map (located by old map)

**4722** - Hamlet not depicted (located by *Spies of Lightelf*)

**4723** - Hamlet not depicted (located by *Spies of Lightelf*)

**4821** - Hamlet not depicted (located by *Spies of Lightelf*)

**4822** - Hamlet not depicted (located by *Spies of Lightelf*)

**4928** - Hamlet not depicted on new map; depicted but unnamed in old map (located by old map and *Shield Maidens of Sea Rune*)

**5025** - Hamlet not depicted (located by *Shield Maidens of Sea Rune*)

**5123** - Text lists citadel as a hamlet (a "lone tower" isn't a hamlet!)

**5124** - Hamlet not depicted (located by *Shield Maidens of Sea Rune*)

**5133** - Unnamed island

**5201** - Isles not identified in text (old or new)

**5231** - The citadel is missing from new map (located by old map)

**5233** - Unnamed island

## Tarantis

River Crowrun is not described

**1011** - The citadel is missing from new map (located by old map)

**1901** - Seraphine "built on the ruins of Tustoral" (c.f. Valley of the Ancients 1934). However, the "best fit" overlap does allow for both to exist with less trouble than the Torgress/Discam issue. Basic info:

Tustoral, able-bodied 391 (Pop 1,173 at x3 - Small Town), Civ 5, AL LG, ruler Critaacious LG Wiz(I) 4, Trade Pitch.

Inclusion means elimination of Tustoral's ruined status in the description of Seraphine. Otherwise, ignore Tustoral on the amalgamated map.

**1928** - The citadel is missing from new map (located by old map)

**2402** - The citadel is missing from new map (located by old map)

**2620** - The citadel is missing from new map (located by old map)

**2625** - Birezna is not marked on the new or old maps. It is described in the *City State of Tarantis* and *Pegasus* magazine - hex 2625 is mapped in both.

**2704** - The citadel is missing from new map (located by old map)

**2818** - Tamarizk is missing from new map (located by old map)

**3110** - The castle is missing from new map (located by old map)

**3207** - The citadel is missing from new map (located by old map)

**3502** - The citadel is missing from new map (located by old map)

**3617** - The castle is missing from new map (located by old map)

**3807** - The citadel is missing from new map (located by old map)

**3933** - The citadel is missing from new map (located by old map)

**4017** - The citadel is missing from new map (located by old map)

**4203** - The citadel is missing from new map (located by old map)

**4912** - The citadel is missing from old and new maps (so it is invisible!), but is described in both texts. Placed randomly - location uncertain.

**5104** - (picky text errata) "Shadowmirk" should be capitals

**5217** - The citadel is missing from new map (located by old map)

## Desert Lands

No oases are marked on new map. Oasis locations: 0117 (Hothme), 0132 (Melasures), 0723 (Zakuta), 0724 (Birjani), 0734 (Tumatul Oasis; marked on new Lenap 0701), 0822 (Eli Bastis), 0823 (Infena Wells), 0923 (Shealoh), 0924 (Nabi Nagiab), 1731 (Larif).

"Oppressing Sands" should be spelled "Oppressing Sands".

**0823** - Infena Wells is marked as a village on new map (marked as oasis on old)

**1603/1703** - Map (old and new) depicts the bridge at 1703, text lists it as 1603

**2607** - Befalls lacks text label on new map

**2616/17** - Nightsward is not marked on new map. Text identifies it as being in 2616, but old map locates it on the road in 2617

**2926** - Old and new texts identifies village as Goll; old and new maps say Gall

**3119** - The citadel is missing from new map (located by old map)

**3725** - Moon Tower is missing from new map (unmarked and unlisted in old map/text; unable to find further source - placed by guesstimation)

**4218** - Landlocked; poor aquatic elves! Encounter moved to 4318

## Barbarian Altanis

The Tritonis Marsh labels a jungle! The old map places the label between the marsh north of the labelled jungle and that jungle itself. I suspect the Tritonis Marsh is the marsh, not the jungle (or, perhaps, both, the jungle depicting a vegetated portion of the marsh).

The River Highcourse is, of course, the river that runs south-north from the Windgod Hills, and not the road that crosses it east-west.

**0103** - The citadel is missing from new map (located by old map)

**0108** - Actun is depicted in 0207 (old and new maps)

**0114** - Location of Quitzit is off on overlap with "best fit" match; moved so that it fits a "best fit" coastline, but is still in 0114

**0210** - The castle is missing from new map (located by old map)

**0306** - The citadel is missing from new map (located by old map)

**0323** - The citadel is missing from new map (located by old map)

**0601** - The castle is missing from new map (located by old map)

**0727** - The castle is missing from new map (located by old map)

**1014** - The citadel is missing from new map (located by old map)

**1130** - The citadel is missing from new map (located by old map)

**1511** - The citadel is missing from new map (located by old map)

**1704** - The castle is missing from new map (located by old map)

**1729** - The citadel is missing from new map (located by old map)

**1812** - The citadel is missing from new map (located by old map)

**2022** - The citadel is missing from new map (located by old map)

**2610** - The citadel is missing from new map (located by old map)

**2704** - Hamar Tower is listed as a hamlet in new text; depicted as a citadel on old and new maps

**3112** - The Grove is noted as being a citadel - in old map and text, it's a castle. It's missing from new map (located by old map)

**3127** - Castle noted in new text as being a hamlet

**3418** - The castle is missing from new map (located by old map)

**3424** - Depicted as a castle on old and new maps, noted as a hamlet in new text. New text description notes it as being a castle, however

**3518** - Shedezar is labelled, but not depicted on new map (located by old map)

**3715** - Bison in the sea; suggest moving the drowning bison to 3719

**3730** - Krens Cairn depicted as a citadel on old and new maps, listed as hamlet in new text (makes most sense as a hamlet, given new description)

**3807** - The citadel is missing from new map (located by old map)

**4134 [Blest 4101]** - Isle of Oagian and Blue Phoenix Isle overlap - suggest splitting the overlapped isle

## Ebony Coast

**0117** - Unnamed island (possibly connected to Isle of Blue Rest - c.f. Altanis 5117)

**4116** - Full title of citadel not given in its main text heading (just lists "Citadel")

## Lenap

"Moulting Mountains" (text); "Molting Mountains" (maps).

**0615** - Unidentified citadel (depicted on old and new maps; not described in old or new text)

**1616** - Rushkindle missing from new map (labelled as if it was a geographic feature); tentatively located via old map

**3534 [Five Winds 3501]** - Overlapping isles; the three isles depicted can accommodate the two differing isle descriptions

**4632** - Unnamed, undescribed island (old and new texts)

**4717** - Unnamed, undescribed islands (old and new texts)

**5218 [Blest 0118]** - Overlapping Isle of Sour Fruits and Drearywet Isle; split to accommodate two isles

## Isles of the Blest

South Reach Forest (map)/Southreach Forest (text).

Tent Root Jungle (map)/Tentroot Jungle (text).

Dragon's Crown not described in text.

Lake Fyrlock (text)/Frylock (map).

**0710** - Isles are actually in 0711. Text - out-of-order numbering.

**1119** - Unnamed island

**1421** - New text labels this island as being in 1424 - new text is incorrect

**1534 [Ghonor 1501]** - Overlapping islands. Suggest re-arranging the (effectively) four different islands within the hex so that they don't overlap, and retaining the different descriptions of each.

**3032** - In text: "Eboyn Isle" is "Ebony Isle" in old text; new text reads "This isles..."

**3134 [Ghonor 3101]** - Hexes overlap, but the islands do not

**3237** - In text; should be 3227 (Marblehead Isle)

**3705** - In text: "Charmel Isles" is "Charnel Isles" in old text

## Isles of the Dawn

**2933** - Unnamed island

**4224** - The citadel is missing from new map (located by old map)

## Sea of Five Winds

A few of the lairs/encounters described for this map are in the sea, while their nature and description would suggest otherwise.

Saddle-Back (map)/Saddleback (text).

**1005/1007** - Old and new text locate Halfling in 1005; old and new maps locate to 1007

**2227** - Citadel not described in new text (old text: Citadel, Ftr3, N, Pop 16)

**2407/3407** - Isle of Pylon Fruit - transposed typo from old text (3407 should read 2407)

**3120/3130** - Kerealia is in hex 3130, not 3120 as indicated by text

**3903/3908** - Isle of Whistling Tree - transposed typo from old text (3903 should read 3908)

**4206/4207** - The Andaman Isles are in these hexes (slightly misleading map text)

**4421** - Omitted island from new text. Old text reads:

A band of twenty gnomes have fragments of a treasure map they found on this island. Four monks have vowed to a year of secluded silence under a huge stone near the cliffs on the southern edge of the map.

This text has become mixed in with the new text description of Tirnanog Island.

**4603** - Kailasa is an abandoned village (see *Pegasus*)

**5212 [Ghonor 0112]** - Overlapping island with different descriptions (Council Isle/Isle of Gorefury). Suggest splitting island to accommodate both.

**5228 [Ghonor 0128]** - Non-overlapping islands (include both; Survivor Isle/Scimitar Cay)

## Ghonor

**2307** - In text: "Effluvium" (new text), "Effluvium" (old text)

**3102** - In text: "Skyrnetal" (new text), "Skymetal" (old text)

**3808** - In text: "Isles of Ft. Manore-Bluing" (new text), "Isles of Manore-Bluing" (old text)

**4412/4513/4734** - The island in 4412 is Penumbra Island (by old text). The description of the island matches the new text description of hex 4513, with omission. Old text locates Buccaneer's Haven Island in 4513 (within Pantagent Island). Suggestion: Retain the island description of Penumbra Island from old text (4412, see below); retain the new description of 4513 (that is, the giant's castle portion of the old 4412 description); retain the new location for Buccaneer's Haven (4734).

**4412 Penumbra Island:** Shadows on this island seem to take a life of their own, but never attack their caster even though they threaten to choke them.

**4430** - Unnamed island

**4618/4718** - Only one isle is depicted on the map in 4618, yet the text notes "Isles". Two islands are in 4718, yet the text notes "Isle". Suggestion: swap the descriptions of 4618 and 4718.

## Silver Skein Islands

**0831** - Old map depicts citadel. New map depicts settlement and castle. Given the text description, suggest replacing "hamlet" description with "citadel" in text, removing settlement symbol from new map, and replacing castle symbol in map with a citadel.

**1232** - The citadel is missing from new map (located by text description)

**1734 [Southern Reaches 1701]** - Castle overlap. This gives two castles in a single hex, surrounding Waterplace.

**1734 [Southern Reaches 1701]** - Waterplace in a different location on each map (suggest taking Skein location)

**3331** - Unnamed islands

**4006** - The cave symbol on the new map should be a citadel symbol referring to the Monastery of the Lion's Might. The caves are in 4107 (from old map)

**4320/4321/4420** - Unnamed islands

**4505** - Unnamed islands

**4813** - Unnamed islands

**5002** - Unnamed islands

## Ament Tundra

**1913** - Vilmiran (new text); Vilmir (old text, old/new maps)

**3624** - Orgator Crossing (new text); Org (old text, old/new maps)

**4302** - The thorp is unmarked on old and new maps; located by guesstimation

**4304** - Ogre lair in the sea. Suggest moving to 4314

**4530/4614** - Gromooman (old and new text) is Lasimar (old and new maps). Gromooman is in 4614. Lasimar is not described (suggest village...).

**4807** - Yeti lair in the sea. Suggest moving to 4817

**4923** - Citadel unmarked on old and new maps (located by guesstimation)

**5208** - Bugbear lair in sea. Suggest moving to 5218

## Ghinor Highlands

**0809** - Unnamed island

**0906** - Unnamed island

**1003/4** - Unnamed islands

**1911** - Blueramp Ruins undescribed; possibly the village mentioned in 1911

**2424/2524** - Saltorous is in the wrong hex on the new map (2524) - relocated by old map

**3017/18** - On the old map, Treebreath crossed from 3017 to 3018. In the new map, it's symbol is in 3017. Not an errata, per se.

**4627** - The citadel is missing from new map (located by old map)

## Southern Reaches

**0713/0714** - Khallordain is in hex 0714 (new text notes 0713)

**2110** - The Old Shroud Temple is effectively a region, not a location, so shouldn't have a symbol (it doesn't on old map, does on new)

**2825/6** - Castle is in hex 2826 on old and new maps

**4725/28** - Belweif is in hex 4826 on old new map; 4725 according to text