

Wilderlands of the Magic Realm

Revised Edition



Judges Guild



Original Edition by Judges Guild

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Revised Edition

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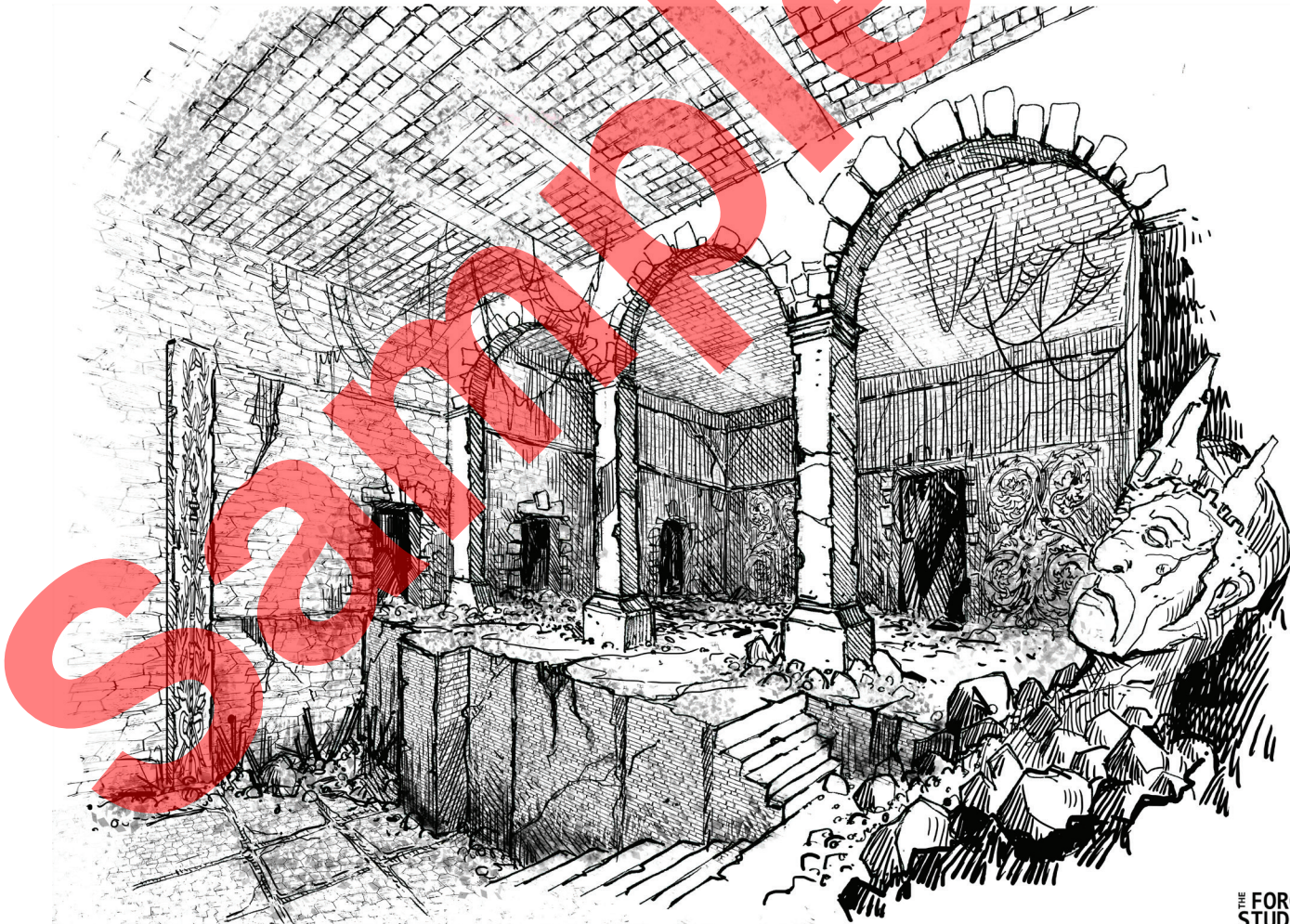
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Wilderlands of the Magic Realm

1977 Introduction

All within are merely inspiration for the active and pontifical judges of the guild. Please alter, illuminate, expand, modify, extrapolate, interpolate, shrink, and further manipulate all contained to suit the tenor of your campaign.

Introduction

This is the third in a series of four guidebooks covering all 18 maps of the Wilderlands of High Fantasy. Wilderlands of the Magic Realm adds five maps to the south of the City-State of the Invincible Overlord ranging from the Ament Tundra to the southwest to the Ebony Coast in the southeast. Except for the Ament Tundra, these maps are dominated by the Sea of Five Winds offering dozens of islands to explore and conquer. For campaigns focusing on sea faring, these maps offer unparalleled support for creating interesting adventures for players to experience as their characters.

I ran my first campaign in the Wilderlands in 1980. Over the decades, my version of the Wilderlands morphed into the Majestic Wilderlands. A version that reflected my own tastes in fantasy and what my players found interesting. Then in 1999, thanks to the Internet, I started talking regularly to Bob Bledsaw. He graciously gave me the opportunity to contribute to various Judges Guild revival projects.

Recently I was given permission by his son, Robert Bledsaw II, to redraw the original maps so they could be reprinted for a new generation of gamers. To accompany those maps, I took original listings of villages, ruins, lairs, castles, and islands and reformatted them for this new revised edition to allow a new generation of gamers to make the Wilderlands their own.

Overview

There are some minor additions and corrections. Several villages in the original Judges Guild releases were missing one or more pieces of information on the rulers. These have been filled in with information from the Judges Guild Wilderness products and other Judges Guild related products. In addition, more settlements have been added that were detailed in the Wilderness series in particular Spies of Lightelf and Shieldmaidens of Sea-Rune.

The Hex Map

A grid of hexes, arranged in columns, make up the map. 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 2nd 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 the hexes. Each map hex is 5 miles. This system of using hex numbers allows a referee to quickly find the locales on the map and what is near a location. This helps keep the map uncluttered and easy to read.

Adventuring Advice

This format is designed to make it easy to referee players as they explore the world. With a list of locales, it is easy for the referee to determine what is over the next hill and what possible challenges the players might face. In addition, since the players can largely be left to their own devices, this allows the referee more time to focus on the core adventures in his campaign. Referees are encouraged to add material and make the setting unique to their campaigns.

It is suggested that to get maximum use of this setting that the referee look over the locales, then chose the ones that best suit the campaign. Note any NPCs and monster and develop a short background for them. Develop a timeline of events if the characters are not involved. Detail important locales and add new ones of your own design. Do the same for the NPCs, and make notes on their motivations and personalities.

After each session of the campaign, review what the players did. Look at your original timeline of events, see what impact their actions had, and make the needed changes. Sometimes the players' actions will lead to a new and unexpected chain of events.

The creativity of the referee comes by not forcing his players to follow a predetermined story, but to develop new and interesting consequences based on the players' actions. Use the NPC's motivations and personalities to decide which consequences are the most likely and pick the most interesting.

The result is a campaign where the players feel they are forging their character's destiny within a living, breathing world. It will not only be fun and adventurous, but also filled with surprises. Consequences will accumulate and spin the campaign into unexpected directions.

Organization

The Wilderlands of High Fantasy are divided into 18 hex maps with each hex equaling 5 miles. Each map has 52 columns of hexes and 34 staggered rows covering an area 260 miles east to west and 170 miles north to south. The 18 maps are arranged in three columns of six maps each. The entire Wilderlands covers an area of nearly 800 miles east to west, and slightly over a 1,000 miles north to south.

Each map overlaps the other maps to the north, west, east, and south. The 01XX hex column overlaps the 52XX column of the map to the west. The 52XX hex column overlaps the 01XX hex column to the east. Due to the geometry of the hex grid Judges Guild choose to use, the maps shift by one hex south as you go from west to east.

Every odd hex in the XX01 hex row overlaps every hex ending in XX34 on the map to the north. Conversely, every hex ending in XX34 overlaps every odd XX01 hex on the map to the south. This means each map only overlaps the maps to the north and south by a half of a hex row.

Each map has listings for villages, castles & citadels, ruins & relics, idyllic isles, and lurid lairs.

Rob's Notes: How Judges Guild chose to overlap their maps has caused a lot of confusion. Even the staff had trouble keeping it straight as Map 1 is shifted by one hex compared to Map 6 Viridstan and Map 2 Barbarian Altanis. The worst misalignment occurs with Map 17 Silver Skein Islands with the "toe" of the Isle of the Blest at the northwest corner of the map. For this project, it has been decided to correct these issues, and the listings have been adjusted accordingly.

Villages

This section lists the various settlements on the map ranging from small hamlets to major city states.

Hex, Village Name

The hex location in XYY format is given as well as the name of the village.

Population (Pop)

This figure represents the number of able-bodied men in the village. Multiply by four to get the actual population. Any village with a population over 1,000 able bodied men is highlighted in bold.

Village Type

The dominant race in the village. Abbreviations include H-elf for Half Elves and Gob. for Goblins.

Civilization Level (Civ)

This is a rating that indicate the technological level and government type of the village. There are ten levels ranging from 0 to 10. The listings only use 0 to 9 with zero being interpreted as either a 0 or a 10 at the judges' discretion.

Rob's Note: My recommendation is to treat the technology aspect of the civilization level as an indication of what the village is able to make for themselves. For example a mining village could have high quality steel tools but unable to make them. If the village is sufficiently isolated then it is likely the technology level is also an indication of knowledge as well.

For government type I recommend use it as an indication of possible types of government. Pick the one that makes the most sense for your campaign.



Level	Civilization	Leader	Defenses	Technology
0	Anarchy	Warlord	Manor, Caves, Pits	Papyrus, Stone, Wheel
1	Democracy	Hetman	Earthworks, Ditches	Stirrup, Waterwheel, Bronze
2	Tribal	Chief	Pallisade, Patrols	Agriculture, Rudder, Iron
3	Agrarian	Mayor	Citadel, Militia	Sundial, Linen, Candles
4	Religious	Cleric	Temple, Traps	Lantern, Chariot, Felt
5	Tributary	Governor	Keep, Garrison	Screw, Windmill, Silk
6	Oligarchy	Noble	Outside Troops	Crossbow, Chainmail, Spinning Wheel
7	Republic	Senator	Walls, Machines	Hourglass, Stagecoach
8	Aristocracy	Overlord	Fortress, Reserves	Knitting Machines, Compass, Plate Mail
9	Feudal	King	Castle, Vassal Armies	Rocket, Glasses, Damascus Steel
10	Dictatorship	Emperor	Multiple Fortresses, Allies	Telescope, Calculus, Sextant

Alignment (Align)

The Wilderlands of High Fantasy was written prior to introduction of the nine alignment system. It used a prototype five alignment system introduced in a newsletter article. The five alignments are Lawful Good (LG), Lawful Evil (LE), Neutral (N), Chaotic Good (CG), and Chaotic Evil (CE).

Rob's Note: I used alignment as more of an indication of the atmosphere of the village: whether it is a freewheeling cutthroat every man for himself place (Chaotic Evil) or a peaceful law-abiding settlement with its inhabitants looking out for one another (Lawful Good). Sometimes, when a cleric or paladin is the leader, the alignment will also be the moral philosophy the village follows.

Ruler Information

The next columns detail the name of the ruler and their class, level, and race (type). Any ruler that is name level (generally 9th) or higher is highlighted in **bold**. The class abbreviations are listed to the right.



Abbr.	Class
AL	Alchemist
AS	Assassin
BA	Bard
CL	Cleric
DR	Druid
FTR	Fighter
IL	Illusionist
MNK	Monk
MU	Magic-User
PAL	Paladin
RGR	Ranger
SA	Sage
TH	Thief
(monster)	Ruler is a monster type

Resources

The primary resource found within the village. The Market resource means the village is a trade hub for the region.



Castles and Citadels

Castles are comprised of several sections, among them: a keep, an outer wall, and a gatehouse. A citadel only has a keep or tower. Each citadel or castle is listed with its hex location in XYY format, its type (castle or citadel), and how many fighting men occupy the fortification. Also the class, level, and alignment of the ruler of the castle or citadel is detailed. Any castle or citadel that has a ruler who is name level (9th) is highlighted in **bold**.

Rob's Notes: Often I would have a small hamlet or village attached especially if it is a citadel and there is a large number of men. Sometimes this settlement will be found in an underground dungeon like in the adventure *Citadel of Fire*.

Ruins and Relics

This section lists interesting locales to visit. Each has a hex location in XYY format and a description of what is in the locale.

Idyllic Isles

The Wilderlands of High Fantasy is dotted with dozens of islands. The smaller ones are listed here. Each has a hex location in XYY format and a description of what can be found on the island.

Rob's Notes: The Wilderlands of High Fantasy always supported seafaring adventures. Read the island descriptions carefully, some are described with large settlements and important details that are only mentioned in the Idyllic Isles listing.

Lurid Lairs

This section describes the numerous lairs dotting the landscape and found underneath the sea. Each lair has its hex location described in XYY format, what type of monsters can found here, and how many there are.

Rob's Notes: Like Idyllic Isles, some lairs can be considered villages particularly those with the demihuman races, like elves and dwarves, and humanoid races, like orcs and goblins. Some of the original listings had to be altered as they were not released as open content for use by third-party publishers.

Additional Rules

By the time Judges Guild was working on *Wilderlands of the Magic Realm*, several supplements for the original edition had been released. Many of the creatures and items found in the later Wilderlands maps were drawn from these supplements. Open content versions or alternatives have been included as many of these are not found in the core rules books that support older editions.

Because oceans and seas dominate the last eight maps of the Wilderlands, material concerning underwater and sailing adventures have been pulled from various Judges Guild supplements and consolidated for your use.

Men & Magic

Equipment

Crossbow, Repeating 60 gp/ea. 6.0/lbs.

Damage: 1d6+1 (Bolts), Rate of Fire: special Range: 80 ft/yds.

This is a heavy crossbow that has been modified to have a special lever attached to a magazine that holds 5 bolts. With two hands, the wielder can use the reloading lever to cock the crossbow and load a new bolt up to five times. After the magazine is empty, it takes two rounds to pull it off and put in a new one loaded with bolts. If bolts need to be loaded into an empty magazine, it takes two additional rounds. If a natural one is rolled on a to-hit roll, the loading mechanism jams, and the weapon can only be used as an ordinary heavy crossbow with a firing rate of 1 bolt for every two rounds.



Monsters & Treasure

The Monsters (Additions)

Brain Mole

Brain moles are small burrowing animals that prey on high-intelligence creatures. They lie in wait in shallow underground burrows, waiting for a suitable target to pass by. They will erupt out of the ground and attack with their Mind Lash ability. Brain moles are known to swarm in packs of 2d6 animals.

Brain Mole
AC 5[14]; HD 1d4 hp; HP 3; Save 18;
Move 60' (burrow 60'); CL/XP 1/15;
Attacks (x1)
Bite: HTB +0, DMG 1
Special
<i>Mind Lash:</i> The target of a brain mole needs to be make a saving throw. This roll is at a disadvantage (roll twice take the lowest) or -4 if the target's Intelligence is 13 or higher. If the save is failed, the target will pass out unconscious for 1d6 hours. Probably will not wake up as the brain mole and its companion begin to feast starting with the target's brain.
Harvest
Brain Ichor 100 sp;

Brownie

Brownies are halflings who have faerie blood. Instead of living in a nice home in the dales and hills of a halfling realm, they live in the wild among their faerie brethren.

Their halfling cousins function as the glue that holds together the often fragile alliance between elves, dwarves, and humans. Likewise, the brownies smooth relations between the different faeries, notably between the Court of Summer (Seelie) and the Court of Winter (Unseelie). If given a fair exchange, they will also help their mortal cousins and their friends. Halflings often turn to their brownie cousins when trouble with one of the faerie races erupts.

Brownie

AC 6[13]; HD 1d6 hp; HP 4; Save 18 (+4 versus illusions); Move 80'; CL/XP 2/30;

Attacks (x1)

Shortsword: HTB +0, DMG 1d6; or

Sling: HTB +0

Special

True Sight: Brownies get +4 to their saving throw against illusions.

Stealthy: A brownie gets +4 to its Stealth ability roll.

Innate Magic: Can cast *Invisibility*, *Phantasmal Force*, and *Project Image* once per day. A group of three or more brownies can join hands in a circle and cast *Hallucinatory Terrain* once a day.

Harvest

Brain Ichor 100 sp;

Crab, Giant 15'

A monstrously large giant crab. Often found in groups of 1d6 giant crabs along with 2d6 of their smaller 3 HD brethren.

Crab, Giant 15'

AC 2[17]; HD 6; HP 15; Save 11;

Move 60' (swim 30'); CL/XP 3/60;

Attacks (x2)

Pinchers (x2): HTB +6, DMG 1d10

Harvest

Chitin (100 lbs) 1,000 sp;