

## 01 Plains

An expansive area with settlements, including farms, silk farms, hamlets, tiny communities, vineyards, and wealthy villas. There are also different regional authorities that span this area. Most of the largest settlements are here.

1d6	Encounters
1	1 Veteran and 1d4 Soldiers
2	2d4 Bandits / Lions / Wolves / Giant Boars
3	Merchants / Travelers (from distant lands) / Refugees
4	Laborers / Herders with Animals / Miners / Farmers / Silk Farmers / Fishers
5	Aristocrats / nobles with entourage
6	<i>Roll on nearby region table</i>

### F. Arnava Fortress and Villages

- **Shrinking** population. Only **bare necessities** for sale. Weapons **reserved** for military. **Corrupt tax collectors** with **walled villas** make up the countryside. Arnava tax collectors also work in the **Crownlands**.
- **Defenses:** Walls, 1000 defenders. Trade crossroads. **Protection** rackets.
- **Countess Arabelle** is the ruler. *Fealty is owed directly to the King of Gomotesk.*

### K. Zatma Fortress and Villages

- **Steady** population. **Loggers, Silk weavers. Mundane** items. Some **specialized labor**. Intercepted goods bound for **Prest** smuggled by **Stilt Town**.
- **Defenses:** *Walls, 1000 defenders. Trade crossroads.* **Banditry** rampant.
- **Count Xavier** is the ruler. *Fealty is owed directly to the King of Gomotesk.*

### M. Town of Prest

- **Growing** population that has outgrown the space. **Market town. Mundane** items readily *available*. **Specialized labor** with *high demand*.
- **Defenses:** *Walls, 300 patrols. River trade.* **Smugglers** rampant (led by **Thousand Teeth** and supported by **Count Xavier of Zatma**.)
- **Count Piotr** is the ruler. *Fealty is owed to Duchy of Siblune and to King of Gomotesk.*

### P. Mineosi Embassy

Magical embassy established by the Mineosi Ambassador, a hivemind creature with multiple bodies.

### T. Siblune Castle and Town

- **Steady** population. **Mundane** items readily *available*. **Specialized labor** with *high demand*. **Grains, vineyards.**
- **Defenses:** High walls for castle and town. Defended by thousands of armed soldiers. Harassed by **Giants**.
- **Duchess Silvia** is ruler. Fealty is owed to King of Gomotesk.
- **History:** New castle built after the **fall of Old Siblune Castle** to the **gnolls 90 years ago**. There is an empty tomb for **Princess Hilde**, who disappeared during the fall of the old castle.

### W. Walas Fortress and Town

- **Growing** population. **Mundane** items readily *available*. **Specialized labor** available. **Rug manufacturers, olives imported from Argot.**
- **Defenses:** Walls. 1,000 armed defenders.
- **Countess Winifred** is the ruler. *Fealty is owed to the Duchy of Siblune and to the King of Gomotesk.* **Lord Hector** is her grandson.

## 02 Foothills

A dangerous hinterland between the mountains and the forest in the Crownlands. Small communities eke out a living here, including miners and supporting enterprises.

1d6	Encounters
1	1 Veteran and 1d4 Soldiers
2	2d4 Bandits
3	Travelers (from distant lands) / Refugees
4	Laborers / Miners
5	1d4 Ogres
6	Goats / Lion / Wolves / Bear

### 11. Tower of the Wizard of Glass *Dungeon*

A tower constructed by the Wizard of Glass, fallen into disuse.

#### H. Silver Mine Town

- **Shrinking** population, empty buildings. Nothing for sale. Everyone is a professional **miner** or have **supporting jobs**. **Food and alcohol is rationed**. Run like a company town.
- **Defenses:** Soldiers present to protect mining interests.
- Owned by the King of Gomotesk. Military garrison commanded by **Commander Tenfa**.

## 03 Snarlwood

The Snarlwood is dominated mainly by elves and the fey folk who live in the Silverdew Court, run by the **Marquise Sinra Silverdew**. A soothsaying cunning woman **Snallygaster** has a moving hut in these woods and is said to provide fortune telling services to those who give her something she does not know she wants.

d12	Encounters
1	2d4 Satyrs / Pixies / Sprites / Dryads
2	Witching Stones / 1d4 + 1 Meazels / 2 Redcaps
3	1d4 Elf scouts / 1d4 Bandits
4	Elk / Giant Owl / Panther / Giant Badger /
5	1d4 Travelers / Merchants / Druids
6	Werewolf and 1d4 + 1 Wolves
7	1 Wight + 2d4 Skeletons / 1d4 + 1 Ghouls / 1 Troll
8	1 Swarm of Campestris / 1 Assassin Vine
9	Shambling Mound / Wood Woad
10	Fleecemane Lion (Unique)
11	Nereid / Unicorn
12	Dusk Hag Snallygaster's hut (Unique)

### Fey Effects

- Exotic: Rowan berries (to prevent fey enchantments and compulsions)
- Power: The most powerful fey folk here can cast **geas**, **command**, **suggestion**, and **mass suggestion** and are themselves **immune to compulsions**.
  - Fey cannot lie
  - Fairy food does not satiate mortals
  - Music compels mortals to dance till the music stops
  - If you have sex with a fairy, they become pregnant, regardless of sex
  - Elves have fey ancestry and are treated as second-class by the other fey folk

- Enchantments on non-feys
  - You leave a trail of mushrooms or flowers in your footsteps.
  - You have thorns growing out of your skin where the bone is close to the surface.
  - You have long hooked fingernails or seven-inch-long fingers
  - You are always followed by birds and forest creatures; they deeply disapprove of most of your life choices.
  - You cause all creatures within five feet to hear faint whispers of bizarre and alien things.
  - You have the horns of a ram growing from your head.
  - You are always followed and surrounded by a low glittering mist.
  - Your eyes - pupils and irises - become entirely white, black, or gold
  - You constantly surrounded by swarming butterflies.
  - You have flower petals for hair.
  - You can crudely mimic others, like a raven or a jackdaw.
  - You have mushrooms which grow out of any scars or wounds. They are psychedelic, of course.
  - You can sing like a bird almost perfectly.
  - You are covered in a sleek coat of fur, like a hunting hound or a deer.
  - You have a pair of elegant and delicate butterfly wings (useless and cumbersome).

### 10. Silverdew Court *4+ on d6*

- **Steady** population. Nothing for sale. **Rowan berries** which prevent fey enchantments and compulsions.
- **Defenses:** Watchers (elves). Harassed by **undead, Gomoteski hunters and loggers.**
- **Religion:** Siddeya
- **Marquise Sinra Silverdew** is the ruler on this side of the fey crossing.

### 13. Lair of the Fleecemaned Lion *4+ on d6*

The lion sleeps here and drags its kills here.

### 15. Orphan's Cemetery *Dungeon*

Undead sometimes haunt these woods, a consequence of the abandoned Orphans' Cemetery, a former lichfield full of ancestor shrines that was reclaimed by the forest. The unsettled spirits here are unsettled even further by the recent opening of a sinkhole where the vampire **Hasfell's** lair can be found.

## 04 Swamp

A swamp with few denizens including humanoid villagers, crocodile villagers, and lizardfolk.

d4	Encounters
1	1d4 Will-o-wisps
2	Bodak / Green Hag Bella Frogwife (Unique)
3	1d4 Giant Toads / 1d6 Crocodiles
4	1d4 Ghouls / Ghosts
5	Lizardfolk / Merchants / Laborers / Commoners
6	1d4 Lizardfolk Scaleshields / Lizardfolk Shamans

### L. Stilts Town

- **Steady** population. Most **mundane** items available. **Fish**, **smuggling** goods to **Zatma** away from **Prest**.
- **Defenses:** patrols from a pool of less than 100, **lizardfolk** and **crocodiles**.
- **Thousand Teeth** is the ruler who competes with **Bella Frogwife**, hag who hunts people in the swamp
- **Religion:** The Eternal Crocodile, a crocodile that will one day eat the entire world

## 05 Coast

Pirates, merfolk, and sahuagin harass turtles and Gomoteski denizens here. Cargo washes up.

1d6	Encounters
1	Fishers
2	Merchants / Travelers (from distant lands) / Refugees
3	1 Swashbuckler and 2d4 Bandits
4	1 Kraken Priest and 2d6 cultists
5	1 Sahuagin Baron and 1d4 Sahuagin
6	1d4 Merfolk Salvagers / 1d6 Turtle Druids and their temporary settlement

### 3. Lighthouse Island *Dungeon*

An island with an abandoned lighthouse and a secret.

### E. Piastra City

- **Growing** population. **Mundane** items and **more rare ones**. **Specialist** labor but at **high prices**. **International trade**. **Piastra University:** Arcane, Accounting. **Multiple religions** coexist.
- **Defenses:** Walls, 1000 defenders. Piracy from **Island of Scoundrels**.
- **Count Pan**, ruler of the city. Fealty owed to Visigoara and Gomotesk. Uncle **Lord Rickard**.

### I. Maro Abbey and Village

- **Shrinking** population. Weapons unavailable. Labor available. **Hot peppers** and **tomatoes** in the hothouse.
- **Defenses:** High walls. Few watchers. **Piracy** attacks.
- **Abbess Maria Giantslayer** the ruler. Fealty to the Church and Gomotesk. Granddaughter: **Martha Percha**. Jilted by **Count Berg**, deceased.

### X. Utmost Abbey

- **Steady** population. Only the **bare necessities** for sale, weapons are scarce. No laborers. **Scribes**.
- **Defenses:** Gomoteski military unit of 100 soldiers. **Piracy**.
- **Abbot Unther**, ruler of the abbey. Fealty owed to the Church of the Unseen and King of the Gomotesk.

## 06 Giants' Reach

Previously known as **Bright Reach** and under the dominion of the **Siblune Duchy**, Giants Reach has been dominated by the **Stone Giants** for 100 years (after they were driven from the mountains by the **Frost Giants**)

The nomadic people the **Avarchi** live in the foothills under a truce with the giants. The people of the Siblune Duchy and authorities look down on the Avarchi, especially due to the truce.

Revenants and undead of **Blight Town** also venture into the foothills. The **old Siblune Castle**, abandoned now, contains undead as well.

d6	Encounters
1	Nomadic Peoples (Avarchi)
2	2d4 Ogres / 3 Hill Giants
3	2d6 Berserkers / Druids / Centaurs
4	1 Four-Armed Troll and 2 Trolls
5	Rot Troll / Stone Giant / Revenant
6	Warhorses / Giant Elk / Giant Boar / Giant Goat / Aurochs

### 20. Burial Mound *Dungeon*

The burial mound of an ancient king of Siblune (before it became a duchy) named Dmitry. It contains many treasures.

### 24. Giantsmoot

- **Transient** population. Not a permanent settlement. Acts as a **market** for giants to trade goods.
- **Defenses:** Ruined walls, 100 or fewer guards. *Enmity with Duchy of Siblune.*
- **King Uriah** is the ruler. **Princess Rozalinda** is his daughter. **Roboban** represents the Trolls, **Dekebal** the Hill Giants.

### R. Old Siblune Castle Ruins *Dungeon*

Old seat of the Duke of Siblune. A banshee resides here, the **Princess Hilde**, who was left to starve to death hidden under the floorboards when the gnolls overran it and was trapped and died; and an Ancient Vampire Gnoll named **Akeer** can be freed as well. The ghosts of those who failed to defend it also dwell here. The **Avarchi** know the mountain passes well and can show how to avoid the haunted castle and enter into the marches to the west.

### S. Blight Town *Dungeon*

Old seat of the Count of the Bright Reach, sworn to the Duke of Siblune. Occasionally Avarchi caravans will try to scavenge here but are often kept away by the ghosts.

### V. Troll Camp

A camp of trolls run by **Roboban**

## 07 Glass and Silver Mountains

Within the Silver Mountain is the **Goblin Town** and the **Silver Mines**. The dungeon of **Silverdeep** can be reached. At a certain depth, it is coterminous with an ancient ruin called **Miora** of the lost **Sabari** civilization. Silverdeep ultimately reaches deep below into **Hell**.

The **Cold Prince Farlun Devilsgrace** resides deep within Silverdeep, exiled from the Silverdew Court. The source of the Merry River is here, where the **Oracle** makes her home. The **hag Brangwen** also lives in the mountains.

1d8	Encounter
1	1d4 Giant Goats / Giant Elks / 1 Bears
2	1d6 Miners / Goblins
3	[[The Oracle]]'s minions: 1 Air Elemental / 1 Chimera / 1d4 Guard Drakes
4	1d4 Berserkers / 2d4 Harpies / 2d4 Bandits
5	Annis Hag [[Brangwen]]'s minions: Cyclops / Troll / Ettin / Hill Giant Variant
6	1 Basilisk

### 8. Miora *Dungeon +4 on a d6*

**Sabari** Aasimar created this complex in a deep valley in the Silver Mountains. It holds an entrance into the **Goblin Tombs of Silverdeep**.

### 9. Goblin Town

- **Shrinking** population, empty buildings: Dens are emptying as **goblins die in the mines**. Most **mundane** items are available and highly **skilled machinists**.
- **Defenses**: Defenders from pool of less than 100.
- **History**: The mines of the **old Goblin Cities** below have been sealed away for centuries, for reasons **unknown** and **mythical** now. The **Grimstar** Dynasty fell long ago when **Ragrat the Martyr** was killed and his son **Unblart the Unready** was unceremoniously **dethroned** after the **unfair treaty** that Unblart signed with the **Gomoteski**.
- **Chief Grayjaw**, elected chieftain

### 12. Merry River Source *+4 on a d6*

The cave of the **Oracle** is located here.

### H. Silver Mine *Dungeon*

Entrance into **Silverdeep Dungeon**.

## 08 Golden Gulf

Shipwrecks abound with violent creatures but great treasures to recover. The **merrows** have a feeding ground, and a **Ghost Ship** haunts the seas as well. **Last Light** and **Alfil Island** are pirate havens.

d8	Encounters
1	1d4 Sharks
2	1d4 Dolphins / 1d4 Killer Whales
3	1d4 Sirens
4	2d6 Sailors on a merchant / passenger ship
5	2d6 Pirates on a pirate ship
6	2d6 Soldiers on a naval ship
7	2d6 Merfolk Salvagers
8	1d4 Plesiosaur / Aboleth (Unique)

### 4. The Sea Fury's Cavern *Dungeon 4+ on a d6*

Lair of the Sea Fury **Scylla**. She does not like guests.

### 5. Merrow Feeding Grounds *4+ on a d6*

A few sandbars where the merrows feed on their prey. Many bones and much trash is found here.

### 7. Shipwreck from Argot

A shipwreck containing monsters and loot.

### 14. Last Light

- **Steady** population. Only the **bear necessities** for sale, **weapons are scarce**, and **labor readily available for hire**. Food, normal supplies, all at a **premium**.
- **Defenses**: Few watchers posted as lookouts. *Crime is rampant, authority is weak.*

### 18. Shipwreck from Mineos

A shipwreck containing monsters and loot.

### J. Island of Scoundrels (Alfil Island)

- **Growing** population. **Mundane** items available. Strange and exotic goods from **international illicit trade**. **Shipwrights** available. **Sahuagin** and **merfolk** come by to trade as well. Run as a **pure democracy**, though **Six-Eyed Maud** is the de facto **leader**.
- **Defenses**: Pirate **gangs** *keep the peace and everyone is armed*. **Piastra City** naval forces police the waters against the pirates. Controls **ship passages**. There is a **zero tolerance policy** and **temporary banishment** is common for breaking the **strict rules** of the island.

### O. Ghost Ship *4+ on a d6*

The Ghost Ship is piloted by the ghosts of adventurers who came to fight alongside the **Sleeper Queen** against the **Salt King**. Their ship sank near **Last Light** before they were able to land.

## 09 Godsboddy Mountains

The Godsboddy Mountain is home to, of course, the Godsboddy, a calcified god that fell from the heavens in ages past. The mountains are home to the Frost Giants who dwell inside of the Godsboddy. When they discovered an entrance into it, they fought and won a war with the Stone Giants 100 years ago for dominion over the locale. The Frost Giants have started a mystery religion all for the worship of this calcified god and protecting it.

**Queen Giant Cingalau** and the **Giant Priest Capacanul** rule over the Frost Giants.

d8	Encounters
1	Abominable Yeti / Roc / Undead Frost Giant
2	1d4 + 1 Yetis
3	1d4 Winter Wolves / 1d4 Bears / 1 Giant Owl
4	1d4 Giant Goats / Griffons / 1 Giant Eagle
5	1d4 Trolls (Ice Troll Variant)
6	Hikers / Travelers / 1d4 Cultists
7	1d4 Frost Giants (Variant)
8	1d6 Hollyphants

### 19. Godsboddy Mountain Peak

The highest peak where Frost Giants perform a coming of age ritual. Giant youths have a struggle climbing this peak, but all living Frost Giants have accomplished it if they are of a certain age (otherwise they die in the attempt), while for humanoids it would be near impossible.

### 22. The Godsboddy *Dungeon*

The calcified body of a deity that fell from a different dimension. It contains **god ichor** inside its calcified heart that can be used to neutralize **sirablood**.



## 10 Taruna Woods

The lakeside woods of Taruna contain the **Abbey in the Wilderness** in **The Wilderness Parish**, a long abandoned abbey that houses the Hall of Vanquished Lies. Creatures make their lair here. Elves, loggers, and druids also make their home in this region, long abandoned by the Parish authorities and left alone by the Lord of the Taruna March.

d6	Encounters
1	Nereid / Oni (Unique), disguised
2	1d4 Girallon / Treant
3	1 Werebear and 1d4 Brown Bears
4	1d4 Travelers / Merchants / Druids / Loggers
5	1d4 + 1 Elf Archers / 1d4 + 1 Veterans
6	Elk / Giant Owl / Panther / Giant Badger / Unicorn

### Q. Ruins of the Abbey in the Wilderness *Dungeon*

The lair of the oni **Zburator**. He conducts his evil business from here, consulting with the **hags of Taruna Lake**. The hags lair along the shoreline while making their plans to break into the **Sleeper's Tomb**.

### U. Taruna Fortress and Villages

- **Growing** population. Only **bare necessities** for sale. **Weapons are scarce**. **Labor is readily available**. **Logging**.
- **Defenses**: 1,000 soldiers with manned defenses. The **hags** of Lake Taruna and **Zburator** are big threats.
- **Marquess Thorn**, ruler of the **Taruna March**, with fealty owed to King of Gomotesk.

### 17. Logger's Cabin *4+ on a d6*

A loggers' cabin, rarely used, but very secure against bears.

## 11 Taruna Lake

Taruna Lake is a large body of water in the **Taruna March**. At the southern edge of the lake is the Taruna Fortress, seat of the Lord of the Taruna March. **The Tomb of the Sleeper** is at the bottom of the lake.

White **flamingos** reside here, sometimes venturing to the **Salt Flats** to feast on **purple grubs**.

d6	Encounters
1	Fishers
2	2d4 Sea Elves
3	2d4 Pseudodragons
4	3 Sea Hags (Unique)
5	2d4 Will-o-wisps
6	Elder Oblex

### 16. Tomb of the Sleeper *4+ on a d6*

An ancient queen, who was really an Ancient Sapphire Dragon, is buried here. She fought the **Salt King** 700 years ago.

## 12 Western Marches

The Western Marches are menaced by the **gnolls** and their wargs, and **dinosaurs** run rampant. It is a dangerous land, patrolled by the lords of the Kriska, Taruna, and Maramoor Marches. Many soldiers of the March escort **foreign caravans** into the City of **Gomotesk**, causing many goods from the west to be very costly due to the tariff that **Kriska** takes.

The **Cadaver Collector** cleans up the battlefields of the western marches while the humanoids and gnolls fight against one another. The Cadaver Collector was an ancient construct that was made by the **Salt King** 700 years ago. It still collects bodies to this day. The souls are lost and retrieving the souls from the Collector is something that every warband and unit seeks to do.

If the Salt King or a necromancer were ever to claim this cadaver collector, they would be able to use the captured souls to create an **undead army**.

The Gnolls group themselves into **warbands** and often compete with each other for lands and resources, allowing the patrols to keep them in line. The gnolls consider Kriska Fortress to be the greatest prize due to its position as a rest stop for **caravans**. Some of the gnoll warbands have engaged in **necromancy** and **sorcery** to achieve these aims.

1d6	Encounters
1	2d4 Veterans (Patrols) with Warhorses
2	2d4 Gnoll Fangs with Wargs
3	2d4 Triceratops / 2d4 Stegosaurus / 2d4 Ankylosaurus
4	1 Shoosuva or Flind with 1d4 Gnoll Fangs
5	2d4 Dinosaur hunters / Avarchi nomads
6	Cadaver Collector (Unique)
7	Merchant Caravan with 2d4 Veterans with Warhorses
8	1d4 T-Rex / 1d4 Allosaurus

### 1. Gnoll Warg-riders Encampment

A massive encampment, heavily fortified, of gnolls and their wargs. This is the largest force of Gnolls, but they are not affiliated with the necromantic gnoll warbands that are out on the marches.

### D. Kriska Fortress and Trading Outpost

- **Growing** population. Only **bare necessities** for sale. **Weapons** are scarce. **Labor** is readily available. Rest stop for **caravans** for paths to the **west**.
- **Defenses:** 1,000 soldiers with manned defenses. Blighted by **gnoll attacks**.
- **Marquess Kleaver**, ruler of Kriska March, fealty owed to King of Gomotesk

### G. Bandit Camp

A large camp of bandits that often attacks caravans.

## 13 Maramoor Woods

The Maramoor Woods are kept safe from undead and the gnoll warbands by both the patrols of **Maramoor Fortress** and the druid circle of Archdruid **Luren**. The undead emerge from the ruins of **Green Hall**. The **druid circle** seeks to re-sanctify the woods, but have little help from the people of the Maramoor March since they think they **collaborate** with the **gnolls**.

The **trees** are ancient and protect themselves. **Couatl** make their home in the forest as well and grace lucky travelers with their presence.

d8	Encounters
1	1d4 Girallon
2	1d4 Girallon Zombies
3	Treant
4	Archdruid (Unique) and 2d4 Druids
5	Couatl
6	1d4 Travelers / Bandits / Soldiers
7	Elk / Giant / Panther / Giant Badger
8	2d4 Wights

### 6. Green Hall Ruin *Dungeon*

The **Old Growth Ilsovi**, a fey-touched people (Eladrin) once lived in these woods and built this hall. It has since become cursed.

### B. Maramoor Fortress and Village

- **Growing** population. Only **bare necessities** for sale. *Weapons are scarce. Labor is readily available.*
- **Defenses:** 1,000 soldiers with manned defenses
- **Marquise Mordant**, ruler of the Maramoor March, fealty owed to King of Gomotesk

## 14 Salt Flats

The Salt Flats are an expansive desert where **salt harvesters** and **scientists** from far and wide visit to harvest salt and conduct experiments, respectively.

**Flamingos** travel here from **Taruna Lake** to feast on **purple grubs**. Feeding on these grubs turns their **feathers purple**, which is a draw for some adventurers seeking to make some money off of the feathers. When the bird is killed, there is a 30 second window before the color is drained from the feather when a preservative can be used to freeze the pigmentation loss.

A **purple worm** lives underground, which is where these grubs are coming from.

A **festival** is held here once a year called **Burning Lich** where the effigy of a lich is burned to celebrate the destruction of the **Salt King** 700 years ago. Some say, however, that the Salt King still sleeps beneath the salt.

### Special Effect: *Saltwind*.

Supernaturally powerful winds, a salt wind is an intense sandstorm, gathering large rocks and other debris in addition to salt and grit. The area within the storm is heavily obscured, and a creature exposed to the storm takes **1d4** slashing damage at the start of each of its turns. Only substantial cover or shelter offers protection against the flensing grit.

Saltwind leaves **4d6** feet of sand or debris in its wake. A successful DC 15 Intelligence (Arcana) or (Nature) check or Wisdom (Survival) check allows a character to recognize a saltwind 1 minute before it strikes, allowing time to seek shelter. A saltwind typically lasts **1d4** × 10 hours.

d10	Encounters
1	2d6 salt zombies (ash zombies / ogre zombies)
2	1d4 + 1 scientists / wizards (sage)
3	1d4 earth elementals (salt)
4	Abhorrent Overlord and 1d6 Harpies
5	1d4 xorns
6	Gnoll Pack Lord and 1d4 + 2 Gnoll Fangs
7	salt harvesters (commoners)
8	Carrion birds
9	The Salt Lich (Unique)
10	The Purple Worm (Unique)
11	30 + 1d12 Flamingos (with valuable feathers that sell for 1gp apiece)
12	2d6 gnoll witherlings

## 21. Last Harvest

- **Shrinking** population. **Nothing for sale**, nobody has more than they need, and **labor is cheap**. Exotic resources: **Salt**, **purple flamingo feathers**. **Water is scarce** and the **heat is intense**. **Scientists** are here, studying the Salt Flats.
- **Defenses**: Able-bodied with weapons ready to be called but no standing force

## 23. Carrion Bird Hunting Grounds

Carrion birds and harpies dwell here and bring their kills here. The treasures of the dead can be found here as well.

## 25. The Salt King's Tomb *Dungeon*

"The Parched One" by his worshippers, the Salt King's tomb is hidden beneath the desert.

## 15 Maramoor Mountains

The **Maramoor Mountains** lie in the **Visigoara Duchy** where the Vampire Duke **Solomnar Izmesuj** dwells in his castle in the foothills. In the mountains reside various undead, particularly vampires.

A topaz dragon makes its home in a burrow in the mountains, long sleeping thanks to **Solomnar's** efforts to keep the dragon **Balaur** dreaming.

d8	Encounters
1	Abominable Yeti / Roc
2	1d4 + 1 Yetis / 1d4 Ghosts
3	1d4 Winter Wolves / 1d4 Bears / 1 Giant Owl
4	1d4 Giant Goats / Griffons / 1 Giant Eagle
5	Young Red Dragon / 1d4 Vampire Spawn
6	Hikers / Travelers
7	1d4 Undead Bulette
8	Jiangshi / Nosferatu and 1d4 Ghouls

### 2. Balaur's Burrow *Dungeon 4+ on a d6*

The burrow of the Topaz Psionic Dragon Balaur.

#### A. Visigoara Castle and Town

- **Shrinking** population, with buildings standing empty. Only the **bare necessities** for sale. **Weapons** are scarce, **labor** available readily. **Ore**, mined by **undead thralls**.
- **Defenses:** 1,000 armed defenders and manned defenses. People are **afraid** of the **vampires** that haunt the streets.
- **History:** **Balaur** was sealed centuries ago by **Solomnar** (under a different name) with a sleeping curse.
- **Duke Solomnar Izmesuj**, ruler of Visigoara Duchy, fealty owed to King of Gomotesk

#### C. Gomotesk City

- **Shrinking** population. Less prosperous than other cities in the realm but still a larger city than the others. Any **mundane** item can be found for sale. Most kinds of **specialized labor** is available but *demand is high for their time*. **Church of the Unseen** is highly **enforced**. Everyone comes here to **trade**.
- **Defenses:** Defended by thousands of soldiers (legions), main barracks of the army. **Rampant crime**.
- **King Tiros** is king of Gomotesk with **Archbishop Dragomir** as the leader of the **Church of the Unseen** (and he is in love with **Abbess Greta**. Lord Regent is **Victor**.

## Important NPCs

### A-B

Countess **Arabelle** is **ruthless** and **calculating**, a powerful **mage**. Ruler of **Arnavia County**. In her 20's but precocious like an anime villain. Learned in her **childhood** the **racketeering** of her **corrupt father Count Berg**. Heavily **corrupt** herself. Wants **vengeance** on **Count Pan's** uncle **Rickard of Piastra** who killed her father **Count Berg** in a duel.

**Balaur the Topaz Psionic Dragon** is **protective** and **deceitful**. Wants vengeance on the **Sleeper Queen** and on the **vampire duke Solomnar Izmesuj**.

**Bella Frogwife**, **sinister** and **gluttonous**. Writes **plays** and makes **frogs act in them**. Wants to **seduce Count Zavier of Zatma**. **Hag** that **feeds** on people lost in the swamp.

**Brangwen**, **greedy** and **cowardly**, an **annis hag** who wants to restore the **Cold Prince Farlun Devilsgrace** to become his queen. Wants to return to the **Snarlwood**. To this end, she uses goblin **children** and miners' children to **spy on people**. Comes from the **fey crossing** in the **Snarlwood**. Formerly a **courtier** in the **Summer Court** who fell from grace (due to the **machinations of the Silverdews**) and **became a hag** slowly over **centuries**. She is **hated** by the **Snarlwood** residents. Wants to **gather power** around her.

### C

Priestess **Capacanal** and **elderly Frost Giant**, formerly an **outcast** for her **beliefs**. Was a **writer** and wrote a lot of **scripture** on the **Godsbody**. Had a love for **King Uriah** long ago. Wants **power** over the community and over more of the giants. **Curious** about small folk and **honest** and above board, rarely **deceitful**.

Queen **Cingalau**, **young adult Frost Giant** member of the **elite**. She is greatly influenced by her aunt the **Priestess Capacanal**. Worked previously as a **servant** to the Stone Giants before the **Stone Giants were banished** by her mother **Atagurtha**, who died in the **Great Reshuffling** in a battle with **King Uriah**. Wants to **protect her community** against the monsters inside the **Godsbody**. **Bitter** (about her mother's death, **worried** about not living up to her role) and **determined** to protect her people.

### D

**Dekebal the Hill Giant**, **deceitful** and **ashamed** at the **giants' inability to conquer more places**. Wants to **mount an attack** on **Siblune Castle** (disastrous purpose). **Resents Roboban** for his light stance.

Archbishop **Dragomir**, **judgmental** and **determined**. Desires the **love** of someone he cannot have, **Abbess Greta**. Massively in **debt** to Lord Regent **Victor**. Humble background, was a **dye collector** in Meretesk before finding the Unseen One.

### F-G-H-K

Cold Prince **Farlun Devilsgrace**, **bitter** and **determined** to **return** to his throne. He feels himself **stuck** where he is. **Middle-aged**, older than his ex-wife, an **outcast**, a **brute**. **Resented** by **Brangwen** for putting her off regarding returning to the throne.

Chief **Grayjaw**, **elderly**, **hopeful** and **paternalistic**. Former **miner** that rose to chieftdom, started a **trading post** before having to give it to his children. Hates the **deal** that they have with **Gomoteski military**.

Abbess **Greta**, a **monastic** of the Gomotesk Abbey, **deceitful** (has a dark secret: **gambles**) and **curious** (about **science** and **magic** and other **religions**). Unusually **young** for being a sister of her rank, around **20**. **Daughter** of **Countess Arabelle**, did not want to inherit her mother's villa because she was **embarrassed** by an **affair** her **mother** had had and wanted to be **pious** and **devout** to avoid such embarrassment. **Dragomir despises** her for her **noble** heritage and thinks that she was **promoted** because of her **mother**. Wants **fame** and **glory**, recognition for **sciences** and **magic**.

Lord **Hector** is **nihilistic** and **bitter**. In his 30s, **scholar**. Wants to **become Count**.

Marquess **Kleaver**, **brash**, **young soldier**, in the trenches, **half-elf**. **Mother** was from the far north land of **Alfia**, a mist wrapped isle. Targeted for **assassination** by the **gnoll** warriors. Has **bounties** on gnolls.

## L-M-O

Archdruid **Luren**, **resentful** (because people are not helping with the **undead problem**) and **determined**. **Middle-aged**, **elf**, foreigner from **Alfia**, brother of Kriska Marquess **Kleaver**'s mother, originally a **servant** in Alfia. Goes to the woods to **reinvent himself** as a **druidic ruler**. **Targeted** by **Marquise Mordant**. Wants to **cleans** the region of **undead** to **resanctify** the woods.

Abbess **Maria Giantslayer**, **protective** and **resentful**. Age **75**. Grew up in **Grimewater**, rose up in the **Town Guard**. Converted to faith at 40 after **killing a giant** after being blessed by the archbishop. Her **injuries** also necessitated a **career change** and she moved far afield to Maro. She is haunted by being **jilted** by her old flame, which led her to adventuring and later the church: **Count Berg**, deceased

**Martha Percha**, **ambitious** and **stubborn**. **Young adult**, works as a farmhand and quarry-er in nearby village. Seeks to **kill a giant** for fame and glory.

Marquise **Mordant**, **determined** and **protective**, **young adult** in her late **20s**. **Pious** and **religious** (family of nuns and monks), has personally worked on **construction projects** on the **ancient fortress of Maramoor**. Wants to *eliminate the cult of the druids*. She thinks that they **collaborate** with the **gnolls**.

The **Oracle**, **pessimistic**, **unusually young** oracle, from a **distant land**. Tries to use her minions to fight against **Brangwen**'s efforts.

## P

Count **Pan**, **indulgent** and **friendly**. Aged **24**. **Never worked** a day in his life. Trying to teach himself **accounting** to balance city books.

**Penny**, leader of the **Avarchi**, **nihilistic** and **greedy**. In her prime, a **shaman** (of the Unborn Mother), formerly a **thief**. Wants **Blight Town** as a **permanent home**. Wants **answers** about the **death of her brother** (*was killed by Siblune forces for stealing bread*).

Count **Piotr** is **hapless** and **clumsy**. Ruler of **Prest County**. Has **rivalry** with **Count Xavier**, ruler of **Zatma County** based on a school rivalry and a rivalry between their fathers. Started a **taxman**. Addicted to **opium**. Wants to end **Thousand Teeth**'s smuggling ring.

## R

Lord **Rickard**, **curious** and weirdly **naive** and **self-deluded**. Pan's uncle who killed **Arabelle of Arnava**'s father **Berg** in a duel, curious and hopeful (weirdly naive and self-deluded). **Past his prime**. Spends his time with **ne'er-do-wells** in the slums and **gambling** and in **debt**. Wants a **higher position** in his nephew's court.

**Roboban** the **Troll**, determined to **keep the Reach** and **honest to a fault**. **Young adult** troll, commoner but speaks for the trolls (most **well-spoken** troll). An **enforcer**. Wants to keep the stone giants nearby to continue controlling the Reach (since without them they may be **overtaken by humanoid incursions**). **Resented** by **Dekebal**.

Princess **Rozalinda** of the **Stone Giants**, **hopeful** and **bitter** (at the humanoids who attack them). A young giant who was **born in the Reach** and wants to **stay** and make it better. Resists her father **King Uriah**'s desire to return to the mountains.

## S

Pirate Queen **Six-Eyed Maud**, a **pirate queen** with **six eyes floating around her head** (and she has no real eyes), **secretive** and **eccentric**. In her **30s**, former **Argoti army officer**. Has many **enemies on all sides** and **wants to maintain the peace** with all of the people on the island.

Sea Fury **Scylla**, **mature**, **trader** with local merrows (but is **rude**). Wants to **raid** more ships, loves **trinkets** and **collecting** them. Wants **power** over people. **Protective** and **jealous** of her space.

Marquise **Sinra Silverdew**, **cruel** and **jealous**. Very **young** for a ruler. Wants answers about her **mother's disappearance**. Daughter of Senfi Silverdew. She vanquished her and banished her cousin-husband **Cold Prince Farlun Devilsgrace**.

## S (continued)

Duchess **Silvia**, **pessimistic** and **protective**. Has a **persistent illness** and wants to regain **power over the Bright Reach** from the **Giants**. Despises the **Avarchi** people.

**Snallygaster**, cunning woman (**dusk hag**), **eccentric** and **obsessed with (strange) food**.

Duke **Solomnar Izmesuj** is an **ancient vampire** who wants to keep **Balaur** the **dragon trapped** in his burrow with the **sleeping curse** he cast long ago. Solomnar is from **far away**, a place he does not **remember**. Highly **curious** and **paternalistic**. Desires **power** over those around him (*tired of being in minority*).

## T

Commander **Tenfa**, a woman, dwarf, soldier, **determined** and nihilistic (**fatalistic**). On the younger side, from a **mining family**. **Hates** her post, wants to be on the **West Marches** for the excitement.

Marquess **Thorn**, **shame** and **hatred**, **young adult**. Doesn't know that he is **half-oni** (survivor of **Zburator**). **Large and burly**. Professional **soldier**. Pursued by **Zburator** (but *they do not know each other's identities*). Wants **answers** about his origins, but may not be prepared for the **consequences**.

**Thousand Teeth**, **centuries old**, **untroubled**, wants to continue accumulating **wealth**.

King **Tiros**, **boy king**, aged **15**, **petulant** and **cowardly**. Targeted by the Vampire Duke **Solomnar Izmesuj**.

## U

Abbot **Unther**, **pessimistic** and **nerdy** about **illuminating manuscripts**. Very **young** for an abbot. Way in over his head, grew up as a **fisher**.

King **Uriah** of the **Stone Giants**, **courageous** and **family-oriented**. Middle-aged for a giant, originally from the **Godsbody Mountain** when they were driven out by the **Frost Giants Queen Cingalau** and **Priestess Capacanul**. Slew **Frost Giant Atagurtha** but was finally **exiled** from the mountains. He wants to **restore** his people to the mountains. His daughter is **Princess Rozalinda**.

## V-W-Z

Lord Regent **Victor**, **filial** (devoted to his family) and **resentful**. **Hates his job**. To leave his current life behind (**hole up in his family villa** but his rivals **Dragomir** and **Solomnar** and **Arabelle** will not leave him alone).

Countess **Winifred** is **fretting** and **anxious** and **arrogant**. She is **elderly** and owns a lot of **silk farms**. Wants to outlive everyone including her grandson **Lord Hector**.

Count **Zavier** is **greedy** and **sloppy**. He is the ruler of **Zatma County**. Has a deal with **Thousand Teeth** that his father originated. Originally wanted to become a **priest of the Unseen** before his *sister and father died at sea*. Has a **rivalry** with **Count Piotr**, ruler of **Prest County** based on a school rivalry and a rivalry between their fathers.

**Zburator** **seduces** and **kidnaps** beautiful women. After **impregnating** them consensually, he insists that they **drown their children** or else he will leave them. He steals the **caul** that the child is born with (as all **half-oni** are born with) and uses it to *bind the soul of the mother when she dies* (which is often soon after due to being wracked with grief). He keeps the **souls in the caul**s and gives them to the **Hags of Lake Taruna**. The hags use the cauls in their **potions and spells**. Zburator *eats his dead sons* and **grows in power**. His lair is in the **Abbey in the Wilderness**.