

## Campaign: **Open Table 1**

Large Hex ID: **Polemar**

Hex Scale: **10 miles / hex**

**A4** : Several prides of lion and herds of deer, goat and pig.

**B3** : Herds of deer, goat and pig. Projections: Green Dragon Jola in distance getting tribute or to from bathing hole. Caravans, Satyr wine caravans. (see caravan section below). Gnolls from C6 raiding.

**B4** : Herds of deer, goat and pig. Projections: lions from A4. Green Dragon Jola hunting or in distance getting tribute or to from bathing hole. Satyr wine caravans.

**B5** : Satyr homes and the hidden vineyard valley where they make excellent wine. Projections: pixies from B6. Gnome raiders from C6. Green dragon Jala flying in the north or to/from bathing spot in C5.

**B6** : Pixie Glades. Hundreds of pixies live here. Projections: row, dryders and spiders from Tare Tarentum. Hunting gnolls from C6. Satyr trade group from B5.

**C2** : Nixie lairs along the banks of the Adutha. Projections: Humans from Grass Meadow. Green Dragon Jala flying about the Tribute space in C4.

**C3** : Trolls, sometimes under bridge across the Adutha. Projections: Green Dragon Jola getting tribute. Gnolls from C6 raiding or fighting trolls. Caravans, Satyr wine caravans. (see caravan section below). Green Dragon Jola flying in the distance.

**C4** : Tall tribute pedestal on the banks of Lake Albleath, with platforms for treasure, for tributaries and animal enclosures for food animals. Projections: Green Dragon Jala, Gnolls from C6, Goblins from D7 or E5.

**C5** : Ornate baths of Green Dragon Jala. Projections: Green Dragon Jala, Gnolls from C6, Goblins from D7, Satyrs from B5 occasionally come to give Jala a scrub down in return for leaving them in peace.

**C6** : Gnome hamlets and lairs. Projections: Green Dragon Jala flying around, going to from bathing in C5 or feeding in D6. Goblins from D7. Drow, Dryders and spiders from Tare Tarentum.

**C7** : 🏰 Tare Tarentum. Once a magnificent elvish city. Now the home of drow, dryders and spiders. Dungeon crawl.

**C8** : 4 x 20' tall statues of elves doing a formal dance, right hands joined together at the center of their circle.

This enchanted statuary can grant any elf or half elf an extra spell slot of any level if they dance here for half an hour performing the magical ritual dance. Projections: Drow, Dryders and spiders from Tare Tarentum.

**D1** : Abandoned elvish chapel of the Moon. 6 white columns 15' tall hold aloft a 10' diameter white marble dome. The ground is a paved plaza space about 120' in diameter with 24 oak trees planted at regular intervals about its edge.

Projections: Western rangers from E1 patrolling the woods. Druids of the Moon performing a dawn ritual to gain extra spell slots.

All druids following the Circle of the Moon can gain 1 extra spell slot of 1<sup>st</sup> to 3<sup>rd</sup> level by recovering their spell slots by a rest near the temple, and then performing the ritual required in the temple.

**D2** : Castle Binare on a hill overlooking the river Adutha. Projections: merchants and soldiers to or from Grass Meadow. Western rangers from E1 patrolling the grasslands on the western side of the river.

**D3** : ● Grass Meadow. Major farming town surrounded by fields of crops and manor houses of knights. Projections: Caravans. Satyr wine caravans. (see caravan section below)

**D4** : Treant colony tending its woodland. Projections: Raiding goblins from E5. Green Dragon Jala flying over D5 and C4.

**D5** : 🌿 Adult Green Dragon Jola's Lair.

**D6** : Green Dragon Jola's feeding ground, a nest made of tree trunks raised above the ground using 8 living trees as pedestals. Projections: Green Dragon Jola feeding. Goblins from D7, Gnolls from C6.

**D7** : Goblin villages. Projections: Green Dragon Jola, Gnolls from D6, Drow, Dryders and spiders from Tare Tarentum.

**D8** : Treant colony tending their woods. Projections: Drow druids from Tare Tarentum making uneasy trades with the Treants. Dryders and spiders from Tare Tarentum making raids. Goblins from D7 are generally afraid to come here.

**D9** : Treant and elf colony, and some nixies. Projections: Dryders and spiders from Tare Tarentum making raids.

**D10** : Forest, The Lel rapids and the road south.

Large numbers of deer, wolves and bears.  
Projections: Caravans. (see caravan section below). Elves from D9 hunting or looking to trade.

**E1** : Rangers of the West community. Humans who are either normal villagers of ranger class characters. The rangers roam the land nearby ensuring no evil may fester. Some know how to traverse the magic barriers to Lost Resome.

**E2** : Nixie hamlets and the nixie sovereigns King Suusal and Queen Nin. Projections: Western rangers from E1 who are nixie friends.

**E3** : Fields of purple flowers. This is a place of wild magic where sorcerers can gain an extra spell slot that is up to level 3. The great beauty here can also combine with the wild magic to give bards two extra spell slots, each up to level 3. Projections: humans from Grass Meadow enjoying the flowers. Western Rangers from E1 and Nixies from E2.

**E4** : Light woods and orchards of apple and pear. Projections: Caravans on the road (see Caravans section below). Goblin raiders from E5.

**E5** : Goblin lairs. Projections: Green Dragon Jala flying about lair or reclining space in E6. Human soldiers raiding a lair.

**E6** : Dragon Reclining Slab. Stone slab 20' long on rough menhirs 30' high and adorned with carvings of dragons in flight. Projections: Green Dragon Jala. Goblins from E5. Blue Dragon Auros sneaking a laze on the slab in Jala's absence.

**E7** : A 40' tall worship mound where the dragon may perch at the top and minions and regional tributes come to pay honour. Projections: Green Dragon Jala flying about or here being praised by goblins and gnolls from E5, D7 and C6.

Nafeticara, Drow Priestess of Lolth in F8 come to praise the dragon.

**E8** : Banshee Havina and Banhee Malmanum. These once noble elves were married and now hate each other in undeath. They each have their own immaculate towers a mile apart in the heart of a cursed forest. No projections are encountered here.

**E9** : ● Druidstone. Town specialising in crafts, especially furniture and cabinet making. Also location of major druidical standing stones. Druids can gain 1 extra spell slot here that can be from 1<sup>st</sup> to 3<sup>rd</sup> level but only as high as they can normally cast. They must perform an hour long ceremony to gain it. Projections: Stories and

rumours about thee Warewolves Grim in F10, the Drow Priestess Nafeticara in F8, the Enchanted Falls in E10, and Caravans on the road (see Caravans section below).

**E10** : Enchanted falls. A stream runs through here to the Lel across a set of low cliffs, making series of interesting cascading falls festooned with rainbows. This is a place with wild magic that sorcerers may tap to gain a single use extra spell slot when they are resting. They can gain 1 extra spell slot that can be from 1<sup>st</sup> to 3<sup>rd</sup> level but only as high as they can normally cast.

**F2** : Cursed Barrier Woods of Lost Resome (see section below). Projections: Rangers of the West from E1.

**F3** : Cursed Barrier Woods of Lost Resome (see section below). Projections: Nixies from E2.

**F4** : Green Dragon Enveros' worship space. 5 living spruce have been grown to entwine their limbs making a platform for the dragon and several outer platforms lower down around the trees where worshippers gather and sing the dragon's praises. The ghosts of elvish dragon worshippers still come out to worship Enveros at night when no full moon shines. Enveros loves this particularly and will be here often in the dead of night to receive praise. Projections: Green Dragon Enveros and Goblin worshippers from D5.

**F5** : The Tribute Dam. A carefully constructed dam of clay and wood and stone. The great pond is surrounded by small coracles in which tributaries place offerings that they float out into the middle of the water. The Green Dragon Enveros swoops down to accept his tributes from the water surface, returning the empty coracles when finished. Projections: Green Dragon Enveros. Blue Dragon Auros sniffing around for left overs when Enveros is not present. Goblin tributes from D5 and J6. Orc warrior tributes from I5. Human and dwarf soldier tributes seeking protection against direct dragon raids on their caravans. Caravans on the road (see Caravans section below). Goblin raiders from E5.

**F6** : Groves of silver leafed trees a 3 miles south of the road. Picking a leaf here requires a con save vs DC20 or the person becomes a silver statue for a day. A leaf is worth 2SP. The leaves do not fall naturally. Projections: Blue Auros admiring the trees. Caravans on the road (see Caravans section below). Goblins from E5.

**F7** :  Young Blue Dragon Auros's Lair. Drow druids working to push back human settlements in Polemar. Auros doesn't like drow being on his turf and generally shoos them off or eats them if necessary. Humans are sometimes eaten or may be allowed to bribe Auros for safe passage. Elves are generally ignored or sometimes followed about.

**F8** : Nafeticara, Drow Priestess of Lolth. She has a small tower of wood deep in the forest under which is a staircase to the Underdark. From here she ensnares the many human bandits that flit through these woods, turning them into her slaves. For Nafeticara this is her "holiday home" away from the stresses of her family's politics.

There are also several human bandit encampments throughout this area.

Projections: Young Blue Auros.

**F9** : Some elf hamlets near the road and river. Projections: Caravans on the road (see Caravans section below). Lizardfolk raiders from G9. Bullywug raiders from H11. Black Dragon Bileous flying over his lair in G10.

**F10** : The Wewolves Grim. These three wewolves have built a home of great comfort and have many wolves as pets and guardians. On nights of the full moon they give in to their beast nature and roam the woods seeking prey. They try as much as possible to avoid humans and the settled land around druid stone. (See:

<https://strangeflight.blog/2016/01/28/on-lycanthropes-take-ii/> )

Projections: Black Dragon Bileous flying over his lair in G10.

**F11** : Wolves and Bears, oh my! In large groups. Projections: Wewolves Grim from F10. Black Dragon Bileous flying about to the north.

**G2** : Cursed Barrier Woods of Lost Resome (see section below).

**G3** :  Lost Resome, once an elvish metropolis, now a ruin haunted by ghosts and spirits, chock full of treasure and surrounded by enchanted fogs and mazed forests. Trying to navigate here requires DC20 survival checks in order to head toward the lost city and not end up heading off to one side or the other.

**G4** : Cursed Barrier Woods of Lost Resome (see section below).

**G5** :  Adult Green Dragon Enveros's Lair.

**G6** : Enveros' bathing grotto. A deep sinkhole in a tall rocky hill, 80' across. 60' down is a deep

water pool where Enveros comes to bathe. The pool is fed and drains off to a network of underground rivers that connect to the Adutha. Projections: Green Dragon Enveros flying over F5, G5 or H6 or present here. Goblins from J6 or orcs from I5 following the Adutha to or from the tribute and worship sites in F4 and F5.

**G7** : ● Polemar. A lumber producing town and major nexus of trade.

**G8** : Abandoned elvish hamlet north of the road, raided by Lizardfolk. Several elvish hamlets south of the road. Caravans. (see caravan section below).

**G9** : Lizard Folk caves in the gully formed by a tributary of The Lel. 60. Capture humanoids as food. Queen Sliishyaaa worships Bileous. Projections: Bullywug prisoners or raiders from the swamps. Black Dragon Bileous in flight or resting on the mountain side in H10.

**G10** :  Adult Black Dragon Bileous's Lair.

**G11** : A wide clearing with a hill at the center which is Black Dragon Bileous' feeding ground. Projection: Black Dragon Bileous flying about to the north or present and eating something. Bullywugs from H10 and I10 bringing food for the dragon.

**H3** : Cursed Barrier Woods of Lost Resome (see section below).

**H4** : Cursed Barrier Woods of Lost Resome (see section below).

**H5** : Feeding nests of Green Dragon Enveros. Projections: Green Dragon Enveros in a high tree nest, feeding, or flying about over G5, G6. Supernatural fog from Lost Resome sometimes rolls through bringing evil creatures with it.

**H6** : A 50' tall bluff overlooks the Adutha, and at its top is a carved stone recliner for the Green Dragon Enveros, ornamented with emeralds. Projections: Green Dragon Enveros. Orcs from I5 and goblins from J6 going along the river to or from the tribute and worship spaces for Green Dragon Enveros.

**H7** : The cart track between Belvagar and Polemar. Projections: Dwarvish Cravans (see caravan section below).

**H8** : Several impoverished elvish hamlets. Projections: Human troops searching for bandits and outlaws and being rude.

**H9** : Several impoverished elvish hamlets. Projections: Black Dragon Bileous flying about his resting space in H10. Lizardfolk raiders from G9.

**H10** : Black Dragon Bileous has two reclining spaces here, one on Mt Gofok and one on Mt Csind. Each is a comfy cave that the dragon has adorned with gems of jet, sapphire and jade, embeded in silver melted onto the stone. Several storm giants live here. They pay no homage to the dragon and the dragon leaves them well alone. Projections: Black Dragon Bileous resting or flying about over the swamps.

**H11** : Black Dragon Bileous' mud pool bathing space and Bullywug villages. Projections: Black Dragon Bileous flying about G9, G10, H9, I10 or here bathing.

**H12** : Shambling mound colony. Formed in one of the swampy tributaries to the Lel a colony of shambling mounds move along the river banks preying on plants and animals alike, and spawning new mounds during lightning storms. Projections: Black Dragon Bileous flying above H11 and G11 or the mountain peaks at H10.

**I3** : Deer woods. Projections: Orcs hunting from I5. Hippogriffs from J4.

**I4** : Deer woods. A dwarvish bridge spans the Adutha here and the remnants of a road follow the north bank for about a mile before fading out and from the bridge heads south to lost Resome, but fades out as it crosses into H4. Projections: Orcs hunting from I5. Hippogriffs from J4.

**I5** : Orc encampments and mud plazas. Projections: Green Dragon Bnveros visiting the feeding grounds at H5. Dwarvish raiding parties. Goblins from J6.

**I6** : Green Dragon Enviros' old mating pedestal. Projections: Goblins from J6 and orcs from I5 going to or from worshipping Enviros, or hunting.

**I7** : 🏰 The Tunnel Path South Entrance. Dwarvish hill city with a trade road running underground from I7 to J7. The dwellings, shops, and workspaces fill the hills and have a presence on the surface with domed roofs, windows and doors.

**I8** : Gnome Hills. A few dozen Gnome villages on hillsides. Projections: Dwarves from the Tunnel Path. Kobolds raiding from J9. Red Dragon Angrasto flying about the mountains in the north.

**I9** : Skeletons of the Cursed Elves. A small elvish army was defeated by a necromancer here long ago. Patches of black lillies grow where each elf fell. Their skeletons are animated and will rise up to fight any non-elves that enter their territory.

There is treasure scattered about including magical weapons and armour. Projections: Red Dragon Angrasto flying about Mt Falco or travelling between Mt Falco and Mt Bilel.

**I10** : Streams leading to the Lel Fens that are very boggy themselves and infested with lizard folk under Prince Shqushsss. In a lake made by a dam is the worship mound of Black Dragon Bileous. Projections: Black Dragon Bileous here or flying over Mt Falco, the mountains to the south or over the Lel Fens. Bullywugs from I10 and H10. Orcs from J11 and K11.

**I11** : A stretch of the Lel Fens with the dragons tribute platforms deep in the swamp. The platforms are made of black stone carved in the shape of a giant flower 80' across. Each petal is a platform for placing tribute. A dozen bullywug tribes live here. Projections: Black Dragon Bileous here or flying over Mt Falco, the mountains to the west or over the Lel Fens to the south. Bullywugs from H10. Orcs from J11 and K11.

**I12** : Woods of the angry sprites. The hundreds of sprite hamlets here are constantly fighting bullywugs. Projections: minor vampire underlings from Luilith on Lel. Bullywugs from H11 and I11. Black Dragon Bileous in flight to the west.

**J4** : Hippogriff bluffs. Tall hills with eastward facing bluffs are home to several hundreded hippogriffs. Projections: Orcs and goblins from I5 and J6 hunting hippogriff to take to Angrasto.

**J5** : Confluence of the Klet Stream and the Adutha. An Ancient dwarvish bridge is down stream and is guarded by trolls. Projections: Hippogriffs from J4. Orcs and goblins from I5 and J6 hunting.

**J6** : Goblin encampments. Projections: Orcs from I5. Dwarvish raiders from the Tunnel Path. Red Dragon Angrasto flying about the mountains to the east.

**J7** : 🏰 The Tunnel Path North Entrance. Dwarvish hill city with a trade road running underground from I7 to J7. The dwellings, shops, and workspaces fill the hills and have a presence on the surface with domed roofs, windows and doors.

**J8** : A ruined elvish ampitheater. Bards and elves may gain one extra spell slot up to 3<sup>rd</sup> level here. Projections: Kobolds from J9. Dragon Angrasto flying about the mountains in the north. Dwarvish and gnomish bards visiting from the

Tunnel Path and Gnome Hills in I8. Elvish spell casters from distant locations.

**J9** : Kobold tribes. Projections: Red Dragon Angrasto flying about the mountains in the north. Gnome and dwarf raiders from the Tunnel Path and Gnome Hills at I8.

**J10** : The many feeding ledges of Red Dragon Angrasto on the face of Mt Falco. Projections: Red Dragon Angrasto. Orcs from J11, K11 and kobolds from J9 bringing food to the dragon, or hunting goats.

**J11** : Orc tribes. Projections: Lesser vampires and fogs from Luilith on Lel. The Vampire Karth hunting or recruiting orcs. Red Dragon Angrasto flying about Mt Falco. Rival orcs from K11. Hobgoblins from L11, L12, M10, M11.

**J12** : 🏰 Luilith on Lel A ruined castle and home of the vampire Karth. This is a dungeon crawl location.

**J13** : Deep and difficult woods prone to thick fogs emanating from Luilith on Lel. Projections: minor vampire underlings from Luilith on Lel.

**K5** : Ruins of a dwarvish pump house and pipes to the Mines of Klet (k6)

**K6** : 🏰 Mines of Klet. Built by dwarves. Tunnels to Belvigor (L8). Some areas still worked. Abandoned areas sealed off and dungeon crawl with beholders as main residents.

**K7** : Ruined hill dwarf villages, filled with hill monsters and lost treasures (several small dungeon delves). Projections: Goblin treasure hunters from J6. Red Dragon Angrasto flying over the mountains to the East. Dwarvish adventurers from Belvigor.

**K8** : Red Dragon Angrasto's resting perch, carved into the side of Mt Srur and overlooking the dwarvish high road. It is carved with the image of snakes with rubies set into their eyes. The snakescales are coated in gold leaf. Projections: Caravans (See caravan section below). Red Dragon Angrasto.

**K9** : 🐉 Ancient Red Dragon Angrasto's Lair.

**K10** : Red Dragon Angrastos bathing pools. The area around the pools is charred and burnt for 3 miles around. Projections: Red Dragon Angrasto. Kobolds from J9 and L10. Orcs from K11. Hobgoblins from L11, L12, M10, M11.

**K11** : Orc tribes. Projections: Red Dragon Angrasto flying about Mt Falco, Mt Bilel or the baths in K10. Rival orcs from J11. Hobgoblins from L11, L12, M10, M11.

**K12** : Prison of the Pit Fiend Kafak Lacamrak.

The fiend is bound by platinum and enchanted chains inside a cage made of enchanted electrum that hangs above a 90' deep sinkhole that leads directly down to the underdark. The pit fiend was imprisoned here 500 years ago after a failed coup.

**L7** : The orc smiths of Mt Igno. Famed orc weapon and armour smiths who put out heavy armour, swords and axes, smelted from iron they have mined themselves from the mountain. Projections: Dwarvish raiders from Belvigor, Hobgoblin traders from the Hobgoblin Legions of Skerel (M10, M11, L11, L12) and goblins and orcs from J6 and I5. Red Dragon Angrasto flying above the mountain ranges in the east.

**L8** : City of the Dwarves of Belvigor. Tunnels to the mines of Klet (k6). The Red Dragon Angrasto (k9) has a worship theater in Mt Spalvith. Kobolds from (L10) and (LJ9), and orcs from K11 and J11, can be found here for sessions at least once a month. Dwarvish representatives often show up to assuage the dragon's ego.

**L9** : Red Dragon Angrasto's tribute amphitheater on the flanks of Mt Surik, overlooking the Hobgoblin legions in M10. Projections: Red Dragon Angrasto taking tribute or flying above the mountain ranges or attacking the hobgoblins. Kobolds from L10, Hobgoblins from the Hobgoblin Legions of Skerel in a moving battle with one another or raiding Belvigor caravans or trading for weapons and armour from the orc smiths of Mt Igno.

**L10** : Kobold encampments. Projections: Red Dragon Angrasto flying over the mountain peaks. Orcs from K11 and J11 going to or from the worship and tribute spaces. Hobgoblin raiders from L11, L12, M10, M11.

**L11** : Hobgoblin Legions of Skerel Projections: Red Dragon Angrasto flying over K9 or K10. Kobolds from L10.

**L12** : Hobgoblin Legions of Skerel **M9** : Tribute spire of Red Dragon Angrasto, built on the peak of Mt Surik with a pedestal for the ancient ragon, platforms for tribute and lower platforms for tributaries. Often snow covered. Projections: Red Dragon Angrasto present or flying the mountain peaks at L8, K8 and K9. Kobolds from L10 and J9. Orcs from K11 and J11. Dwarves from Belvigor.

**M10** : Hobgoblin Legions of Skerel

**M11** : Hobgoblin Legions of Skerel.

## **Cursed Barrier Woods of Lost Resome**

These woods have a deep enchantment laid upon them thwarting attempts to traverse them to get to the city of Resome. The woods are constantly shrouded in thick fog. Within the trees and undergrowth shift about when no one is looking to confuse and turn back travellers. Survival checks in the woods get disadvantage and maintaining a course toward Lost Resome needs a DC 21 survival check if not following a carefully blazed path marked into rock. Treants wander the woods but have become evil.

## **Hobgoblin Legions of Skerel**

These legions occupy L11, L12, M10, M11. There are 2 or 3 warlords per hex. They constantly war with one another. They have built dozens of castle keeps in their lands.

Red Dragon Angrasto occasionally attacks the legions if they attempt to infringe on his territory or kill too many of his minions.

## **CARAVANS**

### **Road from Grass Meadow to South**

Grain or lumber going south. Clothes and bronze going to Grass Meadow. 2D100 GP, d6 \* 200 SP, 2d6 \* 200 CP.

4 to 20 guards, armed with crossbows and acid grenades to ward off the trolls in C3. 20% caravan belongs to Lord Binare.

### **Satyr Wine Caravans**

Trading wine made in the secret vineyards of B5

and delivered to Grass Meadow. There will be 8 to 15 satyrs and carts with wine barrels, full on the way to Grass Meadow, empty on the return journey. 2D100 GP, 2d6 \* 200 SP, 2d8 \* 200 CP.

## **Dwarvish Caravans**

Taking gems, jewelry, precious metals and iron from Belvigor to Polemar or lumber, furniture, fine cloth and wine in the other direction. The smallish, wolf drawn carts fit the narrow, cobbled path built and maintained by the dwarves. Each cart will have 10 dwarvish guards. A caravan may have up to 20 carts.

2D20 GP, 2d6 \* 50 SP, 2d6 \* 200 CP per cart.

## **Other Roads**

Wine, clothing, cloth and farm produce flow from Grass Meadow.

Lumber, gems, precious metals and iron flow from Polemar.

Furniture and crafted household items flow from Druidstone.

Weapons, tools and armor flow up from the cities far to the south via Druidstone.

Such caravans have 4 + d6 guards and carry D100 GP, d6 \* 100 SP, 2d6 \* 500 CP.

## **Treasure Carts**

1 in 10 caravans carries cash in locked chests representing major accumulated profits, church tithes or taxes. There will be double the number of guards and possibly spell casters protecting the haul. 2D20 \* 100GP, 2D10 \* 200SP. Dragon minions and bandits can be guaranteed to be on the look out for these.