Wilderlands of Dire Omen

Explore a land of strange sites, mysterious cults, and ancient magic.

0215 *Alkali Flat* Chemical sands burn exposed skin when damp. Storm devils wear victims to the bone.
0312 *Squalit* Town of farmers subjected to a curse – every full moon a resident transforms into a monster, rampages, and at dawn runs off into the mountains.
0413 Animate petrified dinosaurs roam these valleys.
0415 Ancient mine track leads into local caves. Hidden in nearby bushes is a wheeled cart of strange design.
0514 *Oracle Caves* Primordial giant sleeps for eons beneath the mountains, uttering ancient secrets & dark prophecies. A cult of resident sages claims they can interpret auguries for visitors – for a steep price.
0518 *Fellport* Lonely outpost of civilization. Rulers are debauched and many citizens are eccentric or insane
0519 *Waterfront* Seedy suburb, scene of night trading. Crews can be hired in local taverns; some are pirates.
0619 Old silver mines claimed by rival knocker clans.
0707 *Mount Cascade* Spirals of light and fire dance & sing over the peaks on nights of the dark moon, disturbing sleep for miles around with fever dreams.
0818 Copper mines here enrich Fellport's upper class.
0914 *Lake Kalbe* Magic ice floes cluster here all year long. A ghost pirate ship passes through occasionally.
1003 *Winterblight* Twisted faerie castle ruled by the Banshee Queen & her faerie knights. Her court is the site of grotesque banquets & insane revels every night.
1103 *Tumbledown* Tree-village of intrepid miners. They dig star-metal out of the ancient impact crater nearby.
1110 Circle of standing runestones drains life from the wastelands – travelers staying near it for too long die.
1117 *Lord of the Bog* Sentient tree responds savagely to destruction in his domain by controlling plants & beasts. A nearby graveyard has magic items & spirits.

By Roland Volz • Map: Hexographer ™

RANDOM ENCOUNTERS: Roll 1d6
(-1 in North third, +1 in South third)
0 Raiding party of pixie knights mounted on giant wasps (daytime) or bats (night)
1 Goblin war party led by black knight
2 Orc shamen hunting wild spirits & slaves
3 Pack of flightless predator birds hunting
4 Stone elementals erupt from the ground
5 Gale wraiths & fire wights on rampage
6 Merchant caravan or disguised outlaws
7 Zombie pirates on nefarious business

1410 *Nameless City* Deserted ruin of alien design & construction. Legend says it fell to earth 1000s of years ago. Haunted by strange vampires & ninjas.
1413 *Fort Elishondar* Outcasts & outlaws have taken over this outpost. Riddle challenges are popular.
1506 *Ramshackle* Tiny village of fishermen. They pull many odd and forgotten things from the depths.
1614 Sea cave hides pirates – a ghost ship docks here, with zombie crew & captain cursed by a crystal skull.

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Scale: 1 hex = 50 miles