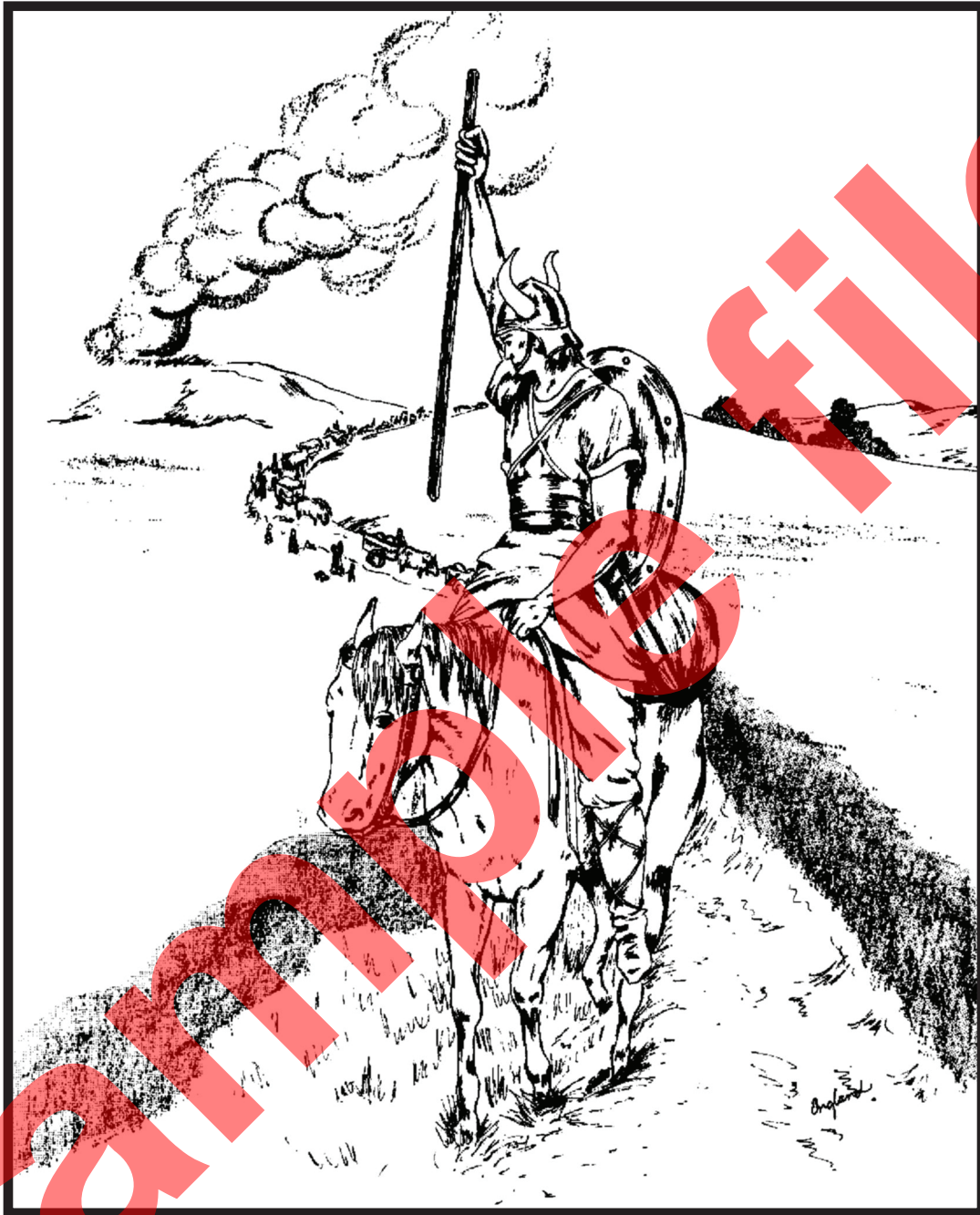


Fantastic Wilderlands Beyond

Revised Edition



Judges Guild



Original Edition by Judges Guild

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Wilderlands of High Fantasy

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 second in a series of four guidebooks covering all 18 maps of the Wilderlands of High Fantasy. Fantastic Wilderlands Beyond adds five maps to the west and northwest of the City-State of the Invincible Overlord ranging from the Elephant Lands to the north to the Sea of Five Winds in the south. Unlike the original, the revised edition includes Map Six, City State of the World Emperor. The terrain is quite varied, ranging from the forests of the Elephant Lands to mountains, jungles, deserts, and seas dotted with island archipelagoes, along with the largest and most powerful realm within the Wilderlands: the Empire of Viridistan.

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 additions and corrections. Several villages in the original Judges Guild releases were missing pieces of information. These have been filled in with information from the Judges Guild Wilderness products and other Judges Guild related products. Additional settlements have been added that were detailed in the Wilderness series, in particular *Spies of Lightelf* and *Shieldmaidens of Sea-Rune*. Also, several known issues with aligning maps have been corrected.

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, and then chose the ones that best suit the campaign. Note any NPCs and monsters 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 by 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, Half. for Halflings 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 using 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 XXY 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 XXY 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 XXY 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 XXY format, what type of monsters can be 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.

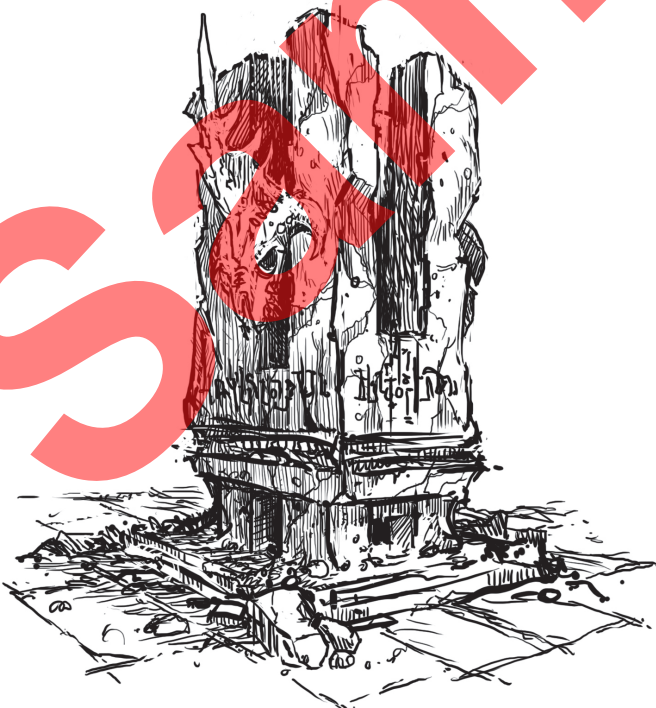
Map Notes

Map Six, City State of the World Emperor

Originally, Map 6 was only released as a part of the City State of the World Emperor. This made it one of the harder maps to find for people trying to obtain the original releases. Unlike the other 17 maps, various named geographical entries were written with additional detail. When combined, the usual listings (villages, ruins, etc.) made Map 6 the most detailed map of the originals. Unusually, Map 6 lacked any citadels or castles except for a few along the edges that were carried over from the adjoining maps. For this guidebook, only the listings are presented. This includes the Villages, Lurid Lairs, and Ruins & Relics, along with a condensed version of the background of the City State of the World Emperor.

Map 6 is home to the City State of the World Emperor, capital of the largest realm within the Wilderlands. Otherwise known as Viridistan, the City of Spices, the Immortal City has been ruled for the past 150 years by Hautulin Seheitt and his wife Murielle Eidn. They are the last of a once haughty and proud race, the Viridians. The Viridian race are descendants of the gods of the Uttermost Wars, the Wild Men of the Confederate Tribes and the mermen of the Trident Gulf. Viridistan was founded in 101 BCCC, over four thousand years ago. (The present day is 4433 BCCC). The city became the capital of an empire after subjugating large areas held by the Wild Men of the Confederate Tribes.

The empire grew to encompass the entirety of Map 6. It was divided into six provinces, each ruled by kings called padishahs. They are picked from the ranks of grandhees and archons at special tournaments and swear allegiance to the Green Emperor. The results of the tournaments are often predetermined beforehand via political and religious intrigue.

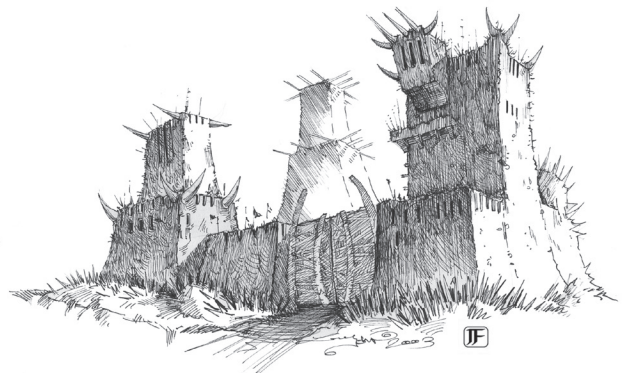


All but two of the Viridian emperors have been evil. The two that weren't are considered among the greatest emperors to have ruled. Reddisorn the Golden, ruling from 2089 to 2272 BCCC, was an enemy of Kukalan the Storm, King of the Dragon Empire. The other was Cneninadus the Mycretian, who ruled from 4226 to 4283 BCCC before being usurped by the present emperor, Hautulin Seheitt. Emperor Cneninadus was noted for being a follower of the lawful good god Mycr and a patron of arts, education, and civil rights.

Over the millenniums, the number of Viridians has dwindled due to incessant bickering and assassination plots over the throne. The current emperor, Hautulin Seheitt, usurped the throne after killing his predecessor 150 years ago (4284 BCCC) in the coup known as the Great Slaughter of Pain. The only Viridians to have survived were the emperor, his wife and their young son. Then 75 years ago, the son disappeared leaving the Green Emperor and his wife as the last two living Viridians. Upon gaining the throne, Hautulin slaughtered the Mycretians and their sympathizers along with killing two of their prophets while raiding the caverns underneath the Holy Cities. (see Map 7, Desert Lands).

Despite the internal turmoil, there are only a few powers within the Wilderlands that can challenge the Green Emperor. To the east lies the City State of the Invincible Overlord which has paid a nominal tribute since the Bloodless Battle of Barad in 3788 BCCC, nearly 650 years ago. The Invincible Overlords have tried to test the Green Emperor's strength, but each attempt has been checked. A typical encounter is the Blackhart Crag Reminder. A small force of Imperial Archers encountered the Invincible Overlord's army and decimated a force ten times its size. Recently the emperor has demanded an increased tribute, and spies between the two city states are thick.

To the immediate north of Viridistan is the forest of Elsenwood, ruled by the wood elves. For centuries, the emperors have maintained a small wall between the Elsenwood Forest and the emperor's farmlands. It was originally built to protect crops from marauding animals and to help mitigate the wood elves' thieving habits. However, Seheitt, the Green Emperor, has just finished a seven-year project to triple the height and strength of the wall. Soon afterwards, he added a moat along with doubling the guard. The Green Emperor has not made his reason for doing so known. This caused a doubling of taxes to pay for the construction, making the populace of Viridistan restless and angry.



Provinces of the Empire of Viridistan

There are six provinces in the empire ruled by the Green Emperor. They are each ruled by a “hereditary” monarch, the padishah. Together with the viceroy and the two suzerain, the six padishahs make up the High Council of Viridistan.

Shardis

Capital: Millo Fortress, **Ruler:** Shah Paharrib Fu, 20th Level Human Magic-User, Lawful Evil

The capital of Shardis Province, Millo Fortress, is an ancient stronghold designed as the first line of defense for Viridistan against the desert tribes. Now it is an important way station and market for trade and pilgrims to the Holy Cities. Shah Paharrib Fu runs his provinces by the book, and every last silver piece from the taxes, fees, and tools is accounted for. Recently, the province has been troubled by a roving band of werebears. The expedition to find their lair has been delayed due to a lack of volunteers.

Effernath

Capital: Caer Cadwen, **Ruler:** Shah Satyrbis Orcus, 24 HD Demon, Chaotic Evil

Emperor Hautulin had the previous padishah secretly killed and made his successor a demon lord. Shah Satyrbis Orcus views the Green Emperor as an ally and co-equal rather than his overlord, however, the demon lord does not respect the audacity of the Green Emperor’s plan to replace all his subordinates with demons. Since assuming power, he has let corruption run rampant, eagerly anticipating the souls to be harvested when their time comes. In recent years, friction has developed over the Shah’s inability to wipe out the wood elves of Elsenwood.

Rob Notes: The original text was thin on details about the Shah, so I extrapolated some details to flesh the demon out.

Smyrsis

Capital: Tell Qa, **Ruler:** Shah Kijdawr Aenekosii, 24th level Human Mycretian, Lawful Good

Smyrsis is one of the most difficult provinces to control. Its distance from Viridistan, numerous lairs scattered amid the crags, forests and dells, along with tribes of Eleph cavemen makes the province difficult to govern. Shah Kijdawr Aenekosii has ruled successfully for decades because of his great competence. Despite being a Mycretian, his skill has allowed him to retain his title amid the plots and intrigue that surround Viridistan. An enemy to all that is evil, the Shah is continually opposing the decisions of the Council, even the ones personally endorsed by the emperor. His Mycretian gifts are known to be formidable.



Thygamus

Capital: Tak Shire, **Ruler:** Shah Dyshim Leayh, 22nd Level Magic User, Neutral

The province was founded to control the southern bank of the Sharryn River and the Brotbuckle Briar. The province is sparsely populated, inhabited mostly by herders guarding their flocks of sheep, pigs, and goats. The biggest threat are the hill giants of Yakin Ley who continually raid the herds for food. Every fall, the population of Tak Shire swells due to all the herds men arriving with the flocks to be slaughtered at the great fair and shipped to Viridistan.

Known familiarly by all as “Squat”, Shah Dyshim Leayh is roly-poly, short, and friendly but not jolly. The Shah lives simply. He is fair, efficient and competent but has a weakness for fine women. He is very good with lightning bolts and setting up magical defenses. He is looking forward to seeing how his spells do against the troublesome hill giants of Yakin Ley.

Rob’s Notes: The economics of the province are extrapolated from the resources of the few settlements in the region.

Lyoophiath

Capital: Tarnol Port, **Ruler:** Shah Abdu Inslar, 23rd Level Fighter, Neutral

Tarnol Port is the empire’s second largest town and an important port for trade with the hinterlands. It is the destination for the overland caravans from the City State of the Invincible Overlord. The town has a disreputable character and is known for its unseemly habits. It is also known for being a center for the slave trade, along with smuggling, thieving, and prostitution.

Shah Abdu Inslar is a very strong fighter with a sly streak. He enjoys raiding throughout the countryside, gathering riches to enjoy or trade. He will avenge any ill-treatment of horses but treats women like property. He carries a hollow mace filled with poison and a flail.

Gommorath

Capital: Grimlon, **Ruler:** Shah Drong Dirkahl, 24 HD Demon, Chaotic Evil

The Shah appears as an old, very wise man with a timeless look however he is actually a demon of the worst sort. His wise counsel impresses many but is cleverly designed to ensure that the province is run poorly. As a consequence, licentiousness runs rampant. Drong Dirkahl does not trust anyone unless it’s a mindless lackey. Imps live in the first level of his dungeon and serve the Shah devotedly, but always out of sight. The treasure vaults are back to back with the dungeon cells’ last row.