

# WILDERLANDS OF DIRE MEN

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.