

WILDERLANDS OF HIGH FANTASY

REVISED EDITION

Judges Guild



This is one of four products covering the eighteen maps that encompasses the Judges Guild Wilderlands setting. This product covers five of the maps as detailed below. The four sets combined will cover a region equal in size to Western Europe providing years and decades of adventuring for you and your group.

Unlike many setting products, the Wilderlands sketches out the overview and history in light detail. Then presents a comprehensive list of local detail in a compact format that is customizable. This eliminates much of the tedious work involved in creating a setting and allows the referee to focus on the campaign and the grand adventures the players face as their characters.

Wilderlands of High Fantasy



Each Set has



Guidebook



Set of 5 or 4 maps in two overlapping halves

Fantastic Wilderlands Beyond



Wilderlands of the Magic Realm



Wilderlands of the Fantastic Reaches



Barbarian Altanis, Campaign Map Two

Judges Cartography to the Wilderlands south of the City State ® SC



Barbarian Altanis Campaign Map Two

Villages for Barbarian Altanis

Major settlements and name level characters have been highlighted in **bold**.

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
0108	Actun	436	Elf	4	LG	Redon	11	LG	FTR	Elf	Market
0114	Quitzit	113	H-Elf	1	CG	Ilialetus	5	CG	MU	Man	Silver
0221	Besgar	242	Men	4	LG	Angthor	7	N	FTR	Man	Market
0302	Plychen	151	Orc	3	CE	T'Danz	4	CE	FTR	Orc	Hides
0406	Stigrix	344	Gnoll	2	CE	Cidring	4	LE	CL	Man	Pitch
0512	Tenoch	255	Men	1	N	Gof the Old	6	N	FTR	Man	Market
0528	Brafylia	422	Goblin	3	LE	Ruythat	4	LE	FTR	Ogre	Leather
0702	Algasar	132	Men	1	CG	Thenric	8	N	SG	Man	Market
0734	Xochete	167	Half	1	LG	Ramabuck	7	N	TH	Half	Pipe Weed
0821	Piyramys	216	Men	2	N	Naf Wig	3	LG	CL	Man	Market
1024	Ucatanis	110	Men	0	N	Alar Reed-cutter	5	N	IL	Man	Fish
1110	Kestizar	270	H-Elf	2	LG	Elidarth	6	LG	MU	H-Elf	Pearls
1117	Daitia Hill	334	Goblin	3	LE	Caw Bow-back	5	LE	FTR	Man	Market
1309	Antil	1,172	Men	4	N	Galgod the Hewer	4	N	FTR	Man	Market
1327	Mysk	346	Men	2	LG	Nert Iron-fist	5	LG	FTR	Man	Market
1423	Renth	234	Elf	4	N	Cyn Light-foot	4	LG	MU	Elf	Rope
1605	Palen Spring	173	Men	3	N	Morthor Cof	11	CE	CL	Man	Market
1722	Colisth	261	H-Elf	1	N	Filor	6	CG	MU	H-Elf	Silk
1803	Little Kor	170	Orc	2	CE	Prazat	5	CE	FTR	Orc	Market
1815	Valera	310	Men	0	CG	Marash	5	CG	CL	Man	Fish
1901	Sunfells	410	Elf	6	N	Synake	14	N	TH	Man	Market
1926	Bisgen	562	Men	2	LG	Parre	7	LG	FTR	Man	Horses
2007	Kukul	217	Goblin	3	LE	Amash V.	5	LE	MU	Man	Market
2105	Strantath	412	Men	1	N	Resisa	8	LE	CL	Man	Oil
2133	Barath	196	Orc	3	LE	Tinz	3	CE	FTR	Orc	Sulfur
2209	Chacban	431	Dwarf	4	N	Frandal	6	LG	FTR	Dwarf	Iron
2312	Halafic	390	Men	3	LE	Turus	7	LE	CL	Man	Hides
2429	Ractuan	305	Gnome	3	N	Drudil	4	N	FTR	Gnome	Lead
2518	Talud	187	Men	2	LG	Sildith	5	LG	MU	Man	Market
2721	Bisituni	253	Half	1	N	Bifolls Stalker	3	CG	FTR	Half	Market
2732	Carchimish	323	Men	0	CE	Mytsh	7	LE	MU	Man	Market
2812	Anatal	372	Elf	4	LG	Cildarith	9	LG	MU	Elf	Weapons
2903	Jarmoco	220	Men	3	LE	Jasten	4	N	FTR	Man	Flint
2918	Kolda	357	Dwarf	4	N	Dorin	4	N	FTR	Dwarf	Weapons
3027	Hara	244	Men	3	LE	Earani Cor	4	CG	CL	Female	Market
3120	Nippuri	236	Men	2	N	Ragiun VI	5	LE	FTR	Man	Lead
3313	Onhir	456	Elf	4	LG	Cuchulainn	7	LG	MU	Elf	Gems
3329	Ahyf	312	Men	3	N	Briaron	3	LG	FTR	Man	Market
3518	Shedezar	286	Gnoll	2	LE	Tutxtla Ventor	3	LE	FTR	Gnoll	Zinc
3602	Britis	123	Goblin	0	CE	Horbig	2	LE	FTR	Goblin	Pitch
3611	Zothay	555	Men	5	LG	Kritas the Red	6	LG	MU	Man	Market
3624	Ketche	142	Men	0	CG	Beklomdamor	4	CG	FTR	Man	Fish
3721	Tristor	273	Elf	1	CG	Nikuelanor	5	LG	FTR	Elf	Spices
3906	Shodan	252	Men	2	N	Medlaf	4	N	CL	Man	Market
4204	Sykmet	436	Men	3	LG	Big Hiram	7	LG	FTR	Man	Timber
4311	Halkmenan	346	H-Elf	4	LG	Trildir Dry-lip	3	LG	MU	H-Elf	Market
4501	Serpeant Little	136	H-Elf	2	N	Grugal	8	N	RGR	Man	Market
4502	Kauran	522	Men	3	N	Ozmic	9	LE	MU	Man	Market
4728	Doratis	185	Men	1	N	Brasnato	4	N	FTR	Man	Fish
4806	Horaja	390	Orcs	2	CE	Gwy the Mighty	6	CE	FTR	Troll	Furs
4930	Bistan	246	Sea Elf	4	N	Thisafil	4	N	MU	Sea Elf	Pearls



Castles and Citadels for Barbarian Altanis

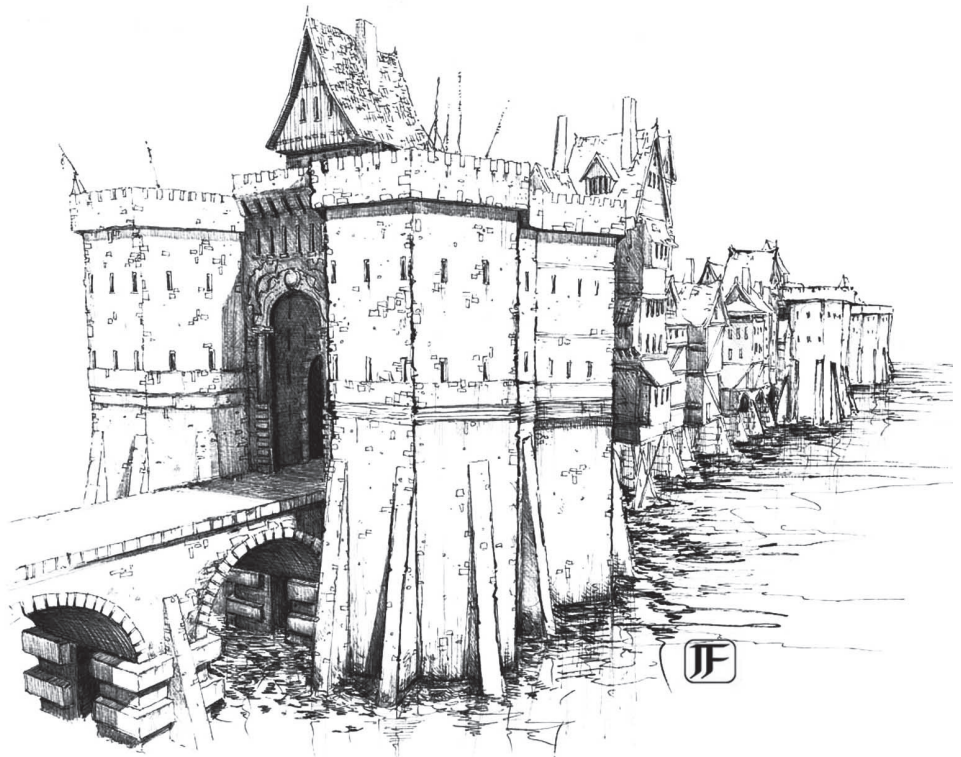
Citadels are only the tower or keep without stone walls. Castles add stone walls and gatehouses to the keep. Castles and citadels with rulers of name level (9th) or higher are highlighted in **bold**.

Hex	Type	Class	LVL	Align	Men
0103	Cit.	TH	4	N	10
0210	Cas.	FTR	5	CE	130
0306	Cit.	MU	3	N	40
0323	Cit.	MNK	4	LG	70
0601	Cas.	FTR	5	CG	90
0612	Cit.	FTR	4	CE	50
0727	Cas.	PAL	4	LG	120
0734	Cit.	PAL	7	LE	105
0883	Cas.	FTR	4	LG	100
0920	Cit.	IL	5	LE	50
1014	Cit.	FTR	5	CG	20
1111	Cas.	FTR	7	N	100
1130	Cit.	FTR	4	N	70
1217	Cit.	TH	4	CE	40
1423	Cas.	CL	8	LG	80
1511	Cit.	MU	6	N	10
1619	Cit.	FTR	4	LG	70
1704	Cas.	MU	6	LE	50
1729	Cit.	CL	5	CE	60
1812	Cit.	FTR	4	CG	60
2022	Cit.	TH	6	N	30
2131	Cas.	FTR	4	LE	50
2301	Cas.	FTR	6	LE	130
2416	Cit.	CL	4	CE	60
2428	Cit.	FTR	5	CE	10
2610	Cit.	MU	4	N	20
2704	Cit.	FTR	8	N	40
2832	Cit.	IL	5	LG	70
2902	Cit.	AS	4	N	30
3112	Cas.	CL	5	CG	60
3120	Cit.	FTR	4	LG	40
3127	Cas.	RGR	9	LG	120
3233	Cit.	FTR	4	LE	50
3308	Cit.	BA	5	N	70
3418	Cas.	FTR	7	CE	50
3424	Cas.	TH	6	N	70
3730	Cit.	MU	3	N	40
3807	Cit.	FTR	4	CE	10
3820	Cas.	FTR	6	LE	70
3913	Cas.	CL	7	LG	80
4003	Cas.	DR	4	N	130
4206	Cit.	FTR	4	N	30
4309	Cas.	FTR	3	N	50
4504	Cit.	MU	3	CG	20
4706	Cit.	IL	3	LE	10
5007	Cas.	FTR	5	N	100
5030	Cit.	AL	6	N	40

Lurid Lairs for Barbarian Altanis

Hex	Monster	NA
0102	Minotaurs	6
0109	Giant Weasel	22
0206	Giant Beetles	9
0225	Wild Dogs	16
0301	Centaur	12
0321	Elephants	8
0332	Giant Snakes	7
0402	Dire Wolves	12
0415	Giant Ants	97
0510	Wild Cattle	17
0525	Wild Horses	32
0704	Wolves	25
0719	Wart Hogs	4
0813	Mammoths	5
0825	Giant Turtles	3
0908	Flightless Birds	11
0931	Wild Pigs	9
1015	Giant Crocodiles	8
1022	Catoblepas	1
1101	Wild Dogs	12
1113	Giant Goats	8
1134	Sahuagin	37
1301	Giant Ants	276
1321	Wild Pigs	14
1406	Wild Horses	19
1410	Giant Centipedes	12
1521	Hippos	4
1533	Wild Dogs	10
1612	Wolves	17
1625	Giant Snakes	3
1702	Bears	4
1717	Wild Cattle	12
1905	Giant Ticks	6
1914	Pixies	4
1931	Giant Weasels	2
2120	Wild Dogs	11
2213	Tyrannosaurus Rex	1

Hex	Monster	NA
2230	Manticoras	2
2301	Red Dragons	4
2408	Leopard	1
2525	Spotted Lions	5
2602	Cave Bears	4
2633	Griffon	1
2701	Minotaur Lizards	2
2718	Jaguars	3
2828	Wild Pigs	7
2909	Irish Deer	8
3004	Titanotheres	3
3031	Mastodons	1
3124	Owl Bears	3
3214	Giant Skunks	5
3512	Mtn Lions	2
3522	Giant Rams	3
3607	Wild Horses	12
3715	Wild Cattle	15
3733	Mermen	10
3801	Wild Dogs	26
3918	Lizard Men	7
4023	Giant Octopus	1
4107	Wolves	13
4129	Giant Crabs	8
4212	Roc	1
4334	Tritons	2
4509	Giant Fish	27
4522	Lizard Men	3
4613	Queen Dragon Turtle	1
4703	Giant Squids	2
4817	Sea Monsters	1
4934	Elasmosaurus	2
4904	Unicorns	2
4927	Giant Lizards	8
5010	Giant Fish	13
5132	Nixies	4
5225	Mermen	6



Idyllic Isles for Barbarian Altanis

Hex	Description
1106	Isle of Ekur: 2 Giant Lizards attack all who land.
3929	Isle of Dread: Black Dragon and hoard. The dragon is often seen preying on passing ships.
4028	Isle of Dzian: Has injured Roc, who will reward those who aid it.
4032	Isle of GreenLight: Overgrown with vegetation and cannibals.
4134	Isle of Ogigian: Large Statue of Neptune pointing north.
4329	Isles of Chebrexy: Maze with Minotaur at center.
4422	Isle of the Unclean: Leper Colony, 2% chance per turn while on Isle, that the disease will be contracted.
4428	Isle of Trytonis: Giant Snake in cave sleeping around large pearl.
4514	Isles of Muraloti: A lone insane wizard who lives on the largest isle.
4613	Isle of Warglewood: Forest covered with large Ent tending the woods.
4813	Isles of Jynoquil: Haunted by ghosts of dead seamen.
4828	Isle of Helaria: Hradno, a hermit, hero of Halkemenan lives here in self-exile.
4829	Isle of Quaremouth: Dense forests hide the ruins of a lost city.
4929	Isles of Quicksilver: A pirate stronghold, cleverly hidden 79 Pirates, 1 Sloop.
5011	Isle of Xeytaria: A colony of sea elves keeps the island open for elven trade.
5015	Isle of Verchiona: Bejeweled statues will animate for 2d6 rounds if molested.
5018	Isle of Sydaria: Small whales that cavort offshore are rumored to be human nobles polymorphed after their cruel rule.
5019	Isle of Bargurir: Several Minotaur lizards occupy an abandoned cliff dwelling.
5116	Isle of Zueringi: Numerous zombies protect a magic user attempting to strengthen their kind.
5117	Isle of Blue Rest: 3 to 4th level witches will care to the needs of strangers in exchange for stories.

Ruins & Relics for Barbarian Altanis

Hex	Description	Monster
0112	Spent Fuel in Crevice	1 Hill Giant
0403	Charred Worm eaten Artifacts of Protective Device	21 Wild Dogs
0420	Dangerously Operational Relic of Weapon inside Cavern	3 Zombies
0723	Tumbled Monolith on Rocky Slope	6 Werewolves
0729	Corroded Leadership Device in Large Crater	1 Wererat
0811	Charred Remnants of Eroded Bridge	3 Goblins
1018	Partially Sunken, Worm-eaten Spent Sewage	1 Wight
1028	Refuse of Worm-eaten Food Covered with Mold	4 Gnolls
1032	Moldy Stonepile Marking Tomb inside Cavern	3 Giant Snakes
1104	Contaminated Rock Covered Cottage on a Slope	39 Rats
1212	Corroded Engraving	3 Zombies
1414	Partially Sunken Fully Operational Chariot	1 Giant Pig
1531	Charred Roof Collapsed	1 Cockatrice
1601	Partially Covered with Earth God Totem	4 Stirges
1707	Beacon in a Large Crater	2 Werewolves
1918	Partially Covered with Ashes Offal	1 Umber Hulk
2010	Inside a Cavern a Worm-eaten Longboat	8 Skeletons
2128	Partially Sunken Defaced Statue	3 Phase Spiders
2203	Crystallized Titans Skeleton Fully Covered with Vines	3 Trolls
2207	Tumbled Down Hovel Beneath Overhang	2 Giant Owls
2223	Moldy Pair of Boots in a Thicket	None
2430	Eroded Animal Fountain	1 Unicorn
2606	Fully Covered with Earth Burial vault	1 Mummy
2621	One foot square opening to Eroded Sewer	1 Rust Monster
2625	A Fully Operational Flyer Harness in Crevice	4 Kobolds
2715	Partially Covered With Earth Worm-eaten Chest	4 Snake
3007	63 Houses & 1 Temple Covered with Webs & Dust in a Cavern	5 Vampires
3022	Charred & Burnt Loom in a Crevice	None
3115	Crumbling Sacrificial Mound	3 Giant Lizards
3331	Idol on a Rocky Slope Crumbled	3 Giant Ticks
3402	A Fully Operational Spyglass in a Thicket	4 Bears
3514	Partially Covered Wine Vines Crumbling Tower	1 Hill Giant
3610	A Dangerous Operational Anti-Grav, in a crevice	4 Trolls
3723	Fully Covered with Ashes Worm-eaten Sewage	None
4009	A Storm Giants Skull Worm eaten	2 Wererats
4231	Partially Sunken Collapsed Siege Tower	30 Bats
4302	Above Ground Disfigured Doll	None
4417	Charred & Burnt Villa	6 Gnolls
4506	Petrified Throne Fully Covered with Cinders	9 Wolves
5104	Fully Operational Coal in a Cave	2 Wereboars
5123	A Partially Caved-in Cistern	1 Umber Hulk
5128	Partially Covered Concrete Road	None