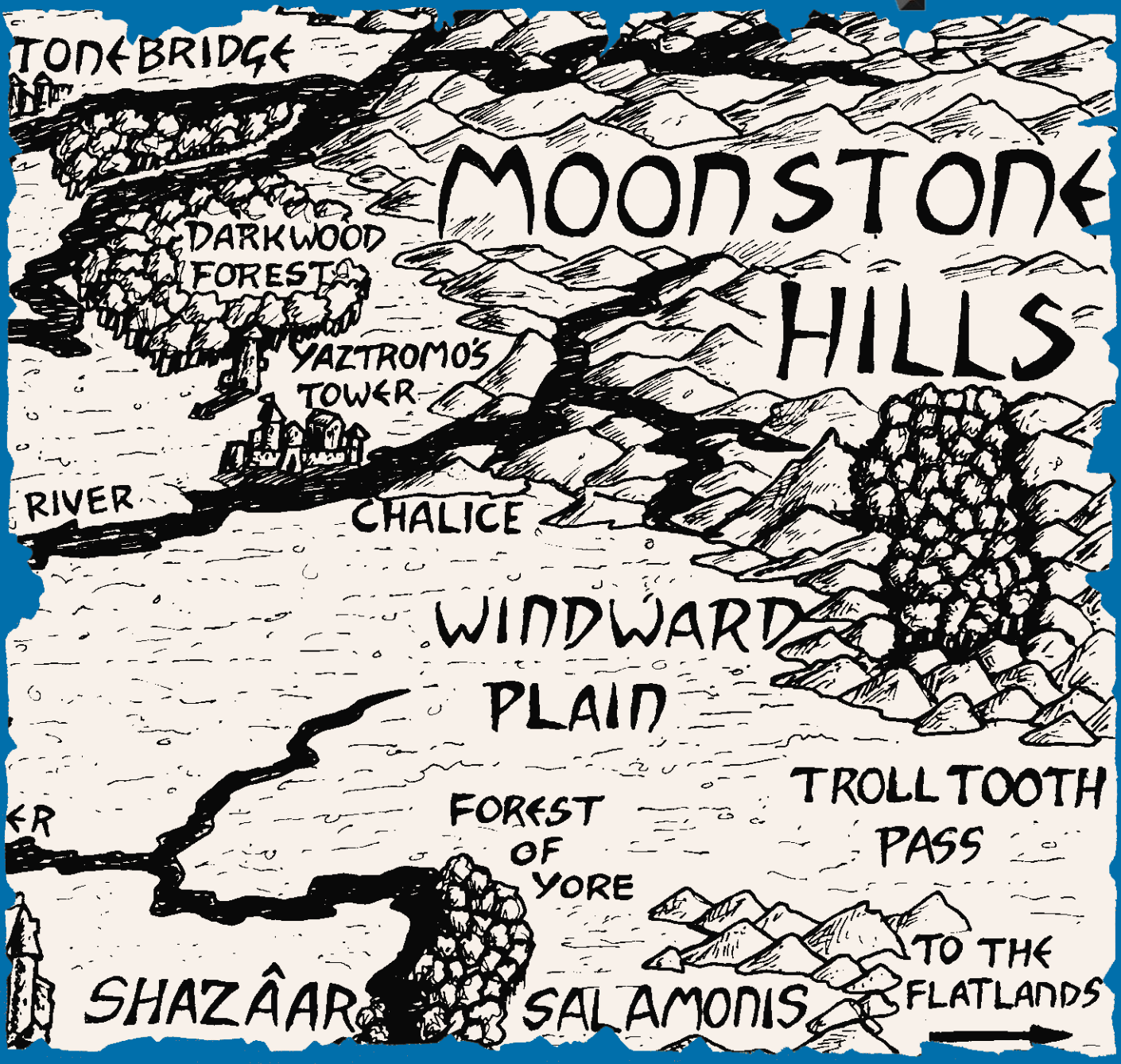
THE ATLAS OF TITAN



THE DEFINITIVE GUIDE TO THE GEOGRAPHY OF THE *FIGHTING FANTASY* WORLD

THE ATLAS OF



Designed, edited, and mostly written by: **Simon Osborne**

Contributing Editors: **Warren McGuire, Andrew Wright,** and **Richard Krommydas**

This document brings together all the published maps of Titan from the *Fighting Fantasy* gamebooks and novels, the d20 modules, and also those published in the short-lived *Warlock* Magazine.

Many thanks to Ed Jolley, Andrew Ritchie, and Andrew Wright for some of the rarer scans. Thanks too to Kieran Coghlan for scans of the maps from the Myriador d20 conversions of *The Warlock of Firetop Mountain, Deathtrap Dungeon,* and *Caverns of the Snow Witch*; and to Eric Chaussin for his scans of the maps from the d20 modules of *Trial of Champions* and *The Shamutanti Hills*; and also to Brett J Schofield who sent some information from the *Trial of Champions d20 Module* my way. Thanks must also be directed towards anyone who has contributed to the **Titannica** wiki—your articles helped me out of some sticky situations when further research into a place or person was required. Many thanks also go out to Anders Österberg for going over the text with a fine-toothed comb and finding far more errors than I'd be happy to admit!

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Please note: The serial comma (aka the Harvard or Oxford comma) is used throughout this work. It is a stylistic decision and *not* an error.

Last updated: *Monday, 04 October 2010*

FOREWORD

The very first *Fighting Fantasy* gamebook I ever read was probably *The Warlock of Firetop Mountain*, which I borrowed from my primary school library back in 1987. The books were just starting to become popular in my school—proof that the provinces are always slow to catch up. I read it, not really understanding the game aspects, and quite enjoyed it, though I found The Maze of Zagor part to be rather boring. As I slowly began to understand the rolling of SKILL, STAMINA, and LUCK, so my appreciation for the books grew. It wasn't until some months later that I started borrowing the later books off friends that I really began to love the gamebook idiom. The adventure! The monsters! The fantasy (usually)!

As the popularity of the books increased, many of us began to buy the books—or get our parents to buy them for us—and soon a strange one-upmanship developed. To be the first person to bring a new or rare title to school meant instant kudos. My own collection started off rather tamely and quite slowly, but momentum began to gather. I was the first person in my school to own a copy of *Daggers of Darkness*, and the arresting cover, together with the quick-fire and exciting gameplay, really caught my attention. To this day, it's still one of my favourites.

I wasn't content with just reading the books, fudging what items I was carrying, cheating to win. I spent hours poring over all the possible options in the paragraphs, making notes. Being the first person to complete *Citadel of Chaos*, *House of Hell*, and *Appointment with F.E.A.R.* made me feel rather proud of myself, though the pinnacle of smugness was reserved for when I completed *Creature of Havoc*. That darn secret code language! I can still write messages in it now.

As my collection of the books grew, so too did my knowledge of the world of Titan. Hardcore fans of *Star Trek* learn Klingon; I knew off by heart the solutions to most of the *Fighting Fantasy* series, as well as the geographical locations where they took place. By #42: *Black Vein Prophecy*, I had 'caught up' with the releases, and I continued to keep up with new titles for some years afterwards. What I really wanted, though, was a dedicated Atlas, showing all the maps of the world of Titan. The book *Titan: The Fighting Fantasy World* was and still is a superb resource, but much detail found on the colour maps from the series was missing from it. I lived in hope that there simply *must* be a market for an Atlas of Titan, that the writers and publishers *must* be aware of the need for such a book, that one *must* be in production.

Sadly, the fabled Atlas remained a myth. By 1995, with the publication of *Curse of the Mummy*, I was a seventeen-year-old college student, and gamebooks were mostly a part of my childhood. I had more important things to think about—booze being chief among them! For a time I devoted myself to computer games, but they just weren't as fulfilling. Thanks to the Internet, I discovered a group of fellow ~~nutters~~ enthusiasts who helped me get back in touch with the sheer joy I'd felt reading gamebooks as a youth. But one thing was missing. My interest rekindled, there was one thing I really, really wanted to see: an Atlas of Titan.

After some time, I realized that such a resource wasn't going to fall into my lap: if I wanted to see an Atlas, I would probably have to compile it myself. The work began slowly, scanning in the colour maps from the books. Then the black-and-white maps. Then even some landscape illustrations that could be used as maps. Warren McGuire had written a one-page article about the map from *Tower of Destruction*, and I really liked the layout, so with his permission, I used the same layout in my own document. New maps came to light, and I went tracking down the maps from the *Warlock* magazines, and then the d20 modules. Some of the maps in here will be unfamiliar to all but the most ardent of fans.

Writing the brief essays that accompany the illustrations was really difficult. The Atlas has been a work-in-progress since 2004, but it wasn't completed until the end of 2009. Quite meticulous research has been carried out, with copious direct quotes taken from, and allusions made to, the source materials, all meticulously footnoted. Long-forgotten pathways in the books have been explored with a view to understanding how the world of Titan fits together. References to climate and terrain have been noted, as have intriguing locations and landmarks. Likely encounters and local characters are other important aspects that a traveller should know, as are any strange customs practised in the wide world beyond the settled lands. Knowing where the inns and taverns are is further vital knowledge that this tome hopes to impart to any would-be adventurer. I may have made a few mistakes here and there. I beg your forgiveness and ask that you remember this has been a twenty-year labour of love.

So, if you have ever fancied a trip to Port Blacksand to see the sights, or wondered about the locations of Bathoria or Gundobad, or wanted to know what the Ziggurat World looks like, this book is designed to help you. Read on, safe in the knowledge that there are people just as devoted to the world of *Fighting Fantasy* as you are!

Simon Osborne

CONTENTS

TITAN *(Titan: The Fighting Fantasy World)* **8**

ALLANSIA

ALLANSIA: LAND OF DANGER
(Titan: The Fighting Fantasy World)..... **10**

NORTHERN ALLANSIA

NORTHWESTERN ALLANSIA *(Warlock #1)*..... **12**
NORTHWESTERN ALLANSIA
(Out of the Pit: Fighting Fantasy Monsters) **14**
NORTHWESTERN ALLANSIA
(Zagor Chronicles #3: Skullcrag)..... **16**
NORTHWESTERN ALLANSIA
(The Trolltooth Wars)..... **18**
NORTHWESTERN ALLANSIA
(The Salamonis Gazette #2)..... **20**
THE COAST ROAD *(Night Dragon)* **22**
THE ELIMITE MONASTERY *(Allansia)* **24**
KAAD / KAAD CITY GATES *(Allansia)* **26**
THE CITY OF FANG
(Deathtrap Dungeon d20 Module)..... **28**
DEATHTRAP DUNGEON
(Deathtrap Dungeon d20 Module)..... **30**
TRIAL OF CHAMPIONS
(Trial of Champions d20 Module)..... **32**
ICEFINGER MOUNTAINS / CRYSTAL CAVES
(Caverns of the Snow Witch d20 Module)..... **34**
ICEFINGER MOUNTAINS / PAGAN PLAINS
(Caverns of the Snow Witch d20 Module)..... **36**
BADEDAS' TOWER *(Warlock #7: Deathtrap on Legs)*..... **38**
KAYPONG *(Armies of Death)*..... **40**
FOREST OF THE NIGHT *(Siege of Sardath)*..... **42**
DARK ELF CITY *(Siege of Sardath)* **44**
FREEZEBLOOD MOUNTAINS *(Siege of Sardath)*..... **46**
THE FROZEN PLATEAU *(Tower of Destruction)* **48**
FANGTHANE *(Titan: The Fighting Fantasy World)* **50**
THE GIANT'S TEETH
(Saga of the Storm Chaser [Unpublished]) **52**

PORT BLACKSAND

THE SIEGE OF CARSEPOLIS
(Titan: The Fighting Fantasy World)..... **54**
PORT BLACKSAND: CITY OF THIEVES
(Titan: The Fighting Fantasy World)..... **56**
PORT BLACKSAND *(Midnight Rogue)* **58**
THE HARBOUR DISTRICT *(Blacksand!)*..... **60**
THE LOBSTER WHARF *(Dungeoneer)*..... **62**
BLACK LOBSTER TAVERN / HYDANA'S TEMPLE
(Titan: The Fighting Fantasy World / Dungeoneer) **64**
THE GARDEN DISTRICT *(Blacksand!)* **66**
DVORGAR'S HOUSE *(Blacksand!)*.....**68**
EXECUTION HILL *(Blacksand!)*.....**70**
THE FISH MARKET *(Blacksand!)* **72**
THE TEMPLE DISTRICT *(Blacksand!)* **74**
THE NOOSE *(Blacksand!)*.....**76**
THE MARKET SQUARE *(Warlock #3: Market Mayhem)*.....**78**
DRAGON'S TOOTH INN /
THIEVES' DEN *(Dungeoneer / Blacksand!)*.....**80**
THE MERCHANT DISTRICT *(Blacksand!)* **82**
THE CITY GATES *(Blacksand!)*.....**84**
THE ELIMITE TEMPLE
& SURROUNDINGS *(Blacksand!)*.....**86**
THE SEWERS *(Blacksand!)*.....**88**
THE CENTIPEDE LAIR /
SARGON'S LAIR *(Blacksand!)*.....**90**
XORTAN THROG'S LAIR
(CARSEPOLIS) *(Blacksand!)* **92**
MEERHAM VILLAGE /
TRADER'S TENT *(Blacksand!)* **94**
SOUTHERN PLAINS
(Warlock #13: The Dreaming Sands).....**96**

CENTRAL NORTHERN ALLANSIA

CENTRAL NORTHERN ALLANSIA
(Crypt of the Sorcerer).....**98**
THE PAGAN PLAINS
(The Warlock of Firetop Mountain d20 Module) **100**
GILFORD
(The Warlock of Firetop Mountain d20 Module) **102**
FIRETOP MOUNTAIN (ENVIRONS)
(The Salamonis Gazette #1).....**104**
FIRETOP MOUNTAIN & PAGAN PLAINS
(Return to Firetop Mountains) **106**
FIRETOP MOUNTAIN
(The Warlock of Firetop Mountain 25th Anniversary Edition).....**108**
FIRETOP MOUNTAIN
(The Warlock of Firetop Mountain d20 Module) **110**
FIRETOP MOUNTAIN (ORIGINAL SKETCH)
(The Warlock of Firetop Mountain 25th Anniversary Edition).....**112**
FIRETOP MOUNTAIN
(The Warlock of Firetop Mountain Board Game).....**114**
GREY ROCK *(Warlock #12: The Battle of Grey Rock)* **118**
DARKWOOD FOREST *(The Forest of Doom)*.....**120**
DARKWOOD FOREST
(The Forest of Doom d20 Module) **122**
DARKWOOD FOREST
(The Forest of Doom d20 Module) **124**

GREMLINS' WELL
(The Forest of Doom d20 Module) **126**
CLONE CAVERNS
(The Forest of Doom d20 Module) **128**
YAZTROMO'S TOWER
(Titan: The Fighting Fantasy World) **130**
TIRANDUÌL KELTHAS
(Titan: The Fighting Fantasy World) **132**
TIRANDUÌL KELTHAS OVERVIEW
(Titan: The Fighting Fantasy World) **134**
STONEBRIDGE *(The Forest of Doom d20 Module)* **136**
CENTRAL NORTHERN ALLANSIA *(Dungeoneer)* **138**
XORTAN THROG'S TOWER *(Dungeoneer)* **140**
GOBLIN CAVERNS / PRISONERS' CELLS / THE SWORDS *(Dungeoneer)* **142**
THE GRIFFIN / THE FIREBALL / GIANT LIZARD *(Dungeoneer)* **144**
THE GUARDROOM / WIZARD'S CHAMBERS *(Dungeoneer)* **146**
TROLLTOOTH PASS *(Creature of Havoc)* **148**
STITTLE WOAD *(Titan: The Fighting Fantasy World)* **150**

WESTERN ALLANSIA

CITIES OF THE SNAKE PEOPLE
(Titan: The Fighting Fantasy World) **152**
ARANTIS *(Curse of the Mummy)* **154**
ANCIENT ARANTIS *(Curse of the Mummy)* **156**
AXEHEAD PLAINS *(Battleblade Warrior)* **158**

SOUTHERN ALLANSIA

SOUTHERN ALLANSIA *(The Riddling Reaver)* **160**
SOUTHERN ALLANSIA (IN RELIEF) *(The Riddling Reaver)* **162**
JUNGLES *(The Riddling Reaver)* **164**
THE SHRINE OF DESTINY *(The Riddling Reaver)* **166**
THE REAVER'S ROOST *(The Riddling Reaver)* **168**
THE REAVER'S LABORATORY
(The Riddling Reaver) **170**
KALLAMEHR *(The Riddling Reaver)* **172**
KALLAMEHR TOWER *(The Riddling Reaver)* **174**
KALLAMEHR (HOURGLASS) *(Slaves of the Abyss)* **176**

ALLANSIAN DUNGEONS

THE BONERAT CAVES
(Titan: The Fighting Fantasy World) **178**
THE WISHING WELL
(Fighting Fantasy: The Introductory Role-playing Game) **180**
SHAGGRADD'S HIVES OF PERIL
(Fighting Fantasy: The Introductory Role-playing Game) **182**
THE RING OF SEVEN TERRORS
(Warlock #9: The Ring of Seven Terrors) **184**

KHUL

KHUL: THE DARK CONTINENT
(Titan: The Fighting Fantasy World) **186**
ARION & PIKESTAFF PLAIN *(Masks of Mayhem)* **188**
FALLOW DALE WOODS *(Masks of Mayhem)* **190**
THE DEAD LANDS *(Master of Chaos)* **192**
ASHKYOS *(Master of Chaos)* **194**
CLOUDHIGH MOUNTAINS *(Portal of Evil)* **196**
NEUBURG *(Beneath Nightmare Castle)* **198**
KAZAN *(Daggers of Darkness)* **200**
GORAK *(Chasms of Malice)* **202**
ZAMARRA *(Fangs of Fury)* **204**
THE INLAND SEA *(Seas of Blood)* **206**
THE INLAND SEA *(Ashkar the Magnificent)* **208**
SCORPION SWAMP *(Scorpion Swamp)* **210**
HACHIMAN *(Sword of the Samurai)* **211**

THE OLD WORLD

THE OLD WORLD *(Titan: The Fighting Fantasy World)* **212**

KAKHABAD

KAKHABAD *(Warlock #5)* **214**
KAKHABAD *(Out of the Pit: Fighting Fantasy Monsters)* **216**
KAKHABAD *(Steve Jackson's Sorcery!)* **218**
THE SHAMUTANTI HILLS
(The Shamutanti Hills d20 Module) **220**
THE SHAMUTANTI HILLS *(The Crown of Kings)* **222**
CANTOPANI *(The Shamutanti Hills d20 Module)* **224**
SCHANKER MINES *(The Shamutanti Hills d20 Module)* **226**
HEADHUNTERS' VILLAGE
(The Shamutanti Hills d20 Module) **228**
KRISTATANTI *(The Shamutanti Hills d20 Module)* **230**
DHUMPUS *(The Shamutanti Hills d20 Module)* **232**
BIRRITANTI *(The Shamutanti Hills d20 Module)* **234**
BIRRITANTI *(The Shamutanti Hills)* **236**
TORREPANI *(The Shamutanti Hills d20 Module)* **238**
MANTICORE'S LAIR
(The Shamutanti Hills d20 Module) **240**
THE ROAD TO KHARÉ *(Kharé—Cityport of Traps)* **242**
KHARÉ: CITYPORT OF TRAPS
(Titan: The Fighting Fantasy World) **244**
KHARÉ *(Kharé—Cityport of Traps d20 Module)* **246**
KHARÉ: SOUTH GATE
(Kharé—Cityport of Traps d20 Module) **248**
KHARÉ: SCHOLAR'S CRESCENT
(Kharé—Cityport of Traps d20 Module) **250**
KHARÉ: MAYNE ROAD
(Kharé—Cityport of Traps d20 Module) **252**
KHARÉ: FAIRGROUND
(Kharé—Cityport of Traps d20 Module) **254**
KHARÉ: DOCKS *(Kharé—Cityport of Traps d20 Module)* **256**
KHARÉ: MONUMENT SQUARE
(Kharé—Cityport of Traps d20 Module) **258**

KHARÉ: NORTH GATE
(Kharé—Cityport of Traps d20 Module) **260**
KHARÉ: NORTHSIDE SEWERS
(Kharé—Cityport of Traps d20 Module) **262**
THE BAKLANDS *(The Seven Serpents d20 Module)* **264**
SNATTA STRANGLEWEED
(The Seven Serpents d20 Module) **266**
LAKE ILKLALA *(The Seven Serpents d20 Module)* **268**
LOW XAMEN *(The Seven Serpents)* **270**
ZANZUNU FOOTHILLS *(The Crown of Kings)* **272**
ZANZUNU PEAKS *(The Crown of Kings)* **274**

ANALAND

ANALAND *(Revenge of the Vampire)* **276**

FEMPHREY

FEMPHREY *(Stormslayer)* **278**

MAURISTATIA

MAURISTATIA
(Warlock #5: In Search of the Mungies' Gold) **280**
MORTVANIA *(Vault of the Vampire)* **282**

GALLANTARIA

GALLANTARIA *(The Tasks of Tantalon)* **284**
THE EEDE DAM *(The Tasks of Tantalon)* **286**
THE MINOTAUR'S MAZE *(The Tasks of Tantalon)* **288**
CASPER *(The Tasks of Tantalon)* **290**
WINDSWEPT MOOR *(The Tasks of Tantalon)* **292**
GLAYDON FOREST *(Dead of Night)* **294**
CENTRAL GALLANTARIA
(Legend of the Shadow Warriors) **296**
KARNSTEIN (HISTORICAL)
(Legend of the Shadow Warriors) **298**
CITY OF BLACKHAVEN *(Moonrunner)* **300**

RUDDLESTONE

NORTHWESTERN RUDDLESTONE
(Spellbreaker) **302**
FOREST OF LEIN *(Knights of Doom)* **304**
THE PORT OF CRABS *(Bloodbones)* **306**

THE OCEANS

BLOOD ISLAND *(Trial of Champions d20 Module)* **308**
BLOOD ISLAND *(Unpublished)* **310**
BLIND FIGHT ARENA
(Trial of Champions d20 Module) **312**
BONE ISLAND *(Bloodbones)* **314**
FIRE ISLAND *(Island of the Lizard King)* **316**
FIRE ISLAND *(Unpublished)* **318**
THE ISLE OF DESPAIR *(Stealer of Souls)* **320**
ISLES OF THE DAWN *(Black Vein Prophecy)* **322**
STAYNG ISLAND *(Keep of the Lich-lord)* **324**
SOLANI ISLAND *(Island of the Undead)* **326**
MERFOLK RAIDING PARTY
(Titan: The Fighting Fantasy World) **328**

HISTORICAL

IRRITARIA: THE FIRST CONTINENT
(Titan: The Fighting Fantasy World)) **330**
ATLANTIS *(Titan: The Fighting Fantasy World))* **332**

MISCELLANEOUS

THE HORIZON INN
(Warlock #8: The Tower of Hades) **334**
THE TOWER OF HADES
(Warlock #8: The Tower of Hades) **336**
THE TWICE SHY *(The Riddling Reaver)* **338**
THE PLANES *(Titan: The Fighting Fantasy World)* **340**
THE SKIES OF TITAN
(Titan: The Fighting Fantasy World) **342**

OTHER WORLDS

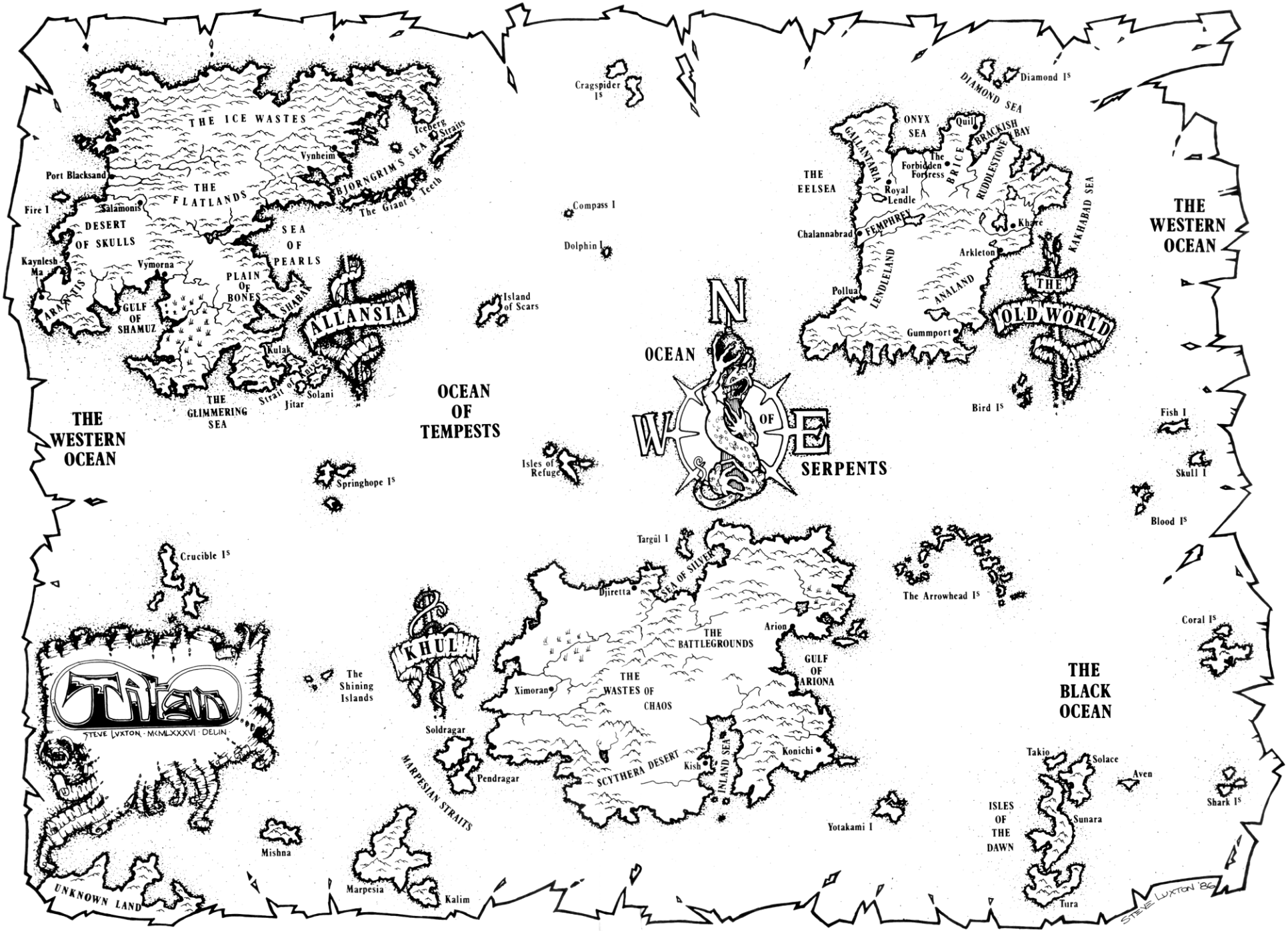
VANGORIA *(Battlecards)* **344**
GUNDOBAD *(Clash of the Princes)* **346**
SIMEON'S MAZE *(Spectral Stalkers)* **350**

AMARILLIA *(Casket of Souls)* **352**
AMARILLIA *(Zagor Chronicles #1: Firestorm)* **354**
AMARILLIA *(Zagor Chronicles #4: Demonlord)* **356**
SKULLCRAG *(The Legend of Zagor Board Game)* **358**

GREYGUILDS-ON-THE-MOOR
(Talisman of Death) **360**

APPENDICES

A: THE LOCATION OF GUNDOBAD UPON TITAN **361**
B: THE GEOGRAPHY OF *SHADOWMASTER* **365**
C: SCALE AND DISTANCES UPON TITAN **370**
D: CLIMATE AND TEMPERATURE OF TITAN **371**
E: THE AUTHORS OF TITAN **373**
F: THE ARTISTS AND ILLUSTRATORS OF TITAN **375**


THE ICE WASTES
Iceberg Straits
Vynheim
BJORNGRIM'S SEA
Port Blacksand
THE FLATLANDS
The Giant's Teeth
Fire I
Salamonis
DESERT OF SKULLS
SEA OF PEARLS
Kaynlesh Ma
Vymorna
PLAIN OF BONES
SHABAK
ARAN-TIS
GULF OF SHAMUZ
ALLANSIA
Kulak
Strait of Jitar
Solani
THE GLIMMERING SEA
THE WESTERN OCEAN
Cragspider Is
Compass I
Dolphin I
Island of Scars
OCEAN OF TEMPESTS
Isles of Refuge
Springhope Is
Crucible Is
Targül I
Djiretta
SEA OF SILVER
THE BATTLEGROUNDS
Arion
GULF OF ARIONA
KHUL
The Shining Islands
Ximoran
THE WASTES OF CHAOS
Soldragar
Pendragar
MARPESIAN STRAITS
SCYTHERA DESERT
Kish
INLAND SEA
Konichi
Yotakami I
Mishna
Marpesia
Kalim
UNKNOWN LAND
Titan
STEVE LUXTON · MCMLXXXVI · DELIN
The Arrowhead Is
Coral Is
THE BLACK OCEAN
Takio
Solace
Aven
Shark Is
ISLES OF THE DAWN
Sunara
Tura
Diamond Is
DIAMOND SEA
ONYX SEA
Quil
BRACKISH BAY
GALLANTARIA
The Forbidden Fortress
BRICE
RUDDLESTONE
THE EELSEA
Royal Lendle
Chalannabrad
FEMPHREY
Khare
KAKHABAD SEA
Arkleton
LENDLELAND
ANALAND
Pollua
THE OLD WORLD
Gummport
Bird Is
THE WESTERN OCEAN
Fish I
Skull I
Blood Is
N
W
E
OF
SERPENTS
OCEAN
STEVE LUXTON '86

TITAN

Source: *Titan: The Fighting Fantasy World* (pages 10–11)
Edited by: Marc Gascoigne
Artist: Steve Luxton
Year: 1986
Area: Titan

The majestic world of Titan is shown here is all its tarnished glory. From Arantis to Ximoran, from the Diamond Islands to Marpesia and Kalim, this is a world of fell deeds and mighty heroes. Indeed, on Titan "you will never need to journey far to find adventure!"[1]

Sadly, we do not know much regarding most of the islands shown here. What we do know is mostly collected together at the rear of the Atlas under the heading The Oceans, with accompanying maps. Despite lacking accompanying maps, we do have brief but accurate snippets of information about two of the many distant isles. Fish Island is so named because it resembles a large fish in shape. Rumour has it that the foul pirate Captain Bloodaxe shelters here, on his ship *The Troll*.[2] Skull Island is also named because of its shape—and the many buccaneers and pirates that put in there.[3] No one knows if there are any settlements on these islands—a visitor is likely to be skewered by the scurvy rogues before they can set foot ashore.

In the later pages of this Atlas, many of the lands shown here in very little detail will be covered more closely. The maps, manuscripts, books, even games of Titan have been scoured to find the most accurate and most interesting cartography depicting this strange world. The continent of Allansia is fair taken down to its constituent parts. Almost no river, rock, or grain of sand remains un swum, unturned, or uninspected. Scholars, historians, even new-fangled anthropologists have been interviewed to get an insight into the peoples, tribes, clans, and creatures of this fantastic world. Indeed, sometimes, there was such a wealth of materials that we have had to leave out some of the more obscure details.

One such omission from the essay accompanying the map of Kazan was regarding Adana-Broussah, a fascinating and fearless young woman who joined "the nomadic clan of mercenaries known as Beshbalik's Marauders", also known throughout southern Khul as the Scavengers of Slaughter. Her joining was at the behest of the Wizard Astragal, as "a link in one of his chains of information." Despite their fearsome reputation, "they are always picking up lone adventurers who can prove themselves."[4] Beshbalik himself is a bald-headed Kazanid, with an eye-patch over his left eye. He typically rides upon two Fangtigers and has a Grypfalcon perched on his shoulder.[5]

Another omission we simply did not have the space for concerns the peculiar communal alehouse-baths in certain outlying towns of the Isles of the Dawn. Visitors strip before entering the steaming, bubbling surface of a large communal bath inside the inn. "Bobbing around its sides are patrons, guzzling cups of ale served from a network of pipes that hang over the pool." The waters are said to have invigorating properties.[6]

Where possible, such information has been arranged to accompany the relevant maps, and we hope that any omissions do not lead any readers into any unfortunate or untoward situations.

Travelling across the mighty oceans can seem a daunting challenge. "Because of the long distances between continents", a traveller may need to resort to island-hopping; but with patience and time, it is possible to sail all the way round the world.[7] Of the many types of ships—skiffs, barges, warships, dhows—two are of the most use when travelling long distances at sea: the galley and the merchant ship.

Galleys are "long, oar-drawn ships…usually manned by slaves. They are often used by coastal pirates, as they can be very manoeuvrable in combat: skilful rowing can make them go backwards, for instance, or turn quickly." The fearsome "northmen of Frostholm in Allansia use long, square-sailed galleys decorated with Dragons, which they sail far from home to raid isolated coastal farmsteads and villages." Conversely, the Merchant Ship, while typically the same size as galleys, are wider, "with a single mast and a triangular 'lateen' sail. Some also have ports for oars, which can be used to move a ship around a dock, or when becalmed." A word of warning, however: Pirates "often use similar ships for making raids on merchant ships."[8]

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[1] *Titan: The Fighting Fantasy World* page 9.

[2] *Demons of the Deep* (1986) paragraphs 288, 228, 51, and 100.

[3] *Demons of the Deep* (1986) paragraphs 288 and 156.

[4] *Daggers of Darkness* (1988) paragraphs 49 and 200.

[5] *Daggers of Darkness* (1988) paragraph 138; *cf. The Fighting Fantasy Poster Book* (1991) pages 31–2.

[6] *Black Vein Prophecy* (1990) paragraph 286.

[7] *Titan: The Fighting Fantasy World* page 118.

[8] *Titan: The Fighting Fantasy World* page 119.


ALLANSIA
THE DRAGON REACHES
THE FROZEN PLATEAU
Icefinger Mtns
Zengis
Fang
THE PAGAN PLAINS
Stonebridge
Red R
Port Blacksand
Catfish R
Moonstone Hills
Fire I
Skull Coast
Whitewater R
Salamonis
THE FLATLANDS
Wolftown
Warpstone
Blood I
THE DESERT OF SKULLS
Lake Nykosa
SEA OF PEARLS
PLAIN OF BRONZE
Freezeblood Mtns
Vynheim
FROSTHOLM
Iceberg Straits
Sardath
Forest of Night
R Sardath
Fangthane
JARLHOF BAY
BJORNGRIM'S SEA
The Giant's Teeth
Bakulan
SHABAK
Typhoon Straits
The Storm Coast
BAY OF STORMS
Bay of Eliot
Rimon
Halak
Pirate Coast
THE SNAKELANDS
Vymorna
R Vymora
SWAMPLANDS OF SILUR CHA
Silur Cha (Lizard Man city)
PLAIN OF BONES
Kaynlesh-Ma
R Eltus
ARANTIS
GULF OF SHAMUZ
THE WESTERN OCEAN
Mountains of Grief
BAY OF KULAK
Merluk
Kulak I
Bei-Han
Agra
THE GLIMMERING SEA
Strait of Knives
Jitar I
Solani I
Alkemis
Kallamehr
N
W
e
S
STEVE LUXTON '82

ALLANSIA: LAND OF DANGER

Source: *Titan: The Fighting Fantasy World* (page 13)
Edited by: Marc Gascoigne
Artist: Steve Luxton
Year: 1986
Area: Allansia

"Originally, 'Allansia' was simply the name of one small part of the great continent, the extreme western area between the Icefinger Mountains and the northern reaches of the Desert of Skulls. It means 'the Teeming Plains' in a very ancient, much-corrupted Elven tongue." In more recent times, it has come to mean "the entire landmass, from the Dragon Reaches to the Strait of Knives, from Kaynlesh-Ma and Arantis to the Iceberg Straits."[9]

Much of the areas shown here will be covered in much more detail later on in this Atlas, so they will be passed over here with few words. Some parts of the continent have not been as rigorously explored as others, so what little is known about these areas will be covered briefly here.

On the southern edge of the Sea of Pearls is "the small principality of Shabak." It is "perched on a peninsula which is part of a much-feared stretch of coastline known as the Storm Coast. Gales blow across the ocean from the east, bringing hurricane winds and whirling tornadoes which batter against this side of Allansia." The country consists of "little more than the single city-state of Bakulan." Not much is known of this land, save that "some of its merchants occasionally trade with the subhuman peoples who dwell in the Plain of Bones further inland."[10]

On the southwestern coast, "the city of Kaynlesh-Ma guards the head of the River Eltus, as capital of a land called Arantis. The people of Kaynlesh-Ma are strange, being highly religious and learned, but also hard-working and physical. The city and the land are governed by the Overpriest, who is widely believed by his subjects to be the incarnation of a messenger of the gods." As well as the great learning of the priests, Arantis is famous for "exotic spices, oils, and cloth."[11] Arantis "sits in a massive flood plain, formed by the annual deluge of the wide, slow-moving River Eltus." The people of Arantis "have long known that the prosperity and health of their land is inextricably linked to this yearly event, and they worship the river as if it were a sacred deity."[12]

"Much of Allansia is made up of flatland. This ranges from the level plains which surround the main rivers and which are the site of most of the more settled areas, to the wild eastern steppes of the Plain of Bronze and the Flatlands. There are areas of desolate moor and heath speckled with bush and low rolling downs with occasional stands of trees, windswept and barren. There are shallow valleys, many containing rivers but some dry, and hollows and dells."[13]

The mountain areas are made up of "valleys, deep crevasses and depressions, which in turn can contain rivers and lakes. More isolated peaks can be found in certain areas: tors are found in windswept heathland; mesas and buttes of limestone occur on the western and southern fringes of the Desert of Skulls, formed by the wind into fantastical shapes." Hills are even more numerous than the mountains. The Moonstone Hills are "a tortuous labyrinth of gullies and heights, prone to strange mists and haunted by wandering spirits." Warpstone, on the edge of the Craggen Heights, "is a bizarre stone city built on the side of a cliff almost a kilometre tall."[14]

"The great ice-plains north of the Icefinger Mountains, known as the Frozen Plateau, stretch from the far north of Allansia across permanently frozen seas, as far as Titan's distant North Pole. At their southernmost point they are settled by a few hardy tribes of trappers…but further north they are totally desolate."[15]

"In the northernmost parts of Allansia, the great, dark, coniferous forests swathe the lower slopes of the mountains in a dark band. The Forest of the Night in northern Allansia, especially, is the subject of many legends concerning evil trees, enormous tree-spiders, and dark spirits. Darkwood in the northeast is also well known for its shadowy secrets." Spread across the flatlands are "many small woods and copses which may be home to many varieties of woodland creature." To the south, "the forests become tangled jungles."[16]

"Areas of marshy ground may be found throughout most of Allansia. Water collects around a slow-moving river mouth or a sluggish bend in the river, turns stagnant, and becomes a bog. In a few places, though, such sodden land stretches for many hundreds of kilometres in all directions." The area "between Lake Nykosa and the distant Sea of Pearls is an immense reed-choked quagmire. Parts of the swamp are flat salt beds…Elsewhere, though, the landscape is one huge morass of pools and quicksands." The endless quagmire of the Silur Cha swamplands "stretches between the Plain of Bones and the Gulf of Shamuz, divided by wide, slow-moving rivers teeming with piranha and covered by an impenetrable canopy of thick jungle."[17]

"The Desert of Skulls covers a vast, barren area of broken rocky ground and sand-dunes." The further into the desert one goes, "the oases become less frequent, the sandy dunes rise like immense ocean waves, and the" sun beats down mercilessly on the weary traveller. "At its western extremity the wind from the sea has carved the coastal mountains into fabulously shaped buttes and mesas. The wilderness is rocky and irregular, littered with immense boulders and carved…by the courses of dry river beds that flow with water only once a decade. Further inland, the rocky ground gives way to dunes."[18]

Rivers are the arteries of Allansia. "They flow everywhere, beginning as streams high in the mountains and running down to the seas. Many races live close to rivers, "for drinking water, fishing, transport, washing, and many other purposes. Many towns and cities grew up at bridging points…Waterways like the Kok and the Red River teem with boats", which are faster and safer than land-based caravans. "Lakes and pools are less common, but many rivers have places where the water slows sufficiently to collect in hollows. The largest lake in Allansia is Lake Nykosa, a vast, reed-choked expanse in the middle of stagnant marsh and swamp."[19]

"The seas surrounding Allansia can be rough, swept with storms, and teeming with dangerous creatures and pirates." Its coast "bears witness to the relentless pounding of the sea. In places, gently sloping beaches and mudflats meet the water, but in others the shoreline is far more craggy, littered with submerged rocks…The Skull Coast of western Allansia is particularly feared; shipwrecks litter its shore."[20]

As one source succinctly puts it: "Much of Allansia is uncivilized and very hostile."[21]

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[9] *Titan: The Fighting Fantasy World* page 12.

[10] *Titan: The Fighting Fantasy World* page 15.

[11] *Titan: The Fighting Fantasy World* page 16.

[12] *Allansia* (1994) page 131.

[13] *Allansia* (1994) page 129.

[14] *Allansia* (1994) pages 135–8.

[15] *Allansia* (1994) page 143.

[16] *Allansia* (1994) pages 149–50.

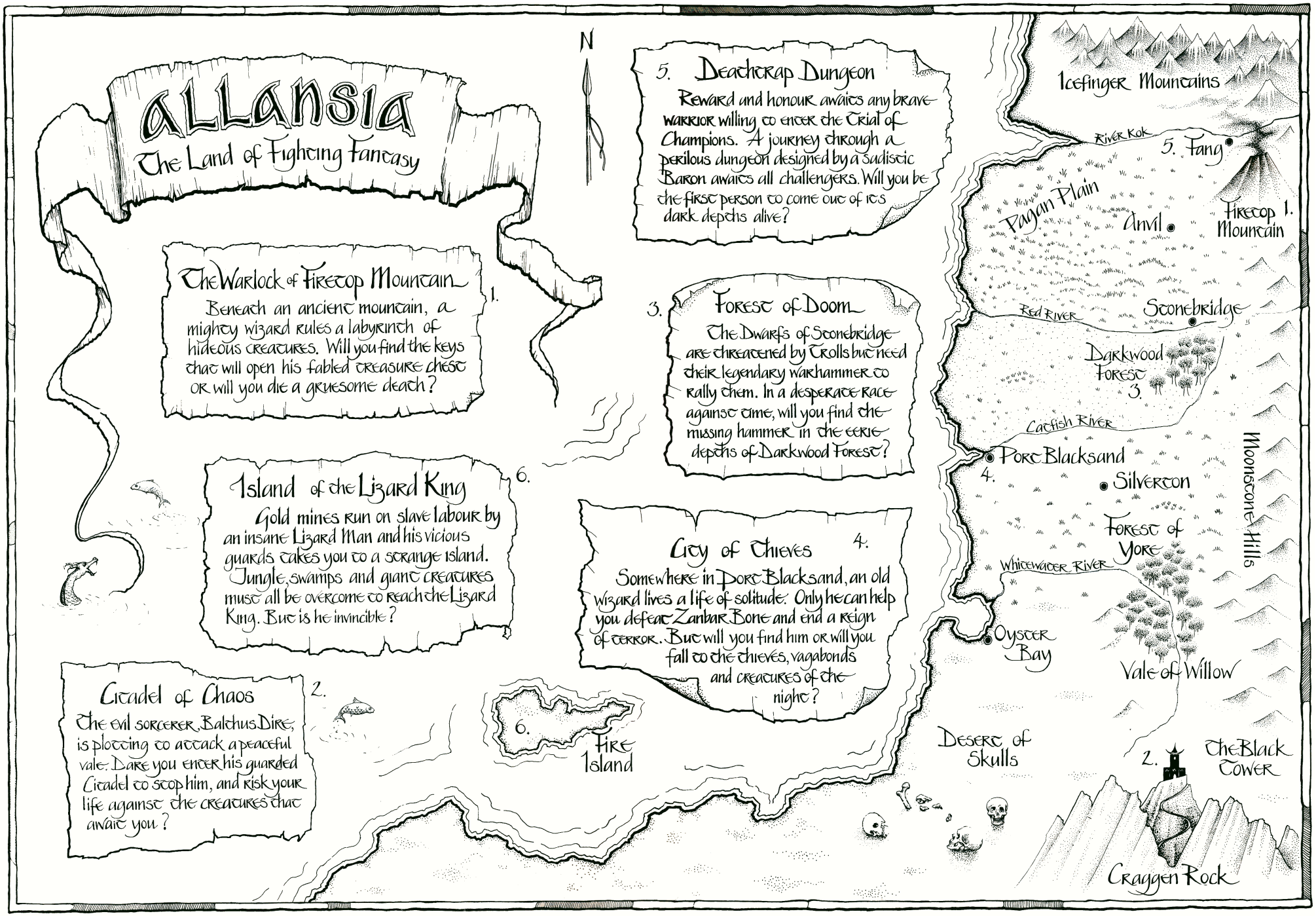
[17] *Allansia* (1994) pages 153–4.

[18] *Allansia* (1994) pages 159–60.

[19] *Allansia* (1994) pages 167–9.

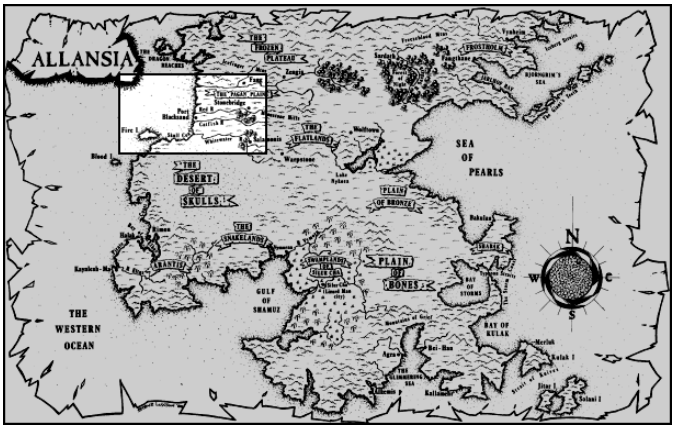
[20] *Allansia* (1994) page 173.

[21] *Titan: The Fighting Fantasy World* page 17.


ALLANSIA
The Land of Fighting Fantasy
N
5. Deathtrap Dungeon
Reward and honour awaits any brave warrior willing to enter the Trial of Champions. A journey through a perilous dungeon designed by a sadistic Baron awaits all challengers. Will you be the first person to come out of its dark depths alive?
The Warlock of Firetop Mountain
1.
Beneath an ancient mountain, a mighty wizard rules a labyrinth of hideous creatures. Will you find the keys that will open his fabled treasure chest or will you die a gruesome death?
3. Forest of Doom
The Dwarfs of Stonebridge are threatened by Trolls but need their legendary warhammer to rally them. In a desperate race against time, will you find the missing hammer in the eerie depths of Darkwood Forest?
Island of the Lizard King
6.
Gold mines run on slave labour by an insane Lizard Man and his vicious guards takes you to a strange island. Jungle, swamps and giant creatures must all be overcome to reach the Lizard King. But is he invincible?
City of Thieves
4.
Somewhere in Port Blacksand, an old wizard lives a life of solitude. Only he can help you defeat Zanbar Bone and end a reign of terror. But will you find him or will you fall to the thieves, vagabonds and creatures of the night?
Citadel of Chaos
2.
The evil sorcerer, Balthus Dire, is plotting to attack a peaceful vale. Dare you enter his guarded Citadel to stop him, and risk your life against the creatures that await you?
Icefinger Mountains
River Kok
5. Fang
Firetop Mountain
1.
Pagan Plain
Anvil
Red River
Stonebridge
Darkwood Forest
3.
Catfish River
Port Blacksand
4.
Silverton
Forest of Yore
Whitewater River
Moonstone Hills
Oyster Bay
Vale of Willow
6.
Fire Island
Desert of Skulls
2.
The Black Tower
Craggen Rock

NORTHWESTERN ALLANSIA

Source: *Warlock #1* (pages 6–7)
Artist: Maggie Kneen
Year: 1984
Area: Northwestern Allansia



This map is the earliest known map of Allansia, and it is understandably inaccurate when compared to more recent cartography. It was probably originally created for an Adventurers' Guild in Rimon or Salamonis, showing what dangers exist in Allansia, and asking for help in combating the surge of Chaos that still sweeps the land mercilessly.[22]

For most of the year, the city of Fang, on the north bank of the River Kok, is just a normal river town. However, on the first day of the fifth month, the town swells in size as competitors and gawkers come to see the deadly Trial of Champions—or 'Deathtrap Dungeon' as it is fondly known by its citizens. A competitor who manages to survive "this perilous dungeon devised by a sadistic Baron" can expect to gain reward and honour. In reality, the city is placed somewhat further inland from the coast.

Firetop Mountain, then-domain of the evil warlock Zagor, is highlighted as having "a labyrinth of hideous creatures" beneath it. The village of Anvil, "two days' walk" from the base of Firetop Mountain, is also shown on the map, though both are shifted too far to the west, with Anvil actually being southwest of Fang instead of southeast![23] The mountain is at the northern extremity of the Moonstone Hills, which is correct, but the hills shown on this map vastly overrun their northern and southern boundaries. Trolltooth Pass is nowhere to be seen.

To the west of a confluence where the Red and Catfish rivers diverge is the eerie Darkwood Forest, home to many foul denizens. On its northern eaves is the Dwarf village of Stonebridge, a bastion of Law, ruled by their King, Gillibran. His mighty Warhammer, the symbol of his rule, has been stolen by the Dwarfs of Mirewater, though the eagle used to steal it was shot down over Darkwood Forest.[24] Mirewater, on the southern banks of the Red River, is not shown on this map.

The fearsome and rebellious Lizard Men of Fire Island revolted and forced the prisoners of the penal colony into slave labour in the gold mines. "Jungle, swamps, and giant creatures must be overcome to reach the Lizard King."

The old wizard Nicodemus lives a solitary life in Port Blacksand, but only he can help an adventurer take on the might of the night Prince Zanbar Bone. He is menacing the people of Silverton, which "lies at the crossroads of the main trading routes in these parts", some fifty miles to the east of Port Blacksand. "Great wooden wagons hauled by teams of oxen are often seen rumbling slowly through the town laden with herbs, spices, silks, metalware, and exotic foods from far-off lands." The wealth of the city is apparent, with its "ornate buildings and richly-dressed people." *The Old Toad* tavern lies on the main road, not far from the city gates.[25] The present mayor, Owen Carralif, is understandably reticent of sending his beloved daughter Mirelle away to become Zanbar Bone's queen, so the city is being attacked by Moon Dogs.[26] Gelda Wane of Silverton is a mage and teacher who specialises in predicting the future rather than with conjuring or illusions.[27]

Not shown on this map is Zanbar Bone's tower, two days' walk north through "pleasant countryside" from Port Blacksand. It sits on a hill, "pointing up into the sky like a black finger."[28]

Finally, on this map, is the Black Tower atop Craggen Rock, the Citadel of Chaos, ruled over with an iron fist by the powerful Demi-sorcerer Balthus Dire.[29]

[22] This covers six of the first seven *Fighting Fantasy* titles, obviously excluding *Starship Traveller*.

[23] *Warlock* #1 (1984) page 18.

[24] *The Forest of Doom* (1983) paragraph 141.

[25] *City of Thieves* (1983) pages 20–1 and paragraph 1.

[26] *City of Thieves* (1983) page 23.

[27] *The Trolltooth Wars* (1989) pages 81–2.

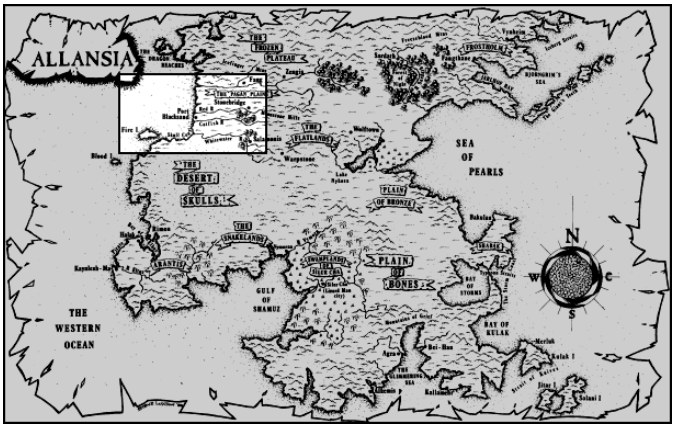
[28] *City of Thieves* (1983) paragraphs 201 and 217.

[29] *The Citadel of Chaos* (1983) page 22.


ALLANSIA
ICEFINGER MOUNTAINS
FANG
ZENGIS
RIVER KOF
CHI
MAI
PAGAN PLAINS
ANVIL
FIRETOP MOUNTAIN
KAY-PONG
STONEBRIDGE
KAAD
RED RIVER
MOONSTONE HILLS
DARKWOOD FOREST
PORT BLACKSAND
MIREWATER
CATFISH RIVER
YAZTROMO'S TOWER
SILVER RIVER
CHALICE
SILVERTON
WESTERN OCEAN
N
WINDWARD PLAIN
TROLL TOOTH PASS
FOREST OF YORE
WHITE WATER RIVER
OYSTER BAY
SHAZÂAR
SALAMONIS
TO THE FLATLANDS
VALE OF WILLOW
FIRE ISLAND
SOUTHERN PLAIN
CRAGGED ROCK
SKULL COAST
(VATOS)
CRAGGED HEIGHTS
DESERT of SKULLS

NORTHWESTERN ALLANSIA

Source: *Out of the Pit: Fighting Fantasy Monsters* (pages 10–11)
Edited by: Marc Gascoigne
Artist: Dave Andrews
Year: 1985
Area: Northwestern Allansia



(continued from previous page)[30]

After he had helped murder his master, Volgera Darkstorm, Balthus Dire returned home to the citadel built by his grandfather, on Craggen Rock, highest point in the bare mountains known as the Craggen Heights. His father lived in the tower, and ruled with an iron fist the denizens therein; for Balthus was third in a line of "practitioners of dark magic." The very day he returned home, he greeted his father's welcoming embrace with a poisoned dagger between his ribs. That day, the Citadel of Chaos became his![31]

In the Vale is the Great Forest of Yore, home of half-elves and Vermithrax Moonchaser, the Grand Wizard of Yore, "a white sorcerer of great power."[32] This wizard has taught many students the ways of goodly magic over his long life. His school of wizardry was founded "over a hundred and fifty years ago", though the Grand Wizard is now nearing the end of his magically-extended life. His three star pupils were "Gereth Yaztromo, the son of a priest from Salamonis; Arakor Nicodemus, whose father was a rich merchant in Fang; and Pen Ty Kora, a peculiar fellow from distant Arantis, whose father was something like 'Chief overseer of Scriveners to the Overpriest'."[33]

The only major settlement in the Vale of Willow is the ancient city of Salamonis, ruled by the venerable King Salamon LVII. "Salamonis is "a very prosperous city-state of great antiquity, situated on the banks of the Whitewater River." As befits the court of the most powerful king in this part of Allansia, the royal court contains a splendid audience hall "decked out with beautiful and expensive hangings from all corners of Titan." Salamonis is "an ancient seat of learning", and has many enemies that strive to bring Chaos to the lands.[34]

King Salamon is a man of action and wisdom.[35] He is also "noted for his wisdom and fairness of judgement." Such cannot yet be said of his oldest son, Prince Salamon, who still has much to learn, though he may be forced to learn quickly, due to his father's advancing age.[36] Archbishop Kalivan may often be found in the King's halls. He "is the senior clergyman in all Salamonis. He was enthrones Archbishop not because of his wisdom, power, or ability, but because he was such a kindly old fellow that no one could fine a word to say against him"![37]

For eight years Balthus Dire has plotted and schemed conquest against the lawful goodfolk of the Vale of Willow.[38] Even his own servants are not immune to his cruelty. When a washer-woman failed to launder his robes in time for an important meeting, he burned her and her children to death, cursing her ghostly remains to wash clothes in a river that flows beneath the Citadel for all eternity.[39]

Dire is married to a dark sorceress called Lucretia, "a beautiful, sylph-like woman with long dark hair and deep piercing eyes."[40] Dire also enjoys the finer things in life, and his wine cellar, managed by a Black Elf, are bottles of great vintage, some even having magical powers.[41] His grand dining hall contains a table large enough to sit fifty people, and is flanked by suits of armour. Paintings decorate the walls.[42]

Of course, Balthus Dire was not Volgera Darkstorm's only apprentice.

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[30] New to this map is the city of Shazâar on the arid Southern Plain. The lost city of Vatos in the Desert of Skulls is placed much too close to the northern edge; the other oasis to the southwest seems a much more likely location for this desert city.

[31] *Titan: The Fighting Fantasy World* (1986) page 103.

[32] *The Citadel of Chaos* (1983) page 22.

[33] *Titan: The Fighting Fantasy World* (1983) page 62.

[34] *Dungeoneer* (1989) page 235.

[35] *Citadel of Chaos* (1983) page 22.

[36] *Dungeoneer* (1989) pages 236–7.

[37] *Dungeoneer* (1989) page 238.

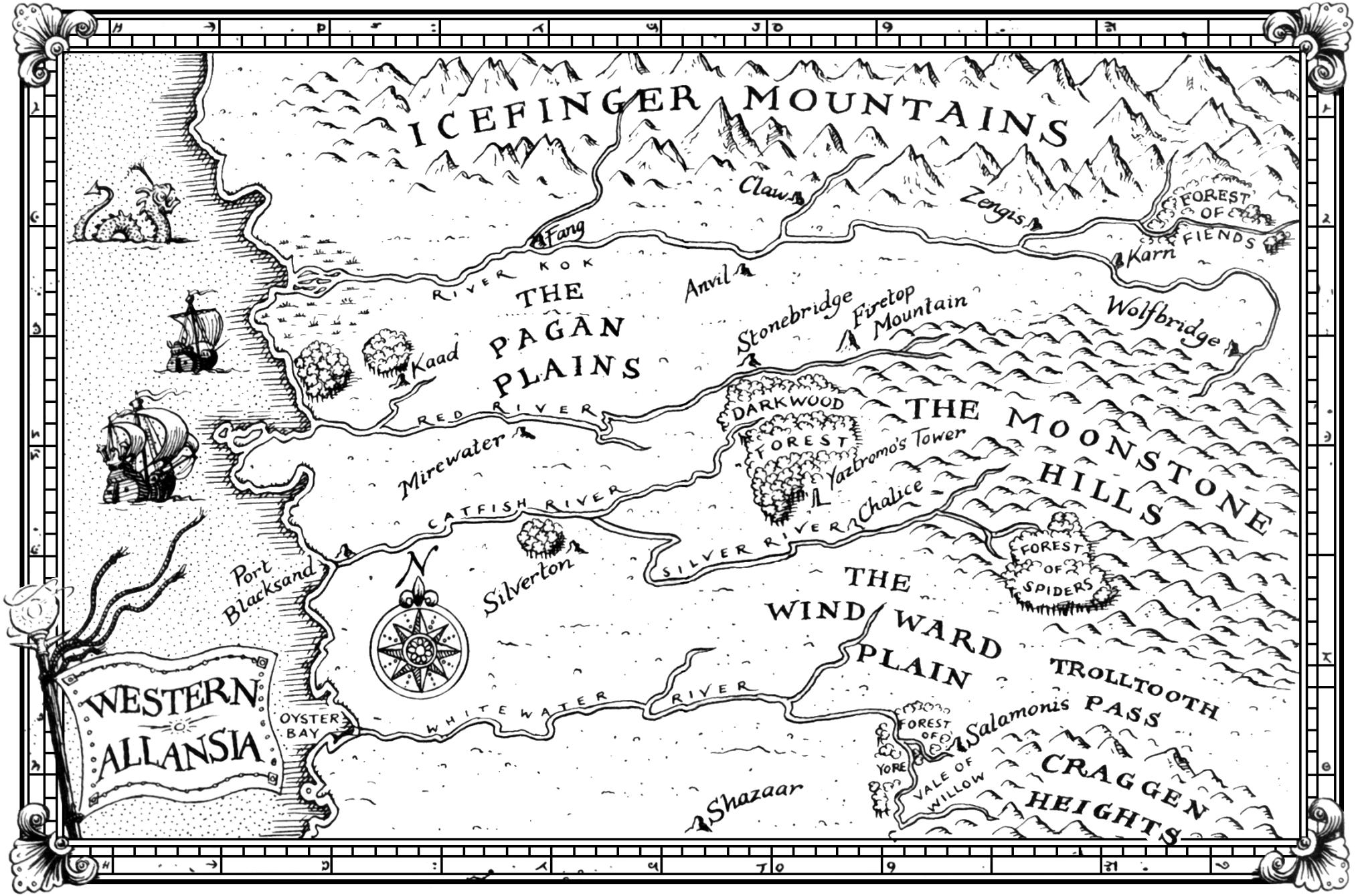
[38] *The Citadel of Chaos* (1983) page 22.

[39] *The Citadel of Chaos* (1983) paragraphs 90 and 329.

[40] *The Trolltooth Wars* (1989) pages 152 and 159; *cf. The Citadel of Chaos* (1983) paragraph 292.

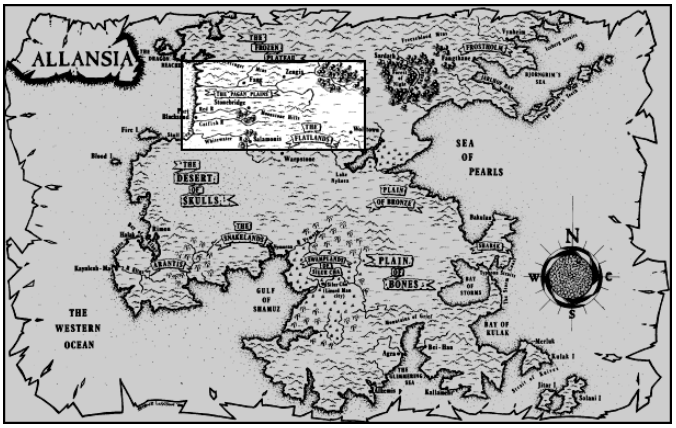
[41] *The Citadel of Chaos* (1983) paragraphs 144 and 56.

[42] *The Citadel of Chaos* (1983) paragraph 169.


ICEFINGER MOUNTAINS
Claw
Zengis
FOREST OF FIENDS
Fang
RIVER KOK
Karn
THE PAGAN PLAINS
Anvil
Stonebridge
Firetop Mountain
Wolfbridge
Kaad
RED RIVER
DARKWOOD FOREST
THE MOONSTONE HILLS
Mirewater
Yaztromo's Tower
CATFISH RIVER
Chalice
SILVER RIVER
FOREST OF SPIDERS
Port Blacksand
Silverton
N
THE WIND WARD PLAIN
TROLLTOOTH PASS
WESTERN ALLANSIA
OYSTER BAY
WHITEWATER RIVER
FOREST OF YORE
Salamonis
VALE OF WILLOW
CRAGGEN HEIGHTS
Shazaar

NORTHWESTERN ALLANSIA

Source: *Zagor Chronicles #3: Skullcrag* (page 198–199)
Authors: Ian Livingstone & Carl Sargent
Artist: Leo Hartas
Year: 1994
Area: Northwestern Allansia



(continued from previous page)[43]

The history of Zagor the warlock is one shrouded in myth and half-truth. What is known is that Zagor comes from a line of powerful sorcerers. His treasure in Firetop Mountain "has been with [his] family since the days of [his] great-great-grandfather Gallan Zagor. In those days he was richly rewarded for his skills in sorcery." One of the treasures Gallan Zagor possessed was the Moon Crystal—a crystal orb of scrying.[44]

The sage Ellagrim Grimalkin from Fang has this to say on Zagor's origins: "Born to a powerful merchant wizard in Zengis, Oldoran Zagor was identified from an early age as individual with a destiny. As the only child of a powerful wizard known as Gerlekus Zagor, young Zagor was brought up in a life of luxury and opulence never knowing his mother who has disappeared after his birth."[45]

However, this is only half the story. Zagor's father was actually a necromancer, and his mother was a Demon he summoned using a ceremonial robe, a chalice guarded by mutant Gonchong-infected undead giants on an uncharted island in the depths of Lake Nykosa, and a sword wielded by his extra-planar mother.[46]

Zagor was born in a place called Skullcrag, in a cavern beneath an enormous skull of ice that lies in a crater on the Frozen Plateau.[47]

"Upon reaching eight years of age, Zagor was sent by his father to the coven of the evil Volgera Darkstorm, a black wizard who dwelled within the wastes of the Flatlands. Here, near one of the many circles of standing stones which litter the plains, Zagor was tutored in the darkest and most dangerous black arcane arts by the depraved old sorcerer. As one of three other apprentices, including Balthus Dire and Zharradan Dire, his keen eye and intelligence enabled him to rapidly progress and like the others he learnt his horrendous crafts quickly."

At the age of seventeen, Zagor "led the trio in the murder of Darkstorm. After leaving his teacher in a pool of blood, torn apart by the magics of the trio's growing abilities…He returned to Fang, greeted his father with a large silver dagger, and taking all his wealth amassed an army of goblins, orcs and other evil creatures from the lands surrounding" Firetop Mountain.[48]

According to one source, "it was in the month of Fire, many years ago, that a young sorcerer first chanced upon the strange rock formation known to all who lived in northern Allansia as Firetop Mountain."[49]

Many years later, he was driven from there, "and everything there has been looted—except for a handful of objects still hidden in the darkest and deepest recesses of the place."[50] Rumours abound that before his true death he had sired a son and heir.[51]

The village of Wolfbridge is not shown on any other map of this area. It seems to be a relatively new settlement, a place of wooden cabins and small-town mentality. *The Scrub Oak Tavern* is the main hostelry in town. The town sits beside the Wolfwood, a forest infested with Werewolves.[52]

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[43] A minor issue with this map is the missing accent above the first 'a' in Shazâar.

[44] *The Trolltooth Wars* (1989) page 252.

[45] *The Salamonis Gazette* (2003) page 63.

[46] *Skullcrag* (1994) pages 190, 133, 143, and 146.

[47] *Skullcrag* (1994) pages 159, 186, and 189.

[48] *The Salamonis Gazette* (2003) page 63.

[49] *The Fighting Fantasy 10th Anniversary Yearbook* (1992) pages 125–6.

[50] *Skullcrag* (1994) page 105.

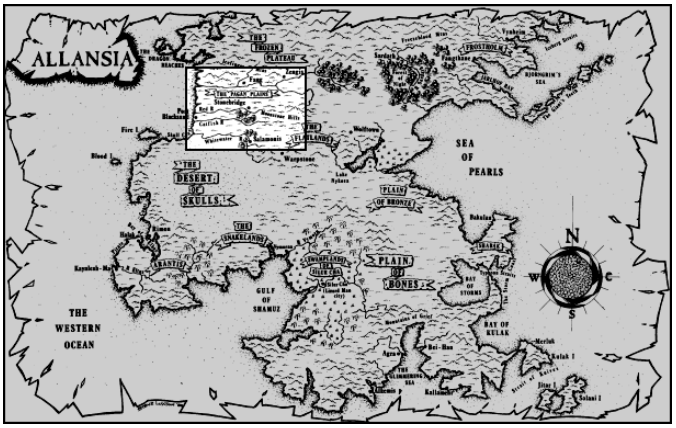
[51] *The Fighting Fantasy 10th Anniversary Yearbook* (1992) pages 126.

[52] *Skullcrag* (2004) pages 66, 70, and 77.


ICEFINGER MOUNTAINS
Zengis
Fang
CHIANG MAI
RIVER KOK
Anvil
Stonebridge
Firetop Mountain
KAY-PONG
Kaad
PAGAN PLAINS
RED RIVER
DARKWOOD FOREST
Yaztromo's Tower
MOONSTONE HILLS
Port Blacksand
Mirewater
CATFISH RIVER
DEEDLE WATER
FOREST OF SPIDERS
SPIDER RIVER
OYSTER BAY
CHALICE
SILVERTON
Coven
KNOTOAK WOOD
TROLLTOOTH PASS
WINDWARD PLAIN
WHITE WATER RIVER
FOREST OF YORE
SOUTHERN PLAIN
SHAZAAR
VALE OF WILLOW
SALAMONIS
To The Flatlands
Blacktower
LEO HARTAS 89

NORTHWESTERN ALLANSIA

Source: *The Trolltooth Wars* (inside cover)
Author: Steve Jackson
Artist: Leo Hartas
Year: 1989
Area: Northwestern Allansia



(continued from previous page)[53]

Saddlesore from a long ride over the dusty Southern Plain, many travellers are anxious to reach the peculiar oasis town of Shazâar. No visitor "could fail to be amazed both by its strange beauty and by the bizarre behaviour of its inhabitants." A typical farewell of the people from Shazâar is: "May Logaan take your lucre"![54]

Shazâar is well known as "the City of Madness." While some of the bizarre acts of its citizens are pure insanity, "most are no more than religious rituals…In Shazâar there are over a hundred religious sects, and each has his own peculiar rituals. Some of these may be acts of penance, others are methods of prayer."[55]

More recently, since tales of the madness of Shazâar have been spreading across Allansia, "artists, crazies, and strange fellows from all over the place began arriving, to see the city for themselves. Many of them made their homes [there]. And they began to introduce their own ideas of eccentric behaviour."[56]

The main road from the gates is known as Moon Street. Along this road, the buildings are a strange mixture, from the many "small, square dwelling huts with plain fronts…brightly painted in a multitude of splashes of colours" to the "tall, sprawling buildings with unnatural spires and gables that [jut] out from their central structures at all angles" that are interspersed among the small houses at irregular intervals.[57]

After running *through* a room in someone's house, Moon Street passes through a small market, beyond which are a number of shops. One such shop proudly proclaims to be a purveyor of Diseases and Deformities. These are popular with the ignoble members of the population. Curse-witches, for example, find "buying a small vial of disease to cast over their victim is much more convenient—and sometimes more effective—than spending hours preparing their cursing broths." Similarly, beggars find "their begging is much more profitable if they really are diseased than if they have to pretend. More recently, too, some diseases and disfigurements have become fashionable" among the Shazâarians.[58]

On an area of waste ground beside the main road, grubby young boys play the sport of Ogreball, a sport similar to Bays' Ball, only using stumps instead of cloth bags.[59]

The Fatted Pig is a popular tavern with the citizens of Shazâar, and the travellers who want to relax after a long journey. It is usually packed with customers, the air heavy with smoking-weed fumes, and a hubbub of noise so loud it takes a while to grow accustomed to it. The main bar room is dingy, with three-legged stools pushed against the bar.[60] Another drinking house of some repute is *The Singing Minstrel* tavern.[61]

Halfway across the city from *The Singing Minstrel*, in a grand house, by Shazâarian standards, lives Lord Tanneth of Shazâar, a nobleman, and perhaps even its nominal ruler, if the crazy city actually has one.[62]

[53] Note the two mistakes on the map: The Black Tower, home of Balthus Dire, is here labelled as 'Blacktower'; and Oyster Bay is a village, not an inlet, and it should be at the estuary of the Whitewater River, not the Catfish River near Port Blacksand.

[54] *The Trolltooth Wars* page 109.

[55] *The Trolltooth Wars* pages 126–7.

[56] *The Trolltooth Wars* page 128.

[57] *The Trolltooth Wars* pages 110–1.

[58] *The Trolltooth Wars* pages 111 and 126.

[59] *The Trolltooth Wars* pages 111–2; *cf. City of Thieves* (1983) paragraph 40.

[60] *The Trolltooth Wars* page 113; see also the illustration accompanying pages 114–5.

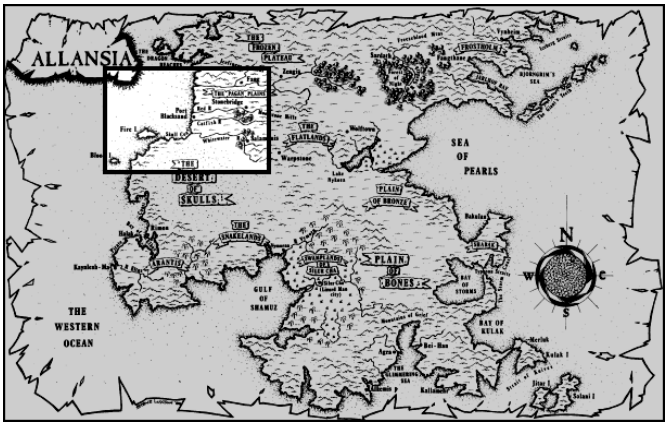
[61] *The Trolltooth Wars* page 148.

[62] *The Trolltooth Wars* page 148.


0
Scale in Miles
200
ALLANSIA
The Icefinger Mountains
Charavask Mountains
Kaylong Marsh
Ekaad
Fang
KAYPONG
CHIANG MAI
Anvil
Kaad
Pagan Plains
Firetop Mountain
StoneBridge
RedRiver
MireWater
Darkwood Forest
Moonstone Hills
AZZURIA
CatfishRiver
Port Blacksand
Silverton
Yaztromo's Tower
CHALICE
Meerham
SilverRiver
Dree
Fire Island
Oyster Bay
WhitewaterRiver
Troll tooth Pass
SALAMONIS
The Southern Plain
Shazaar
Skull Coast
Vale of Willow
The Forest of Yor
Black Tower
Blood Island
Vatos
Desert of Skulls
The Craggen Heights

NORTHWESTERN ALLANSIA

Source: *The Salamonis Gazette* #2 (pages 10–11)
Author: N/A
Artist: Dave Holt
Year: 2004
Area: Northwestern Allansia



This intriguing map is the most recent of this section of northwestern Allansia. It contains several elements that are brand new and do not exist on any other maps of this corner of Titan. As such, some of it may be very recent nomenclature, or even recent claims to land that have not yet been confirmed.

Take for example the area of land surrounding the infamous City of Thieves known as Port Blacksand. This area is here designated 'Azzuria'—clearly the Tyrant of Blacksand, Lord Azzur, is making a claim to the lands surrounding the dangerous city. This is understandable; as the son of noble parents "in the city of Arion, far, far away from Port Blacksand in the northeastern corner of Khul",[63] he is used to getting his own way. Perhaps he intends to create an Empire of Villainy, the canker as the centre of which is Port Blacksand itself. Or perhaps it is more to do with using the more fertile land surrounding the port to grow the foodstuffs and grains used for brewing. Whatever the reason, this name is not applied to the lands around the port in any other source, so the validity of it must be taken with a pinch of salt.

Just as new, but with much more justification, is the naming of the peaks to the north of Fang as the Charavask Mountains. Charavask is the family name of Lord Sukumvit, the Baron of Fang, and deviser of the fiendish Trial of Champions.[64] Nevertheless, there appears to be some disagreement over this name. The Crystal Caverns are firmly in the Icefinger Mountains,[65] but a straight line southwards from there passes to the west, and in view of, Firetop Mountain.[66] Although the same source speaks of Fang being upriver from the crossing of the River Kok at this longitude,[67] all other maps show Fang to be place much further to the west, and the Icefinger Mountains stretching much further to the east. This is not easy to reconcile; most likely the phrase "fifty miles upriver" should read "fifty miles *downriver*", making all other maps correct and this one incorrect as to the placing of Fang. Even so, the Charavask Mountains must be nothing more than a small spur of the vast Icefinger Mountains that stretch east as far as Zengis.[68]

The labels for Salamonis and Chalice appear to be incorrectly placed in large capitals reserved for countries; both are merely city-states, though it could be argued that their self-governance makes them small countries in their own right, with their dependant villages growing the foodstuffs the townsfolk need.

The placement for the Craggen Heights is problematic and confusing, being much too far to the east. Probably, the rightmost edge of the label corresponds with the westernmost extremity of this area of craggy uplands, so the geography is almost certainly not in question here. The location of Vatos is different again, being in neither the southern part of the Desert of Skulls nor on the northwest edges of the desert.[69] It seems the Lost City truly is lost, for no mapmaker of Titan can agree as to even its rough location!

This map is also unique for showing the locations of the villages of Ekaad and Meerham, as well as the Kaylong Marsh in which Ekaad sits.[70]

[63] *Titan: The Fighting Fantasy World* (1986) page 106.

[64] *Titan: The Fighting Fantasy World* (1986) page 104.

[65] *Caverns of the Snow Witch* (1984) page 22.

[66] *Caverns of the Snow Witch* (1984) paragraph 278.

[67] *Caverns of the Snow Witch* (1984) paragraph 104.

[68] *Caverns of the Snow Witch d20 Module* (2003) inside rear cover map; and *Armies of Death* (1988) colour map.

[69] *Temple of Terror* (1985) paragraph 196; and *Titan: The Fighting Fantasy World* (1986) page 88.

[70] *Allansia* (1994) page 245; and *Blacksand!* (1990) pages 220–1.



THE COAST ROAD

Source: *Night Dragon* (paragraph 212)
Author: Keith Martin
Artist: Tony Hough
Year: 1993
Area: Chiang Mai / The Dragon Reaches

Heading north through Port Blacksand's Weaver Gate, the Coast Road travels for many leagues beside the grey Western Ocean. "Days of determined marching" will lead a traveller to the small village of Marzail, where there is a small inn that serves hot food. Beyond Marzail, the rugged, undulating terrain through which the Coast Road travels stretches out northwards, passing by copses of pine woods. Such woodland is "very dark below the light-excluding evergreens, and the ground is bare, save for a thin carpeting of pine needles and cones." Darkflint the Dwarf hermit lives in the woods.[71]

Beyond the woods, a thirteen-mile side-track leads east to the village of Sharndale. Trappers use the village as a base, as they drive their dog-sleds into the frosty wilderness in search of animal pelts.[72]

The Coast Road continues around the coastline of Corpse Bay to the town of Rentarn. It is "a trading outpost where fur-trappers and hunters mix with fishermen and…some Sword Coast pirates." This far north, frost will often be seen on "the wooden roofs of the town's warehouses, taverns, and homes." The dockside tavern called *The Rudderless Galley* is a low-rent establishment, with sawdust on the floor. Its clientele is usually comprised of seamen and a few merchants. The upper floor is where paying customers can spend the night.[73]

To the north-northwest of Rentarn is the bleak Stormdrake Pass. As it grows narrower, "the peaks of the Dragon Reaches margin begin to ascend round it." This rocky track is not a well-travelled one. The only plant life is "a few thick-leaved succulents [which] hug the ground tightly." After a day's journey, a traveller will be presented with a fork in the trail, where to the north-northwest "the trail is hardly perceptible any longer", while "pointing to the northeastern fork is a badly-weathered wooden sign."[74]

The northwest track leads to Ismater, "the last civilized town in the Dragon Reaches." It is "a large village nestling in the foothills of the forbidding northern and eastern mountains; herders, fur-trappers, nomadic hillsmen, merchants, and even a handful of Barbarian warriors make it a lively place."[75]

The town has two unusual shops. The Firewater Emporium has "a window stacked full of exotic bottles." Its Gnome proprietor sells many spirits, including Larssen's Firewater, the best in the north. The second is "a very dirty and run-down little shop", inside of which is "a confusion of rubbish." "Stuffed animal heads and rugs hang from the walls…and shelves are packed with glass bottles containing rather disgusting things in coloured fluids." This junk shop is Nevill's store, "a wizened, little, middle-aged man with lank, greasy hair and a pair of pince-nez glasses perched on top of his huge beaky nose." He is a consummate hoarder. Ismater's taverns are "none too clean, with a clientele somewhere between disreputable and repulsive."[76]

West-northwest of Ismater is a tricky, broken trail. A cave mouth in a distant peak along the trail leads into "a vast crater in the mountain, probably half a kilometre wide." A "seemingly endless set of chiselled stone steps lead down to the centre. This is the location of the Dragon Conclave![77]

A day's journey East of Ismater, into the high foothills that border the mountains, is the land of the Jublez, the Frost Giants. These fur-clad six-metre-tall behemoths herd goats in the shallow valleys. A further half-day's travel leads to "a large encampment of tents and cabins among which a huge chieftain's cabin is pre-eminent." About a hundred Frost Giants, together with their livestock and Snow Wolves live here. The chieftain is the Great Jarl, who sits on a throne-like chair in his cabin, surrounded by "the stuffed heads of huge animals and monsters, a pair of steel-tipped lances, a giant crossbow some two metres long", and a white-lacquered shield with a blue chevron and a small black dragon detail in the corner. He is heavily tattooed and is missing his left eye.[78]

Five days of travelling into the far high peaks of the Dragon Reaches through rocky hills north and then northeast from Ismater, is the remains of Slate Peak, where "the greatest Dwarven artisans of their age" crafted wonderful armours before the clan disappeared from Titan.[79] Slate Peak is a great snow-capped mountain. The peak is huge. A stone statue of a Dwarf, "carved out of a blue stone that is clearly alien to these mountains", points towards "a small fissure of rock, leading down into the darkness"—the entrance to the lost Dwarf city.[80]

A day's journey to the north of Ismater, the road forks, with a southwestern spur leading to the grim, walled town of Carnex. To the east side is a single closed gate, manned by brutish guards. "The town is broadly divided in half, with the bigger houses and those of the merchants to the north and the homes of ordinary labourers and artisans to the south."[81] Unlike most towns, the two taverns on the south side of town are quiet, filled with nervous people. A large guarded brewery supposedly producing fine ale is in the southwest. The gardens to the northwest are "pretty and elegant." A sluice to drain the lily pond also leads down to the sewers. The graveyards to the northeast are huge, filled with vaults and crypts. The group of three towers standing behind a curtain wall are well guarded. High Priest Scalmagzaprin dwells in the tallest, central tower.[82]

Travelling south and then west from Ismater, a journey of four days, leads to "a tall mountain with a streak of fool's gold near its peak." A tunnel in the side of the mountain leads down into darkness. A great chieftain of men who had ruled his clan for thirty years is buried in these haunted tombs.[83]

The frozen wastes of the northern Dragon Reaches are almost devoid of plant life, and there are few animals dwelling there. In the mountain range to the north is a tunnel entrance leading into "a huge mountain which, curiously, is not ice-capped, unlike the others here." It is reputedly the lair of the Night Dragon.[84]

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[71] *Night Dragon* paragraphs 354, 212, 382, and 369.

[72] *Night Dragon* paragraph 177.

[73] *Night Dragon* paragraphs 304 and 286.

[74] *Night Dragon* paragraphs 155 and 124. The compass directions given in paragraph 124 must be the wrong way round.

[75] *Night Dragon* paragraphs 90 and 322.

[76] *Night Dragon* paragraphs 10, 37, 238, and 207.

[77] *Night Dragon* paragraphs 268, 23. Although paragraph 124 seems to indicate that Ismater is to the northeast, travelling east-northeast from Ismater leads to the Dragon Conclave at paragraph 23, but so does travelling north-northwest before reaching Ismater. Since the land of the Frost Giants is east of Ismater, the Dragon Conclave should be to its west-northwest.

[78] *Night Dragon* paragraphs 268, 334, 371, and 29; *cf.* paragraph 49.

[79] *Night Dragon* paragraphs 85, 49,268, and 217.

[80] *Night Dragon* paragraph 217.

[81] *Night Dragon* paragraphs 5 and 125.

[82] *Night Dragon* paragraphs 142, 209, 175, 355, 383, and 140.

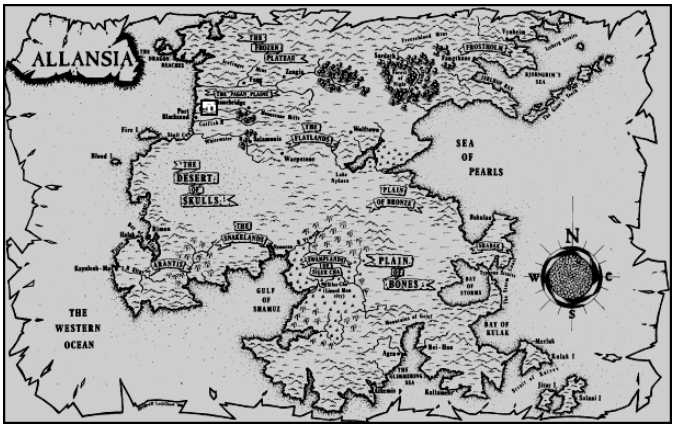
[83] *Night Dragon* paragraphs 268, 2, 49, 21, and 44.

[84] *Night Dragon* paragraphs 18, 161, and 258.


THE
ELIMITE
MONASTERY
Heroes
Here
1
2
3
4
5

THE ELIMITE MONASTERY

Source: *Allansia* (page 203)
Authors: Marc Gascoigne & Pete Tamlyn
Artist: Russ Nicholson
Year: 1994
Area: Chiang Mai



In these uncertain times, people will go to any lengths to provide for themselves and their families. Recently, in certain areas, faith on the gods of Good has waned somewhat. Theological questions have been posed that many holy men seem unable to answer, such as, 'Who made the gods of the Celestial Court?' Much scrying and research has brought some shocking facts to light. Records of "the race of humans who used…to dwell in the area now marked by the barren eastern coast of the Flatlands" prior to the War of the Wizards indicate they believed "the gods were made by a trio of primal beings." These three were assigned the names Ashra, Elim, and Vuh, "crudely translated as Light, Dark, and Life."[85]

The worship of Elim, the Dark God, was part of the way of life in the ancient city of Carsepolis. Sargon was High Priest of Elim.[86] Rumours abound that the worship of this vile deity has been resurrected in Port Blacksand, the veritable City of Thieves.[87] According to his followers, Elim "is unhappy with the result of his [creative] work, and wishes to return the universe to dark, primeval Chaos." Although most of his priests aren't too keen on the idea themselves, they "believe that, helping Elim by promoting small amounts of Chaos, they will be granted great powers." Their ceremonies "involve lots of evil prayers and blood-letting.[88]

To such an end, a remote monastery was constructed high up in the inhospitable Icefinger mountains of northwestern Allansia. It was hidden for centuries, but recently rediscovered and revived due to the Elimite fanatics who left their homes to join Sargon in that freezing hell. It is "heavily fortified, hidden deep within the frigid expanses of the Icefinger Mountains."[89]

The wooden gate has a large bar across it to prevent it from blowing open in the gales and snowstorms that frequently rake the area. The two gate towers are abandoned. Each contains an empty room, "spiral stairs leading to the other level, and an empty chamber."[90] Four of the doors from the courtyard into the main building are single-doors, while door 3 "is an ornate set of double doors." Doors 1 through 5 are normally kept locked.[91] Even the ancient dungeons beneath the Elimite monastery are abandoned, save for Giblet the Goblin.[92]

The monastery, so recently rediscovered and used by Sargon as his mountain of power, is now empty—save for its courtyard being patrolled by "a large, hungry, and very angry Manticore!"[93]

[85] *Titan: The Fighting Fantasy World* (1986) page 28.

[86] *Dungeoneer* (1989) page 309.

[87] *Blacksand!* (1990) pages 330 and 333.

[88] *Blacksand!* (1990) page 350.

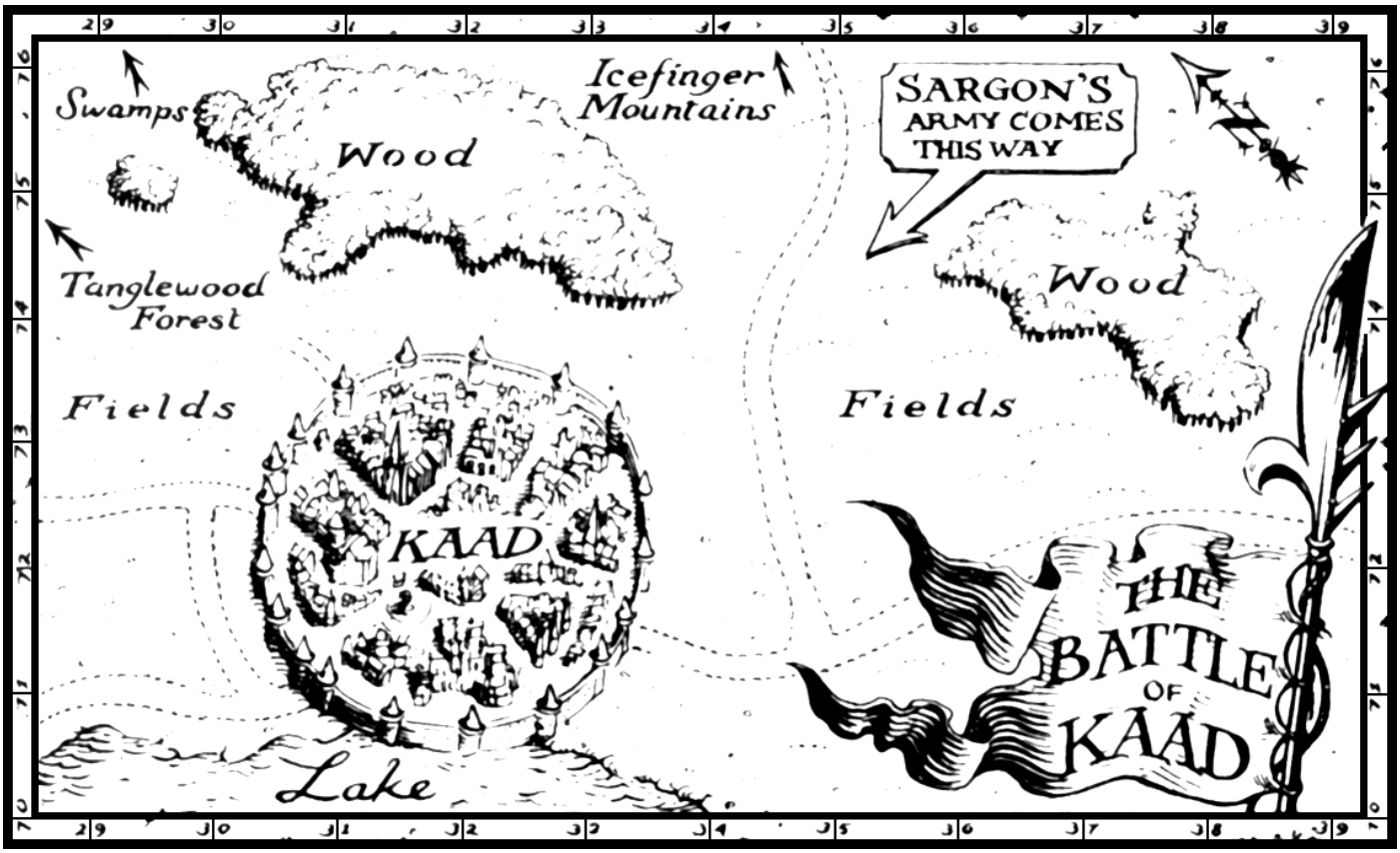
[89] *Allansia* (1994) page 199.

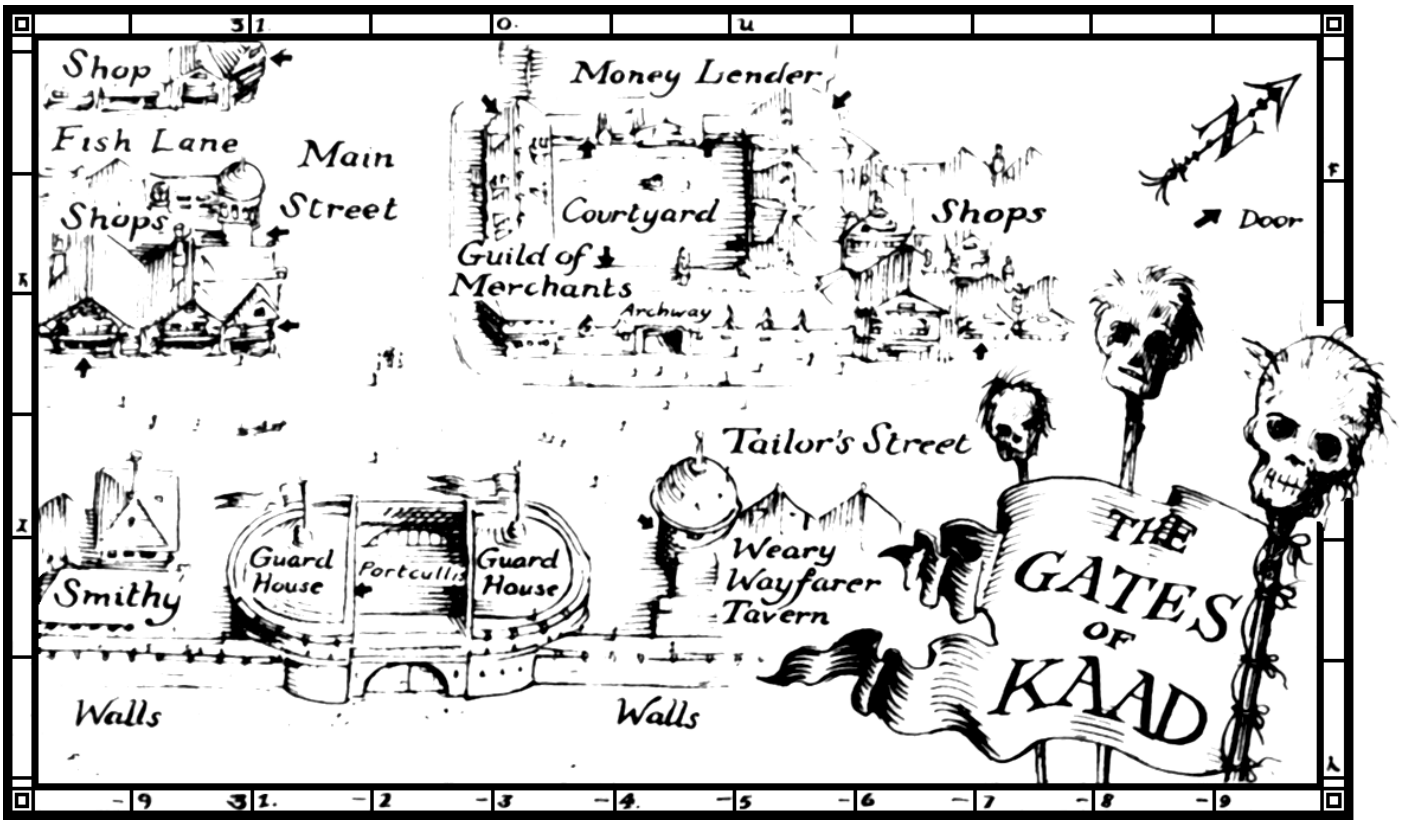
[90] *Allansia* (1994) page 210.

[91] *Allansia* (1994) pages 208–9.

[92] *Allansia* (1994) page 211.

[93] *Allansia* (1994) page 203.


Swamps
Icefinger Mountains
Wood
SARGON'S ARMY COMES THIS WAY
Tanglewood Forest
Wood
Fields
Fields
KAAD
THE BATTLE OF KAAD
Lake


Shop
Money Lender
Fish Lane
Main Street
Shops
Courtyard
Shops
Door
Guild of Merchants
Archway
Tailor's Street
Smithy
Guard House
Portcullis
Guard House
Weary Wayfarer Tavern
THE GATES OF KAAD
Walls
Walls

KAAD / KAAD CITY GATES

Source: *Allansia* (pages 307 and 287)
Authors: Marc Gascoigne & Pete Tamlyn
Artist: Russ Nicholson
Year: 1994
Area: Chiang Mai

Kaad "is a small, provincial town which has grown soft and careless through lack of serious danger and following the depredations of the recent plague, which even prompted Yaztromo the Wizard to travel there, offering his help.[94] The sense of despair and the scents of decay are no longer present with the containment and cure of the plague.[95]

In times of antiquity, before the fall of Carsepolis, two temples stood in Kaad, dedicated to the worship of Ashra and Vuh, both brothers and enemies to Elim. This pitted the city as an enemy of Carsepolis.[96]

The walls of modern-day Kaad are in a bad state, though the gate is guarded.[97] Misbehaviour in the city will result in a night in the own gaol, "a small, dingy" and cramped affair, with a single window blocked by very rusty bars.[98]

In comparison to the magnificent municipal buildings of Salamonis, Kaad's town hall is distinctly unimpressive. "It has obviously seen better days…To start with, it is a timber-framed building just like any other town house." The hangings, "The coats-of-arms of the town and its principal guilds" are in a ragged, weather-beaten, moth-eaten state. Kaad's mayor is Habul Morgent, "a fat merchant who made his fortune selling fish and who still carries its scent."[99] Two other leading citizens are Aldar Durrant, "a priest of Hamaskis and the most senior clergyman in the city"; and General Lannamar, "the commander of the City Guard, who served briefly in the previous King Salamon's army when he was young", and has lived off his reputation ever since.[100]

Note *The Weary Wayfarer Tavern* on the city walls beside the gates; travellers might consider it the best place to spend the night, since they will be able to leave Kaad with the minimum amount of fuss the following morning. Not shown on the street map is Pudding Street, site of the famous Deep Sea Downland's trading concern, or Hobnail Street. [101] Half-Elf Zoot Zimmer lives at 36 Hobnail Street[102]. His courtyard often plays host to his pet Giant Eagle, which he rides using a specially-designed saddle.[103]

To the north-northwest of Kaad are "vast, damp swamplands", though they are "nothing like the crocodile-infested swamplands of southern Allansia." "The mouth of the River Kok is a giant salt marsh, full of huge reed beds and populated with enormous flocks of wading birds. There are no trees to speak of, but often the reeds rise well above the height of a man." Pathways through the swamp are treacherous, "often shifting from year to year as a result of winter storms and the rise and fall of the water level."[104] Towards the centre of the swamps, the reeds fall away to leave an open area of thick, black, salty oozing mud.[105]

In the dense reed beds in the middle of the swamp live "a tribe of primitive humans", worshippers of Ashra and Vuh. "Their clothes are made from the hides of swamp deer and other creatures." They live in a village called Ekaad; they are the descendants of the people of Kaad who fled when Chaos stalked the land and attacked Carsepolis. "The village is built in a clearing in the reed beds." It is comprised of "a variety of reed houseboats. The tribe numbers about 500. The leader of the tribe is Chief Telad, and their high priest is called Zune.[106]

The Tanglewood Forest to the northwest of Kaad "is every bit as gloomy as Darkwood" Forest. "The trees are dense, mainly deciduous, and covered in moss, ivy, and fungi. Some paths exist, perhaps kept open by the passage of the forest's inhabitants, but for the most part the undergrowth is just as dense as the leaf canopy." Strangleweed grows in abundance here,[107] while Wolves prowl the depths of the forest at night.[108] The moss-covered trunk of a large tree spans a deep, narrow cutting through which a stream flows at the centre of the forest.[109] Not too far from the stream is the village of the Tanglewood Goblins, led by their King, Grolik Fatnose.[110]

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[94] *Allansia* page 287; *cf. Return to Firetop Mountain* (1992) paragraph 238.

[95] *Return to Firetop Mountain*(1992) paragraph 182.

[96] *Allansia* pages 198–9.

[97] *Allansia* pages287.

[98] *Allansia* page 293.

[99] *Allansia* page 297.

[100] *Allansia* page 298.

[101] *Return to Firetop Mountain* (1992) paragraph 316.

[102] *Return to Firetop Mountain* (1992) paragraph 309.

[103] *Return to Firetop Mountain* (1992) paragraphs 213 and 71.

[104] *Allansia* page 231.

[105] *Allansia* page 235.

[106] *Allansia* pages 241, 245, and 249–50.

[107] *Allansia* pages 255–7.

[108] *Allansia* page 261.

[109] *Allansia* page265.

[110] *Allansia* page 271.



A – Market District
- A1. East Gate
- A2. Open Air Market
- A3. Entrance to Deathtrap Dungeon
- A4. Harbour (Market District)

B – Temple District
- B1. Temple of Titan (House Almighty)
- B2. Temple of Sindla (Church of Fortunate Gatherings)
- B3. Temple of Libra (Halls of Justice)
- B4. West Gate

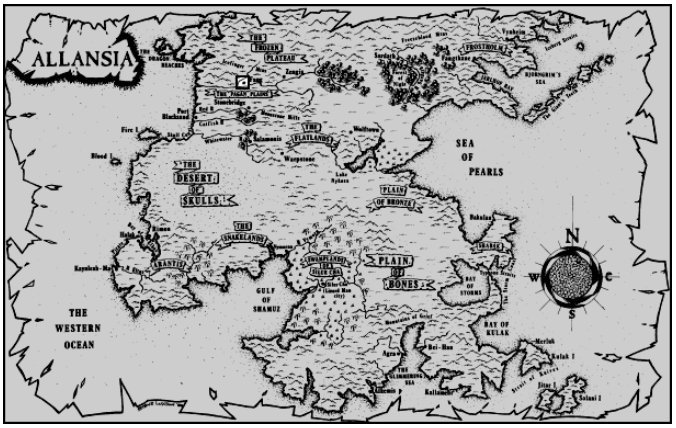
C – Military District
- C1. Sorcery Tower (School of Magic)
- C2. Naval Harbour (5 Warships)
- C3. Baron Sukumvit's Personal Harbour
- C4. South Gate Bridge

D – Palace District
- D1. Baron Sukumvit's Palace
- D2. Military and Militia Training Grounds

E – Old Town District

THE CITY OF FANG

Source: *Deathtrap Dungeon d20 Module* (page 33)
Authors: Jamie Wallis
Artists: Martin McKenna and Jamie Wallis
Year: 2003
Area: Fang



"Fang is a vast metropolis standing on the north bank of the River Kok" and is "capital of the province of Chiang-Mai." It was "established at the narrowest point of the River Kok, dominating trade and travel for miles around."[111] At any time of year other than when the Trial of Champions is being held, Fang is no more interesting than any other river town.[112] During the build-up to the Trial, "large numbers of merchants, adventurers, and travelers (and their money)" visit the city.[113] Despite being so far inland, Fang has trade-links with many far-off cities. For example, the merchant Ignatius Galapagos from Kallamehr "deals exclusively in livestock for discerning customers." He "supplied the monsters for Baron Sukumvit's Trial of Champions—the notorious Deathtrap Dungeon."[114]

"The Market District [A] is the largest and most heavily populated of Fang's five districts." The huge open-air market [A2] runs on a daily basis. Most of the inns and taverns in the city are also to be found in this district. [115] Interestingly, there is no mention made on this map of Dwight's Wharf or *The Staggering Foal Tavern*, presumably in [A4], both of which appear in a "notorious district" of Fang where it is dangerous to flaunt one's wealth. This rough part of town is populated by "shifty-looking locals who loiter in the dark alleyways." A person with some influence in this run-down part of Fang is Hubba Thangfane, who is an employer at Dwight's Wharf. [116]

"The Temple District [B] is home to countless small churches and prayer houses dedicated to just about every god and goddess on the world of Titan." The largest of these is the Halls of Justice [B3], which is "the largest temple dedicated to Libra on Allansia. The Church of Fortunate Gatherings, [B2] dedicated to Sindla, is the smallest of the three temples. Shown on this map, but is still a huge building, luck being an important part of every adventurer's life.[117]

"Only military and naval personnel are allowed into" the Military District [C]. "The various buildings within this district are mainly barracks and stores." The "tallest and grandest-looking building in the city" is the Sorcery Tower [C1]. "The tower is home to many sorcerers and wizards of varying degrees of expertise", and "the lower levels of the schools house the apprentices and study rooms. Regular patrols walk the walls of the city.[118]

Within the Palace District [D] sits "the fortified palace of Baron Sukumvit Charavask." It is home to Baron Sukumvit, the ruler of Fang and Chiang-Mai; Aronkhon Charavask, the Baron's 16-year-old son; Lord Varn Chavesk, the army general; and Zaragan the court sorcerer. Access to the grounds is restricted, and armed guards patrol regularly.[119]

"Old Town [E] incorporates some of the oldest and more rundown buildings of the city…The streets here are cramped and narrow, litter, rotting food, and excrement are common place in the gutters and roads. The taverns are full of violent, drunk would-be adventurers and bar room brawls are a familiar occurrence." Also operating out of this district are the Talons of Fang, the local Guild of Thieves.[120]

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[111] *Deathtrap Dungeon d20 Module* (2003) page 32. This is difficult to square with other sources, such as *Deathtrap Dungeon* (1984) page 20: "Fang was an ordinary small town." The rapid transition from town to metropolis seems to have been down to Sukumvit and his Trial of Champions.

[112] *Caverns of the Snow Witch* (1984) paragraph 104.

[113] *Deathtrap Dungeon d20 Module* (2003) page 32.

[114] *The Riddling Reaver* (1986) page 51.

[115] *Deathtrap Dungeon d20 Module* (2003) page 34.

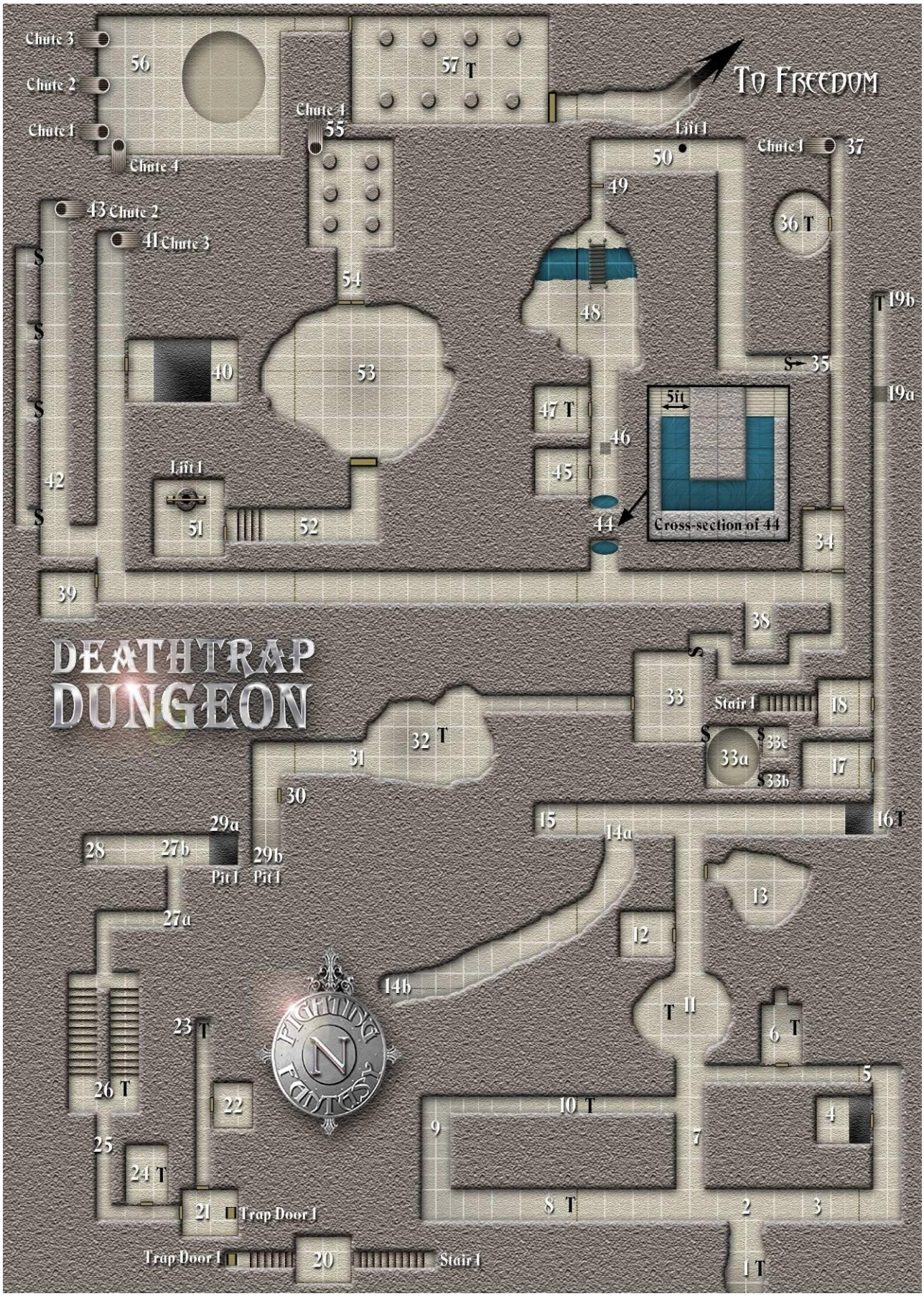
[116] *Warlock #7* (1985) page 22.

[117] *Deathtrap Dungeon d20 Module* (2003) page 34.

[118] *Deathtrap Dungeon d20 Module* (2003) page 34.

[119] *Deathtrap Dungeon d20 Module* (2003) page 35.

[120] *Deathtrap Dungeon d20 Module* (2003) page 36.



1. The Walk
2. Pointing the Way?
3. Gas Spore
4. Room with a…Pit
5. Orcs
6. One Down…
7. A Neanderthal
8. The Bell of Quaking!
9. Fighting Hobgoblins
10 Pole Trap
11. Emerald Eyes
12. Take the Test
13. Fly's Nest
14. Rock Grubs
15. The Cursed Mirror
16. Another Pit
17. The First Trialmaster
18. Skeleton Warrior
19. Rolling Ball Trap
20. Mushrooms
21. Goblins
22. A Prison Cell
23. An Old Sewer Pipe
24. Skull Trap
25. The Mirror Demon
26. Double Staircase
27. Throm the Barbarian
28. A Note
29. Pit Shaft
30. Books!
31. Cave Trolls
32. A Beautiful Cavern
33. The Dwarven Trial-master
34. Mimic
35. One-way Secret Door
36. It's Just an Illusion
37. Chute 1
38. Swarm
39. The Medusa
40. The Winged Helmet
41. Chute 3
42. Leprechauns!
43. Chute 2
44. Underwater Tunnel
45. Another Rival
46. Iron Grille
47. Footprints in the Dust
48. Titan Troglodytes
49. The Door to Freedom?
50. To the Next level
51. Ivy's Room
52. Guard Dogs
53. The Pit Fiend
54. No Weapons . . .
55. Chute 4
56. The Blood Beast
57. The Way Out

DEATHTRAP DUNGEON

Source: *Deathtrap Dungeon d20 Module* (inside front cover)
Authors: Jamie Wallis
Artist: Martin McKenna and Jamie Wallis
Year: 2003
Area: Trial of Champions

Baron Sukumvit's Trial of Champions—colloquially known as Deathtrap Dungeon—is famous throughout Allansia. From the frozen north[121] to the fishing village of Oyster Bay,[122] this famous dungeon, designed to test the mettle of any adventurer, is known and feared. Contestants come from far and wide to participate. On the first day of the fifth month,[123] competitors, having come from far and wide, disappear into the dungeon, eagerly watched by the residents of Fang…and are never seen again.

This map is an overview and solution to 'The Walk'[124]. It has been split into several sections to make it fit on one page, which does get somewhat confusing; however, it is not overly so, and where the different sections join should be easy to follow due to the labelling. If some of the tunnels seem a little too straight, it is worth remembering that this is an entirely man-made dungeon.

The secret to the dungeon is gemstones. "You need to collect gems and precious stones if you hope to get out."[125] The final room [57], patrolled by a vicious Manticore,[126] also contains a massive iron door requiring gemstones to open it. Igbut the Gnome is the Trialmaster guarding the final exit.[127] The Trialmasters are guardians and arbiters of the Trial of Champions. Their job is to help, hinder, or confuse competitors, such as the Dwarf [33] whose duty is "to let only the most able continue."[128] Others are less than sane, such as the "white-haired old man dressed in tattered rags" [17] who poses riddles and turns those who get them wrong into statues![129]

The Dungeon starts relatively easily for any well-equipped adventurer. There are Hobgoblins [9] and a Cave Man [7],[130] and a few traps to catch the unwary.[131] After the "wide cavern" [11] containing a "large idol…approximately six metres high"—the eyes of which are Emeralds[132]—the difficulty begins to escalate rapidly. Adventurers are likely to encounter Rock Grubs [14], "hideous worm-like creature[s] with…extraordinarily powerful mandibles",[133] and a Skeleton Warrior.[134] The traps have become more deadly too, such as the rolling boulder trap that releases a boulder to crush anyone careless enough to hit the tripwire.[135]

The further one travels into the dungeon, the more gruesome and dangerous the monsters and traps become. An old sewer pipe [23] leads off the main passage into darkness, hiding a box containing a sapphire.[136] The map here is incorrect, as the passageway should continue north to join with [27a].[137] Beyond the Dwarven Trialmaster the dungeon presents a number of different ways forward. Monsters abound here. One door is actually a disguised Mimic [34],[138] while a Giant Insect swarm is held behind glass [38].[139] A whole tribe of Troglodytes dwell in a cavern, where they worship "a large golden effigy",[140] while a Pit Fiend, "an enormous dinosaur-like monster", is kept in "a sand-covered pit."[141] Between these is a trapped chest containing a Diamond.[142]

The difficulty culminates finally with "the most repulsive sight" of "a bulbous creature too horrible to be believed" "wallowing in a circular pool of foetid slime"—the Bloodbeast.[143] Few live long enough to reach this bloated monstrosity;[144] and even fewer survive the encounter.

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[121] *Caverns of the Snow Witch* (1984) paragraph 104.

[122] *Island of the Lizard King* (1984) paragraph 1. Mungo's father actually died in Deathtrap Dungeon, according to this paragraph.

[123] Referred to as May 1 in *Deathtrap Dungeon* (1983) pages 20 and 21; and the day after April 30 in *Trial of Champions* (1986) paragraph 261. However, *Titan: The Fighting Fantasy World* (1986) page 115 calls the fourth and fifth months Sowing and Winds, according to Allansian Reckoning.

[124] *Deathtrap Dungeon* (1983) page 21.

[125] *Deathtrap Dungeon* (1983) paragraph 27.

[126] *Deathtrap Dungeon* (1983) paragraph 134.

[127] *Deathtrap Dungeon* (1983) paragraph 364.

[128] *Deathtrap Dungeon* (1983) paragraph 60.

[129] *Deathtrap Dungeon* (1983) paragraph 12.

[130] *Deathtrap Dungeon* (1983) paragraphs 264 and 387.

[131] *Deathtrap Dungeon* (1983) [6], for example (paragraph 299).

[132] *Deathtrap Dungeon* (1983) paragraph 37.

[133] *Deathtrap Dungeon* (1983) paragraph 352.

[134] *Deathtrap Dungeon* (1983) paragraph 381.

[135] *Deathtrap Dungeon* (1983) paragraph 217.

[136] *Deathtrap Dungeon* (1983) paragraphs 78 and 162.

[137] *Deathtrap Dungeon* (1983) paragraph 142.

[138] *Deathtrap Dungeon* (1983) paragraph 339.

[139] *Deathtrap Dungeon* (1983) paragraph 108.

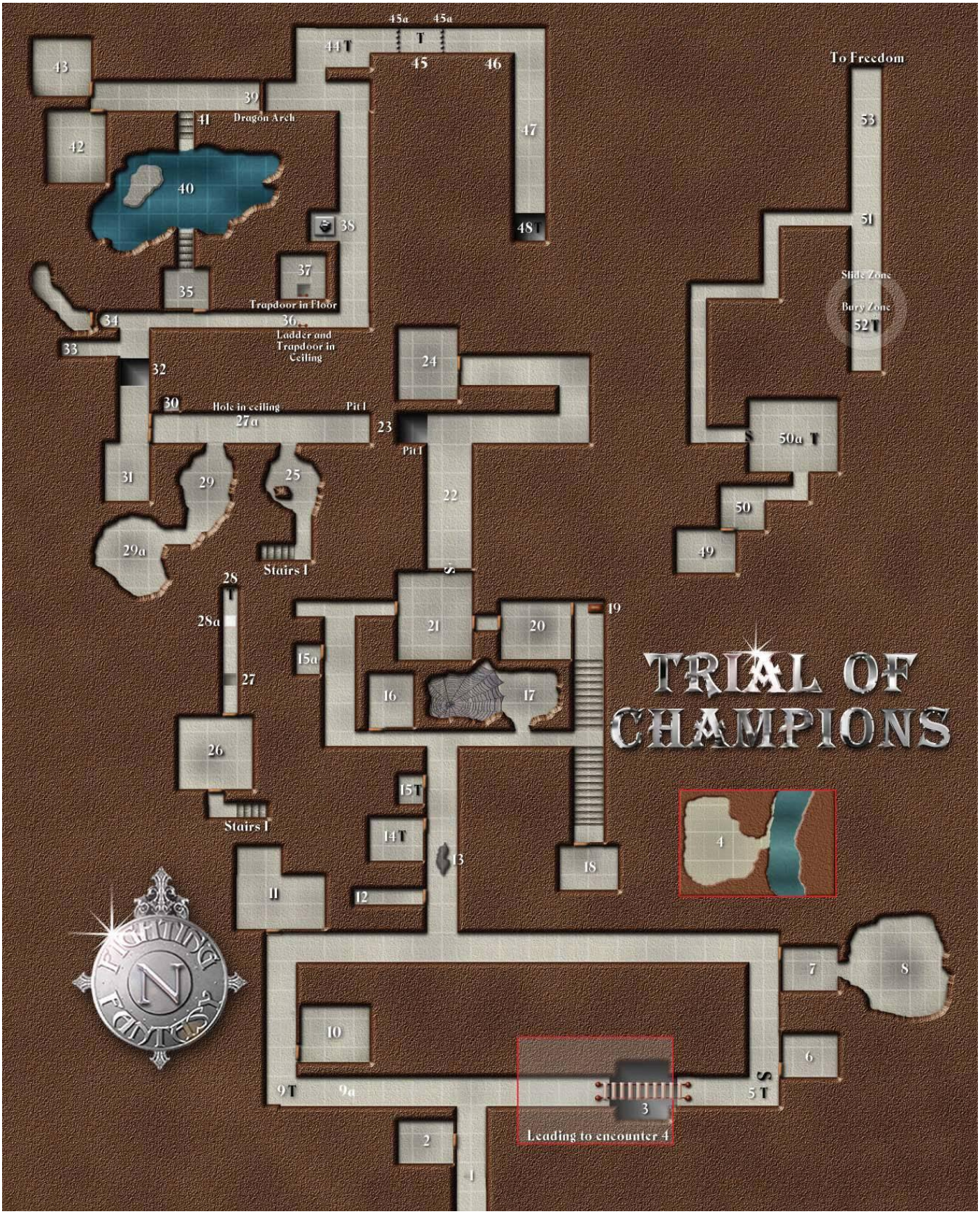
[140] *Deathtrap Dungeon* (1983) paragraph 230.

[141] *Deathtrap Dungeon* (1983) paragraph 245.

[142] *Deathtrap Dungeon* (1983) paragraph 93; *cf.* paragraph 398.

[143] *Deathtrap Dungeon* (1983) paragraph 90; see also *The Fighting Fantasy Poster Book* (1991) page 23.

[144] *Out of the Pit* (1985) page 22.



1. The Walk
2. Hellhound
3. Rope Bridge
4. Strider the Assassin
5. Buttons / Secret Door
6. The Witch's Room
7. Coldclaw
8. Bone Devil
9. Spears / Crossbow Trap
10 Bowl of Exotic Fruit
11. Dagger-throwing Orcs
12. Black Imp
13. Rock Pile
14. Riddling Skeleton
15. Teleportation Trap to 15a
16. Liche Queen
17. Giant Spider
18. Storeroom / Rats
19. Rope / Anti-poison Chest
20. Armour
21. Noy, Blind Trialmaster
22. Cursed Fountain / Skeleton King
23. Smooth-sided Pit
24. Two-headed Dog
25. Tusker
26. Lucky Soapstone Elephant Statue
27. Pit
27a. Chaos Champion
28. Poisoned Spikes
29. Xoroa Colony
30. Food Recess
31. Zombies
32. Deep Pit
33. Brass Bell
34. Blocked Door
35. Giant Tongue Arch
36. Ladder
37. Box of Life-draining
38. Bronze Dog-head Idol
39. Dragon Arch
40. Siren's Cave
41. Healing Steps / Urns
42. Six-armed Idol
43. Mind Warp Beast
44. Ropecutter Axe
45. Iron Bars Trap
46. Portrait of Baron Sukumvit
47. Ailing Hill Troll
48. Eastern Warlord / Invisible Barrier
49. Locked Iron Door
50. Lexus the Trialmaster (Grand Wizard)
50a. Clock and Crushing Trap
51. Lying Hunchback
52. Death Trap Cave In
53. Acid Drips

TRIAL OF CHAMPIONS

Source: *Trial of Champions d20 Module* (inside front cover)
Authors: Jamie Wallis
Artist: Jamie Wallis
Year: 2004
Area: Trial of Champions

With the successful completion of "Deathtrap Dungeon", "Sukumvit's reputation suffered greatly." However, "he was undeterred, and immediately made plans for a few changes." The new Trial of Champions, redesigned and rebuilt from scratch, was so impossibly fiendish that Sukumvit declared "no one would *ever* pass through it alive"![145]

Once again, this map is an overview and solution to the Trial of Champions. While a little tricky to follow due to the map being split into several sections, it should be readily apparent where the connections between the separate sections are. It is evident also that the Trial of Champions is more linear in nature than Deathtrap Dungeon.

It is clear that Baron Sukumvit wanted no easy start to the dungeon. The first encounter in the Trial is "a huge black Hellhound" [2].[146] Other encounters in the first section of the dungeon include a Strider [4] (a "stooped and starving man…a cunning hired killer"),[147] a Witch [6] cooking herself a vile-looking stew,[148] a Coldclaw [7] (a toad-like creature with a "grotesque, misshapen head supported by a blubbery neck"),[149] and a fearsome Bone Devil [8].[150]

Traps and riddles abound. One such riddle is posed by a long-dead skeleton [14] "half-submerged in the dust." A wrong answer results in immediate death.[151] Unlike the gemstones required in the original Deathtrap Dungeon, the Trial of Champions requires gold rings, and three three-digit combinations of numbers. Other items are also required to find these rings, such as the magic sword hidden under a pile of rocks [13][152] that is required to defeat the six-armed Idol [42].[153]

There is a proliferation of undead in the dungeon. The foul Liche Queen [16] challenges contestants to wear her cursed gauntlet of Terror,[154] an army of Zombies attacks without warning [31],[155] and "an armoured skeleton with a crown on its skull" sitting astride a skeletal horse charges down the corridor it guards [22].[156]

The Trialmasters are no more helpful or friendly than in the previous dungeon. Noy, the blind Trialmaster [21],[157] challenges contestants to mental and physical challenges, while Lexus, "a grand wizard by training"[158] [50] tests a contestant's luck and skill, demanding that they have found all nine gold rings and the three combination numbers. His pet Fire Imp is also an aggressive beast.[159]

There are three major discrepancies with this map. Firstly, the room with the Two-headed Dog [24][160] is not at the end of the corridor, which should actually continue to join up with the passageway just north of the pit [32].[161] The second is the confusion around the position of the room with the six-armed Idol [42], which should be along the tunnel marked [41], not to the left of the T-junction.[162] Finally, the room with the flask of "clear, sparkling liquid" the properties of which are constantly changing[163] is missing.

Realistically, the Trial of Champions is impossible. With no prior knowledge that a contestant needs to seek out gold rings, that they need three combination numbers, and the other items required to find those items, it is unfeasible that anyone would drop on the correct set of decisions to make to complete the dungeon, particularly so since it is unclear just who to trust. The Hunchback [51] is an inveterate liar, for example,[164] whose advice leads to a death-trap where the ceiling collapses, killing any contestant [52].[165] Other encounters that cannot be defeated or passed include the terrible Mind Warp Beast [43]"which has the ability to create a perfect illusion", lulling the unwary before snapping shuts its "gigantic green mouth with rows of needle-sharp teeth";[166] and the silvered box of life-draining [43] that can kill anyone that touches it in less than two minutes. [167]

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[145] *Titan: The Fighting Fantasy World* (1986) page 104.

[146] *Trial of Champions* (1986) paragraph 374.

[147] *Trial of Champions* (1986) paragraph 100.

[148] *Trial of Champions* (1986) paragraph 246.

[149] *Trial of Champions* (1986) paragraph 219.

[150] *Trial of Champions* (1986) paragraph 205.

[151] *Trial of Champions* (1986) paragraph 13.

[152] *Trial of Champions* (1986) paragraph 222.

[153] *Trial of Champions* (1986) paragraph 182.

[154] *Trial of Champions* (1986) paragraph 318.

[155] *Trial of Champions* (1986) paragraph 288.

[156] *Trial of Champions* (1986) paragraph 329.

[157] *Trial of Champions* (1986) paragraph 3.

[158] *Trial of Champions* (1986) paragraph 125.

[159] *Trial of Champions* (1986) paragraph 176.

[160] *Trial of Champions* (1986) paragraph 26.

[161] *Trial of Champions* (1986) paragraph 379 *et al*.

[162] *Trial of Champions* (1986) paragraphs 141 and 69.

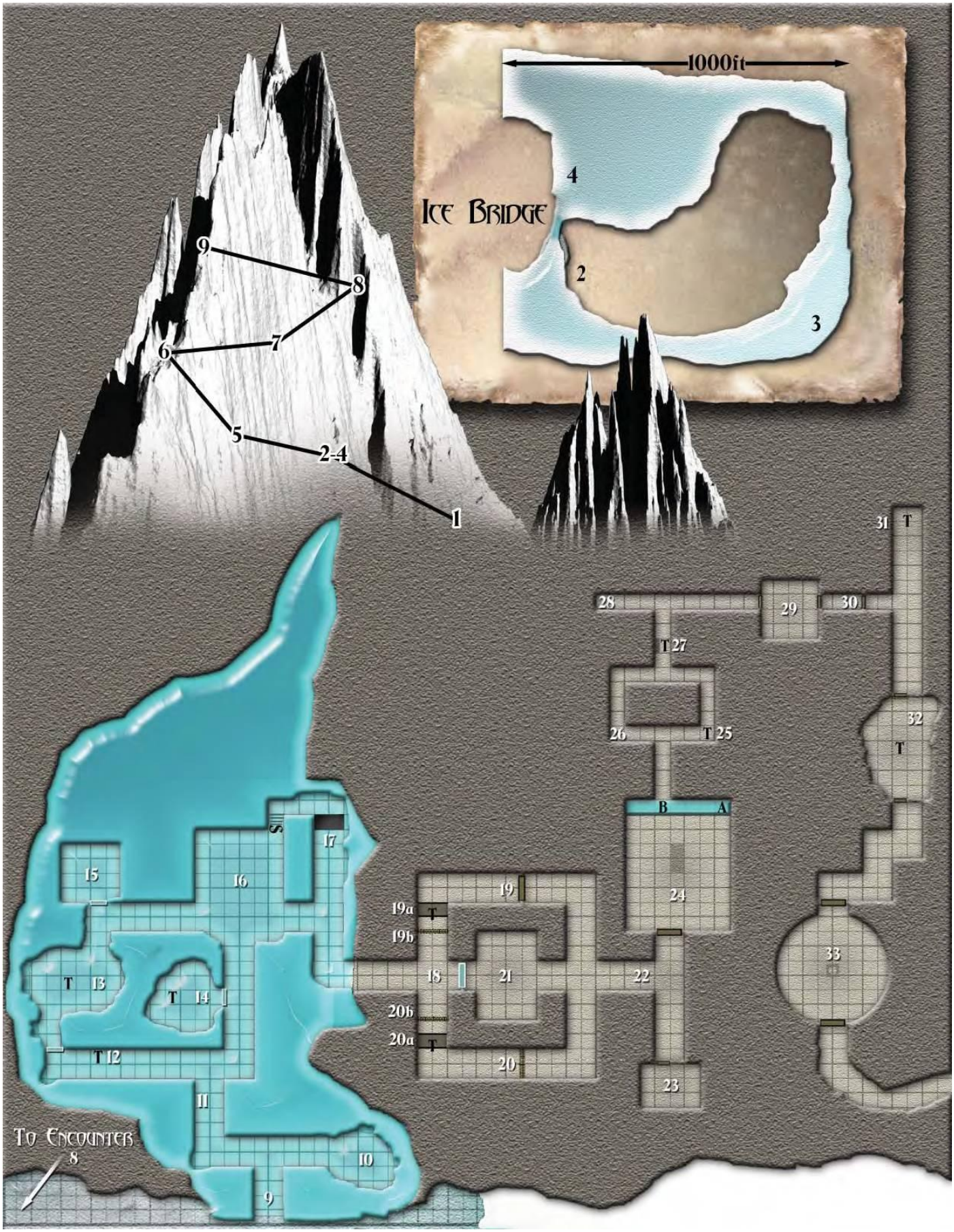
[163] *Trial of Champions* (1986) paragraphs 98 and 4.

[164] *Trial of Champions* (1986) paragraph 232.

[165] *Trial of Champions* (1986) paragraph 291.

[166] *Trial of Champions* (1986) paragraph 386.

[167] *Trial of Champions* (1986) paragraphs 46 and 224.



1. Northmen Outpost
2. The Ice Bridge
3. The Crevasse
4. Snow Wolves
5. Blizzard
6. The Trapper's Log cabin
7. Brogan and the Yeti
8. Avalanche!
9. The Crystal Caves
10. Anti-Freeze Potion
11. A Mountain Elf
12. Pit Trap
13. Frozen Orc
14. The Kitchen
15. The Bard
16. Temple of the Ice Demon
17. The Pit
18. The Prism Mage
19. The Left-hand passage
20. The Right-hand Passage
21. The Frost Giant
22. The Crystal Warrior
23. The Zombie Store Man
24. The Snow Witch
25. Footprints
26. The Orb of Energy
27. Iron Casket
28. Caveman
29. The Brain Slayer
30. Animated Dagger
31. The Shield
32. Acid Stalagmites
33. Cavern of the Snow Witch

ICEFINGER MOUNTAINS / CRYSTAL CAVES

Source: *Caverns of the Snow Witch d20 Module* (inside front cover)

Authors: Jamie Wallis

Artist: Martin McKenna and Jamie Wallis

Year: 2003

Area: Icefinger Mountains



Shareella, the Snow Witch, is a "demonic harridan" who makes her home "in an extensive network of carefully guarded caverns known as the Crystal Caves." She was human once, and hailed from Zengis, where she "was trained as a sorceress." A meeting with an Ice Demon perverted her course to Evil, however, and now she is a vampire, "readying herself for the day when the glaciers will creak and then slowly set off to cover all of Titan."[168]

From the above information, we can deduce that the Snow Witch's lair must be somewhere roughly north of Zengis. This map shows both the approaches to the Crystal Caves, and the snow caverns themselves. The area around the entrance to the Crystal Caves is the hunting ground for the Yeti [7][169] who massacred the Northman settlement [1] for food.[170]

As is typical in these mountains, snowfall is frequent, and howling winds blow "gusts of snow" around the mountains. When the snowfall becomes heavy, "swirling around in the strong wind", a blizzard [5] is likely to break out.[171] Snow Wolves [4] dwell here in small packs, hunting for what meagre pickings there are in this harsh climate.[172] Trappers such as Brogan build huts up here [6][173] from the pine forests in the lower valleys,[174] as the pelts of the Snow Wolves are highly valued. However, the "cold and crisp" air and "clear and blue" skies can distract from the very real dangers of avalanches [8] in the higher peaks.[175]

The entrance to the Crystal Caves [9] "is open, but hidden by an illusion" to make it appear as the rest of the glacier.[176] Upon an ice plinth in the first cavern [10] rests a brass bowl containing a potion given to the Snow Witch's slaves to prevent them from freezing to death in the sub-zero temperatures of the Crystal Caves.[177] These slaves are Mountain Elves, Dwarfs, northmen, and other poor unfortunates captured by the Orcs, Ogres, and other creatures of Chaos who have flocked to the Snow Witch's service. The slaves are prevented from escaping by the cursed "obedience collars" they are forced to wear.[178]

The troops and slaves need to be fed, and this task is assigned to the Gnome and his Neanderthal assistant [14], though variety is not part of the menu. Food usually consists of moose stew.[179] The Snow Witch also likes to be entertained—likely a throwback to her human past—and so she has employed a Minstrel[180] to regale her with stories and songs. The doorway to his cave [15] is "partially blocked by an old tattered animal skin hanging down over the entrance." He wears "a green and purple checked tunic" over his "green and purple hose", with "pointed red slippers." [181] His enchanted songs can heal wounds, though "the ignorant scum" that constitutes the troops "will not listen to [his] music."[182]

The Temple to the Ice Demon that awoke in the Snow Witch the desire to cover the whole of Titan in ice [16] is usually full of chanting servants of the Snow Witch, "their hooded faces pressed to the ice floor in worship" of "an ice effigy in the shape of a demon"[183] known as The Frozen One.[184] Beyond this, the tunnels through the glacier finally meet the rock of the mountainside. Just past this point is a large cavern with three further exits [18], one of which is carved into the shape of "a giant skull." An "ugly robed man", an illusionist in the service of the Snow Witch, guards the inner sanctum, "as only the Snow Witch's personal servants are allowed inside the mountain."[185] The passageways to the left and right are trapped [19 and 20],[186] whereas the skull passageway leads into a huge cavern, the lair of a Frost Giant, the Snow Witch's personal guard.[187] The passageway beyond [22] is patrolled by a Crystal Warrior[188]

The apothecary [23] is guarded by a zombie, and contains many unusual ingredients used for spells and enchantments.[189] This is kept to the first of the Snow Witch's caverns [24]. The cavern contains a sarcophagus in which the vampiric Snow Witch sleeps, and is guarded by a White Dragon.[190] Anyone escaping from her is likely to run into the dreaded Brain Slayer [29].[191] The way beyond is also blocked by acidic stalactites [32], and a Death Spell.[192] The Snow Witch also inhabits a second cavern [33] which prevents anyone from escaping the Crystal Caves.[193]

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[168] *Titan: The Fighting Fantasy World* (1986) page 102.

[169] *Caverns of the Snow Witch* (1984) paragraph 190.

[170] *Caverns of the Snow Witch* (1984) page 22.

[171] *Caverns of the Snow Witch* (1984) paragraph 337.

[172] *Caverns of the Snow Witch* (1984) paragraph 212.

[173] *Caverns of the Snow Witch* (1984) paragraph 169.

[174] *Warlock* #7 (1985) page 23.

[175] *Caverns of the Snow Witch* (1984) paragraph 25.

[176] *Caverns of the Snow Witch* (1984) paragraph 67.

[177] *Caverns of the Snow Witch* (1984) paragraphs 215 and 24.

[178] *Caverns of the Snow Witch* (1984) paragraph 274.

[179] *Caverns of the Snow Witch* (1984) paragraph 106.

[180] Referred to as a Bard on this map (see *Caverns of the Snow Witch d20 Module* (2003) page 11).

[181] *Caverns of the Snow Witch* (1984) paragraphs 221 and 303.

[182] *Caverns of the Snow Witch* (1984) paragraph 80.

[183] *Caverns of the Snow Witch* (1984) paragraph 198.

[184] *Caverns of the Snow Witch* (1984) paragraph 370.

[185] *Caverns of the Snow Witch* (1984) paragraph 125.

[186] *Caverns of the Snow Witch* (1984) paragraphs 49 and 266.

[187] *Caverns of the Snow Witch* (1984) paragraph 288.

[188] *Caverns of the Snow Witch* (1984) paragraph 59.

[189] *Caverns of the Snow Witch* (1984) paragraphs 83 and 200.

[190] *Caverns of the Snow Witch* (1984) paragraphs 223 and 297

[191] *Caverns of the Snow Witch* (1984) paragraph 365.

[192] *Caverns of the Snow Witch* (1984) paragraph 135.

[193] *Caverns of the Snow Witch* (1984) paragraph 339.



1. The River Kok
2. Bandits!
3. An Old Man
4. Aerial Assault
5. Water Hole
6. Morri the Dwarf
7. Night Watch
8. Hill Trolls
9. Stonebridge
10. The Death Spell!
11. A Rope Bridge
12. Hollow Tree Stump
13. Narrow Footpath
14. Stepping Stones
15. Ash
16. Death Hawk
17. Dark Cave in the Hills
18. Rattlesnake
19. A Tree House
20. The Barbarian
21. The Healer's Cave
22. Too Far

ICEFINGER MOUNTAINS / PAGAN PLAINS

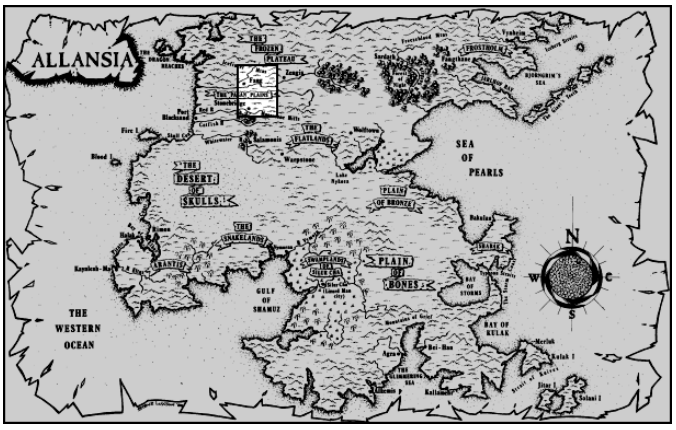
Source: *Caverns of the Snow Witch d20 Module* (inside rear cover)

Authors: Jamie Wallis

Artist: Martin McKenna and Jamie Wallis

Year: 2003

Area: Pagan Plains



Despite their bleak, barren appearance, the Pagan Plains to the south of the Icefinger Mountains are replete with encounters, monsters, and characters. While this map has plenty of problems and inaccuracies,[194] here we will limit ourselves to covering the encounters an adventurer might have when travelling across these grasslands.

The River Kok is two days' arduous journey from the Crystal Caves (here incorrectly labelled Crystal Caverns). This point [1] is fifty miles downriver from Fang—a point which is clearly in error. For once, it would seem the original source material is incorrect, and it should read that Fang lies downriver from this point. The river here is "wide and dirty-brown" in colour, with no bridges or boatmen for some miles in either direction. [195]

Bandits are a constant threat on the Pagan Plains, with rogue tribes of Centaurs [2] galloping across the grass, looking for caravans or wealthy adventurers to pillage.[196] The "flatness of the plain becomes monotonous" after some leagues, and can lull a traveller into a false sense of security. But danger can come from anywhere—even the skies. Vigilance is needed due to the groups of Bird-Men [4] "who swoop down on their prey to kill them with their sharp claws."[197]

During the heat of the afternoon when the sun is overhead, it becomes particularly apparent that the Pagan Plains are strangely devoid of water sources. Streams and pools are sparse and quite rare, most of the water seeming to travel underground through rivers and lakes.[198] A favoured trick of some bandits is to poison what few water-holes there are on this broad plain [5].[199]

The Hill Trolls [8] of the Pagan Plains often attack the Dwarf village of Stonebridge [9], approximately a day and a half's travel south from the River Kok.[200] Of course, if they spot a nearer target, such as a traveller, they are wont to attack those first.[201]

A couple of hours' journey from Stonebridge, as the ground climbs into the highlands of the Moonstone Hills, dangers become more difficult to spot. Rocky caves that lead into the darkness below the hills may harbour strange creatures such as the hideous Night Stalker [17], whose "face is ashen, and its eyes are just two grey folds of skin sunken in their sockets."[202] These creatures lurk "in the dank, forbidding depths of dungeons deep below the ground" and "are something less than human."[203]

Outcasts from civilization such as Man-Orcs [19] dwell in the dells and valleys between the craggy hilltops, often in treehouses to keep them safe from intruders.[204] Such half-breeds are usually vicious and spiteful, taking pleasure from the destruction of anything Good. Berserk Barbarians [20] who like to "fight first and ask questions later" also count the Moonstone Hills as their home.[205]

A "down on his luck" herbalist lives in a wooden hut in the hills [13], though he is liable to swindle anyone who is too trusting of his dubious treatments.[206] He does have some skills with medicines made from herbs from the Moonstone Hills, however.[207]

The Healer, a powerful magician well versed in the healing arts but now horribly disfigured, dwells hidden in a cave deep in a valley amidst the rocky hills [22], though he will not see anyone not in need of his healing. His cave is marked by a carving of "a fabulous bird surrounded by flames"—a Phoenix.[208]

Dangerous creatures such as Flesh Grubs [12], Death Hawks [16], and Rattlesnakes [18] also inhabit the hills.[209]

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[194] The geography of this map is repeated in *The Warlock of Firetop Mountain d20 Module*, page 36. The critique of the geography is covered when discussing that map later on in the *Atlas of Titan*.

[195] *Caverns of the Snow Witch* (1984) paragraph 104.

[196] *Caverns of the Snow Witch* (1984) paragraphs 180 and 272.

[197] *Caverns of the Snow Witch* (1984) paragraph 348.

[198] *The Warlock of Firetop Mountain* (1982) paragraph 218.

[199] *Caverns of the Snow Witch* (1984) paragraphs 18 and 301.

[200] *Caverns of the Snow Witch* (1984) paragraph 13.

[201] *Caverns of the Snow Witch* (1984) paragraph 296.

[202] *Caverns of the Snow Witch* (1984) paragraph 37.

[203] *Out of the Pit* (1985) page 88.

[204] *Caverns of the Snow Witch* (1984) paragraph 398.

[205] *Caverns of the Snow Witch* (1984) paragraph 374.

[206] *Caverns of the Snow Witch* (1984) paragraphs 168 and 390.

[207] *Caverns of the Snow Witch* (1984) paragraph 346.

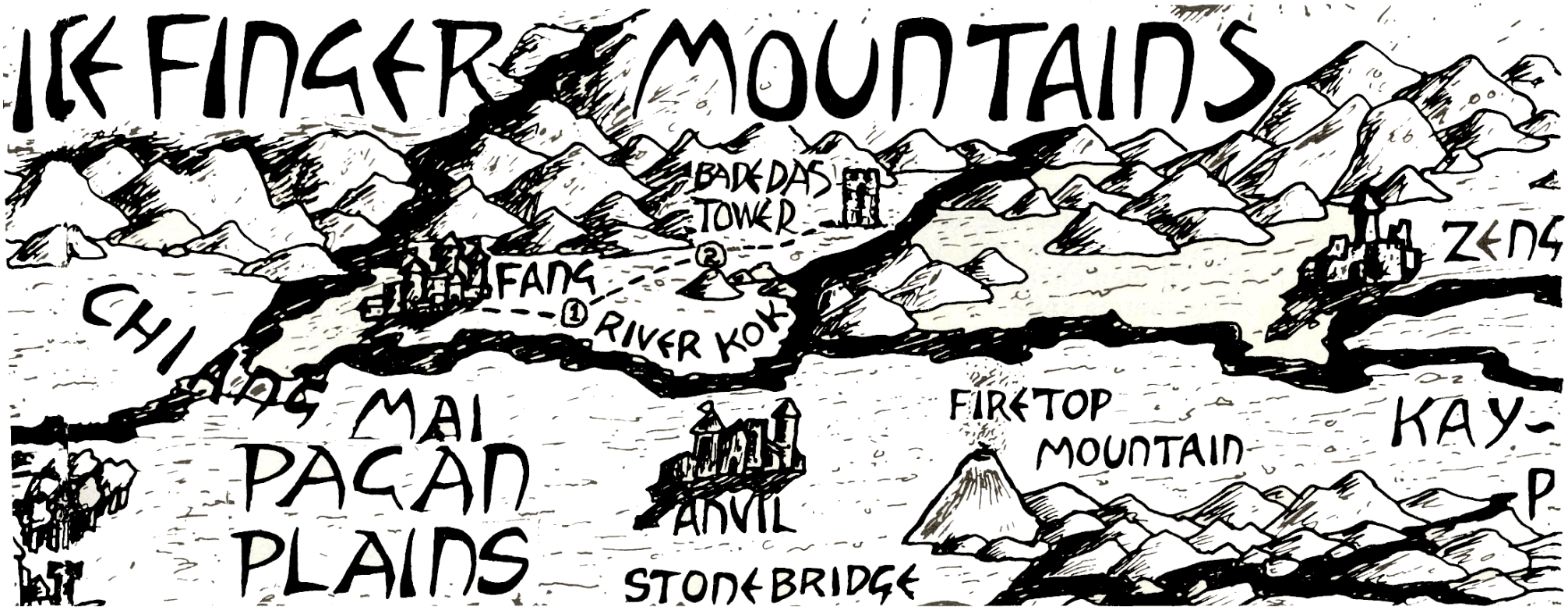
[208] *Caverns of the Snow Witch* (1984) paragraph 319.

[209] *Caverns of the Snow Witch* (1984) paragraphs 46, 85, and 377.

KEY TO MAP

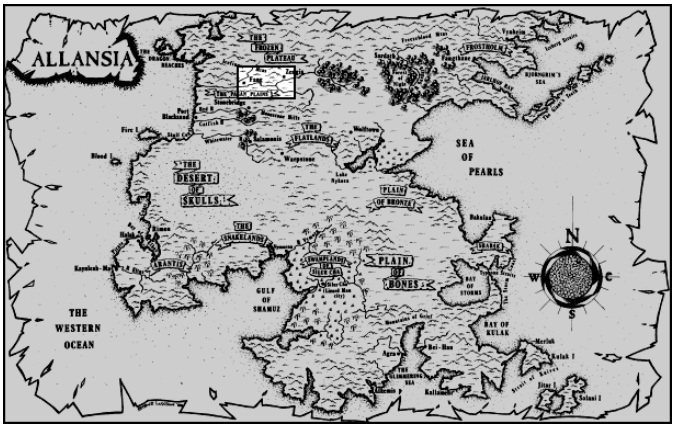
1) **Camp for first night**

2) **Camp for second night (Crocosaurus attack)**



BADEDAS' TOWER

Source: *Warlock #7* (page 23)
Authors: Paul Mason and Steve Williams
Artist: Dave Andrews
Year: 1985
Area: Pagan Plains



This small section of the northern Pagan Plains is cropped from the map of northwestern Allansia that originally appeared in another source.[210] Taking only a small section of that original map allows the scale of this map to be much smaller, with more room for detail. This extra detail is in the form of the tower of Badedas, a powerful mage, the type Allansia is justly famous for.

Badedas the Blue is by all accounts a friendly mage, and has a particular interest in the Trial of Champions. The completion of this dungeon quest has been of interest to him for years, and he will probably request an audience with the first adventurer to complete the dungeon. He will contact an adventurer from afar by means of his magic rather than in person. His favourite spell conjures "a column of blue smoke… [which forms] itself into the shape" of his face: wrinkled, bearded, and smiling benignly. By means of this spell he is also capable of speaking directly to his target,[211] though he is not capable of hearing any response in return. Badedas' Tower "lies due east of Fang…between the Icefinger Mountains and the River Kok." The distance given for the journey between Fang and Badedas' Tower is twenty leagues, approximately fifty-five miles, and "the trek should last no longer than three days.[212]

Close to the city of Fang, "the countryside is barren, with few settlements", though more poetic or paranoid adventurers may feel that "the occasional stunted tree seems to leer at [them] contemptuously." The "snow-capped peaks of the Icefinger Mountains tower majestically over" this land, "like brooding titans", though caravans infrequently cross the Pagan Plains, travelling between Zengis and Fang,[213] though only between the months of Hiding and Sowing.[214]

The trail between the campsites marked 1 and 2 enters "one of the many pine forests of this northern valley", with its distinctive "heady aroma" and "redolent smells."[215] Jaiphrai Ah'Cha, "the small man with slanted eyes who led the hero into the dungeon",[216] frequently scouts this place. Ah'Cha is really the Riddling Reaver in disguise,[217] though the Baron seems to be unaware of this. Ah'Cha seems to be the one responsible for publicising the Trial of Champions far and wide.

The tower itself is crenellated and set amidst a clearing in this dense forest. It is "surrounded by a rough stone wall, about twenty feet tall, which has partially collapsed." There are weeds growing in the courtyard, and a portcullis guards the way inside the tower proper. Badedas "is not overly-concerned by its run-down condition",[218] since he is now quite old, and is loath to leave the comforts of his estate, including his "fabled swirling bath of many currents—guaranteed to soothe all…aches and pains."[219]

Also inhabiting these hills and forests surrounding the tower are a handful of sturdy Hill Men, who live off the plentiful Wild Boar and other rich meats and produce from this lonely corner of northern Allansia.[220]

The purple Crocosaurus itself is a truly terrifying monster to behold, a cross between a Crocodile and a Stegosaurus as its name suggests. It is ridden by its owner, a Gumar Hunter, who "controls his Crocosaurus by means of a telepathic mind-link."[221] He was hired by Baron Sukumvit to "retrieve his treasure" from the hero who first completed the dungeon, and "stifle the news of his humiliating defeat."[222]

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[210] *Out of the Pit* (1985) pages 10–11.

[211] *Warlock #7* (1985) page 22.

[212] *Warlock #7* (1985) page 23.

[213] *Warlock #7* (1985) page 23.

[214] *Titan: The Fighting Fantasy World* (1986) page 123.

[215] *Warlock #7* (1985) page 23.

[216] *Warlock #7* (1985) page 22; *cf. Deathtrap Dungeon* (1983) page 23.

[217] *Warlock #13* (1987) page 10.

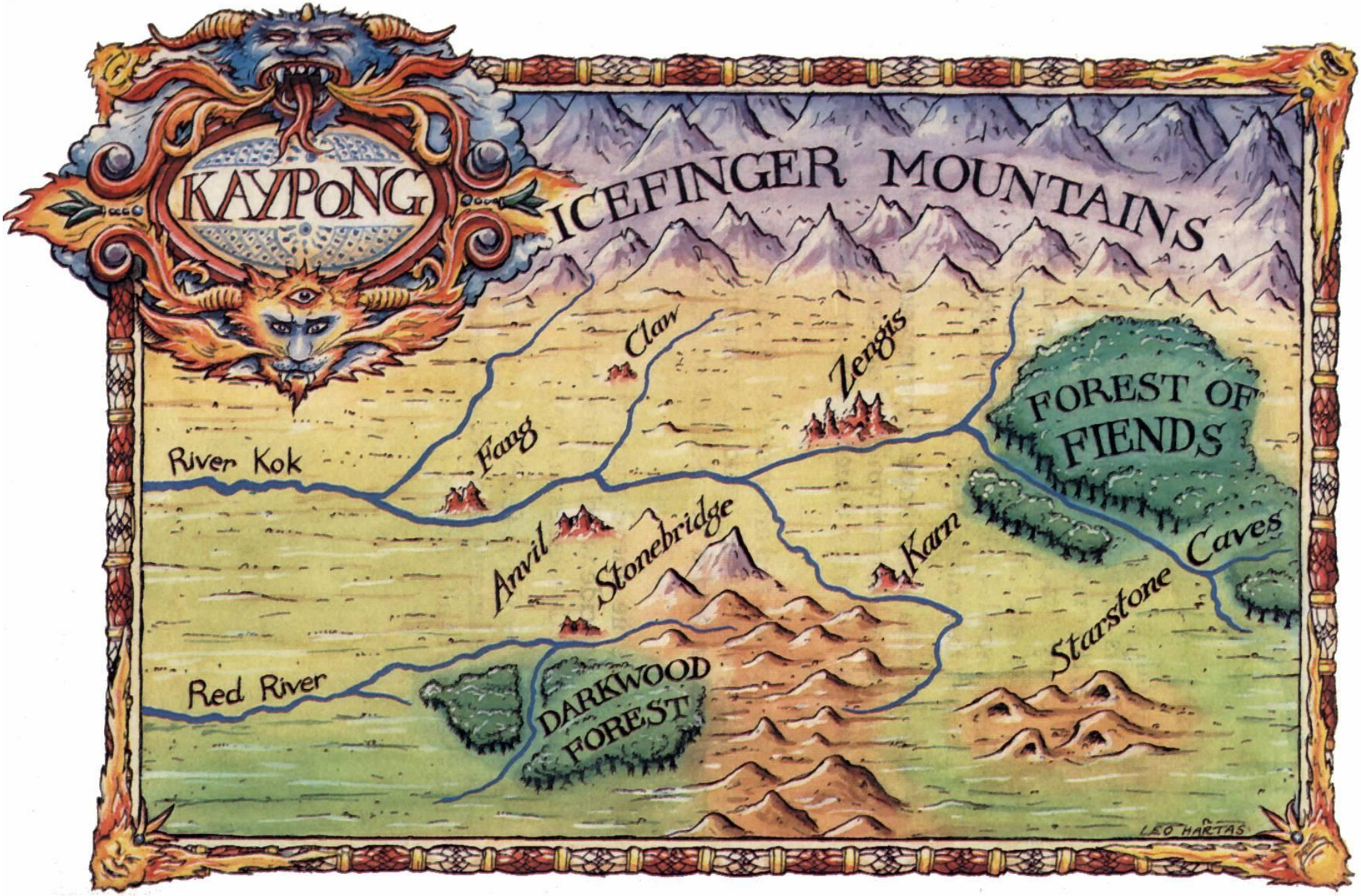
[218] *Warlock #7* (1985) page 24.

[219] *Warlock #7* (1985) page 23.

[220] *Warlock #7* (1985) page 24.

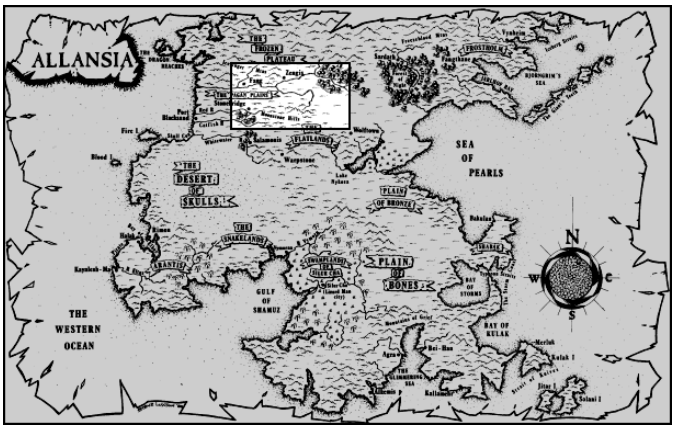
[221] *Warlock #7* (1985) page 24.

[222] *Warlock #7* (1985) page 22.


KAYPONG
ICEFINGER MOUNTAINS
Claw
Zengis
FOREST OF FIENDS
River Kok
Fang
Anvil
Stonebridge
Karn
Caves
Starstone
Red River
DARKWOOD FOREST
LEO HARTAS

KAYPONG AND EASTERN CHIANG MAI

Source: FF36: *Armies of Death* (inside cover)
Author: Ian Livingstone
Artist: Leo Hartas
Year: 1988
Area: Kaypong and eastern Chiang Mai



Much of the land covered by this map is flatland, and has been discussed earlier. There are, however, some new locations about which we can learn quite a lot.

The small village of Claw is a collection of huts near the base of the Icefinger Mountains. It "consists of thirty wooden huts forming a circle round one large hut", which is a meeting place or a hall of worship. The village is populated by sinewy Hill Men who dress in animal skins. Their leader is called Vine.[223]

The narrow streets of Zengis twist between old houses. The nearest tavern to the west gate is *The Black Dragon*, an old wooden building from which emanates "much shouting and laughter." "The tavern is dark inside", and it is lit by candles "as the small grubby windows let in virtually no daylight." The clientele leaves much to be desired, from "groups of cloaked vagabonds" to "boisterous rogues", the worse for ale. Their local drink is Devil's Brew, which is considered to have all the subtlety and finesse of ditch water.[224]

Sitting beside "a row of old wooden houses" is a curious shop. Brown paint is flaking off the window-frame and above the door is a sign which reads: 'Pets—Normal and Unnatural'. The proprietor of this pet shop is "a thin, bearded old man" who sits on a stool behind a wooden counter. The shop is filled with animals, from "cats, birds, and small rodents" to more exotic creatures.[225] At an old converted barn are regular pie-eating competitions, with Big Belly Man being the face, or rather, stomach, to beat.[226] At the corner of a major street is a stone building with a sign painted on the window in crude whitewash letters: "Max's Marauders—Swords for Hire'. The single room is used for combat practise by the Marauders. Max is "a striking blonde woman wearing leather armour" who instructs her men how to fight. She is a very skilled fighter.[227]

An inn to the south of town called *Helen's House* has a small reception room with low oak beams and white walls. Opposite the main door is a hearth, usually stoked and burning in these northerly climes. The proprietor is Obigee, who will bore visitors senseless with his interminable sailing stories.[228]

Karn is a "well-known stop-over for travellers and is the last human village for many a mile. It comprises some fifty buildings, many of which are taverns, general stores, and gambling halls." *The Blue Pig* is a small but friendly tavern, and as the haunt for the "old battle-scarred warrior" Thog, who now earns his drinking money by serving as a guide. The gambling houses are dens of iniquity, but good for a cash-strapped traveller who needs enough money to get out of town.[229]

The Starstone Caves occur in a row of hills to the southeast of Karn. The petty Oracle dwells in the depths of these caves. He can answer any question, but is greedy for gifts, and will demand much for little knowledge in return.[230]

The large forest east of Zengis is here given the name **Forest of Fiends**, though there seems to be some minor dispute about this.[231] The forest is full of "dark, twisted trees [that] reach up to form a threatening wall." After a day or two, a traveller heading east will come to "a long, deep chasm which is too steep to climb down and too wide to jump across" running north–south. To the north is the Twisted Bridge, a rope bridge, guarded by five mounted Knights. Werewolves dwell on the far side of the chasm. Finally, after much travel, at the heart of the forest stands a temple to Goodness. It has long withstood the attacks of Evil and Chaos.[232]

In comparison with other maps which cover all or part of this area,[233] the proportions of this map are rather strangely distorted. Perhaps most obviously, the area of the Moonstone Hills, in other maps a broad band of hills which dominates this part of Allansia, is shrunk so much that it is narrower on the east–west dimension than Darkwood Forest. This distortion can also be seen in the truncation of the distance between Zengis and the Forest of Fiends, and of the length of the southern tributary of the River Kok.

Furthermore, the distance between the River Kok and the Icefinger Mountains is proportionally much greater, particularly in the east, than it is in other representations of this area. Add to this the rather unfinished aspect of the bottom left of the map (the Catfish River peters out before it reaches the edge of the map and the Silver River is not shown at all), and the empty (other than for the rivers) western part of the map, and this is an intriguing but flawed representation of the geography of the area.

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[223] *Armies of Death* paragraphs 220 and 261.

[224] *Armies of Death* paragraphs 179, 292, 52, 197, and 172.

[225] *Armies of Death* paragraphs 382 and 112.

[226] *Armies of Death* paragraphs 141 and 217.

[227] *Armies of Death* paragraphs 177 and 63.

[228] *Armies of Death* paragraphs 314, 368, and 230.

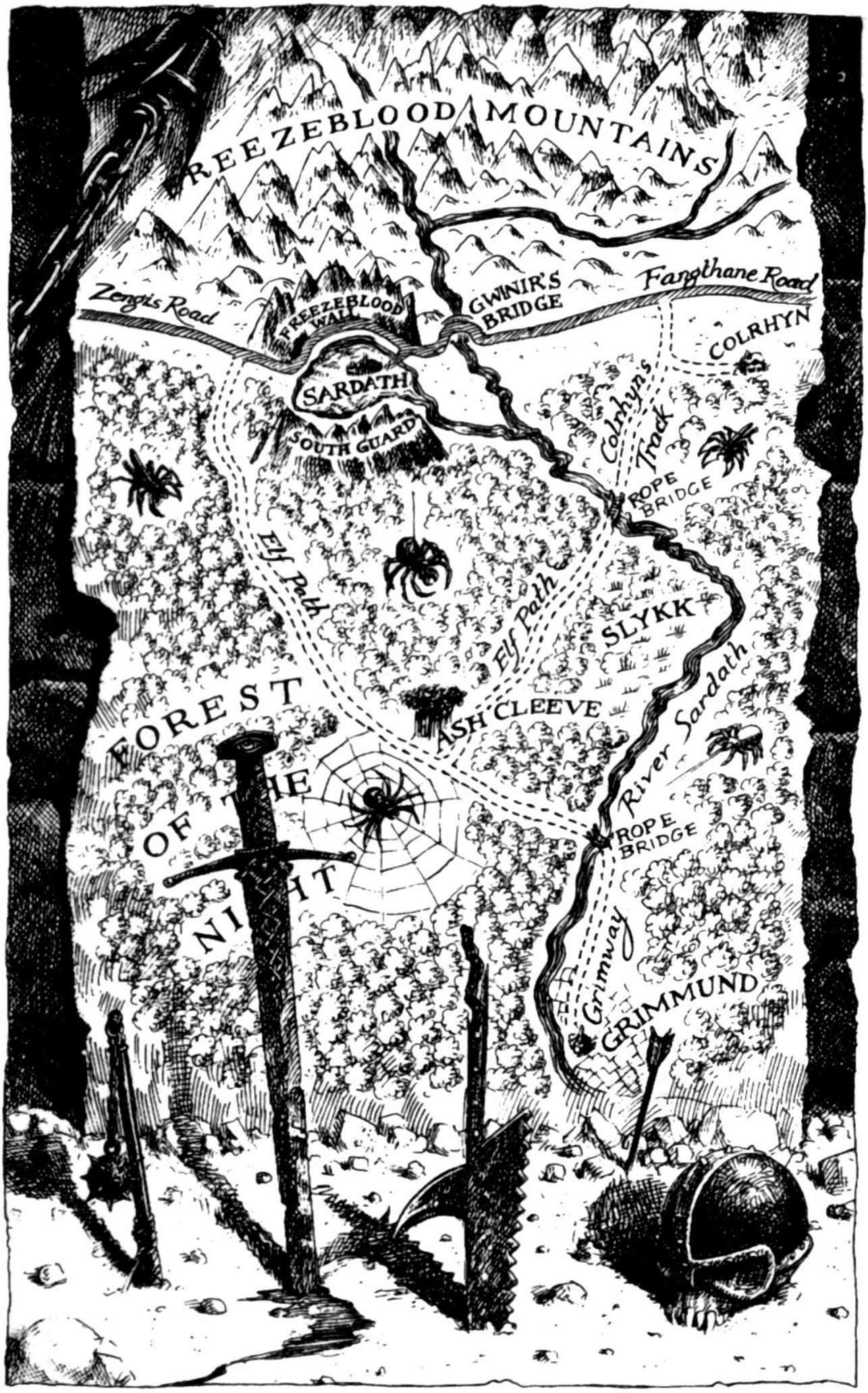
[229] *Armies of Death* paragraphs 266, 357, and 100.

[230] *Armies of Death* paragraphs 50, 42, and 89.

[231] *Tower of Destruction* (1991) colour map. See the discussion regarding this map later on in this Atlas.

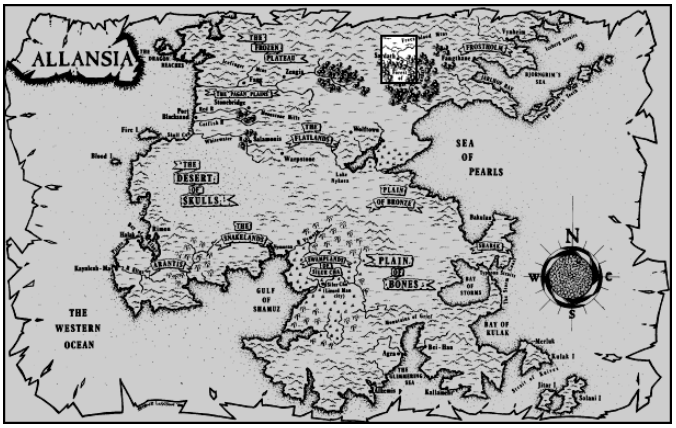
[232] *Armies of Death* paragraphs 299, 114, 241, 278, and 323.

[233] See, for example, the maps in *Out of the Pit* (1985) and *Crypt of the Sorcerer* (1987).


FREEZEBLOOD MOUNTAINS
Zengis Road
FREEZEBLOOD WALL
GWINIR'S BRIDGE
Fangthane Road
COLRHYN
SARDATH
SOUTH GUARD
Colrhyn's Track
ROPE BRIDGE
Elf Path
Elf Path
SLYKK
River Sardath
FOREST OF THE NIGHT
ASH CLEEVE
ROPE BRIDGE
Grimway
GRIMMUND

FOREST OF THE NIGHT

Source: FF49: *Siege of Sardath* (page 6)
Author: Keith P Phillips
Artist: Pete Knifton
Year: 1992
Area: Forest of the Night



Grimmund is a town on the eaves of the mysterious Forest of the Night in north-east Allansia. It is governed by a ruling Council, chaired by the Lady Grissa, the Council Leader. The Council meet in the Council Chamber of Grimmund Town Hall.[234] The town's elderly seer, Liam Astromonius, lives in a small house filled with the star charts he uses to try to foretell the future.[235] Towards the outskirts of the village is "the beginning of the forest trail", a popular road for traders who bring their horse-drawn carts and wagons into Grimmund.[236] The last outpost of Grimmund is the harbour, "where all the trading boats are kept. It has a look of dereliction about it", though the warehouses that line the harbour are usually filled with foodstuffs.[237]

To the north and west stretches the forest, "a dark and fearsome place" filled with Giant Spiders and Slykk. In these dangerous times, rumour has it that even "the Wood Elves have had to abandon the Elf-paths because they have been invaded by trees and spanned by the webs" of the Giant Spiders.[238] Through it flows the River Sardath, which "acts as a defence against the Giant Orb-Web Spiders that live in the forest to the west. These spiders are the reason that the Grimway—the road leading from Grimmund to Ash Cleeve, and thence to Sardath by means of an Elf-path—takes such a roundabout route. The Forest of the Night is almost filled with the webs of Giant Spiders.[239]

The Elven village of Ash Cleeve is at the centre of the forest. The village leader is Sorrel, "whose Elven name is Eledorn Falestein."[240] Bistort, an Elf Commander, spends all his energy in seeking out and destroying Dark Elves—the oldest and most-despised enemy of the Wood Elves. High above the village is "the tall look-out tree."[241]

Not far from Ash Cleeve is a peculiar mound, set with a cold, heavy stone door covered in lichen. Engraved on its surface is the name of the occupant of this tomb—Khornu Wych, Seer and Visionary—as well as a curse to destroy anyone who desecrates the grave.[242] The interior of the tomb is richly adorned. "At the back of the chamber…is a beautifully carved sarcophagus" leaning upright, with no lid. Inside, swathed in life-preserving bandages, is the mummified remains of Khornu, "draped in robes bearing astrological symbols."[243]

Sardath itself is "an alarming city, built on stilts over a lake, which is itself squeezed precariously between two sheer mountain peaks",[244] the Freezeblood Wall to the north, and the Southguard Mountains facing it. The frigid water above which the city is built is known as Lake Sardmere.[245] The city was "built centuries ago by the rough men and Dwarfs who came to this region to exploit its many resources." It has become "an important outpost in the spread of civilization throughout northern Allansia",[246] and also a centre of trade and commerce, being on the road from Zengis to Fangthane.

[234] *Siege of Sardath* page 20.

[235] *Siege of Sardath* paragraphs 231 and 143.

[236] *Siege of Sardath* paragraph 390.

[237] *Siege of Sardath* paragraph 130.

[238] *Siege of Sardath* page 21.

[239] *Siege of Sardath* paragraph 325.

[240] *Siege of Sardath* paragraph 332.

[241] *Siege of Sardath* paragraph 272.

[242] *Siege of Sardath* paragraph 262.

[243] *Siege of Sardath* paragraph 387.

[244] *Titan: The Fighting Fantasy World* (1986) page 15.

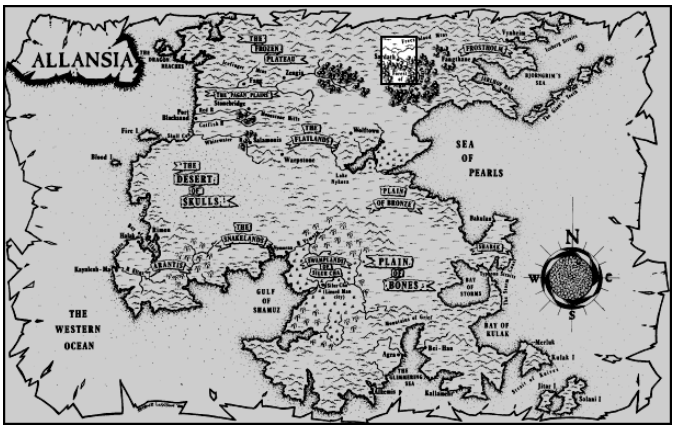
[245] *Siege of Sardath* paragraph 21.

[246] *Siege of Sardath* paragraph 293.



DARK ELF CITY

Source: FF49: *Siege of Sardath* (paragraph 135)
Author: Keith P Phillips
Artist: Pete Knifton
Year: 1992
Area: Forest of the Night



The "wild architecture" and bizarre geometry of Dark Elf lairs, such as this one beneath the Freezeblood Mountains in northeastern Allansia, is so alien that it is enough to make one's mind reel, even causing a visitor to "lose all sense of who and where" they are. The best way to get through such a place is to avoid looking at the surroundings, keeping one's gaze firmly on the ground immediately in front.[247] The way the walkways, stairs, and archways are put together "seems to defy all the laws of nature."[248]

The city is divided into a number of districts. Although Dark Elves are "a race of princes",[249] some nobles are disdainful of their fellows, speaking to them scornfully and with some contempt.[250] These are usually found in the larger, more elaborate dwellings, though in truth it is the sorcerers who hold the real power. At the edges of the vast caverns containing such subterranean cities, slaves are forced to work quarrying the stone from high cliff faces that is used to build the dwellings, towers, and walkways. Usually, such slaves will include Dwarfs, whose skills at quarrying blocks of stone and carving them to shape surpasses human or Elven slaves.[251]

Artisans and Stonemasons are highly regarded in Dark Elf society. They spend much of their lives on "high scaffolds, building twisted houses and passageways or carving hideous statues and gargoyles." Their decoration in some of the tunnels of the city comprises "shadowy wall paintings whose gruesome effect is made worse by the unnatural light coming from the surrounding fungi."[252] They often use slave labour as attendants to help with the mundane aspects of building work.[253] The slavers' camp is usually to be found on the outskirts of the city, heavily guarded by such creatures as Obligaths, "dog-like monsters [with] immensely powerful limbs, teeth that gleam metallically, and shiny, pointed scales that rise like hackles" when they are approached.[254]

There are many sinister aspects to Dark Elf society, few more so than the sacrificial ceremonies. The Chief Slaver of the camp, Baliel, frequently conducts these ceremonies, requiring "someone of high rank to witness" them. A willing Dark Elf will volunteer to sacrifice himself in return for being posthumously rewarded "the title of Thane." These martyrs will often die by walking into a tunnel or cavern filled with Elf Bane, "dark balls of fungus growing on the walls and floor." After just a few steps, "many of the fungal balls burst, [ejecting] huge clouds of spores" which burrow into the skin of any Elf and kills them in a matter of seconds. Humans are immune to these spores.[255]

[247] *Siege of Sardath* paragraph 395; *cf.* paragraph 363.

[248] *Siege of Sardath* paragraph 124.

[249] *Titan: The Fighting Fantasy World* (1986) page 96.

[250] *Siege of Sardath* paragraph 169.

[251] *Siege of Sardath* paragraph 237.

[252] *Siege of Sardath* paragraph 3.

[253] *Siege of Sardath* paragraph 391.

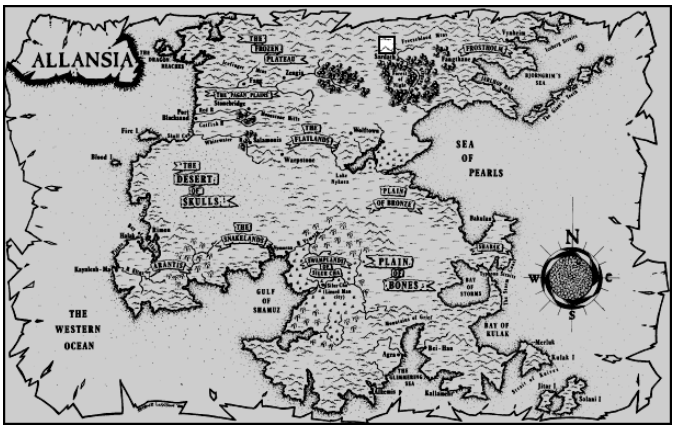
[254] *Siege of Sardath* paragraph 362.

[255] *Siege of Sardath* paragraphs 399 and 62.



FREEZEBLOOD MOUNTAINS

Source: FF49: *Siege of Sardath* (paragraph 284)
Author: Keith P Phillips
Artist: Pete Knifton
Year: 1995
Area: Freezeblood Mountains



The Freezeblood Mountains are "the highest mountains in Allansia",[256] known to the Dwarfs as the Kalakûr, or 'Wall of the Gods'. They lie to the north and northeast of the city of Sardath, as an inhospitable arctic area prone to storms and blizzards. It is an area blessed with vast natural resources, however, and "gold mines penetrate deep into the earth, trappers hunt bear, snow fox, and rarer creatures for their luxurious pelts, and lumberjacks work timber from the thick forests." The humans and Dwarfs who seek such natural booty are a hardy bunch, and despite being a rough land, "the rewards are great for those who can survive."[257]

This panorama affords a view of "a gently rising valley" between two high ridges of unforgiving rock.[258] Hardy clumps of trees and gorse can be seen sheltering against the towering cliff faces, protected from the harsh, biting wind of this bleak place. The slopes and valleys are often covered in heather during the spring and summer months[259], though scree and boulders can make the going difficult.

The Freezeblood Mountains are the home of Thyra Migurn, an elemental demigod. Her dwelling place is on the slopes of the spire-shaped Storm Mountain, also known as Sukh's Tower; she is known as "the Mistress of Sukh's Tower."[260] She embodies the powerful lightning from storms that frequently sweep the mountainsides. She appears to mortals in the midst of a thunderstorm as a figure in a black robe, with darkness covering her features.[261] She is proud and as treacherous as the storms she inhabits, and her temper is not to be trusted. When angry, "her body is cloaked in a blaze of light; sparks fly from her, causing licks of lightning in the sky."[262]

Following the River Sardath north into the Freezeblood Mountains will lead to "a small stream leading up the side of a huge, isolated mountain." This mountain, Harn Cloud, is the site of the vast castle of the Storm Giant Corianthus. His library is vast and extensive, containing scrolls, parchments and books from all over Titan,[263] and he uses his observatory and laboratory to great effect in studying the earth and the stars. Like all Cloud Giants, Corianthus is a great scholar, a keeper of "the wisdom of ancient times."[264] He also has a games room, proving that unlike most of his kind, he is not too averse to visitors from all over Titan.[265]

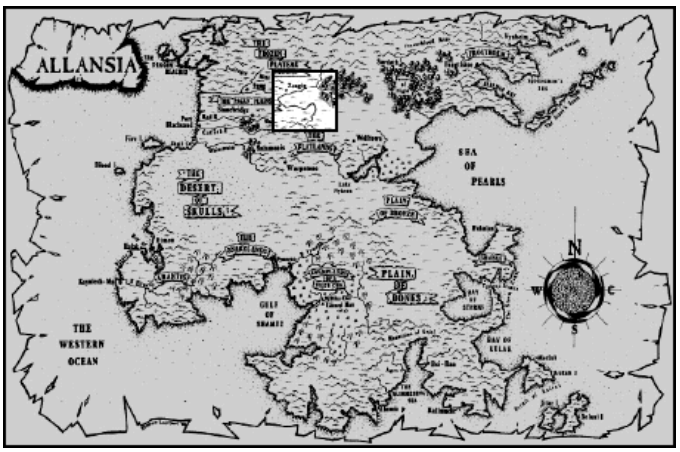
In the foreground of this image, an army of Toa-Suo can be seen clambering over the lip of the cliff in order to mount an attack. Toa-Suo—also known as Snow Devils—are "evil, shaggy humanoids" which "inhabit caves and sheltered valleys in the icy wastes." "A Toa-Suo's whole existence revolves around finding the next meal, and packs of them roam far and wide in search of likely food."[266] These creatures are native to the Frozen Plateau north of the Icefinger Mountains. The particular tribe depicted here is attacking a Dwarf mine in the Freezeblood Mountains, having been "recruited by the Black Flyers",[267] mutated Dark Elves with wings.[268]

[256] *Allansia* (1994) page 137.
[257] *Titan: The Fighting Fantasy World* (1986) page 15.
[258] *Siege of Sardath* paragraph 5.
[259] *Siege of Sardath* paragraph 394.
[260] *Siege of Sardath* paragraphs 39 and 350.
[261] *Siege of Sardath* paragraph 33 (illustration).
[262] *Siege of Sardath* paragraph 282.
[263] *Siege of Sardath* paragraph 372.
[264] *Out of the Pit* (1985) page 60.
[265] *Siege of Sardath* paragraph 78.
[266] *Out of the Pit* (1985) page 113.
[267] *Siege of Sardath* paragraph 385.
[268] *Siege of Sardath* paragraph 368.


ICEBERG MOUNTAINS
THE FROZEN PLATEAU
ZANGIS
THANIGA WOOD
LEO HARTIA

THE FROZEN PLATEAU

Source: FF46: *Tower of Destruction* (inside front cover)
Author: Keith Martin
Artist: Leo Hartas
Year: 1991
Area: Eastern Kaypong



Not so much a map as a depiction of a crumbling pillar upon which a map has been carved,[269] this map covers eastern Kaypong, from Zengis in the west to the Forest of Fiends in the east, and from the Moonstone Hills in the south to the Frozen Plateau in the north. The layout of the features on this map is in general agreement with other maps of this area, despite the distortions introduced by the mode of representation. There are a few new details. Although unnamed, the map shows four villages in the Icefinger Mountains north of Zengis. Connecting these villages with each other and with Zengis is a series of roads or trails, shown on at least one other map.[270]

Perhaps the most interesting new feature of this map is the name given to the forest on the eastern edge of the map. This forest, which is named Forest of Fiends on both earlier and later maps,[271] here has the name Thanega— Wood written against it. The first element of this name, Thanega—, disappears off the edge of the map so that it cannot be read in full. Why this forest is given a new name, and what that name is in full, is unknown. Of course, examination of the map of Trolltooth Pass shows that the Forest of Spiders is made up of several smaller areas of woodland (Xeno Wood, Knotoak Wood),[272] so it is not beyond the realm of possibility that Thanega— Wood is merely a western section of the large Forest of Fiends.

Strewn across the foothills of the Icefinger Mountains are "straggly clumps of pine trees dotted around." Lairs of Grizzly Bears are often hidden away in these woods. They are "hungry brutes and have a nasty temper."[273]

Tasrin the Sage lives in "a single, imposing log house at the far end of" Broad Dale Valley, a shallow valley beneath a shallow escarpment.[274] The Barbarians of the Bloodied Eagle tribe, "one not noted for its friendly attitude toward outsiders", live in tented communities to the north of the trappers' villages. They brew the stunning *akvavit* brew, a powerful restorative.[275] Further north, higher up in the mountains, dwell the Frostwind tribe, renowned for their Skyriders—tribesmen mounted on thick-haired Pegasi.[276]

Many miles to the northeast is Elokinan's Ice Palace, "a huge building of astonishing beauty—and sinister atmosphere." It is a breath-taking sight: "magnificent spire-shaped towers rise into the azure sky, a dome of rainbow-swirled ice rises into the air behind the ice walls, and intricate guttering, roofwork, and sculpted details [are] everywhere." Entry to it is blocked by "a stout gatehouse with gates of ice."[277]

Beyond the gates is the main courtyard. With the gatehouse behind a visitor, to the right is "a tower with a heraldic shield above its entrance: the Tower of Shielding." To the left is "a tower covered on all surfaces with beautiful, multicoloured icicles: the Tower of Rainbow Ice." In the distance, to the left, is "a Tower of Black Ice, and opposite [it] is a tower which looks only half real, impossibly light and delicate: the Tower of Airy Light." Directly opposite the Gatehouse, "in the distance, is a huge central tower, the Great Tower." Standing "within the ice walls and towers surrounding the Palace are a number of buildings…homes, workshops, stores, and warehouses, varied and splendid in design; dominating them stands the glory of the domed Ice Cathedral with its silent, sealed ice doors."[278]

Hidden by a powerful illusion in among the warehouses are steps leading down to the Ice Crypts. Down here walks the Elf-spirit of "Elokinan, the Mage-Architect, chieftain and last of his race." He is as resplendent and majestic in death as he must have been in life.[279]

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[269] This was the last full-colour map to be published in the *Fighting Fantasy* series.

[270] *Dungeoneer* (1989) pages 32–33.

[271] *Armies of Death* (1988) colour map and *Skullcrag* (1994) pages 198–9.

[272] *Creature of Havoc* (1986) colour map.

[273] *Tower of Destruction* paragraphs 282 and 340.

[274] *Tower of Destruction* paragraphs 125 and 314.

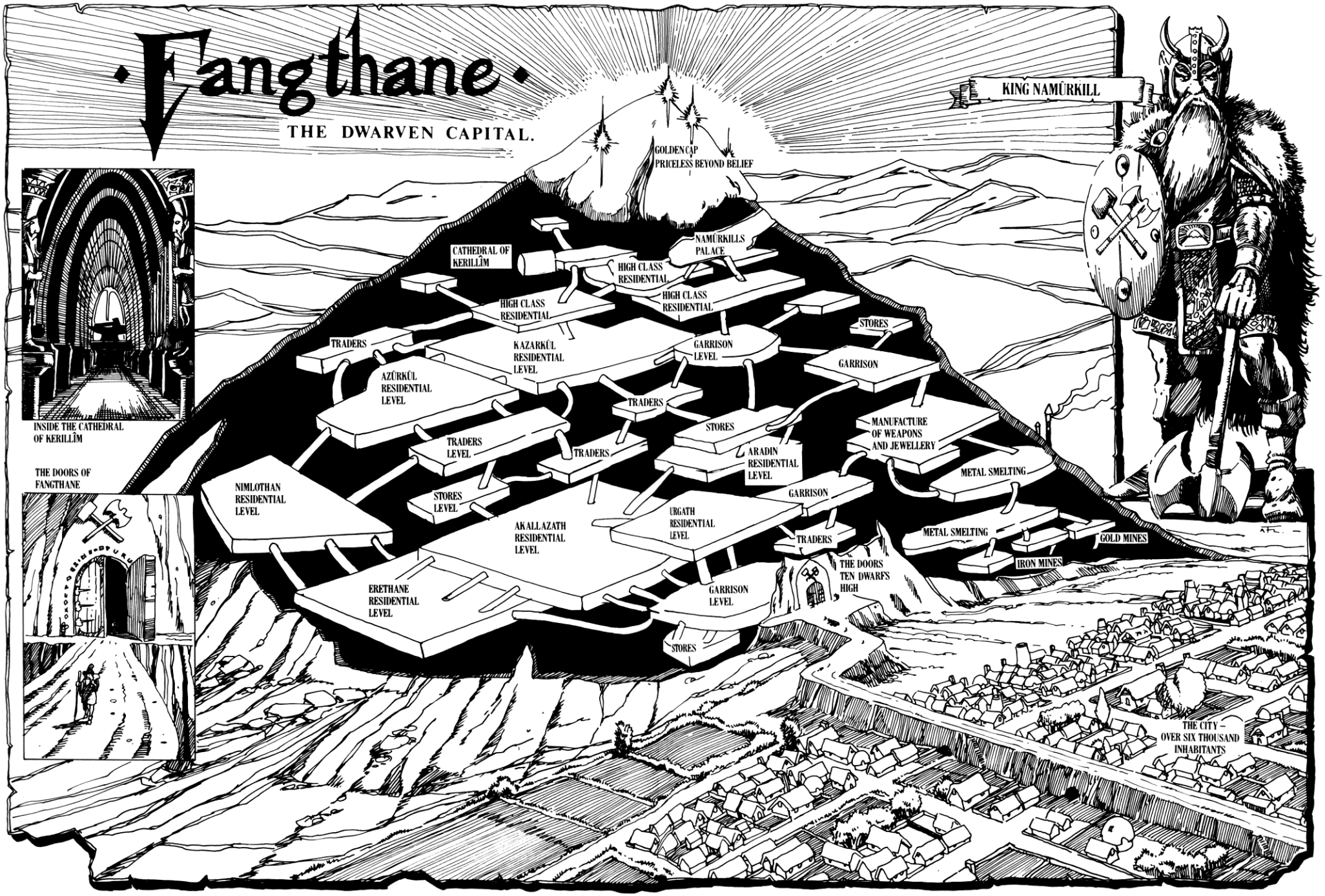
[275] *Tower of Destruction* paragraphs 248, 66, and 280.

[276] *Tower of Destruction* paragraph 27.

[277] *Tower of Destruction* paragraphs 68 and 306.

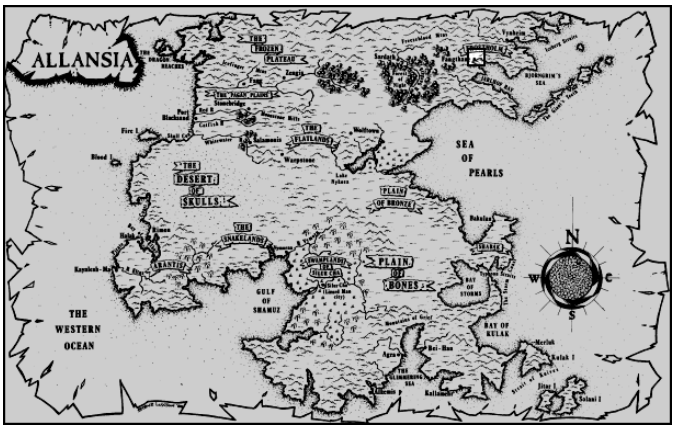
[278] *Tower of Destruction* paragraph 23.

[279] *Tower of Destruction* paragraphs 163, 44, and 100.


Fangthane
THE DWARVEN CAPITAL.
KING NAMÛRKILL
GOLDEN CAP
PRICELESS BEYOND BELIEF
CATHEDRAL OF KERILLÎM
NAMÛRKILLS PALACE
HIGH CLASS RESIDENTIAL
HIGH CLASS RESIDENTIAL
HIGH CLASS RESIDENTIAL
TRADERS
KAZARKÛL RESIDENTIAL LEVEL
GARRISON LEVEL
STORES
GARRISON
AZÛRKÛL RESIDENTIAL LEVEL
TRADERS
STORES
MANUFACTURE OF WEAPONS AND JEWELLERY
TRADERS LEVEL
TRADERS
ARADIN RESIDENTIAL LEVEL
METAL SMELTING
NIMLOTHAN RESIDENTIAL LEVEL
STORES LEVEL
GARRISON
URGATH RESIDENTIAL LEVEL
AKALLAZATH RESIDENTIAL LEVEL
METAL SMELTING
TRADERS
GOLD MINES
IRON MINES
THE DOORS TEN DWARFS HIGH
ERETHANE RESIDENTIAL LEVEL
GARRISON LEVEL
STORES
THE CITY – OVER SIX THOUSAND INHABITANTS
INSIDE THE CATHEDRAL OF KERILLÎM
THE DOORS OF FANGTHANE

FANGTHANE

Source: *Titan: The Fighting Fantasy World* (pages 50–51)
Edited by: Marc Gascoigne
Artist: Alan Langford (?)
Year: 1986
Area: Frostholm



The great explorer Hangahar Goldseeker lived in a time that could be described as "at the beginning of civilization on Titan." He was "chief of a small tribe of Dwarfs who dwelt on the fringes of the northernmost range of mountains called the Kalakûr" which are now known as the Freezeblood Mountains in northeastern Allansia. "He acquired his surname because of an unerring nose for finding the richest seams of gold", though he was also "a great explorer" who "helped to map most of the mountains as far north as the icy plateau beyond them."[280]

During his final mapping expedition, he and his band discovered "the most beautiful sight a Dwarf could ever behold": a mountain the summit of which was capped in pure gold,[281] rising above the foothills of the range as it met the grey, rimy sea. The Dwarfs called this bay Grinderthûl, the Welcome Waters, though most non-Dwarfs call it Jarlhof Bay.[282]

Although forced to retreat by the local Orc tribes who worshipped the mountain as a god, Goldseeker returned by boat with his entire village, settling around the mountain "despite the rabid attention of the local Orcs" and "began to construct [a] city inside it—the city that would one day become Fangthane, spiritual home of all Dwarfs."[283]

On reaching Fangthane, a visitor will see the neatly constructed exterior city of six thousand souls. The city is laid out in a practical pattern of city blocks, unlike such human cities as Port Blacksand and Blackhaven. Leading up to the main doors and running through the centre of the outside city is a huge causeway, beneath which run several of the city's roads. The doors are described as "ten Dwarfs high", and are possibly about the width of a Dwarf, making them nigh-impregnable.

Within Fangthane are many halls and caverns, hewn from the rock. Many of these are "residential levels"—huge halls full of Dwarf homes. Each residential level is possibly the home of the extended tribal family of each Dwarf that travelled with Goldseeker and helped construct Fangthane, so we know that the Erethane, Nimlothan, Urgath, and Azûrkûl families, and the others, are likely contemporary with Goldseeker. The High-class Residential level probably houses thanes from each of these families who can petition King Namûrkill directly.

The metal smelting and weapon-making skills of the Dwarfs of Fangthane are legendary. "They are always cast in the finest steel" and "famous the world over for being light, but very hard, and able to protect one from the hardest blows."[284] The treasures of Fangthane are hidden away in vaults "behind large stone doors with enormous locks", which are guarded with devotion.[285]

"Way up near the peak of the mountain", the Dwarfs have built a cathedral to Kerillîm the Earth Mother, which is their name for the goddess Throff, who created the Dwarfs. It may seem out of character to "associate them with deep religious feeling, but they worship the earth goddess with an intensity which is surprising." The cathedral is "a place of unearthly beauty, which shows off the exquisite skills of the Dwarfs when working with stone and precious metals." The statue of Kerillîm within the cathedral is of "a tall, benignly smiling, and beautiful figure, dressed in flowing light-brown robes, and with an undying flame burning from the palm of her outstretched" hand.[286]

[280] *Titan: The Fighting Fantasy World* page 48.

[281] *Titan: The Fighting Fantasy World* page 49.

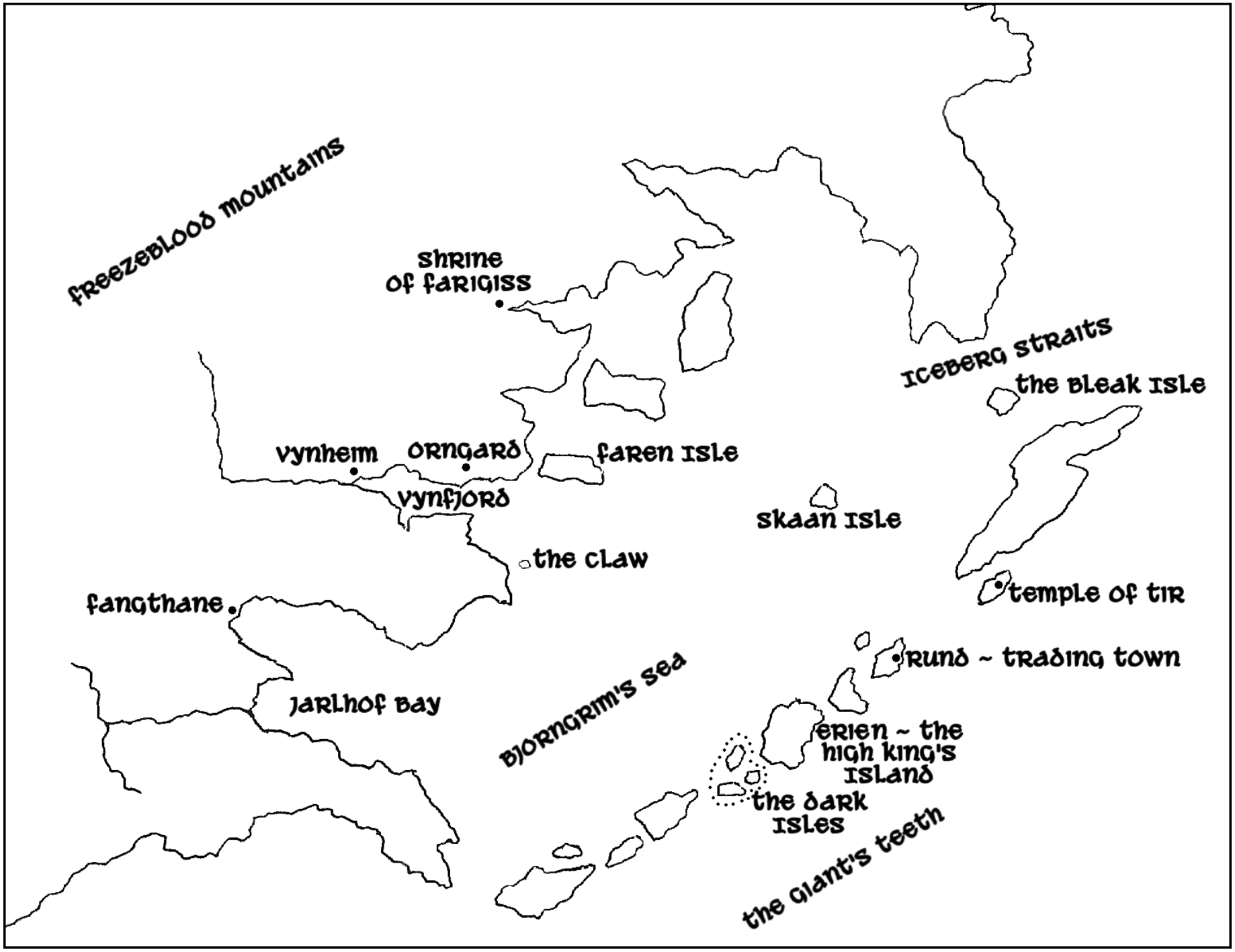
[282] *Titan: The Fighting Fantasy World* page 48.

[283] *Titan: The Fighting Fantasy World* page 49.

[284] *Titan: The Fighting Fantasy World* page 49.

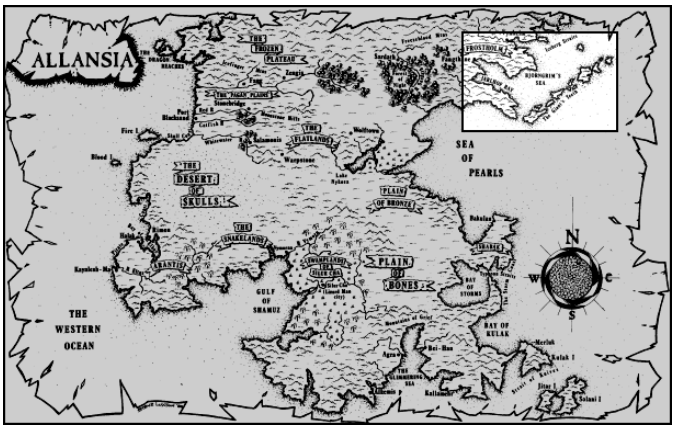
[285] *Titan: The Fighting Fantasy World* page 52.

[286] An unusual editorial glitch occurs in the original text here: "…an undying flame burning from the palm of her outstretched palm."


freezeblood mountains
shrine of farigiss
iceberg straits
the bleak isle
vynheim
orngard
faren isle
vynfjord
skaan isle
the claw
fangthane
temple of tir
rund ~ trading town
jarlhof bay
bjorngrim's sea
erien ~ the high king's island
the dark isles
the giant's teeth

THE GIANT'S TEETH

Source: *Saga of the Storm Chaser* [unpublished]
Author: —
Artist: Jonathan Green
Year: 1995
Area: Frostholm



Frostholm is described as "a land of mountains and fjords inhabited by a race of hardy, broad-shouldered humans who live alongside Dwarfs in their stone and timber settlements." This is the only known map in existence of this frigid, hostile land.[287]

"Almost every inlet of Bjorngrim's Sea…is dotted with farmsteads and small villages." For their part, the Dwarfs respect the northmen as "great warriors" and there exist "many links between the two races."[288]

Bjorngrim's Sea is named after Bjorngrim Bjorngrimsson, a "large, broad-shouldered and red-haired" Northman warrior with "a lust for strong ale and honourable battle." In 1583 OT he became chief of a thriving port on "what was then called the Witch Sea", which traded goods with other settlements along the coast, and with those settlements perched on the "string of islands" stretching down from the north, which were known collectively as 'The Giant's Teeth' even back then. "The Witch Sea was a dangerous place, fogbound in summer and full of dangerous icebergs in the winter."[289]

The sea was rumoured to be "haunted by the ghosts of mariners who had been wrecked there", so Bjorngrim "set out single-handedly in a small ketch, *The Lusty Dwarf*" to "face up to whatever was haunting the Witch Sea." After many days, he met and did battle with "a heart-stoppingly tall Sea Giant", and although the battle was hard, Bjorngrim prevailed, "towing the body of the Sea Giant behind him" back into the harbour. From that day, the Witch Sea was renamed Bjorngrim's Sea.[290]

The only major settlement in Frostholm is the city of Vynheim, perched on a plateau overlooking Vynfjord, "from where boats set off for the open ocean beyond the Giant's Teeth, even as far as Gallantaria beyond the Ocean of Tempests." The "strong sailors and doughty warriors" of Frostholm have had their share of conflict, "especially in the legendary wars against the Frost Giants" which once dwelt nearby.[291]

Even their King is a strong, experienced mariner. Recent events speak of an "evil wizard…trying to bring about the end of the world." The King is right now poised to "set off from Vynheim on board the *Stormchaser* with a trusty crew and a band of even trustier companions", warriors and sages, each experienced in a particular field of knowledge or skill. If he is to succeed, the King will need to navigate "the treacherous waters of the Iceberg Straits and [encounter] various curious creatures and characters on the islands of the Giant's Teeth."[292]

The map clearly shows a Shrine to Farigiss. Farigiss is the "elemental god" of "ice and cold", a deity understandably supplicated by the northmen of such harsh climes.[293]

Little is known of the archipelago of islands that make up The Giant's Teeth. Their ruler seems to dwell on the Isle of Erien, and is referred to as the High King, perhaps indicating provincial rulers exist on each of the islands as vassal rulers subject to one main King. Quite what makes the Dark Isles dark and the Bleak Isle bleak remains a mystery.

One small island boasts a Temple of Tir, which is another name for Sukh, god of Winds and Storms—another deity typically worshipped by the seafaring folk of Bjorngrim's Sea. Sukh is a deity associated with Goodness and Neutrality, though he is also "worshipped by some evil peoples" presumably because they must also put to sea sometimes. His appearance in his temples is as a "raging man."[294]

[287] This map is actually a draft copy hand-drawn by author Jonathan Green. The compiler of this document has taken the liberty of replacing the hand-written labels with printed ones for a greater level of clarity. No offense is intended to Mr Green.

[288] *Titan: The Fighting Fantasy World* (1986) page 15.

[289] *Titan: The Fighting Fantasy World* (1986) page 33.

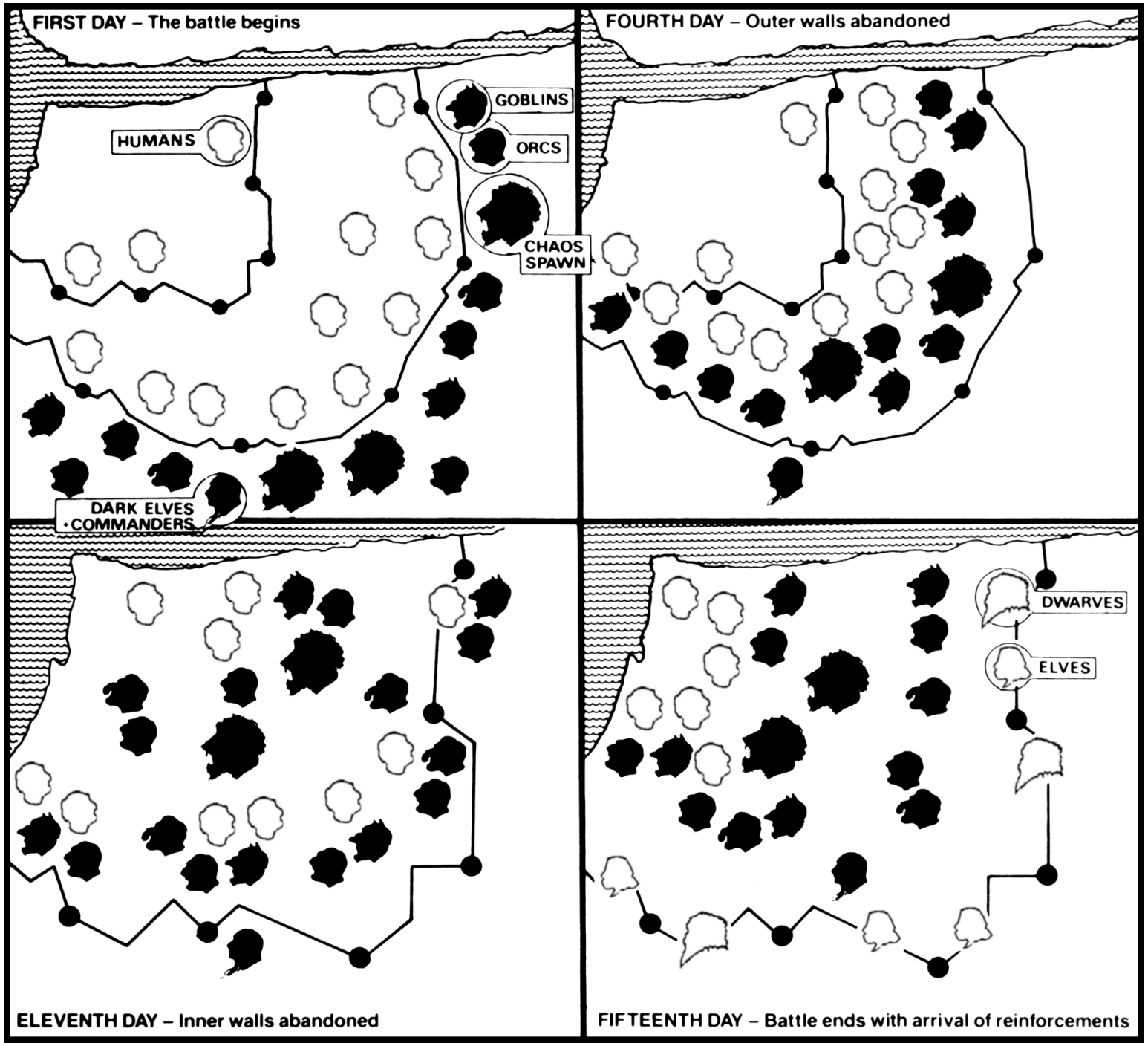
[290] *Titan: The Fighting Fantasy World* (1986) page 34.

[291] *Titan: The Fighting Fantasy World* (1986) page 15.

[292] These quotes are taken directly from an E-mail correspondence with Jonathan Green regarding *Sagas of the Stormchaser*.

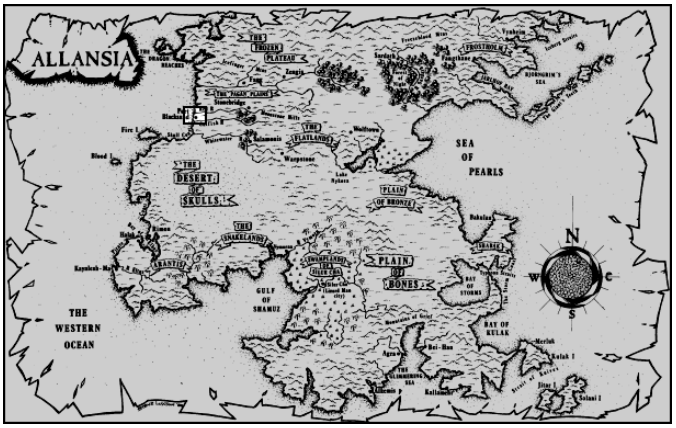
[293] *Titan: The Fighting Fantasy World* (1986) page 47.

[294] *Blacksand!* (1990) page 64.


FIRST DAY – The battle begins
GOBLINS
ORCS
HUMANS
CHAOS SPAWN
DARK ELVES
·COMMANDERS
FOURTH DAY – Outer walls abandoned
ELEVENTH DAY – Inner walls abandoned
DWARVES
ELVES
FIFTEENTH DAY – Battle ends with arrival of reinforcements

THE SIEGE OF CARSEPOLIS

Source: *Titan: The Fighting Fantasy World* (page 42)
Edited by: Marc Gascoigne
Artist: Steve Luxton
Year: 1986
Area: Carsepolis (Port Blacksand)



Before the Chaos-spawn went reaving Allansia,[295] the city of Carsepolis was a "seat of great learning and civilization on the coast." It was "destroyed three hundred years ago",[296] though parts of it still remain to this day.

According to the wizard Nicodemus, Carsepolis was "the biggest and brightest city in all of Allansia." He continues, "There was a great war, The War of the Wizards, as I'm sure some of you must know, and Carsepolis was besieged by the armies of foul chaos."[297] Other sources have described it as "spacious and geometric."[298]

It was 1408 OT when Cares Stormchild settled his tribe at the mouth of the Catfish River.[299] Almost one hundred and fifty years later saw the walled "Cares-town" thriving. A further century saw the name of the town changed to Carsepolis, which was "now a city and a port with wide streets." It was "a seat of culture and a place of protection."

It was 1735 OT when the sorcerer Yannisara, pupil of Archmage Erridanis of Salamonis, founded his school of wizardry in Carsepolis,[300] "teaching eager students the miraculous new sorcery." From here, knowledge of advanced sorcery spread across the kingdom of Allansia.

Relative peace reigned in this land for a further two hundred and seventy years. It was not until 1998 OT—almost forty years after Chaos was loosed upon the world from its prison in the Dead City in the centre of the continent of Khul—that this peace was broken when the northern capital city Goldoran was attacked by evil armies of Orcs and Trolls tainted with Chaos. The city quickly fell, and this army of Chaos marched south into the kingdom of Allansia.

After being held back at Trolltooth Pass by the forces of Salamonis, the Forces of Chaos, with their Dark Elf reinforcements from the Moonstone Hills, finally reached Carsepolis the following year.[301]

The siege of Carsepolis proved to the "the final battle" in the War of the Wizards. "At the start of the battle, the defenders numbered…around eighteen thousand", though "the Forces of Chaos were uncountable, but lined the horizon beneath thick clouds of Giant Bats and Choking Black Smoke…Hordes of Goblins brought up siege engines—catapults, battering rams, and siege towers" under the cover of "a hail of black arrows" and "began smashing their way into the city."

During the siege, "almost three-quarters" of the once-glorious city was destroyed, and "two-thirds of the defenders" lost their lives. Those remaining were "gathered around the palace of the king, awaiting the final assault." However, "as the familiar shapes began creeping across the rubble towards them, an uproar arose from the rear of the evil army. A combined force of Dwarfs from Fangthane and Elves from Darkwood and the Forest of the Night had arrived, catching the Chaotic forces by surprise." Caught in this fortuitous pincer movement, the enemies were eventually vanquished, leaving only Dwarfs and Elves standing before the ragged survivors of Carsepolis. Finally, "the war was won!"[302]

Tainted by Chaos, the ruins of Carsepolis were wandered by the ghosts of the dead. The survivors were given shelter in the welcoming city of Salamonis.[303]

Today, Port Blacksand—the City of Thieves—is "built on the ruins of the docklands of…Carsepolis",[304] indicating what a vast city Carsepolis must have been in its heyday. While "much of what lies above ground has long since been plundered for building materials", it is still possible to "see some of its ruins" while approaching the gates of Port Blacksand.[305]

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[295] *Titan: The Fighting Fantasy World* page 40.

[296] *Dungeoneer* (1989) page 246.

[297] *Dungeoneer* (1989) page 276.

[298] *Titan: The Fighting Fantasy World* page 12.

[299] *Blacksand!* (1990) page 116.

[300] *Blacksand!* (1990) page 117.

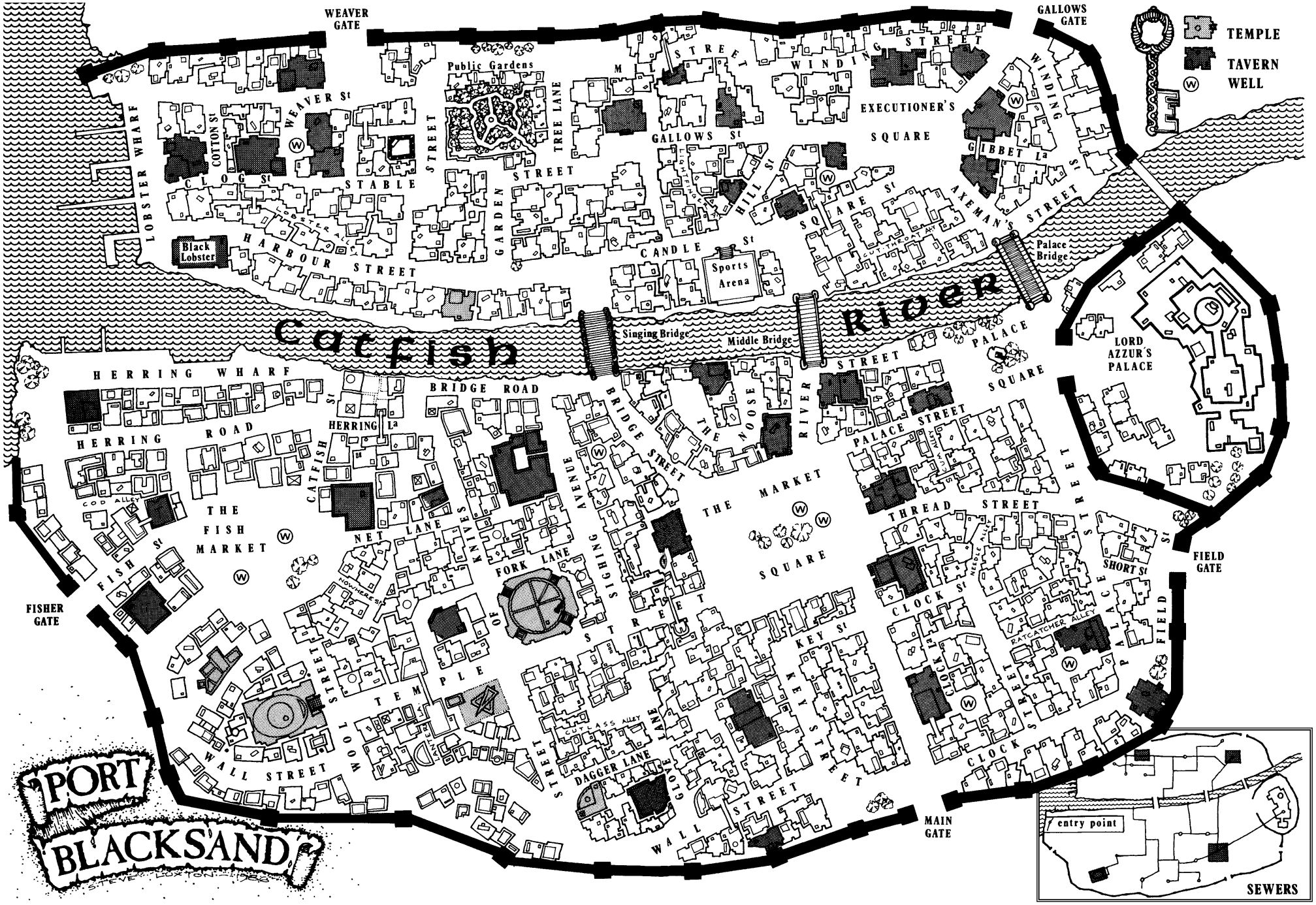
[301] *Blacksand!* (1990) page 118.

[302] *Titan: The Fighting Fantasy World* pages 41–42.

[303] *Blacksand!* (1990) page 118.

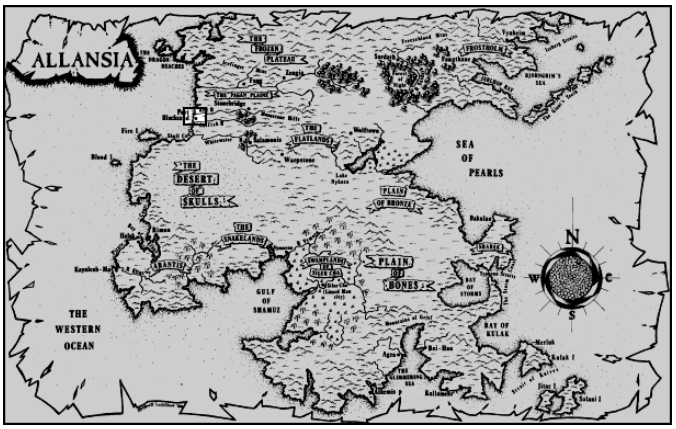
[304] *Titan: The Fighting Fantasy World* page 107.

[305] *Dungeoneer* (1989) page 276.


PORT BLACKSAND
STEVE LUXTON 1988
WEAVER GATE
GALLOWS GATE
FISHER GATE
FIELD GATE
MAIN GATE
TEMPLE
TAVERN
WELL
Catfish River
Singing Bridge
Middle Bridge
Palace Bridge
Public Gardens
Sports Arena
Black Lobster
LORD AZZUR'S PALACE
EXECUTIONER'S SQUARE
THE MARKET SQUARE
THE FISH MARKET
THE TEMPLE OF WOL
HERRING WHARF
LOBSTER WHARF
HARBOUR STREET
CANDLE St
GALLOWS St
WEAVER St
COTTON St
CLOG St
STABLE STREET
GARDEN STREET
TREE LANE
MILL STREET
WINDING STREET
GIBBET La
AXEMAN'S STREET
HILL St
SQUARE St
PALACE STREET
PALACE SQUARE
RIVER STREET
THE NOOSE
BRIDGE ROAD
BRIDGE STREET
HERRING ROAD
HERRING La
CATFISH St
COD ALLEY
FISH St
NET LANE
SINKING LANE
FORK LANE
HOWHERE St
SIGHING STREET
AVENUE
THREAD STREET
CLOCK St
NEEDLE ALLEY
SHORT St
RATCATCHER ALLEY
PALACE STREET
FIELD St
KEY St
KEY STREET
CLOCK STREET
CLOAK LANE
CUTLASS ALLEY
DAGGER LANE
WALL STREET
entry point
SEWERS

PORT BLACKSAND: CITY OF THIEVES

Source: *Titan: The Fighting Fantasy World* (pages 108–109)
Edited by: Marc Gascoigne
Artist: Steve Luxton
Year: 1986
Area: Port Blacksand



About a century after the fall of Carsepolis, the ruins of its docklands started to be used "as shelter for pirates and brigands", becoming a thriving community of sorts. In 171 AC "the self-styled Prince Olaf Twohorse (originally a pirate chief called Eril Shaker) proclaims himself leader of Blacksands Town." He was responsible for building the outer wall which stands to this day. After thirty years as ruler, Twohorse was "deposed and murdered by a rival pirate known as Daggerface."[306]

The following ten years were somewhat unstable, with rulers being deposed and murdered. By 211 AC Blacksand was ruled by Baron Illios Valentis, who established the town militia. [307]

Finally, in 252 "after his agents…poisoned the head of Valentis's militia", Lord Azzur sailed his ship *The Face of Chaos* into Blacksand Harbour and assaulted the city walls with his men. In that day he became the ruler of Port Blacksand. [308]

This map is of present-day Blacksand after thirty-two years of Azzur's rule. Port Blacksand is informally divided into a number of districts: Harbour, Garden, Execution Hill, Fish Market, Temple, Noose, and Merchant, all of which are discussed in greater detail on the following pages. The one area that lacks any map is the infamous Palace of Lord Azzur, which few enter, and even fewer leave alive. Many who enter are prisoners sentenced to stay in the palace's dungeons. "The dungeons are immense and contain horrors unimaginable… They have never been fully mapped, but it is reasonable to assume that they join up with the ancient ruins of Carsepolis in several places." Outside, the grounds of the palace "are neatly laid out, with a number of buildings and a gravel carriageway set among a great many trees."[309]

"Most of the buildings in Port Blacksand are fairly old…Their architecture…favours overhanging upper storeys and many strange and decorative follies like tower, bridges, and interconnecting passages high above ground. They are painted in all manner of colours." Main streets are "generally ankle- or even knee-deep in mud and horse droppings", while the back streets tend to be cobbled.[310]

There are strange shops scattered across all of Port Blacksand, some selling general merchandise, while others are more specific in their goods, or only sell to a specific clientele. An example of this can be found on the west side of Market Street, not far north of the Main Gates. Along the row of buildings is "a small herbalist's shop." Inside are "a wooden counter with a pair of scales upon it, and many sacks of different herbs crowding the floor."[311] The shop is run by a Man-Orc who sells smoking mixtures and healing balms.[312]

Dangers abound in Port Blacksand. In Candle Street, there is a house at the end of an alley leading towards the Catfish River, the door of which has six skulls painted on it: five black and one white.[313] This gambling house allows someone truly desperate to make gold by taking a random pill—one of which contains deadly poison. Should the player inadvertently choose the poisoned pill, the host gets to keep all the victim's possessions—and he technically hasn't broken the law, so he cannot be charged with murder.

Wild Dogs have been known to roam the streets and alleyways, looking for the weak and weary to pick off as food.[314] One evil mage in Market Street even keeps a pet Wolf on a leash, living in a kennel outside his house, as though such a wild animal could be trained as a guard dog! His house "stands alone and is set back" from the row of terraces, which may be a temptation to the thieves of Port Blacksand, so he obviously feels he must take matters into his own hands.[315]

Just as dangerous is the wizard Nicodemus, whose hut is below the Singing Bridge. This "white-haired old man with a long beard" is a grumpy sort, who has chosen to live in Port Blacksand to "escape the pleas for aid from people fallen on hard times."[316] He is willing to help adventurers, but only if they are polite and respectful. And woe betide anyone stupid enough to try to break into his hut![317]

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[306] *Blacksand!* (1990) page 119.

[307] *Blacksand!* (1990) page 120.

[308] *Blacksand!* (1990) page 121.

[309] *Blacksand!* (1990) page 174.

[310] *Blacksand!* (1990) page 125.

[311] *City of Thieves* (1983) paragraph 116.

[312] *City of Thieves* (1983) paragraphs 250 and 183.

[313] *City of Thieves* (1983) paragraphs 238 and 27.

[314] *City of Thieves* (1983) paragraph 326.

[315] *City of Thieves* (1983) paragraphs 105 and 64.

[316] *City of Thieves* (1983) paragraph 329.

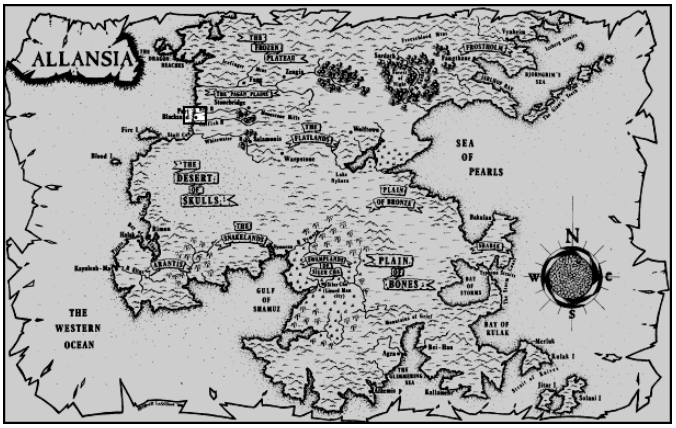
[317] *Midnight Rogue* (1987) paragraphs 22 and 137.



1. *The Black Lobster Tavern*
2. Brass's House
3. Fisher Gate
4. Gallows Gate
5. Lord Azzur's Palace
6. Madame Star's Cottage
7. The Merchants' Guild
8. Middle Bridge
9. Palace Bridge
10. *The Beckoning Finger Tavern*
11. Singing Bridge
12. Sports Arena
13. *The Spotted Dog*
14. Thieves' Guild
15. Weaver Gate

PORT BLACKSAND

Source: FF29: *Midnight Rogue* (inside cover)
Author: Graeme Davis
Artist: Steve Luxton
Year: 1987
Area: Port Blacksand



One of the most infamous and powerful organisations in Port Blacksand is the Thieves' Guild. A favoured way of extorting money has been implemented in Key Street. Anyone walking along the road will be stopped by a child and given a piece of paper. This note will inform the passerby that there are a number of bows trained on them, and to leave an amount of money on the road. Should the traveller fail to do so, they will become a pin-cushion. The Guild have done well with this trick "even though there were some who said it would never work."[318]

The Thieves' Guild like to keep a low profile, and their guild houses often appear to be abandoned or derelict, sometimes even going so far as to place vermin inside to deter nosy visitors, such as the house on the corner of Bridge Street just before the Singing Bridge.[319]

Joining the Thieves' Guild is not as easy as it sounds, and many applicants are unsuccessful. To become a fully-fledged member of the guild requires completion of a test set by one of the Guildmasters. Although this test seems to be entirely random, it is in fact engineered by those in the higher echelons of the Guild. The Guild has constructed a dungeon just outside the city on below Barrow Hill.[320] This map is actually a replica of one given to young acolytes and prospective members of the Thieves' Guild. It is not supplied with a key, so members must explore the city to determine their own.[321] The key accompanying the map was compiled from a variety of sources.

"Each thief is bound is bound to the service of a Guildmaster, a very experienced thief." What most thieves never find out is that "their Guildmaster is not in fact the head of the guild, but one of a circle of five. These include Vulpine, Rannik, and Ironhand" (a pseudonym assumed because of her "incredible mechanical left hand." "These in turn serve three masters, two men and a woman", though "in reality, they serve one final, shadowy Grand Master whose identity they themselves do not know" and neither does Lord Azzur know. "The Grand Master maintains her secrecy by being the best thief of them all."[322]

Of course, it is not only thieves that have come together to form a guild. The Sorcerers' Guild on Garden Street in the Garden District is a "bizarrely shaped" building, looking as though "it was designed by an insane, cross-eyed architect." It sports many "spires, towers, flyovers, overhanging balconies, buttresses, and domes. Its full title is the headquarters of "the Most High Amalgamated Guild of Spellcasters, Sorcerers, Magicians, Presdigitators, Illusionists, Necromancers, Sages, Witches, Wizards, and Warlocks." The current vice-master, Stirk Cuckling, and Lord Azzur's personal court magician, Duramax Frogshaper, both live on-site with several dozen apprentices. The most interesting aspect is the library "which contains many tomes rescued from the ruins and dating back to the time of the Age of Wizards."[323]

Any mention of strange sights in Port Blacksand must include the house on Candle Street where live "two old women dressed as though they were little girls." The harridans love toys, though they squabble constantly and break whatever toys they have and demand more from anyone foolish enough to intrude upon their playtime.[324]

Strange too are the houses along the north–south section of Clock Street. They are "much bigger" than the normal Blacksand dwellings, "with doorways some four metres high."[325] These are the dwellings of a number of Giant-kin. One enterprising Ogre leaves his front door open, and then demands any intruders to give him food, or he will eat them.[326] (For the record, Ogre's houses are very kept much like a cave, with "straw-covered" floors and "a musty smell hanging in the air" reminiscent of Cave Trolls.)[327]

When writing about a city the size of Port Blacksand, it is natural that some mistakes will be made. For example, there is a little confusion as to the exact location of *The Rat and Ferret*. According to some sources, the tavern is at "the edge of the Noose",[328] whereas others locate it on River Street.[329] There is another discrepancy as to the location of *The Hog and Frog Tavern*. According to *Blacksand!* the tavern is in the Temple District,[330] whereas *City of Thieves* clearly places it in the Harbour District.[331]

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[318] *City of Thieves* (1983) paragraph 300; *cf. Midnight Rogue* (1987) paragraph 386.

[319] *City of Thieves* (1983) paragraphs 117 and 188

[320] *Midnight Rogue* paragraph 392; *cf.* paragraph 400.

[321] Either that, or the lack of a key was an error on the part of the publishers of *Midnight Rogue*.

[322] *Blacksand!* page 179.

[323] *Blacksand!* (1990) pages 135–6.

[324] *City of Thieves* (1983) paragraph 113.

[325] *City of Thieves* (1983) paragraph 161.

[326] *City of Thieves* (1983) paragraphs 178 and 264.

[327] *City of Thieves* (1983) paragraph 245.

[328] *Midnight Rogue* (1987) paragraph 203.

[329] *Blacksand!* pages 157 and 164.

[330] *Blacksand!* (1990) pages 155–6.

[331] *City of Thieves* (1983) paragraph 325.



1. Lobster Wharf
2. Fishermen's Cottages
3. Mariners' Guild
4. Erethrim's Candle Shop
5. Ben Borryman, Silversmith
6. Eagle Tower
7. Eltan, Tailor
8. Jimmy Quicktint, Tattooist
9. Harbour-master's Office

Inns and Taverns

T1. *The Mermaid Tavern*
T2. *The Eye of the Needle Tavern*
T3. *Gashanka's Tavern*
T4. *Valentis' Bane Inn*
T5. *The Vulgar Goblin Inn*
T6. *The Hemlock Tavern*
T7. *The Black Lobster Inn*
T8. *The Dagger Tavern*

THE HARBOUR DISTRICT

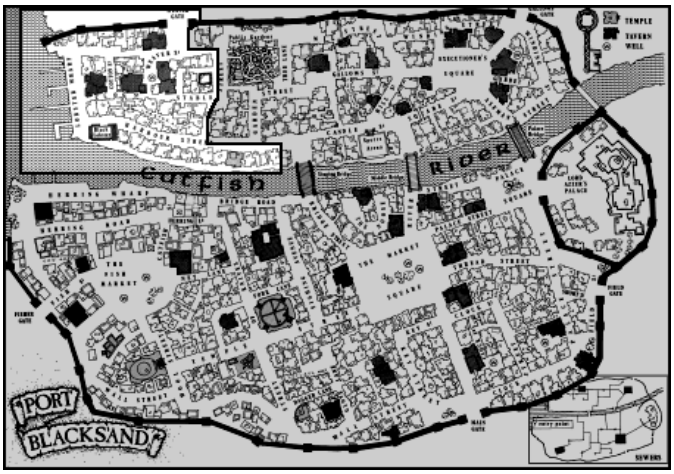
Source: *Blacksand!* (page 127)

Authors: Marc Gascoigne & Pete Tamlyn

Artist: Steve Luxton

Year: 1990

Area: Port Blacksand



On approach to the city, a traveller will be able to spot "in the bay, a collection of fine ships", though "the far-sighted may be disturbed to note that most of them are war-galleons flying the deadly Jolly Roger."[332] At closer quarters, it becomes clear that the Harbour District is full of pirates and vagabonds.[333] It is also "the oldest part of Port Blacksand" with winding narrow streets and houses that look "very ancient and weather-beaten."[334]

Between Clog Street and Lobster Alley is the Mariners' Guild [3], the outside of which is "decorated with ivory carvings made from whales' teeth…showing various scenes of maritime adventure." The ground floor is "made up of offices which handle the daily business of the guild, while the dormitory rooms on its [upper] floors can sleep more than 100 sailors on shore leave."[335]

Erethrim's Candle Shop, on the corner of Stable Street and Tower Street, [4] is run by the Elf Galor Erethrim. He sells "candles of all shapes, sizes, and colours" including magical ones that can hypnotize. Erethrim is "a tall, thin man with pointed ears and fair hair" and ice-cold blue eyes. He is not above using his magical candles to rob people of their money.[336]

The Silversmith Ben Borryman's shop on Stable Street [5] boasts high quality silver merchandise. "As well and the standard range of jewellery and tableware, Borryman often undertakes commissions for more unusual items." Ben and his family—his "wife, two grown-up sons, and one teenage daughter—live above the shop", which is guarded by a large hunting dog at night.[337]

The Eagle Tower [6] gives Tower Street its name. It is "ornately decorated" and "rises from the hillside to loom several decametres above the surrounding buildings." Appearances can be deceptive, however, as it is actually "the protruding top half of an even taller tower which once housed a beacon to guide mariners safely into Carsepolis harbour." Currently, it is home to the reclusive woman Shareela, whose "huge collection of birds" lives "in the top levels of the tower." Rumour has it that the eagles that dwell up there sometimes carry off small children.[338]

At the north end of Stable Street, a barn is set back from the road on the left. "Two horses are tied to a post outside the barn, and smoke rises from a crooked chimney on top of its low flat roof." This stable is a smithy, where "a large, bare-chested man wearing a grubby white apron" is working at an anvil. The smith "enjoys making chainmail coats", a "profitable sideline… in a place like Port Blacksand."[339]

Down an alleyway to the north of Weaver Street is Jimmy Quicktint [8]. The "self-proclaimed 'Best Tattooist in Town', Jimmy is a big, jovial ex-sailor who learned his craft in Halak while sailing with the notorious Captain Bartella." Jimmy is larger than life, "a fat man wearing purple silk" whose "arms, hands, feet, and even face are completely covered in colourful tattoos." Jimmy's motto is "Practice what you preach!"[340]

Eltan the tailor's shop is on the south side of Shipwright's Lane [7]. Eltan is "the oldest, and still the best, cloth maker and outfitter in Port Blacksand." Eltan is now retired, and the shop is run by his two sons, Oltan and Ultan. "Clothes made here are very expensive, but they fit perfectly and last a lifetime." Living arrangements are somewhat cramped, with both brothers living "above the shop with their wives and seven children."[341]

The Office of Eril Gor the Harbour Master is on the north side of Shipwright's Lane [9]. He is "a crusty old ex-mariner", with a wooden left leg. While displaying a façade of honesty, Gor is willing to waive import duty for a flat fee of 5% of the goods, which are "then disposed of by Gor's many contacts round the city."[342]

Drinking is a favourite pastime of pirates and the poor, and there are a large number of inns and taverns in the Harbour District. The most famous of these is *The Black Lobster* [T7] on Harbour Street, which is discussed in more detail overleaf.

Another interesting alehouse is *Valentis' Bane Inn* [T4] on the corner of Clog Street and Cloth-cutter's Yard. This is "a favourite with the nastier pirates." Its name "refers to Lord Azzur, and his coat of arms is depicted alongside [his ship] *The Face of Chaos* on the sign."[343]

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[332] *Dungeoneer* (1989) page 251.

[333] *City of Thieves* (1983) paragraph 171 (illustration).

[334] *Blacksand!* page 125.

[335] *Blacksand!* pages 127–8.

[336] *Blacksand!* page 128; *cf. City of Thieves* (1983) paragraphs 241 and 63. Note that there seems to be some confusion as to the exact location of Erethrim's Candle Shop and Ben Borryman's Silver-smithy, as *City of Thieves* places both before the junction of Stable Street and Tower Street.

[337] *Blacksand!* page 128; *cf. City of Thieves* (1983) paragraph 135 (illustration); see also the previous footnote.

[338] *Blacksand* page 129.

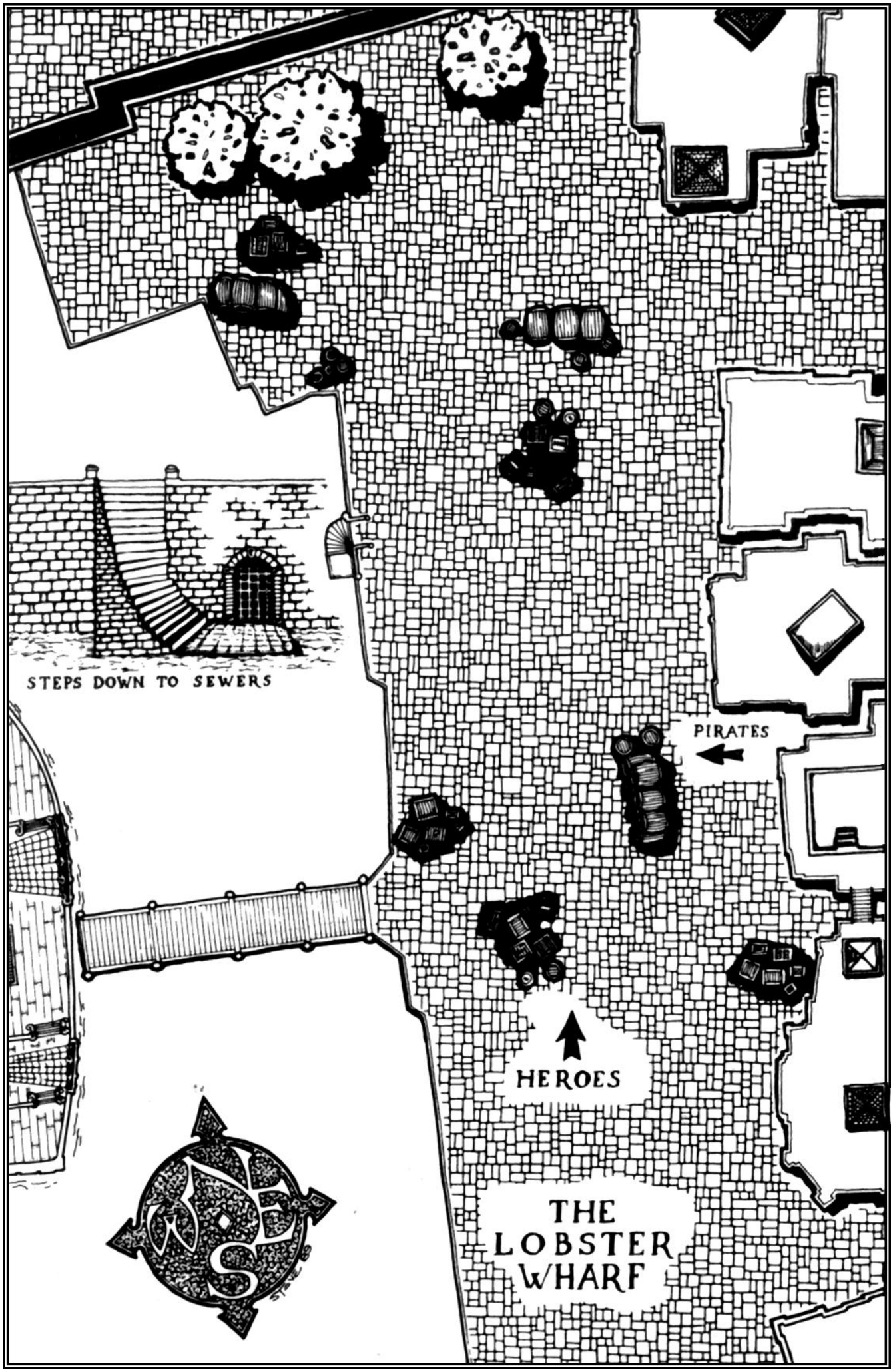
[339] *City of Thieves* (1983) paragraphs 76, 25, and 169.

[340] *Blacksand!* page 130; *cf. City of Thieves* (1983) paragraph 182.

[341] *Blacksand!* page 129.

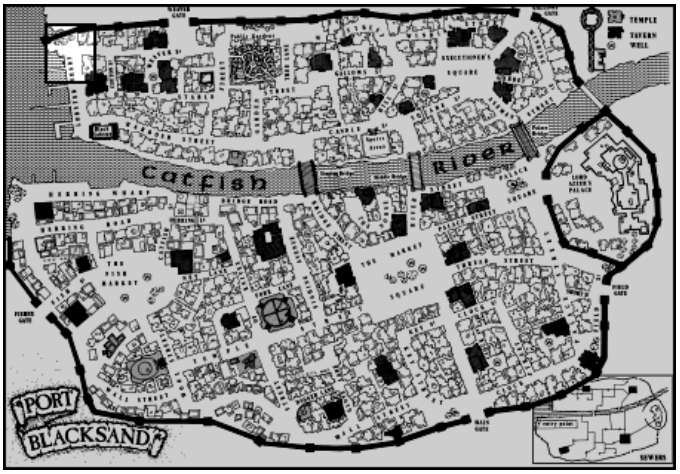
[342] *Blacksand!* page 130.

[343] *Blacksand!* page 131.


STEPS DOWN TO SEWERS
PIRATES
HEROES
THE LOBSTER WHARF

THE LOBSTER WHARF

Source: *Dungeoneer* (page 287)
Authors: Marc Gascoigne & Pete Tamlyn
Artist: Steve Luxton
Year: 1989
Area: Port Blacksand



"The Catfish Reach is sheltered slightly from the open sea by the northern headland" forming a natural harbour. Except during the summer months when "they will be away, harassing the merchant ships in more southerly waters", at least half a dozen pirate galleons and galleys lie at anchor here, including the *Dancing* Dolphin and Lord Azzur's own magnificent *Face of Chaos*. "At the far northern end of Lobster Wharf where the smaller fishing boats pull in to unload their catches, there stands an immense iron anchor, said to have belonged to a trading galley from ancient Carsepolis."[344]

"The docks of Port Blacksand are a hive of activity during the day, with ships arriving from all corners of the world, bearing goods and passengers." However, "as night falls…the population disappears" either to their sleep or to the rowdy taverns of the Harbour District. Most "who move about after dark are either up to no good or are members of the city guard." Of course, a third group can be added to this: adventurers.[345]

On arriving at the docks by boat, either from the Western Ocean or by barge along the Catfish River, many adventurers find themselves wandering the dangerous streets of Port Blacksand looking for shelter.[346] Most find an inn or tavern in which to pass the night, but those who sleep rough are asking for trouble.

"Huge, graceful pirate ships are tied up at the wharf" such as *The Black Swan* and *The Swordfish*. "Piles of empty crates and barrels" are scattered along the Lobster Wharf, cargo and goods being loaded onto the ships in readiness for the next voyage, and booty being unloaded ready to be sold for a healthy profit.[347]

These galleons are usually accessed via a "gangplank leading up the side of the ship" or "a rope ladder [hanging] down from the stern of the ship to the jetty."[348] When in port, a pirate is likely to spend his days snoozing in his hammock,[349] in readiness for drinking, singing, and carousing in the evenings. Since pirate captains are as unforgiving as the seas they sail, they tend to turn a blind eye to the behaviour of individuals when in port, unless it results in unwanted trouble for the captain himself.

There is "a flight of steps at the edge of the dock", leading down to a "rusty iron gate."[350] This entrance to the sewers—the sluice gates—is regularly used by pirates to take chests down to the Fish Men that dwell in the sewers. The contents of these chests consists of "various herbs, spices and dead animals: just the sort of things that wizards use for their potions" and "weapons—swords and daggers" enough to equip a small army.[351]

On the eastern side of Lobster Wharf are two alehouses, *The Vulgar Goblin Inn* and *The Hemlock Tavern*. To the north of these "runs a cluster of rickety single-storey cottages, home to many of the fishermen…On fine days, the fishwives sit outside their homes, weaving nets and repairing lobster pots."[352] These fishwives are "large and jolly" with "plump cheeks…as rosy and shiny as red apples." They are happy souls, frequently "bellowing with laughter."[353]

The Lobster Wharf is also a regular haunt for smugglers, since ports "charge extortionately high trading taxes." Smugglers are ruthless people, and should not be crossed without good reason. Of course, a base is needed to store great amounts of contraband, and taverns are ideal with their deep, dark cellars.[354]

Such is the case with *The Dagger Tavern* along Riverside Walk. While "apparently a quiet, orderly public house, it is in fact a front for a major smuggling operation run by the Merchants' Guild" to avoid Lord Azzur's "crippling import taxes." The public are only allowed in the "small front bar", a rule "enforced by the immense landlord, Doric Sandwasp, and his two Troll bottle-washers."[355]

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[344] *Blacksand!* page 126.

[345] *Dungeoneer* page 286.

[346] *Temple of Terror* (1984) paragraph 379.

[347] *Dungeoneer* page 286.

[348] *City of Thieves* (1983) paragraph 399.

[349] *City of Thieves* (1983) paragraph 271.

[350] *Dungeoneer* page 289.

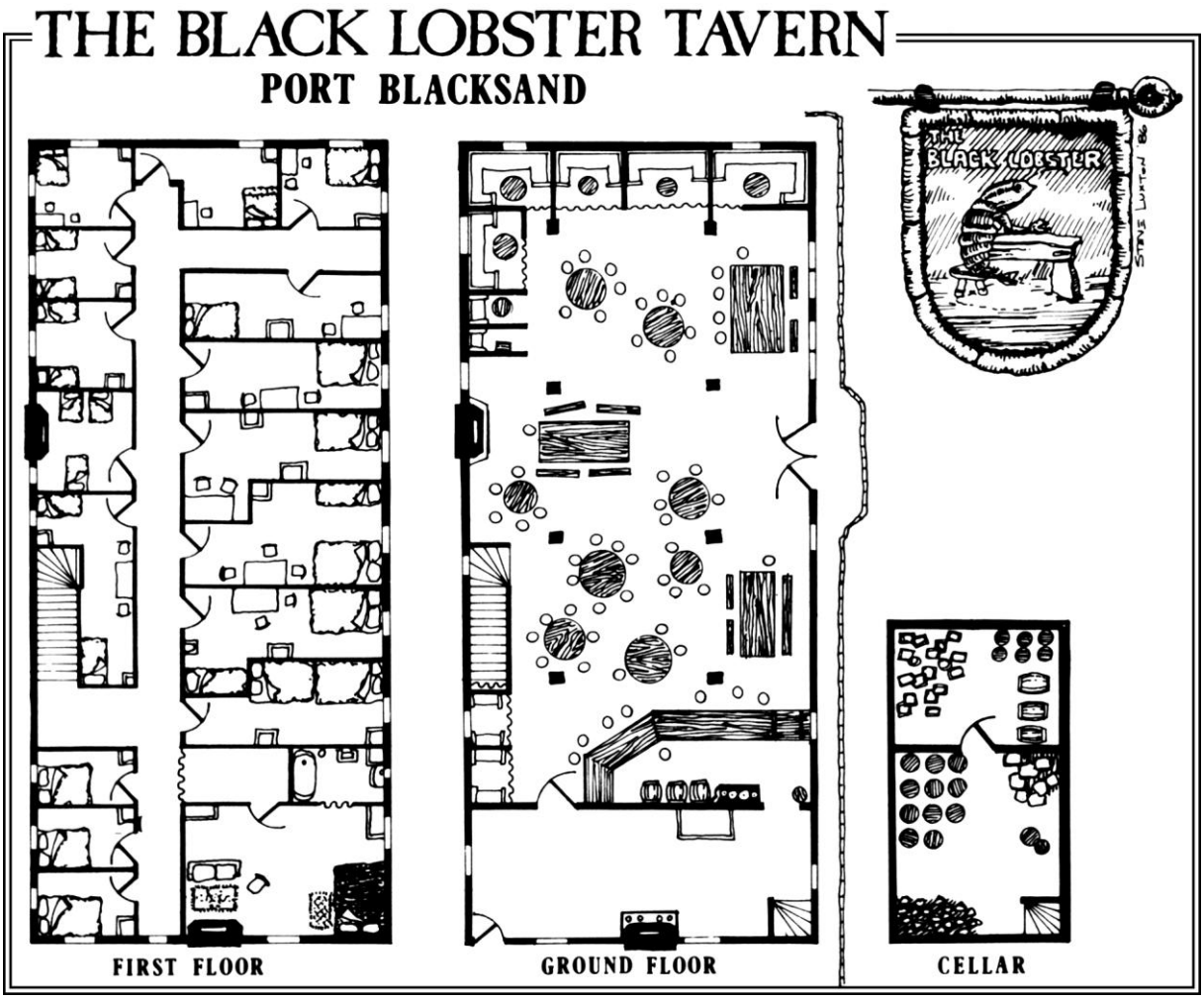
[351] *Dungeoneer* page 291; see also the illustration on page 288.

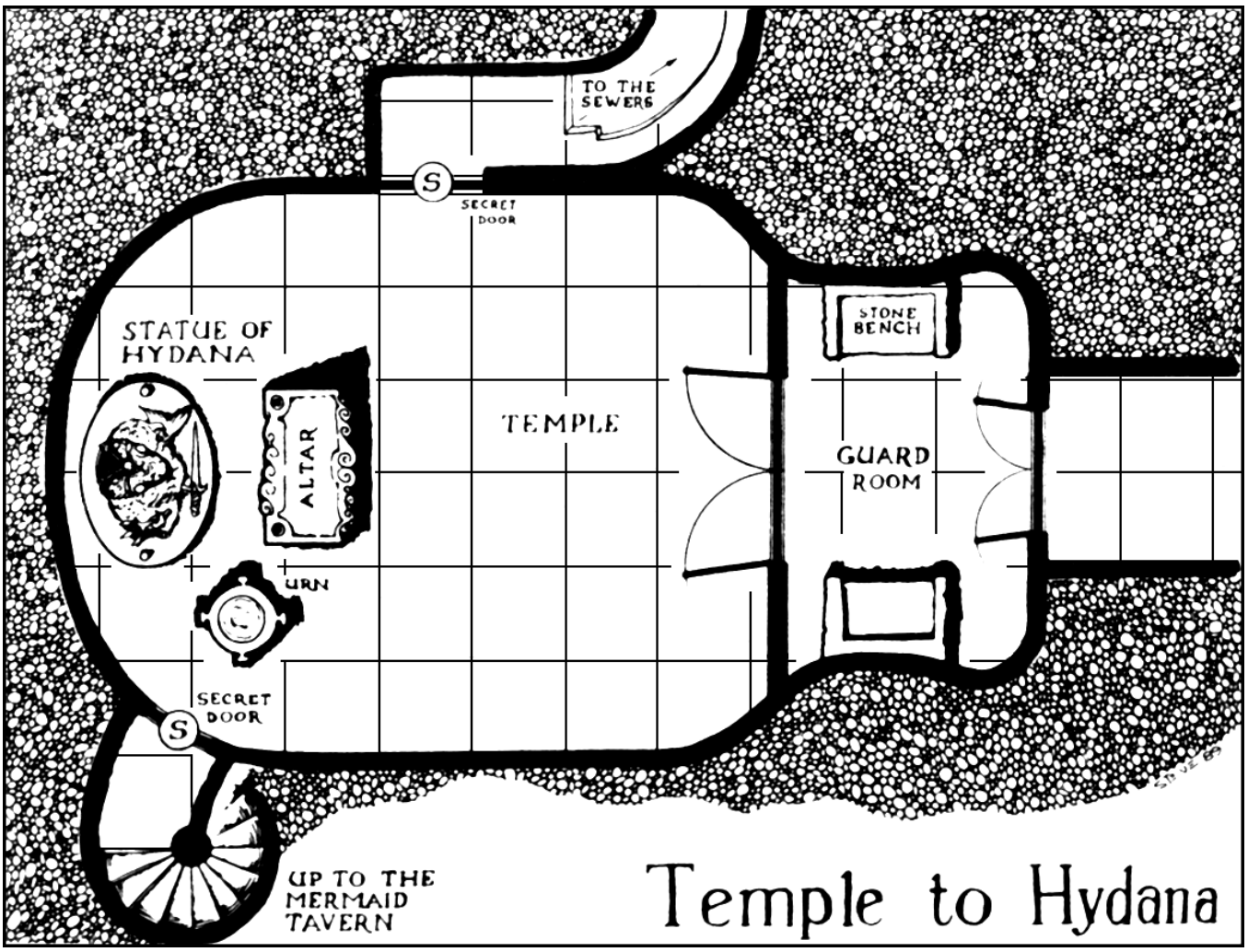
[352] *Blacksand!* page 126.

[353] *City of Thieves* (1983) paragraphs 256 and 320.

[354] *Titan: The Fighting Fantasy World* (1986) page 127.

[355] *Blacksand!* page 132.


THE BLACK LOBSTER TAVERN
PORT BLACKSAND
THE BLACK LOBSTER
FIRST FLOOR
GROUND FLOOR
CELLAR


TO THE SEWERS
SECRET DOOR
STATUE OF HYDANA
ALTAR
TEMPLE
STONE BENCH
GUARD ROOM
URN
SECRET DOOR
UP TO THE MERMAID TAVERN
Temple to Hydana

BLACK LOBSTER TAVERN / TEMPLE TO HYDANA

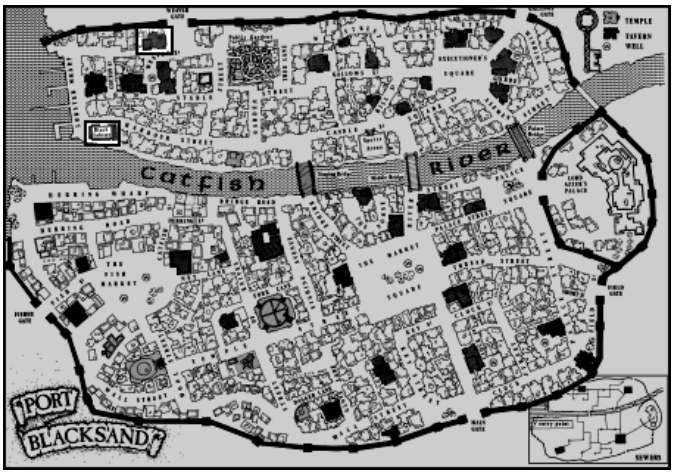
Source: *Titan: The Fighting Fantasy World* (page 127) / *Dungeoneer* (page 321)

Edited by: Marc Gascoigne /
Authors: Marc Gascoigne & Pete Tamlyn

Artist: Steve Luxton

Year: 1986 / 1989

Area: Port Blacksand



The Black Lobster Inn is "always full of drunken pirates and other mariners celebrating a successful voyage." Its clientele also include clever professional gamblers and pickpockets taking advantage of the less-than-sober nature of these joyous celebrants. "Adventurers looking for passage to other lands are also regular customers." The landlord, Halron Allierté, is permanently half-drunk. He is minding the inn for the real owner, his uncle Guidon, who "also owns places in Rimon and Halak."[356] "The Allierté family have owned taverns in Allansia for many years, and they have built up strong ties with several pirate captains." Some claim that Garius of Halak is one such loyal customer, "though he has never been caught there by the militiamen who raid the place infrequently."[357]

The main room of the Black Lobster is "smoke-filled" from the pipes of the mariners, and "seedy-looking characters sit at crowded tables, laughing, joking, and singing." Anyone looking for a competent captain with a ship capable of travelling far across the ocean will likely gravitate towards the booths to the right of the entrance. Gargo the pirate is one such captain, master of the good ship Belladonna, though there are others who will ferry an adventurer wherever they care—for a high price.[358]

The bar "serves a number of local ales and spirits, as well as seamen's grog made from cane sugar all the way from Arantis." Upstairs, "its rooms are filthy and bug-ridden, but at least they are not shared with other guests", and they are at an affordable price too.[359] In short, *The Black Lobster* is a typical Allansian inn.

"The old Temple of Hydana in Carsepolis was built on the dockside so that mariners could make offerings to the god of the sea before setting sail." While most of the temple has been demolished, the main hall and the ante-room still remain. The temple is now used by the Fish Men.[360]

"The ante-room is bare of furnishings except for a pair of stone benches running along the walls" while the floor and walls are decorated "with tile mosaics showing dolphin and seaweed motifs." The main temple is also unfurnished, "save for the great statue of Hydana at the far end, and the altar in front of it, on which rests the Crystal of Power. The statue is two metres tall and "depicts Hydana in typical pose, perched upright with his tail curled beneath him and holding his net and trident." On either end of the altar stand golden goblets, and "beside the statue is a large urn containing clean sea-water." Before the altar is laid the tarnished magical Sword[361] of Prince Erechion of the royal house of Carsepolis, which any wizard or priest powerful enough could restore to its former power.[362]

Aside from the main entrance through the ante-room, there are two other entrances to the main hall. One is a secret route from the sewers that is "a plain stone slab hinged along one side", while the other is a spiral staircase leading up to "*The Mermaid Tavern* at Weaver Gate in Port Blacksand." The owners have a "pact with the Fish Men: careless customers who fall asleep after too many pints of strong ale" are given to the Fish Men to sacrifice to Hydana.[363] The landlord of *The Mermaid Tavern*, Larny Rognar, also charges adventurers to set out down into the depths from this point; though he is also known to have charged a further fee to let them out again![364]

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[356] *Blacksand!* (1990) page 132.

[357] *Titan: The Fighting Fantasy World* (1986) page 127.

[358] *Temple of Terror* (1984) paragraph 379. The pipe-weed is possibly a special brand made by the Allierté family. See *Titan: The Fighting Fantasy World* (1986) page 126.

[359] *Titan: The Fighting Fantasy World* (1986) page 127.

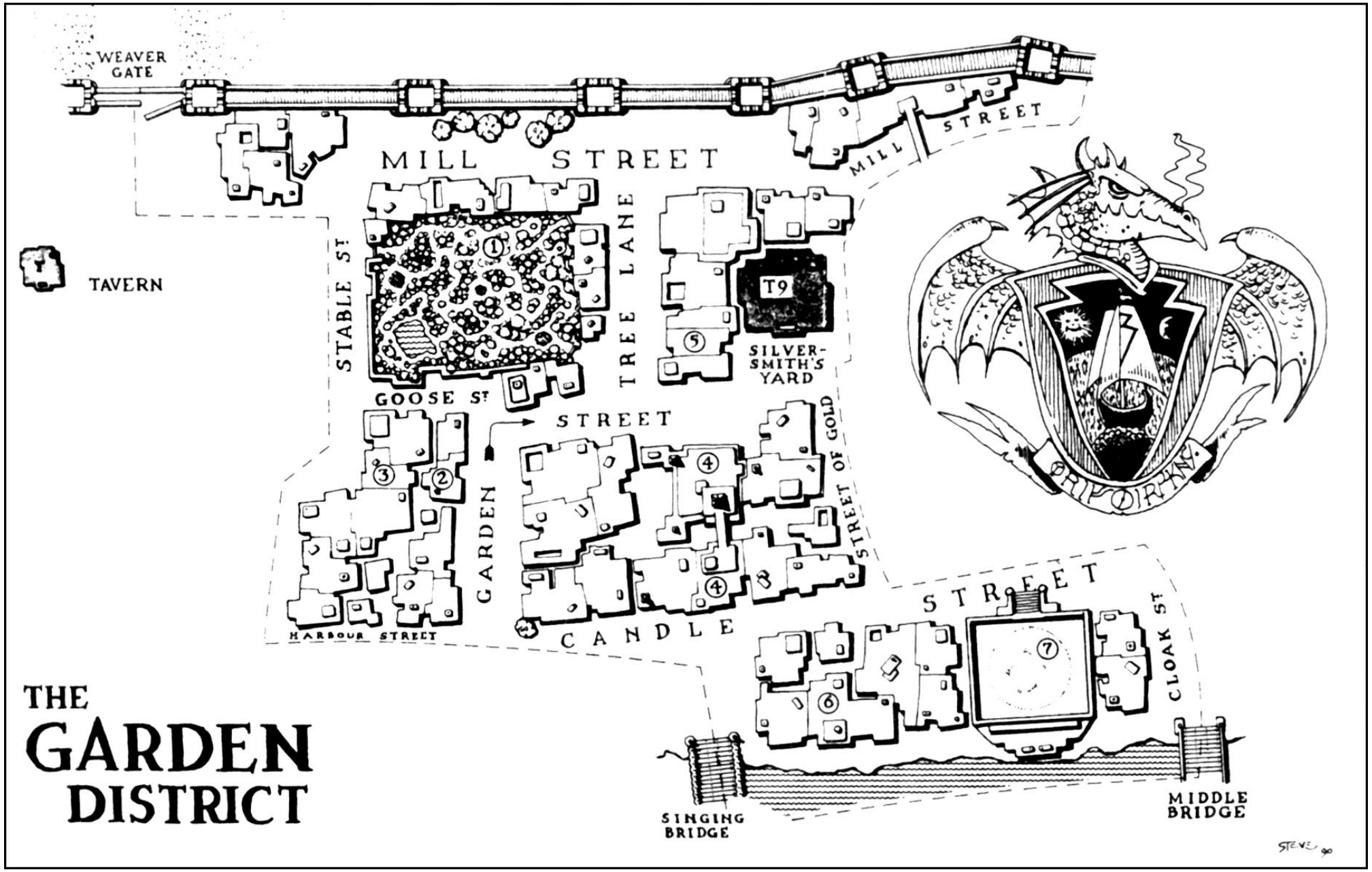
[360] *Dungeoneer* page 321.

[361] *Dungeoneer* page 323; see also the illustration opposite it on page 322.

[362] *Dungeoneer* page 334.

[363] *Dungeoneer* page 324.

[364] *Blacksand!* (1990) page 131.



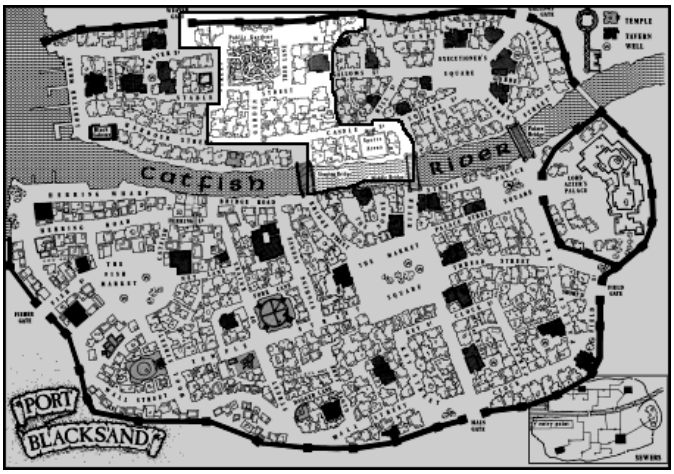
1. Public Gardens
2. Dietrich Zuvember, Alchemist
3. The Serpent Queen
4. The Sorcerers' Guild
5. The Great Garolon, Artist
6. Mr Alden, Thief for Hire
7. Sports Arena

Inns and Taverns

T9. *The Silver Coin Tavern*

The Garden District

Source: *Blacksand!* (page 133)
Authors: Marc Gascoigne & Pete Tamlyn
Artist: Steve Luxton
Year: 1990
Area: Port Blacksand



This area of Port Blacksand is named after "the large public gardens which dominate the area." It is a "wealthy district of mostly private houses, though some of them also serve as the offices of a number of professional people"—musicians, artists, court officials, and the like.[365]

An example of this is the Alchemist Dietrich Zuvember, whose house on the west side of Garden Street [2] contains his personal laboratory. "Zuvember exemplifies every cliché of the crazed old alchemist", constantly trying—and failing— to "turn lead into gold, fish into cows, or silk purses into sows' ears." Much to his neighbours' dismay, Zuvember has "long since stopped bothering to wash himself, tidy his shock of hair, or patch his singed clothing."[366] He was kicked out of the Sorcerer's Guild on Candle Street [4] for practical jokes.

Another local celebrity is the Great Garolon, an artist formerly of some repute. His house in Tree Lane [5] is a far cry from his former finery as "court artist of the Baron of Shazâar." He was banished for "painting a very unflattering portrait of the Baron's daughter", and fled to Port Blacksand, throwing himself into "being a 'proper' artist" which to him means being a drunk, a womanizer, "and sporting a long beard and a paint-spattered smock." His income is chiefly from commissions, though "on fine days his current mistress sells his pictures…from a stall outside his studio."[367]

Mr Alden is "a legend among thieves." His house on the riverside near the Singing Bridge is where he can be contacted for "extra-special services." He "takes only those jobs which provide him with a decent challenge", and is widely regarded as "Port Blacksand's most successful thief."[368]

The poor Serpent Queen lives in Stable Street [3]. While most of the terraced houses in Stable Street are made of sandstone, the Serpent Queen's house is "made of brick and is painted white." The oaken door has "a serpent's head" carved into it.[369] "After suffering terrible cruelties at the hands of the…Caarth", this "nameless woman has been left with the head of a giant serpent." Lord Azzur has apparently taken pity on her, and she now lives "surrounded by finery supplied" by Blacksand's ruler.[370]

The public gardens themselves [1] are fenced off and a small donation must be paid for the turnstile to allow access. Although not outstanding, it is surprising that such a place exists in Port Blacksand. They were built by Baron Valentis, the previous ruler of Port Blacksand. Lord Azzur now "uses them to house his fine collection of rare plants." "At the very centre of the park, reached by following any one of the many twisting paths, is his pride and joy" four Black Lotus. These rare and expensive flowers are guarded by Azzur's "infamous Leaf Beasts."[371] At first glance, these appear to be topiary—shrubs "cut into the shape of an animal", surrounding a "large earthen bowl" in a "small paved area" at the centre of the gardens.[372] Lord Azzur's "passionate love [for] exotic flowers"[373] prompted him to place these guards to deter Blacksand's criminal element from stealing his precious blooms, and they spring to life and attack anyone foolish enough to touch one of the Black Lotus flowers.

Entertainment can also be found at the Sports Arena [7], a "large stadium in the form of a square surrounded by many tiers of stone seats" regularly used for sporting events. While "once or twice a week it plays host to gruesome gladiatorial contests",[374] Bays' ball is the most popular sports in Blacksand, where a group of brown creatures called Bays try to hit a leather ball with a wooden stick.[375]

The Silver Coin Tavern [T9] is "the sole drinking establishment in the Garden District." It is "a very refined place", selling expensive wines, meads, and spirits from all over Titan. "The clientele are select and the conversation witty and intellectual", and "many of the most daring crimes in the city are meticulously planned" in this establishment. Its owner is Julius Oftran.[376]

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[365] *Blacksand!* page 132.

[366] *Blacksand!* pages 134–5.

[367] *Blacksand!* page 137.

[368] *Blacksand!* page 137.

[369] *City of Thieves* (1983) paragraph 372.

[370] *Blacksand!* page 135; see also *Out of the Pit* (1985) pages 101–2, and *City of Thieves* (1983) page 88.

[371] *Blacksand!* page 134.

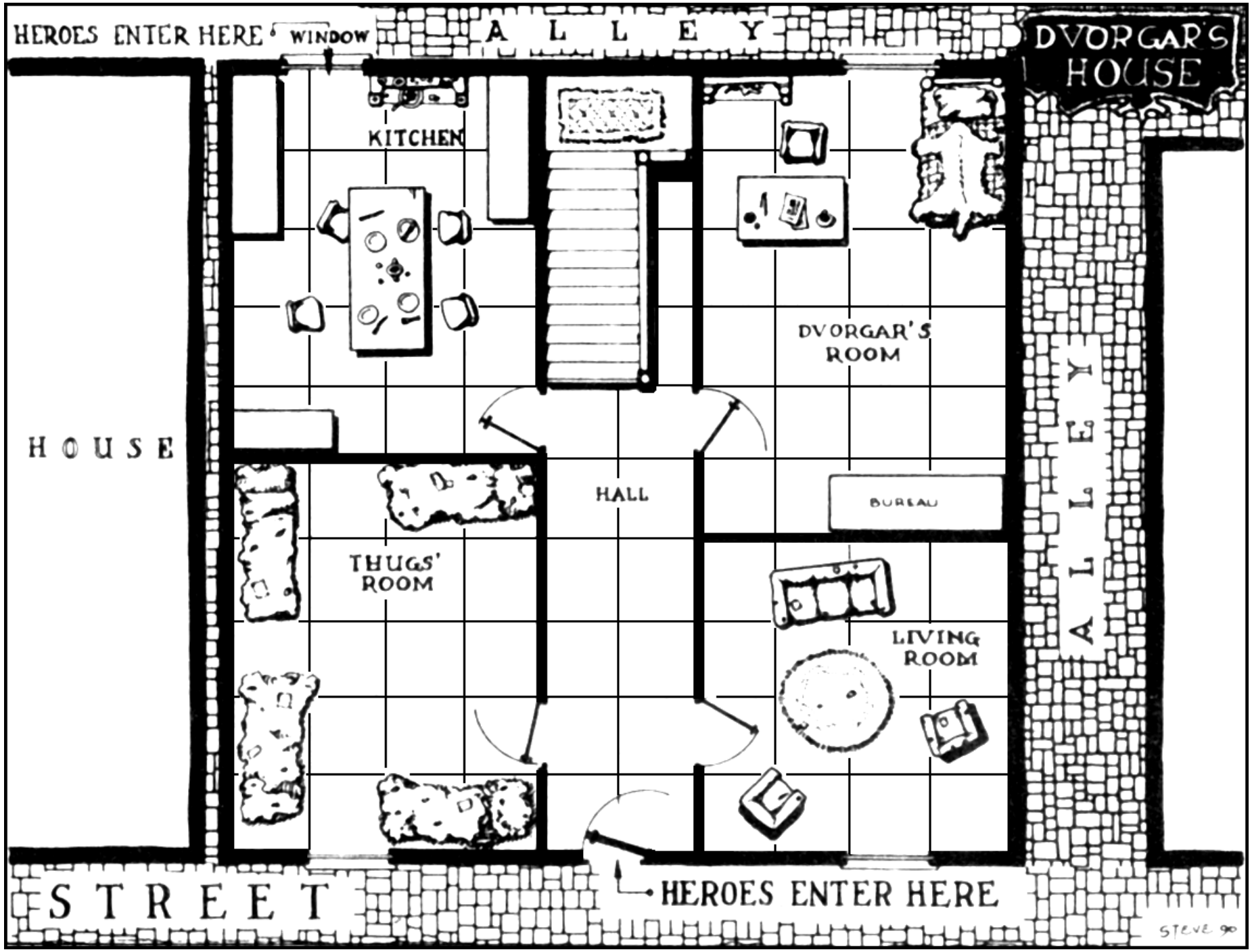
[372] *City of Thieves* (1983) paragraph 370.

[373] *Out of the Pit* (1985) page 73; *cf. City of Thieves* (1983) paragraph 14.

[374] *Blacksand!* page 137.

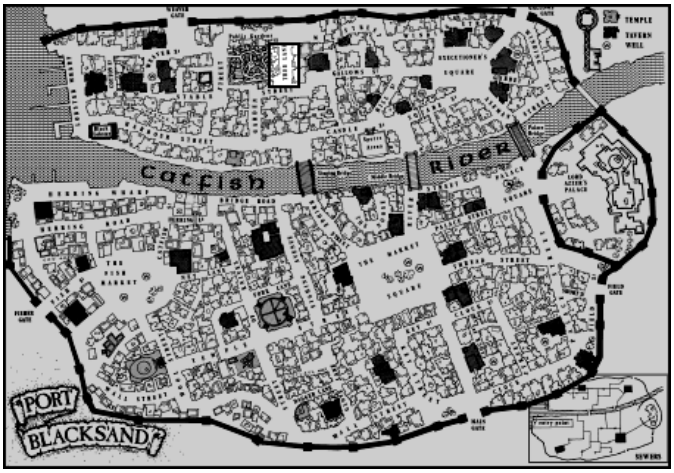
[375] *City of Thieves* (1983) paragraph 40.

[376] *Blacksand!* page 138.


HEROES ENTER HERE
WINDOW
A L L E Y
DVORGAR'S HOUSE
KITCHEN
DVORGAR'S ROOM
HOUSE
HALL
BUREAU
THUGS' ROOM
LIVING ROOM
A L L E Y
STREET
HEROES ENTER HERE
STEVE 90

D'VORGAR'S HOUSE

Source: *Blacksand!* (page 282)
Authors: Marc Gascoigne & Pete Tamlyn
Artist: Steve Luxton
Year: 1990
Area: Port Blacksand



D'vorgar the merchant lives in "a reasonably prosperous quarter of the city but only because he managed to cheat someone else out of the house." The house, in Tree Lane, "is in a terrible state of repair."[377] "The paintwork is chipped and peeling, the wood is rotten and wormed, and the whole things looks as if" it will fall down. This is chiefly because D'vorgar has no money to spend on it. "He doesn't use the upper storey any longer; the stairs gave way a few months back and he can't afford to get them repaired."[378]

This fits with general opinion of the man. Father Robul, priest of Usrel, runs a safe house[379] in "the cellar beneath a crumbling house in one of the poorest parts of the city."[380] He says that D'vorgar is "a liar and a cheat, always late with his payments in business dealings, and inclined not to pay at all if he can get away with it."[381]

Gregor, proprietor of *The Dragon's Tooth* in The Noose District, goes even further, calling D'vorgar a "filthy scumbag", adding that he resembles a type of mud-sucking lizard from the Silur Cha Swamplands, "living off the decayed corpses of every last thing that fell into the mire"![382] D'vorgar owes Gregor quite a lot of money—probably a huge bar tab run up over several months.

The townsfolk's opinion of D'vorgar is that "if he offers you work, don't take it." While he makes many fine promises, when it comes to pay day "the cash is never there."[383]

Halim Thrumbar, a collector of secrets, says that "beneath all his lies and cunning, the man is basically a coward." If stood up to, D'vorgar will pay "as soon as his cash flow allows." Unfortunately, "he keeps thinking he'll get away with" not paying and cheating people out of the money he has promised them. Because of this, "he ends up owing far more than he can pay, and so he has to keep on cheating."[384]

D'vorgar is a "thin, scrawny man whose clothes… never fit him properly." Everything D'vorgar owns "has been acquired from someone else, normally without him paying for it", such as his house. "At heart, however, he is a complete and utter coward."[385]

D'vorgar is heavily in debt to the merchant Brass,[386] and for protection has managed to "persuade a few poor wretches to work for him despite the poor (sometimes nonexistent) pay." Since these men are they sort "no one else would hire",[387] one might consider that D'vorgar is getting what he is paying for.

On D'vorgar's desk are "a large quantity of final demands for payment…the most urgent ones uppermost."[388] D'vorgar, it would seem, owes money to half of the people in Port Blacksand!

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[377] *Blacksand!* page 282.

[378] *Blacksand!* page 283.

[379] *Blacksand!* page 262.

[380] *Blacksand!* page 261.

[381] *Blacksand!* page 266.

[382] *Blacksand!* page 271.

[383] *Blacksand!* page 273.

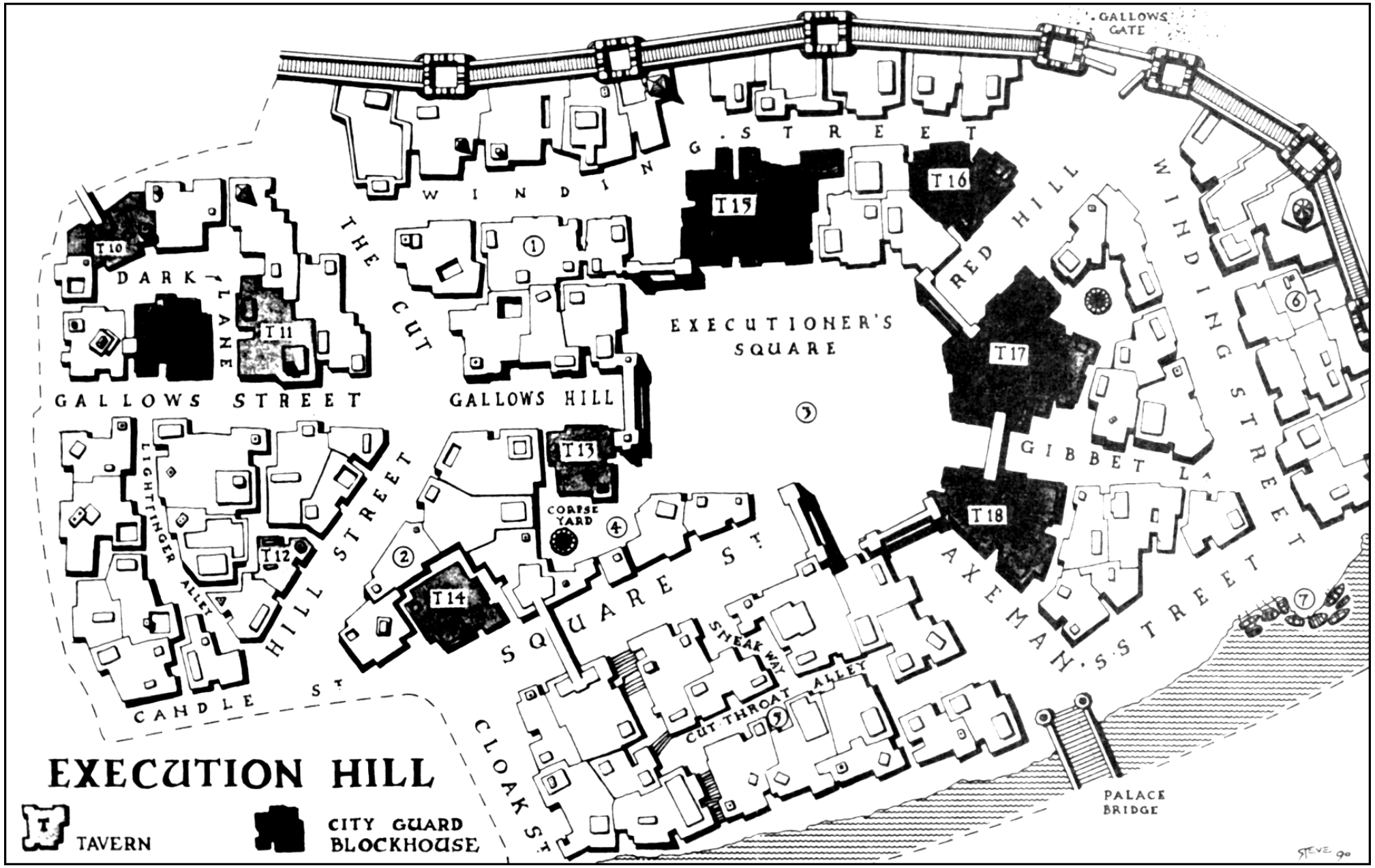
[384] *Blacksand!* page 274.

[385] *Blacksand!* page 283.

[386] *Blacksand!* pages 237–8; *cf.* page 285.

[387] *Blacksand!* page 284.

[388] *Blacksand!* page 290.



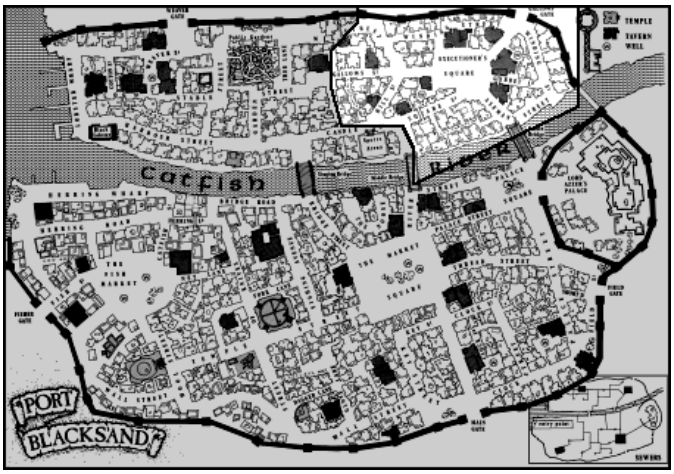
1. Tradesmen's Guild
2. Carulus the Grey
3. Executioner's Square
4. Corpse Yard
5. Cut-Throat Alley
6. Baraban, Professional Murderer
7. Boats for Hire

Inns and Taverns

T10. *The Gargoyle Tavern*
T11. *The Red Lantern Tavern*
T12. *The Four-way Cross*
T13. *The Rat in Hand Tavern*
T14. *Varag's Splendid Alehouse*
T15. *The Sun and Seven Stars Inn*
T16. *The Cat and Crucifix Tavern*
T17. *The Headless Troll Inn*
T18. *The Laughing Axeman Inn*

EXECUTION HILL

Source: *Blacksand!* (page 139)
Authors: Marc Gascoigne & Pete Tamlyn
Artist: Steve Luxton
Year: 1990
Area: Port Blacksand



Atop Gallows Hill stands "the bleak, windswept square which gives the area its name." Some of the buildings perched on the hillside are "becoming unstable, and occasionally an ageing beam will snap and a top floor will crash down into the street below."[389]

The Tradesmen's Guild on Winding Street [1] houses "representatives of all the various tradesmen and craftsmen who try to scrape a living in Port Blacksand." One trade that does a cracking business is undertaking, and Carulus the Grey's undertakers' shop on Hill Street [2] is one such family business that turns a profit. Indeed, business in booming so much that Carulus and her two sons have "two other branches, in Needle Alley, and the Street of Knives." They "provide ceremonial burials, burnings, and mummifications, handled with rare tact and sympathy, at a range of competitive prices."[390]

Death is profitable in Blacksand because it happens so often. One such example is Executioner's Square [3], which is reached from any direction via arches "decorated with the remains of the most recent" execution. "Various gibbets and chopping blocks stand round the square, and its cobblestones have a permanent red-brown stain. Executions take place every few days."[391]

Another location where death has come to the fore is Corpse Yard [4]. The well has recently been discovered to have "a mass of bodies at the bottom", and the yard is currently guarded by a large City Guard Troll.

A final direct cause of death is the business run by Baraban, Professional Murderer, whose house is in an alley to the east of Winding Street [6]. Baraban is "an accomplished swordsman and duellist, and is also high up in the Assassins' Guild." He escapes justice by "carefully arranging it so that matters look innocent or legal." Baraban "is said to be a wealthy man."[392]

Boats can be hired from the landing stage at the bottom of Axeman's Street [7], which can also lead to premature death, should one fall into the fouled waters of the Catfish River.[393] Entrepreneurs may wish to visit the sinister Cut-Throat Alley [5] to the west of Axeman's Street where "all manner of illicit and stolen goods" can be purchased after dusk. Attempting to muscle in on another hawker's territory is another sure-fire way to cut one's life short, however.[394]

As is to be expected in this district where death is such a part of everyday life, Execution Hill contains the largest concentration of inns and taverns of all the districts in Port Blacksand.

The Rat in Hand Tavern [T13] between Gallows Hill and Corpse Yard is a prime example of this. "This unruly place was named after the strange game of chance, invented by its landlord, Hogwell Hogg. Players bet on the number of starving sewer rats they think one of them can hold in his or her hand for three minutes."

Another example of the wanton lack of respect for life is *Varag's Splendid Alehouse* [T14] on Square Street. "This establishment is probably the roughest in the entire city." It is "run by the Dwarf, Varag Madhand, a retired adventurer who hasn't lost his enthusiasm for a really good scrap!" This results in fights breaking out almost every night.

The Cat and Crucifix Tavern on Winding Street [T16] is opposite Gallows Gate, and "this stomach-turning den of scoundrels is the first thing many visitors to Port Blacksand see when they step through the gate." It is full of confidence tricksters who "pretend to make friends with new arrivals before trying to steal everything they came with." [395]

The rivalry between Maxim Vibril of *The Headless Troll Inn* [T17] on Gibbet Lane, and the Troll Gobbo Donzo, landlord of *The Laughing Axeman Inn* [T18] opposite, is legendary. Indeed, Maxim renamed the inn from the *Flying Foxbat* in order to antagonise Gobbo even more. "The regular customers of each inn are very loyal", and pitched battles between the clientele of each inn occur regularly on a Seaday night.[396]

[389] *Blacksand!* page 138.

[390] *Blacksand!* page 140.

[391] *Blacksand!* page 140.

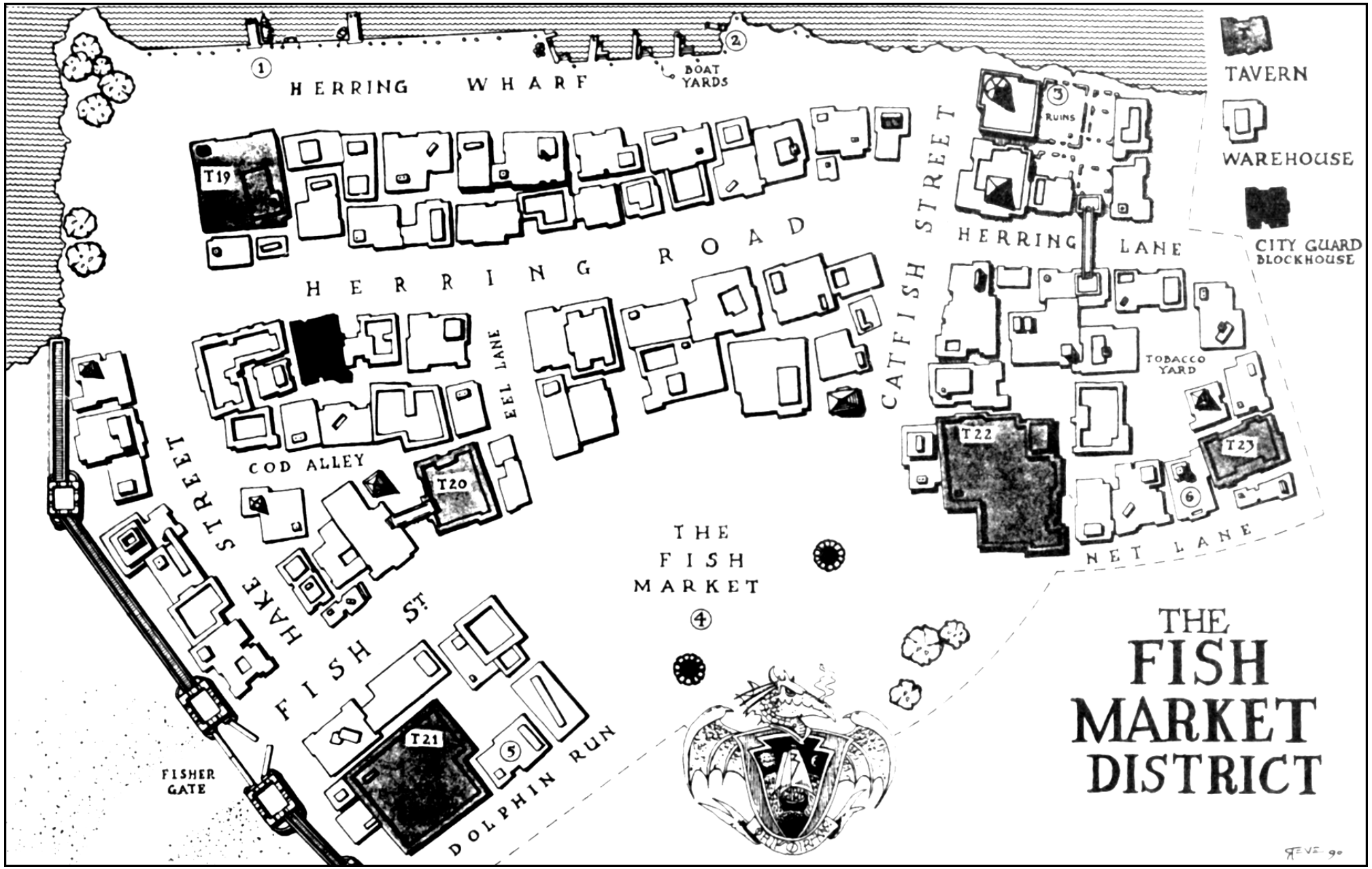
[392] *Blacksand!* page 142.

[393] *Blacksand!* page 142.

[394] *Blacksand!* page 141.

[395] *Blacksand!* page 143.

[396] *Blacksand!* pages 143–4.



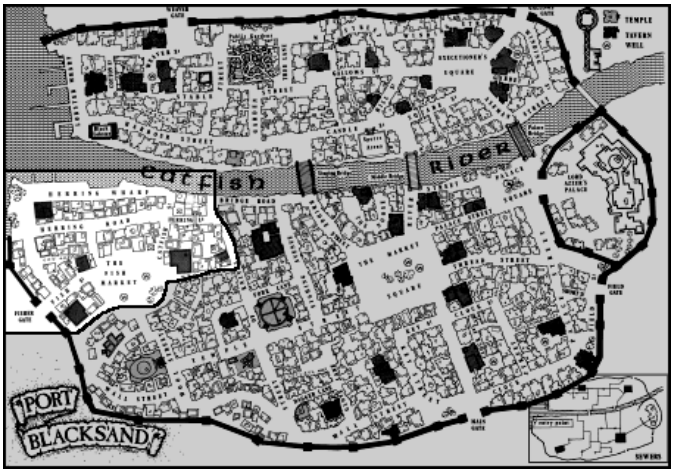
1. Herring Wharf
2. The Boat Yards
3. Burnt-out Buildings
4. Fish Market
5. Pungent and Stark, Exterminators
6. The House of Masks

Inns and Taverns

T19. *The Drunken Fisherman Inn*
T20. *Osric's Arms*
T21. *The Silenced Watchman Inn*
T22. *The Pirate's Ghost Inn*
T23. *Pipe's Famous Alehouse*

THE FISH MARKET DISTRICT

Source: *Blacksand!* (page 145)
Authors: Marc Gascoigne & Pete Tamlyn
Artist: Steve Luxton
Year: 1990
Area: Port Blacksand



"The pungent stench of raw fish hangs over this part of town…Most of the buildings near the wharf are warehouses, piled high with exotic goods from all corners of the known world."[397] Herring Wharf [1] is home to pirate and merchant ships, as well as "a large number of small fishing vessels", while "the south side of Herring Wharf comprises a cluttered row of fishermen's cottages, boatbuilders' offices and workshops, and warehouses." The Boat Yards [2] are where boats are constructed from timber planks into seafaring vessels.[398]

The long arm of the Thieves' Guild reaches far from their headquarters in The Noose District, and the burnt-out buildings [3] are "the charred stumps of a few wooden walls." These are "all that remains of five buildings which burned down (an act of arson by…the Thieves' Guild for non-payment of protection money."

"Each morning as dawn breaks, Blacksand's fishermen drag their fresh catches off their boats and run with them to the" Fish Market [4]. "Crowds of people are always waiting to buy" these fresh catches, since fresh fish is some of the healthiest and least-contaminated foods available in Port Blacksand. Poorer townsfolk have been known to subsist on the vermin they manage to catch, though most would prefer to keep their homes pest-free. For a price, Pungent and Stark, Exterminators [5] on Dolphin Run can keep "mice, rats, insects and nasties from a place they have treated for up to a year." This is particularly impressive since Pungent is blind, and Stark is stone deaf. Their services do not come cheap, however.[399]

Along Net Lane is the House of Masks [6], run by Visorr Peppeto the mask maker. He uses an enchanted mould inherited from his grandfather, a great sorcerer, to produce exact copies in papier-mâché of whatever head is pressed into it. Be advised, however, that there are some side-effects.[400]

This district does not boast too many memorable alehouses. *Pipe's Famous Alehouse* [T23] on the Street of Knives, is considered the best of the bunch. Proprietor Durndle Pipe is the estranged husband of Effie Pipe.[401] "The couple haven't spoken or lived in the same house for forty-four years, a condition which both describe as 'very satisfactory'." Durndle Pipe puts all his hard work into his tavern, though due to a lecherous streak, he is often "sporting blackened eyes and bandages covering wounds received from disgruntled [female] customers."[402]

The Drunken Fisherman Inn [T19] fronts on to Herring Wharf, and "is decorated after a piscatorial nautical theme." It would be fair to say that "its clientele are admirably summed up by the place's name." There is "a small tower" built on top of the roof, "and from it a burning beacon lights up the night to guide sailors back to port", though this beacon "cannot be seen from the city."[403]

Fronting on to the Fish Market, *The Pirate's Ghost Inn* [T22] has one of the most intriguing names of all of Port Blacksand's alehouses. "Despite its fanciful name, this building has never, so far as anyone can remember, been haunted." Its owner Cozimo Warbler is actually a speculator, and he has invested his money to turn this "very plain but comfortable alehouse into a frightfully artificial 'Olde Worlde Sailor's Taverna'", which is "only ever visited by strangers to the city." To put no finer point on it, "locals avoid it like the plague", and it would seem that "Warbler will be going bankrupt yet again" in the near future.[404]

[397] *Blacksand!* page 144.

[398] *Blacksand!* page 146.

[399] *Blacksand!* page 147.

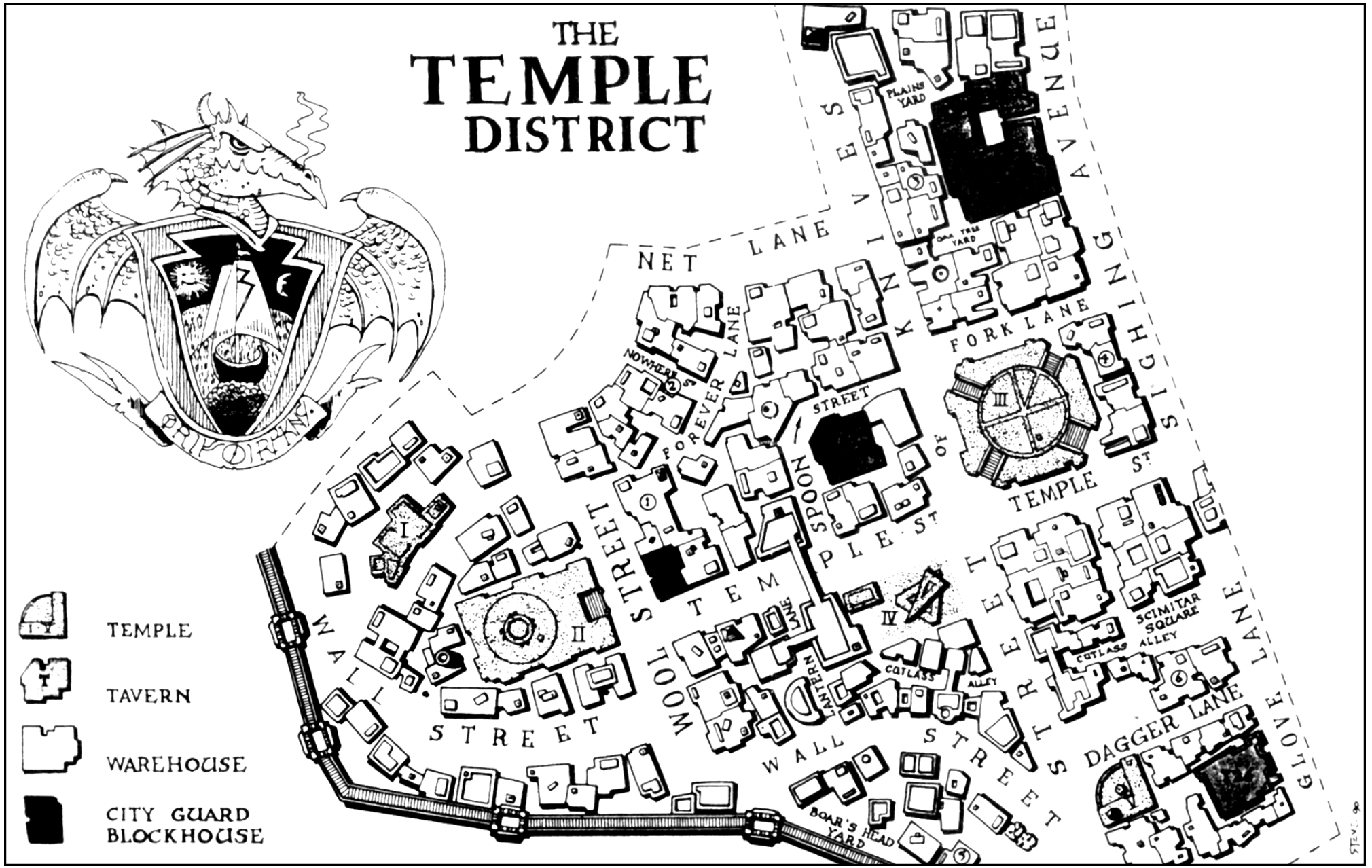
[400] *Blacksand!* page 148.

[401] *Blacksand!* page 168.

[402] *Blacksand!* page 149.

[403] *Blacksand!* page 148.

[404] *Blacksand!* page 149.



1. The City Courts
2. Nowhere Street
3. The Guild of Assassins
4. Jalal Armen, Scribe
5. Hister Brey, Executioner
6. House of Pain

Temples

I. *Temple to Dalgalla*
II. *Temple to Solinthar*
III. *Temple to Fourga*
IV. *Temple to Sukh*
V. *Temple to Kukulak*

Inns and Taverns

T24. *The Hog and Frog Inn*
T25. *The Jumping Fish Tavern*
T26. *Jury's Alehouse*

THE TEMPLE DISTRICT

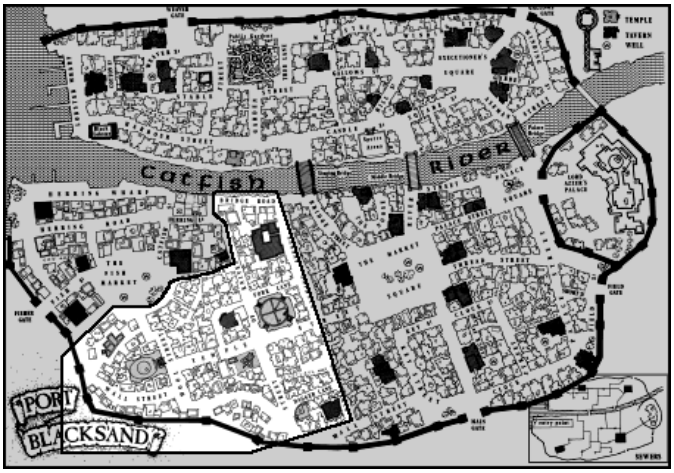
Source: *Blacksand!* (page 151)

Authors: Marc Gascoigne & Pete Tamlyn

Artist: Steve Luxton

Year: 1990

Area: Port Blacksand



Visiting the Temple District is the closest most Blacksanders ever come to holiness. Most non-seafaring townsfolk visit the Temple of Dalgalla [Temple I] at least a few times a year to pray for miracles, such as healing or wealth. Dalgalla, an original founder of the Blacksand Colony, is said to have been a holy man, though this is not actually true. "The real man, called Daralaga, was a pirate captain's First Mate…he was never a holy man."[405]

Those who do put to sea usually split their devotions between two gods. The first is the Temple to Solinthar [Temple II], the patron deity of mariners, whose "influence is especially strong among the fishermen and pirates." The temple is constructed from "ivory, coral, shells, and old boat timbers." The High Priest is Yuro Furtha, and he is "always called on to bless new vessels being launched from the boat yards."[406] The second is the Temple to Sukh [Temple IV], since "appeasing the God of Storms and winds is vitally important to fishermen and pirates alike." The temple is "fashioned in the form of a huge boat with its sail full of winds. The mast is a narrow tower, from the top of which an acolyte (the 'Voice of the Wind') calls the faithful to prayer every evening."[407]

The Temple to Fourga, the God of Pride [Temple III] is "very popular with the ordinary people." He is "vengeful, punitive, and generally superior", and "his priests preach fire-and-brimstone sermons…ensuring that the huge domed temple is always full on holy days."[408]

The final main temple is dedicated to Kukulak, the Khulian god of Storms [Temple V], and is "squat and undecorated, and never appears to be open." Kukulak was brought to Blacksand by the conquering Lord Azzur, who "receives the High Priest within the walls of his own palace", though rumours persist that he attends "the ritual of burning" in person.[409]

The City Courts [1] on Wool Street are where prisoners are tried by the magistrates. They are "usually kept in the City Guard blockhouse next door until sent for." On the site are "three courts, served by a collection of seven magistrates who usually deal out their own form of justice."[410] This justice often requires the services of Hister Brey, Executioner [5] the front whose house is just off Wall Street, and is decorated with the "mounted heads of his favourite victims." Hister is "an overjolly, violent maniac who…is often booed" during his execution ceremonies.[411]

The courts also provide much work for half-Elven scribe Jalal Armen [4], whose house is on Sighing Avenue. "She has her work cut out preparing superbly drafted formal documents, for legal pleas, marriages, religious edicts, and so on."[412]

People often get into trouble with the courts after a visit to Nowhere Street [2], which is "lined on both sides with small booths" hosting "just about any form of gambling game known to man or Dwarf." The booths "continue along Forever Lane, the games getting harder to beat" and "the very last set of booths is decorated in black ribbons: here the truly desperate bet their lives in the hope of miraculous winnings. It is a terrible, inhuman place, frequented only by the lowest of the low."[413]

The humble tanner's workshop south of Plains Yard [3] is actually a front for the "secret headquarters of the Brotherhood of the Knife"—the Guild of Assassins.[414]

The House of Pain [6], between Dagger Lane and Scimitar Square, is a strange place, offering "the latest craze among really wealthy Blacksanders [who] commission a visit from members of the House of Pain to the homes of their friends." It is said that "various degrees of embarrassment and true pain can be supplied, ranging from "a humiliating accident" to near-death experiences.[415]

Despite the alleged piety of this district, "the biggest inn in the city", *The Hog and Frog Inn* [T24], can be found on the west side of Sighing Avenue. It is run by Doloric Cloudscraper, a half-Giant. "The place is of good quality, is popular, and boasts a wide range of clientele." The Cloud Brewery, also run by Doloric is across the courtyard behind the inn.[416] The other two taverns in the Temple District are *The Jumping Fish Tavern* [T25] in Spoon Street and *Jury's Alehouse* [T26] on Glove Lane.

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[405] *Blacksand!* pages 153–4.

[406] *Blacksand!* page 154.

[407] *Blacksand!* page 155.

[408] *Blacksand!* page 154.

[409] *Blacksand!* page 155; see also *Titan: The Fighting Fantasy World* (1986) page 106.

[410] *Blacksand!* page 150.

[411] *Blacksand!* pages 152–3.

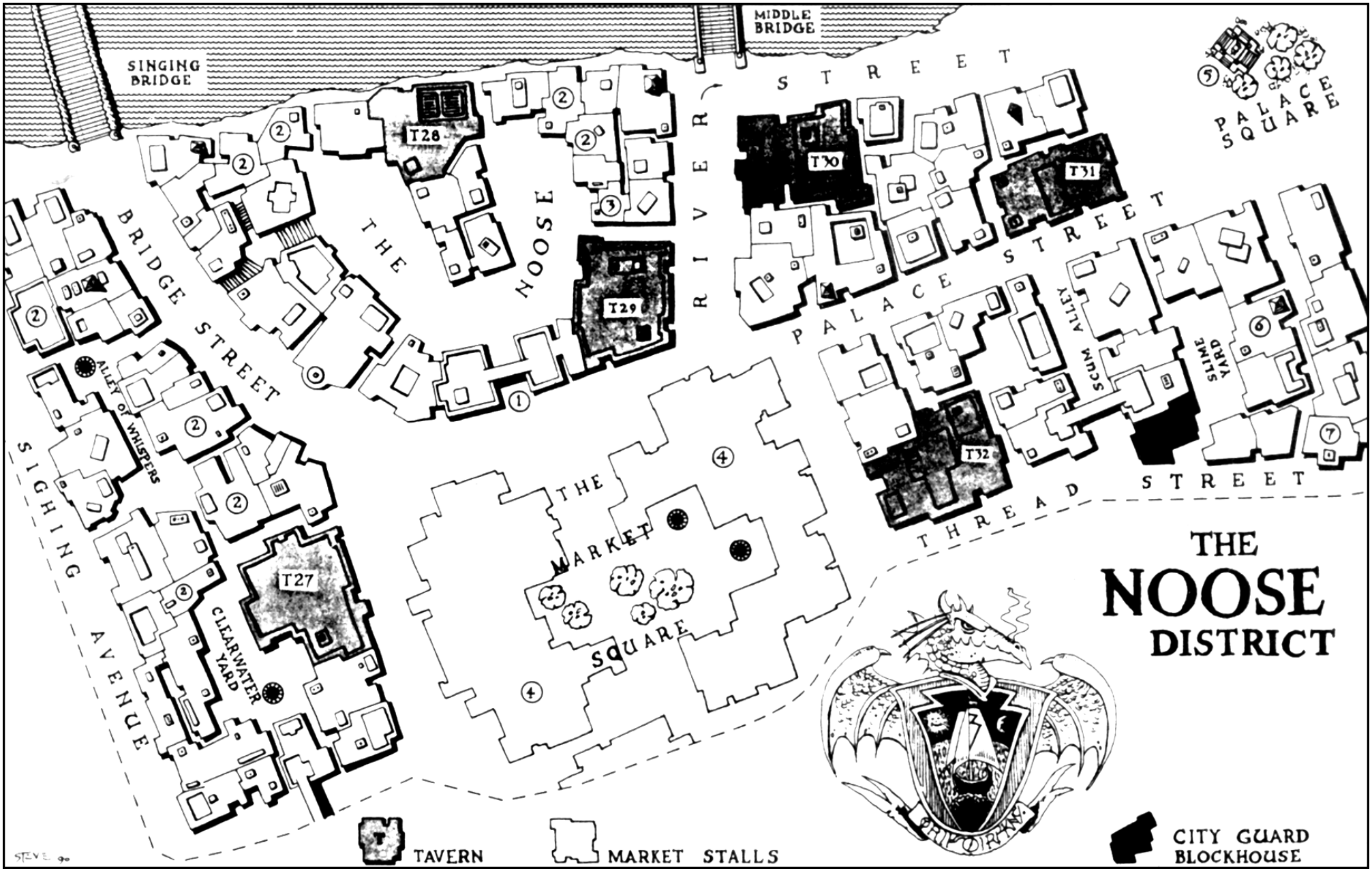
[412] *Blacksand!* page 152.

[413] *Blacksand!* page 150.

[414] *Blacksand!* page 152.

[415] *Blacksand!* page 153.

[416] *Blacksand!* pages 155–6.



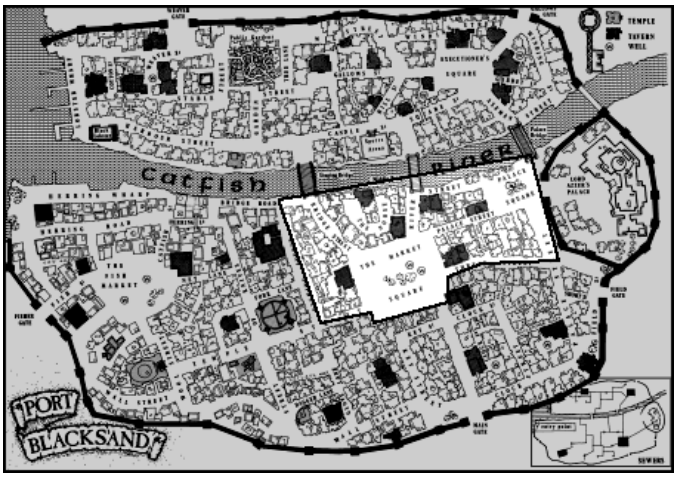
1. Noose Gate
2. The Thieves' Guild
3. Madame Star's Cottage
4. The Market Square
5. Daggerface's Statue
6. Sinas Stickle, Merchant
7. Talimbar the Scalper

Inns and Taverns

T27. *The Riddling Reaver Inn*
T28. *The Beckoning Finger Tavern*
T29. *The Dragon's Tooth Tavern*
T30. *The Rat and Ferret Tavern*
T31. *The King's Fingers Tavern*
T32. *The New Inn*

THE NOOSE

Source: *Blacksand!* (page 157)
Authors: Marc Gascoigne & Pete Tamlyn
Artist: Steve Luxton
Year: 1990
Area: Port Blacksand



The Noose District is both the central area of Port Blacksand and the centre of operations for the Thieves' Guild. The Guild has at least eight buildings (all marked [2]) across The Noose District, "each of which serves to house different parts of the guild at different times."[417] "Most of these buildings look as if they are used for some other business or have been quite abandoned", though "some…can be entered only from their roof or from one of the many new tunnels which criss-cross below this part of the city."[418]

The entrance to the Noose is via the Noose Gate [1], "always discreetly guarded by a couple of burly thieves." Even the City Guard "do not venture past Noose Gate without a prior appointment."[419] "The Noose is always filled with beggars at any time of the day or night",[420] unfortunate folk down on their luck such as Bargo the Wheeler, a former soldier who lost his legs in war. [421]

A cottage [3] on the east side of the Noose is the home of Madame Star, "clairvoyant and fortune teller", "usually found practising her art in a small booth in the Market Square."[422]

In the centre of Palace Square, in front of Lord Azzur's palace, is a statue of Daggerface [5], a former ruler of Port Blacksand. Palace Square is also the "traditional home" of confidence tricksters who claim to sell the statue—or any other part of Blacksand—to gullible newcomers.[423]

Silas Stickle is a merchant of some repute. On the side of his building [6] is painted the following slogan: "Whatever you want, I haven't got it—*BUT I CAN GET IT!*" He is almost always true to his word.[424] The same cannot be said of Talimar the Scalper [7], Port Blacksand's "most ridiculed barber" who charges reasonable prices, but "always makes such a mess of his customers' hair that they have to wear a hat in public" for weeks afterwards.[425]

On the corner of Thread Street and the Market Square is the ironically-named *The New Inn* [T32], "the oldest surviving drinking establishment in Port Blacksand." Due to its proximity to the market, *The New Inn* is always very busy, and is the inn most frequently used by merchants and farmers from out of town.[426]

The most infamous drinking establishment in this part of Port Blacksand is *The Beckoning Finger Tavern* [T28] in the centre of the Noose, which "no one in their right mind ventures into" without "an entire regiment of armed guards or a death wish"! This alehouse is the drinking establishment of the Master Thieves, and is "where the cream of the [Thieves'] Guild meet to plot their nefarious deeds."[427]

The Rat and Ferret [T30] on River Street is a dark, dingy bar "lit by smoky oil-lamps, and the pipes and cheroots of the inn's customers." Said customers are often indulging in friendly games of pin-finger. The landlord is Bald Morri, an "unfriendly mountain" of a man,[428] who is also well-versed in the secret signs and symbols of the Thieves' Guild.[429]

It is interesting that *The Riddling Reaver Tavern* [T27] between the Market Square and Clearwater Yard is allowed to continue under its current name, since its namesake recently tried to use Forbidden Arts to bring the nightmares of the townsfolk to life[430] in an attempt to overthrow Lord Azzur, whose "cancerous malice is spreading through the region."[431]

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[417] *Blacksand!* page 159.

[418] *Blacksand!* page 160; see also *City of Thieves* (1983) paragraph 348.

[419] *Blacksand!* page 159.

[420] *Midnight Rogue* (1987) paragraph 203.

[421] *Midnight Rogue* (1987) paragraph 26.

[422] *Blacksand!* page 160; see also *Midnight Rogue* (1987) paragraph 289.

[423] *Blacksand!* page 162.

[424] *Blacksand!* page 162.

[425] *Blacksand!* page 163.

[426] *Blacksand!* page 164.

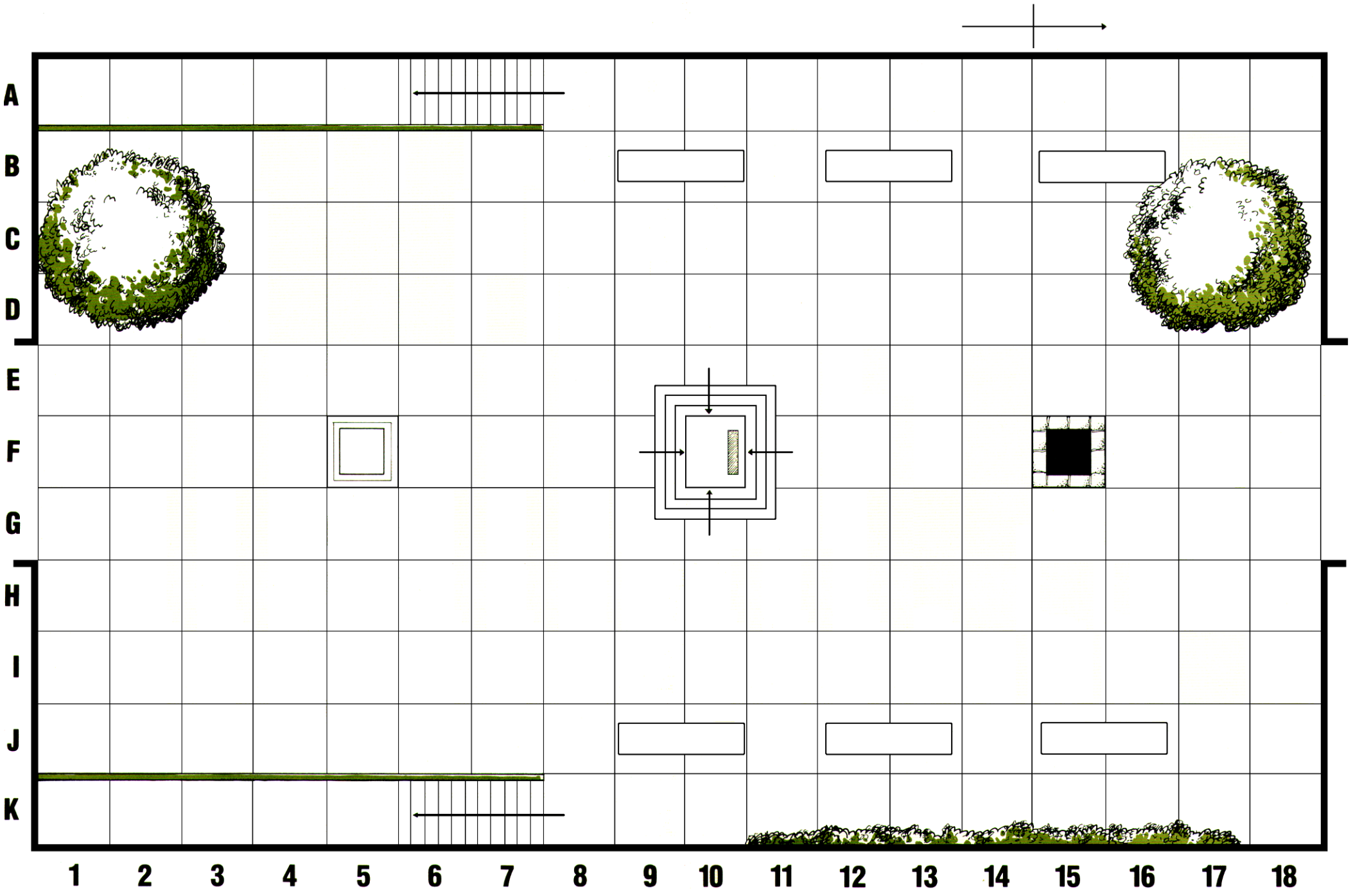
[427] *Blacksand!* page 163.

[428] *Midnight Rogue* (1989) paragraph 309.

[429] *Midnight Rogue* (1989) paragraph 364.

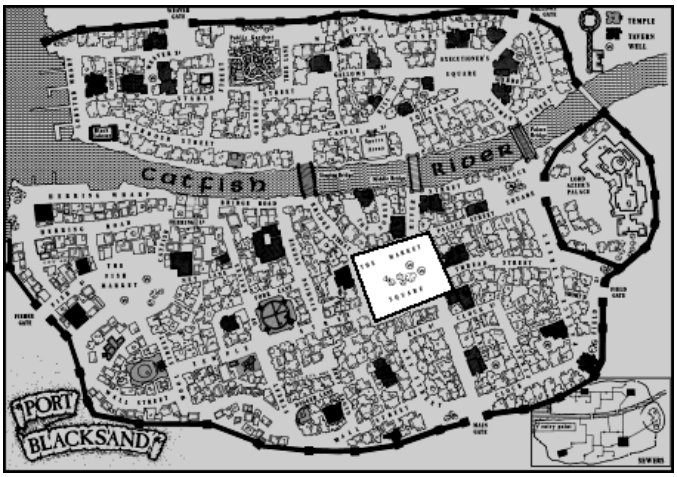
[430] *Warlock #13* (1987) page 6.

[431] *Warlock #13* (1987) pages 9–10.


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THE MARKET SQUARE

Source: *Warlock #3: Market Mayhem* (pages 26 and 27)
Author: Ian Livingstone
Artist: Dave Eastbury
Year: 1984
Area: Port Blacksand



The Market Square of Port Blacksand is located in The Noose District between the Merchant District and the Catfish River. "A market of some sort takes place in the square seven days a week, though its character changes from day to day…The core of the market, though, is always the same."[432] The Market Square is also the haunt for many members of the Thieves' Guild, so any visitor should keep a careful eye in their money pouch.[433]

Many traders have stalls or trestle tables in the square, with their goods laid out on display. Kessy, for instance, "is a market-trader selling clothes and wooden clogs", while Elly sells kitchen utensils.[434]

Some vendors sell hot food,[435] such as Argus, "a wandering street-trader [who sells] roast chestnuts", or Zoe the market trader, selling fruit and vegetables.[436]

"There are also a number of 'entertainments', including minstrels,[437] poets and actors, and wrestlers and strongmen,[438] who offer to pay a reward to anyone who can beat them."[439] Other regular acts include Kazill, with his "muzzled black bear", which will dance for the coast of one gold piece. Borrn the fire-eater "will perform all day", as will Darrion the knife-thrower, whose target Liza is also his wife.[440]

Most days, Madame Star the Clairvoyant has a tent in the square where she practises her prognostication.[441] During the evenings, she predicts the future from her cottage in The Noose.

In the centre of the square "there is a clump of trees, beneath which a number of stocks are set up" for the townsfolk to humiliate by pelting with rotten fruit, vegetables, and even eggs. "There is also likely to be a number of urchins who are cashing in on the situation", selling this rotting refuse to passersby.[442]

The town militia watches over the market from the "two wooden balconies eight feet above ground level" for any obvious trouble. There is also a public water-well, and a central "platform for public speeches." The public champion Tomron "is usually found on the speaker's platform gaining support" by trying to prevent exploitation. This is important, since some in Port Blacksand deal in slavery, such as Carig, who "deals in beautiful young girls."[443]

The Market Square is the central point for many visitors to Port Blacksand, a way of hawking wares or conning the innocent out of their hard-earned money. One such fellow is the treasure-hunter Misk, currently "masquerading as a fortune-teller in the Market Square."

A real troublemaker is the pirate Deraco, often to be found in the Market Square drunk and "offending landlubbers",[444] something in which he takes great delight.

The priest Pollius can often be found "trying to collect donations for [his] dilapidated temple." Unfortunately, his "rather obnoxious personality" usually offends rather than befriends.[445]

It is clear, then, that the Market Square is the most colourful, and eventful, location in Port Blacksand where "many enemies are brought together."[446] Just be prepared for when the fighting breaks out—as it inevitably will!

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[432] *Blacksand!* (1990) page 161.

[433] *City of Thieves* (1983) paragraph 148.

[434] *Warlock #3* (1984) page 31. It should be noted that the orientation of this map contradicts all subsequent maps of this area of Port Blacksand. Instead of north being to the right of the map, it should actually be at the top of the map.

[435] *City of Thieves* (1983) paragraph 287.

[436] *Warlock #3* (1984) page 31.

[437] *City of Thieves* (1983) paragraph 3.

[438] *City of Thieves* (1983) paragraph 398.

[439] *Blacksand!* (1990) page 161.

[440] *Warlock #3* (1984) page 31.

[441] *City of Thieves* (1983) paragraph 200; *cf. Midnight Rogue* (1987) paragraph 203.

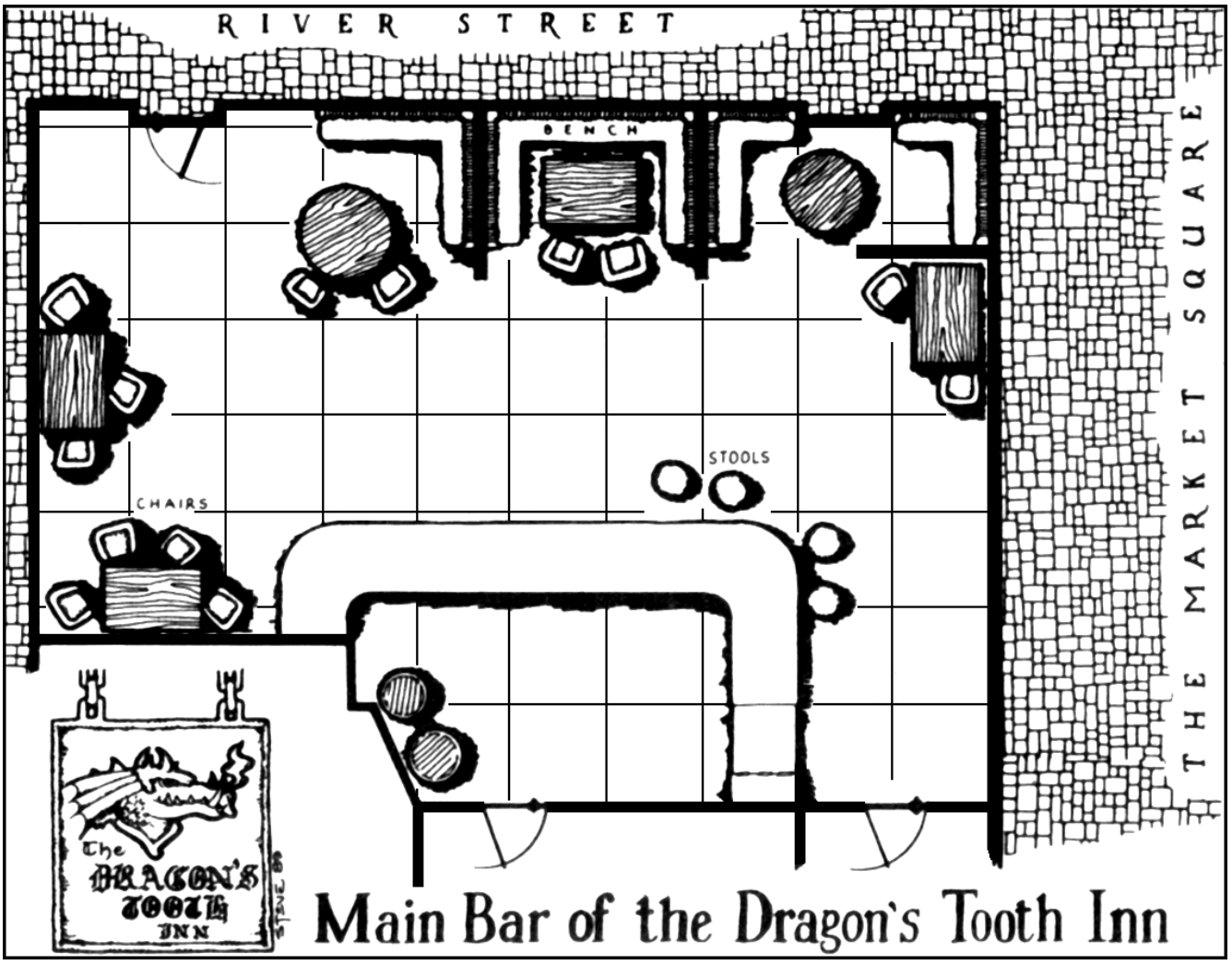
[442] *City of Thieves* (1990) page 161; *cf. City of Thieves* (1983) paragraph 148 (illustration).

[443] *Warlock #3* (1984) page 31. It should be noted that the orientation of this map contradicts all subsequent maps of Port Blacksand. Instead of north being to the right of the map, it should actually be at the top of the map.

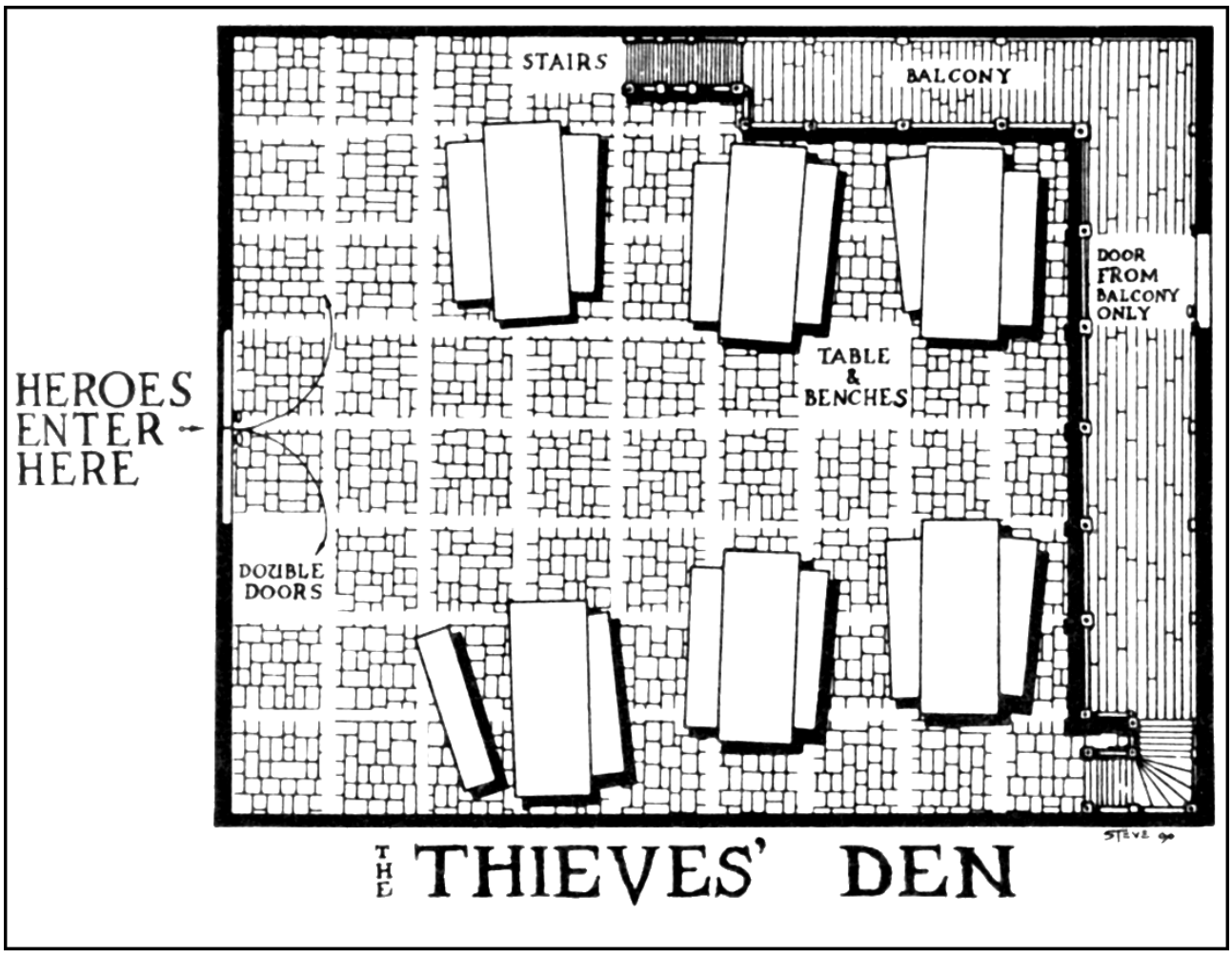
[444] *Warlock #3* (1984) page 24.

[445] *Warlock #3* (1984) page 29.

[446] *Warlock #3* (1984) page 22.



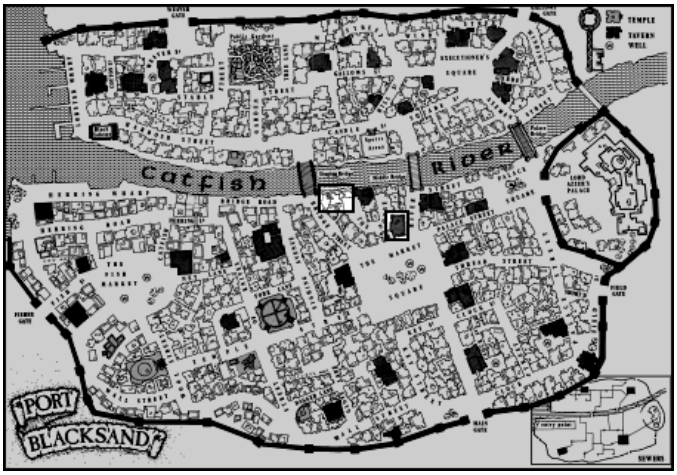
Main Bar of the Dragon's Tooth Inn



THE THIEVES' DEN

Dragon's Tooth Inn / Thieves' Den

Source: *Dungeoneer* (page 260) / *Blacksand!* (page 323)
Authors: Marc Gascoigne & Pete Tamlyn
Artist: Steve Luxton
Years: 1989 / 1990
Area: Port Blacksand



The Dragon's Tooth is situated in The Noose District, on the corner of River Street and the Market Square. It "is one of the slightly less infamous taverns in Port Blacksand." Even so, it is "filled with the usual rabble of overdressed scurvy knaves, engaged in the traditional tavern pursuits of guzzling ale, boasting, and arguing." The clientele regularly includes Half-Orcs and Goblins, "though some of the humans look even less pleasant"![447]

Its landlord is "a large, jolly chap" called Gregor. "A former sailor, his body is covered in all sorts of exotic tattoos, and he is happy to entertain newcomers with long tales of his voyages to distant parts of Titan." Despite being almost entirely fictitious accounts, with the details frequently changing from one telling to the next, "they are good tales, so no one really minds."[448]

The Dragon's Tooth is a popular haunt for Halim Thrumbar, who "appears to be a typically overweight merchant", though he is really a spy for King Salamon. "He has a wide range of contacts…and can be relied upon and trusted."[449]

The tavern is "a typical adventurer's haunt" where "travellers from all over Allansia can rub shoulders with other strangers." Dangerous missions are often advertised on posters adorning the wall of this tavern.[450]

"The Thieves' Den is located in a large house on the edge of The Noose." The front doors open into a "great hall" often "crammed with ugly-looking people."[451] These are members of the Thieves' Guild: "vagabonds, cut-throats, thugs, and pickpockets", as well as "smelly, scabrous beggars."[452] Overlooking this hall is a wooden balcony at the far end opposite the main doors, and another door leads off from this.

This is the main base for Rannik, "one of the five Master Thieves of Port Blacksand", a man of great ability and skill. He is "tall, dark, and [sports] a neatly groomed black moustache" and his "daring acts of thievery…have led some Guild members to accuse him of sorcery." This is entirely untrue, however; it is "his finely-honed thieving skills" coupled with his "rakish charm" that has enabled him to deprive the rich and powerful of their finest possessions.[453]

Rannik's private rooms are accessed via the door from the raised balcony. They are "thickly panelled with wood" to prevent anyone 'accidentally' overhearing any delicate information that may be divulged therein.[454]

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[447] *Dungeoneer* page 260; *cf.* page 264 (illustration).

[448] *Dungeoneer* page 262.

[449] *Dungeoneer* page 261.

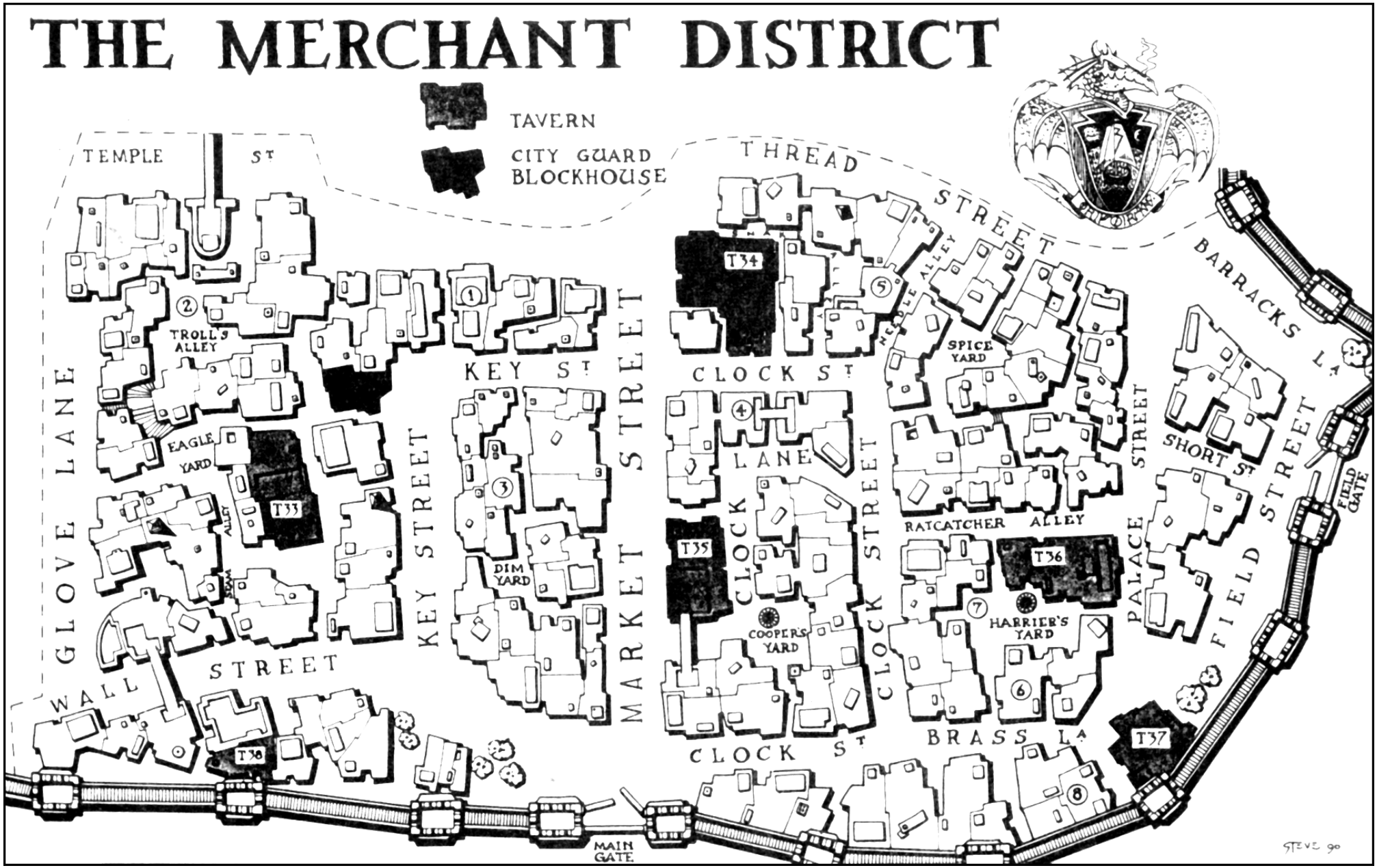
[450] *Blacksand!* pages 163–4.

[451] *Blacksand!* page 323; *cf.* page 326 (illustration).

[452] *Blacksand!* page 324.

[453] *Blacksand!* pages 324–5.

[454] *Blacksand!* page 329.



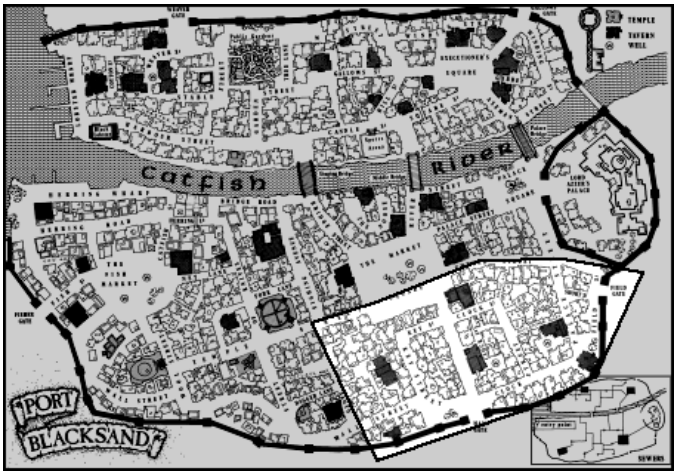
1. The Merchants' Guild
2. Troll Alley
3. Brakbolden's Bathhouse
4. Pipe's Flowers
5. Arlob's Emporium
6. Mercenaries' Guild
7. Harrier's Yard
8. Brabantius, Wizard

Inns and Taverns

T33. *The Cooper's Apprentice Tavern*
T34. *The Minotaur Inn*
T35. *The Spotted Dog Tavern*
T36. *Anfret's Tavern*
T37. *The Hole in the Wall Tavern*
T38. *The Jester Tavern*

The Merchant District

Source: *Blacksand!* (page 165)
Authors: Marc Gascoigne & Pete Tamlyn
Artist: Steve Luxton
Year: 1990
Area: Port Blacksand



"The heart of Port Blacksand's business district runs between the southern side of the Market Square and the city walls. Within this area it is possible to buy just about anything, providing one knows where to go and whom to ask." Close to the Royal Palace, the "small, gloomy shops" are replaced by large mansions "in which dwell some of the city's richest and most devious merchants."[455]

"The Merchants' Guild [1] is on the south side of the Market Square, opposite The Noose."[456] It is "an imposing building, built of stone and several storeys high." Its main door is made of "hardwood imported from the far south, beyond even the Desert of Skulls." Its main door is guarded at night by a single guard,[457] though it is trapped against intruders.[458] The head of the Merchants' Guild is Mercule Sharatan. "She made her vast fortune from importing spices and salt from places like Arantis."[459]

Troll Alley (marked Troll's Alley on the map at [2]) is a ghetto where many non-human Blacksanders live, "each [race] housed in its own cluster of overcrowded tenements."[460]

Pipe's Flowers [4] on the south side of Clock Street is run by Effie Pipe, wife of Durndle Pipe, "landlord of Pipe's Famous Alehouse in the Street of Knives" in the Fish Market District.[461] The shop "window is filled with exotic and colourful flowers",[462] and she sells very unusual plants, such as her golden flower, the petals of which become gold pieces when bathed in the blood of a canine.[463]

Along Needle Alley is Arlob's Emporium [5], which is "piled from floor to ceiling with all kinds of exotic items, ranging from the rarest and most expensive to the totally worthless."[464] For animals, Harriers Yard is home to a live animal market on an Earthday and Highday morning, selling creatures both tame and wild.[465]

Hygiene is not important to many Blacksanders, but those who wish to smell slightly better than the city itself visit Brakbolden's Bathhouse [3], in an alley off Key Street. There, "one may rub shoulders with commoners and important city personalities while enjoying a bath, massage, or steam treatment."[466]

Other points of interest are the Mercenaries' Guild [6] on Brass Lane[467] and the home of Brabantius [8], "one of the many scheming spell-casters" of Port Blacksand, who lives in an alley off Brass Lane.[468] One of the houses in the block nearest to the left of the Main Gate is the home of "J. B. Wraggins, Locksmith."[469] Wraggins is an "old, bespectacled Dwarf" who excels so much at his profession he claims he can "make a key to open any lock in Port Blacksand."[470] One of the houses on the east side of Key Street is home to an old healer.[471] A house along this road is also home to a Lizardine, who sells magic scorpion brooches.[472]

One of the most popular taverns in this part of Blacksand is *The Spotted Dog* [T35], a "dingy, smoke-filled" tavern with "eight round tables" and frequented by "some of the most mean and shifty-looking rogues" in all of Port Blacksand. The innkeeper is "quite old, bald, and has an ugly-looking scar running down his right cheek." His clientele frequently includes Goblins and evil Dwarfs,[473] and many patrons pass their time by playing pin-finger.[474]

Part of *The Minotaur Inn* [T34] on Market Street is also a theatre, though "it tends to restrict itself to crowd-pleasing comedies and melodramas." By way of contrast, *The Jester Tavern* [T38] reached via an alley south from Wall Street, is "shunned by Blacksand's citizens who have heard all kinds of ghastly rumours about it." Astix Lamak, the innkeeper, is cursed with Lycanthropy, a fact he hides well, despite the "terrible midnight howling" which frightens his patrons off.[475]

The wealthy merchant Brass owns a mansion on Short Street opposite the Field Gate, "an impressive two-story stone building" with "the symbol of a coin cut into the doorpost." Opposite him in a "smaller, half-timbered" house with "the symbol of an oar on a painted sign over the door" lives the ex-sailor Silas Whitebait.[476]

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[455] *Blacksand!* page 164.

[456] *Midnight Rogue* (1987) paragraph 129.

[457] *Midnight Rogue* (1987) paragraph 246; *cf.* paragraph 74 (illustration).

[458] *Midnight Rogue* (1987) paragraph 93.

[459] *Blacksand!* page 165.

[460] *Blacksand!* page 166.

[461] *Blacksand!* page 168.

[462] *City of Thieves* (1983) paragraph 396.

[463] *City of Thieves* (1983) paragraph 293.

[464] *Blacksand!* page 168.

[465] *Blacksand!* page 169.

[466] *Blacksand!* page 167.

[467] *Blacksand!* page 169.

[468] *Blacksand!* page 170.

[469] *City of Thieves* (1983) paragraph 95.

[470] *City of Thieves* (1983) paragraphs 224 and 66.

[471] *City of Thieves* (1983) paragraph 126.

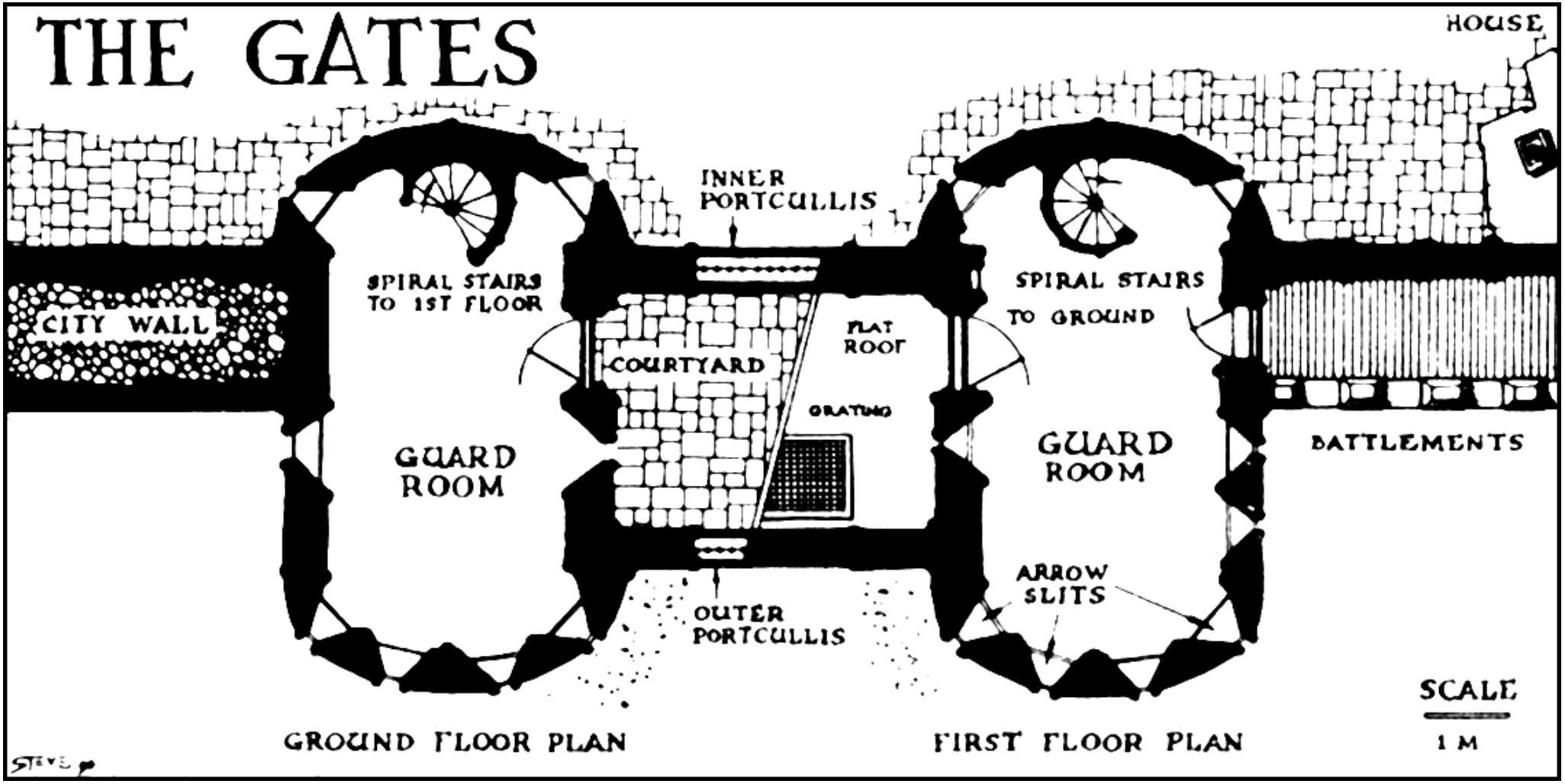
[472] *City of Thieves* (1983) paragraph 215; see also paragraph 80 (illustration).

[473] *City of Thieves* (1983) paragraph 62.

[474] *City of Thieves* (1983) paragraph 190; see also *Titan: The Fighting Fantasy World* (1986) page 126 regarding Mumblypeg.

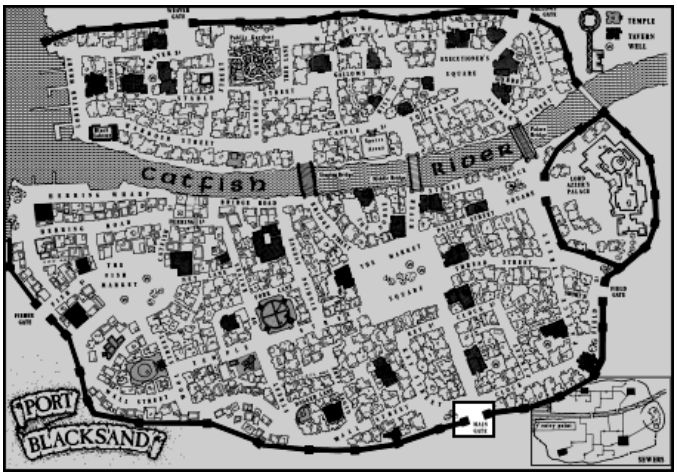
[475] *Blacksand!* pages 170–1.

[476] *Midnight Rogue* (1987) paragraph 177; *cf.* paragraph 103.


THE GATES
HOUSE
INNER PORTCULLIS
SPIRAL STAIRS TO 1ST FLOOR
SPIRAL STAIRS TO GROUND
CITY WALL
FLAT ROOF
COURTYARD
GRATING
GUARD ROOM
GUARD ROOM
BATTLEMENTS
ARROW SLITS
OUTER PORTCULLIS
SCALE
1 M
GROUND FLOOR PLAN
FIRST FLOOR PLAN
STEVE

The City Gates

Source: *Blacksand!* (page 246)
Authors: Marc Gascoigne & Pete Tamlyn
Artist: Steve Luxton
Year: 1990
Area: Port Blacksand



"From a distance, Port Blacksand looks much like any other coastal city."[477] However, "lining the road to the city…corpses hang from trees, severed heads impaled on poles line the way, and…starving men crouch, suspended in iron cages."[478]

Port Blacksand's Main Gate is to the south of the city in the Merchant District. It is manned by guards wearing "black chainmail coat[s] and iron helmet[s]." They wield pikes, and bar the way both into and out of Port Blacksand.[479]

Blacksand's ruler, Lord Azzur, "has imposed a stringent system of passes. This is enforced by his black-clad town militia…The passes are expensive, and vary according to what a person wishes to do: one is needed to enter the city, another to leave again; one is required to drink in certain taverns, another to enter a temple, and yet another to trade."[480]

Due to this, anyone trying to enter Blacksand via the gates will be asked: "Who would enter Port Blacksand uninvited? State the nature of your business or go back the way you came!"[481]

Stationed near the Main Gate is the Captain of the City Guard, "a nasty and despicable" fellow. "He is human, and carries a large, black-barbed bull-whip with which to keep his slovenly, inhuman troops in order."[482]

The gate is blocked by two portcullises, with a cobbled courtyard in between. Anyone foolish enough to fight the guards on duty at the gate is liable to find themselves trapped in this courtyard as the two portcullises are lowered. A grating on the battlement level just above the courtyard allows the black-hearted guards to pour boiling oil or tar upon anyone trapped in this way. While they are waiting for the oil to heat up, they are wont to poke their prisoner with their pikes, or attempt to shoot arrows into them for target practice.

Above the ground level guard room is a first floor guard room, manned by guards who peer out through arrow slits, training their arrows on anyone who might be foolish enough to try to help those prisoners in the iron cages, or the "eyeless and limbless beggars ejected from the city for thieving" who line the road to the Main Gate.[483] These marksmen are also proficient with pikes and swords, and will descend the narrow spiral stairs at a moment's notice if the gate guard calls for reinforcements.

Despite their fear of Lord Azzur's wrath, the militia of Port Blacksand are very greedy, and will overlook missing passes in favour of a hefty bribe—the larger the better.[484]

Not shown on this map, beneath the ground floor is a small dungeon. "There are four cells", the only contents of each being "a straw mattress and a pail of water." One permanent prisoner is a "frail, white-haired old man"[485] who owns a copy of the key to each of the cells and will help any prisoner escape—for a price. He claims "he is happy where he is", though it is more likely he is a plant, a stooge of the city guard, who extracts information and/or treasure from anyone unfortunate enough to be made prisoner, and then shares this with the guards, who would rather a prisoner escape than have to fetch him a pail of water once a month. This seems borne out by the fact that a copy of the cell key is hidden behind a loose stone in the brickwork of the cell.[486]

[477] *Dungeoneer* (1989) page 252.

[478] *Dungeoneer* (1989) page 251.

[479] *City of Thieves* (1983) paragraph 1.

[480] *Titan: The Fighting Fantasy World* (1986) page 107.

[481] *City of Thieves* (1983) paragraph 1.

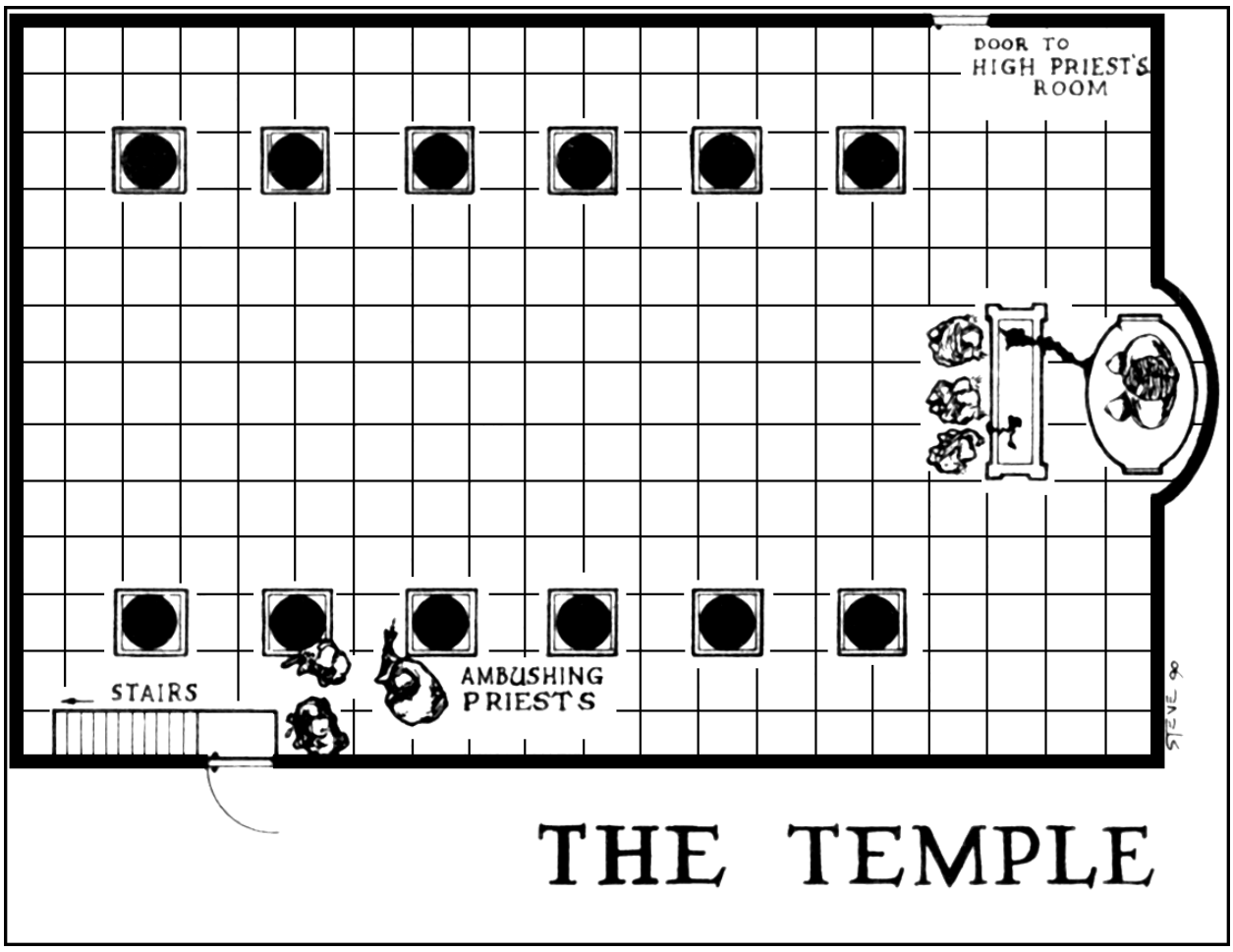
[482] *Dungeoneer* (1989) page 253. There is an illustration of him in *Blacksand!* page 254.

[483] *Dungeoneer* (1989) page 252.

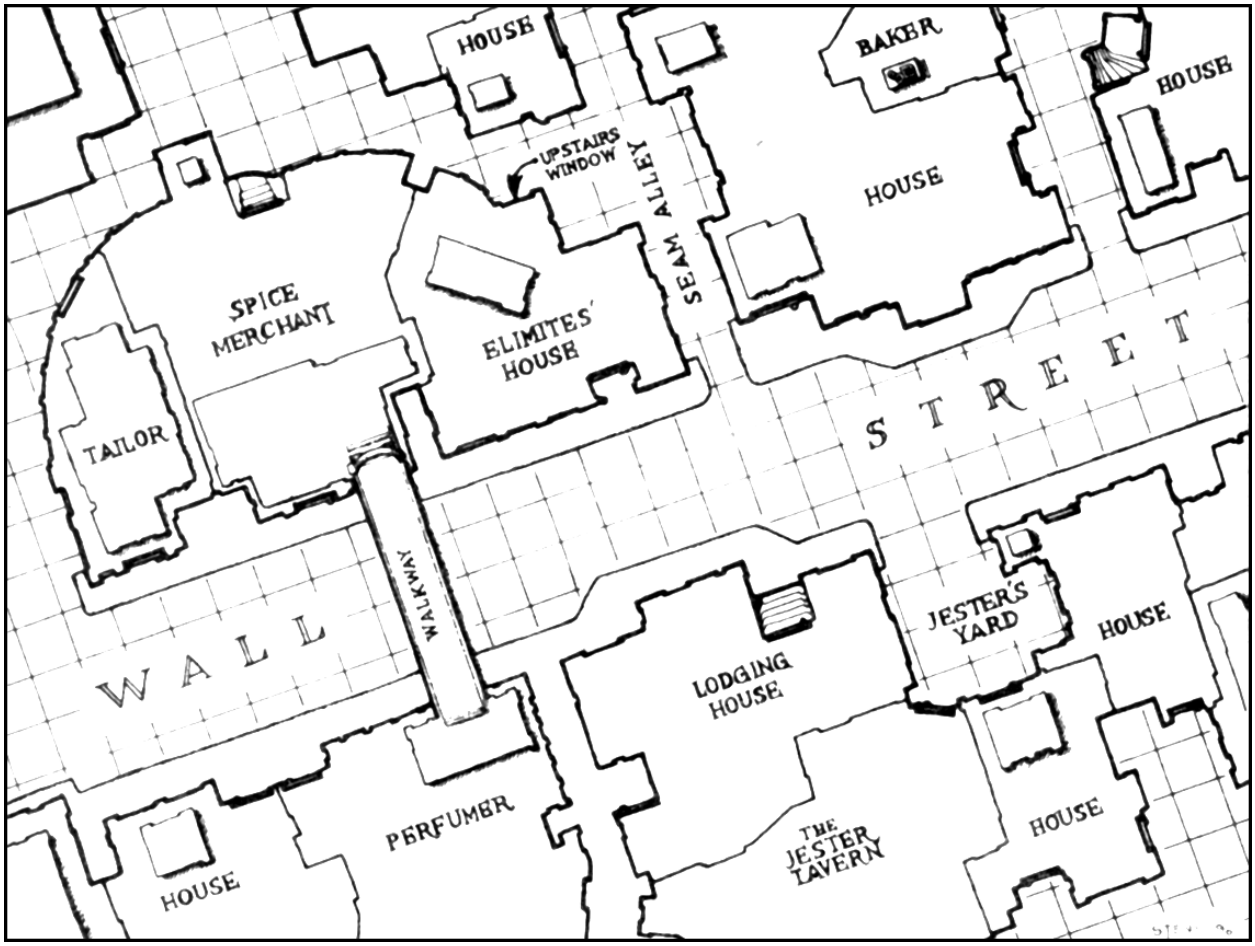
[484] *City of Thieves* (1983) paragraph 276; *cf. Blacksand!* page 251.

[485] *City of Thieves* (1983) paragraph 151.

[486] *City of Thieves* (1983) paragraph 230.


DOOR TO
HIGH PRIEST'S
ROOM
STAIRS
AMBUSHING
PRIESTS
STEVE 80

THE TEMPLE


HOUSE
BAKER
HOUSE
UPSTAIRS
WINDOW
SEAM ALLEY
HOUSE
SPICE
MERCHANT
ELIMITES'
HOUSE
STREET
TAILOR
WALKWAY
WALL
JESTER'S
YARD
HOUSE
LODGING
HOUSE
PERFUMER
THE
JESTER
TAVERN
HOUSE
HOUSE

ELIMITE TEMPLE & SURROUNDINGS

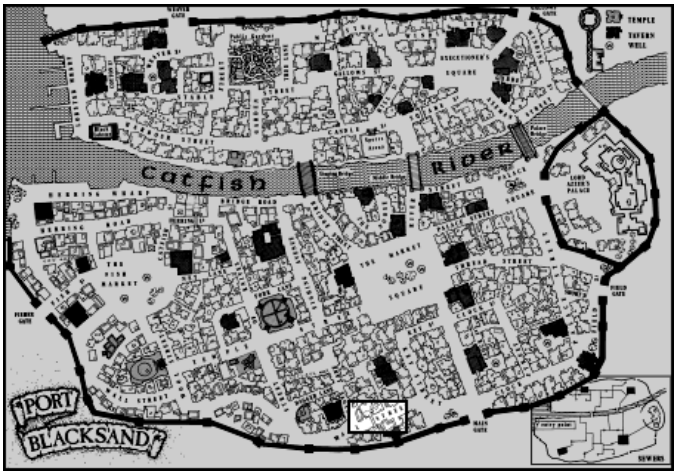
Source: *Blacksand!* (pages 333 and 353)

Authors: Marc Gascoigne & Pete Tamlyn

Artist: Steve Luxton

Year: 1990

Area: Port Blacksand



Hidden in the Merchant District of Port Blacksand is a temple to the ancient god Elim, one of a triumvirate of primal gods. The building is "a medium-sized house in Wall Street" and "looks ordinary enough." The upstairs and downstairs rooms are "deserted and unused", but it has "a big cellar" where the priests perform their unholy rites.[487]

A long staircase leads down into this cellar, which is a huge room, "some 6 metres high, 12 metres wide and 20 metres long." At the far end is an alcove in which stands "a giant statue of a man", while "in front of the statue is an altar, heavily stained with blood." The ceiling is held up by "pillars…placed at strategic intervals."[488]

The priests of Elim worship the Darkness of night time.[489] "The priests of Elim are mostly ordinary Blacksand townsfolk who have been lured into the priesthood by the promise of long-lost knowledge and have been corrupted by the evil ways of their new masters." [490] They wear "plain black robes and carry the same short stabbing swords once used by the Legions of Carsepolis." High Priest Nagrin[491] wears "more ornate robes", though they are also black.[492]

"The High Priest's sanctuary is a small room off the main temple", and can be accessed via the door shown on the map. "It is sparsely furnished, containing only a desk and a chair." There are two books on the desk—"a spell book, and a book of ceremonies for the worship of Elim." There is also a letter on the desk from Sargon.[493]

The worship of the priests is based on the actions of the three gods Elim, Ashra, and Vuh. These are "responsible for giving life to the Celestial Court, the present gods of Titan." "Elim, or so his followers believe, is unhappy with the result of his work, and wishes to return the universe to dark, primeval Chaos." The ceremonies "involve lots of evil prayers and blood-letting."

The ultimate purpose of the Elimite Temple in Port Blacksand is "the construction of our man of brass"—a golem. They hope the rites and incantations will cause "the spirit of Elim…to inhabit the Golem."[494] "Sargon, Primate of the Revived Church of Elim" also reveals in his letter that "temples have been established in Halak, Rimon, Salamonis, and Fang" and that "the brotherhood grows daily."[495]

The Golem, "an artificial man animated by the power of sorcery",[496] has been "carefully and beautifully crafted into an earthly representation of the God Elim."[497] If released, the golem will run amok, and the townsfolk will "rush out into the streets, trying to find out what is happening, to get away from the monsters, or to kill whoever is responsible for bringing it to the city."[498]

Usually, Golems are "strong, unsleeping, and totally obedient."[499] A Golem imbued with the spirit of a primal god of Darkness and Chaos cannot be commanded by its creator, however, and its earthly shell must be defeated. While nigh-impervious to physical blows, its mechanical heart "constructed out of the finest clockwork" is "hidden behind a special plate on the Golem's chest", which can be dislodged by a carefully placed strike.[500] The alternative is to "drain out the Oil of Life" that "serves as its blood" by removing its stopper, "which is disguised as the Golem's belly-button." [501]

[487] *Blacksand!* pages 333–4.

[488] *Blacksand!* page 334.

[489] *Blacksand!* page 343.

[490] *Blacksand!* page 335.

[491] *Blacksand!* page 350.

[492] *Blacksand!* page 337.

[493] *Blacksand!* page 337.

[494] *Blacksand!* page 350.

[495] *Blacksand!* page 351.

[496] *Blacksand!* page 353.

[497] *Blacksand!* page 354.

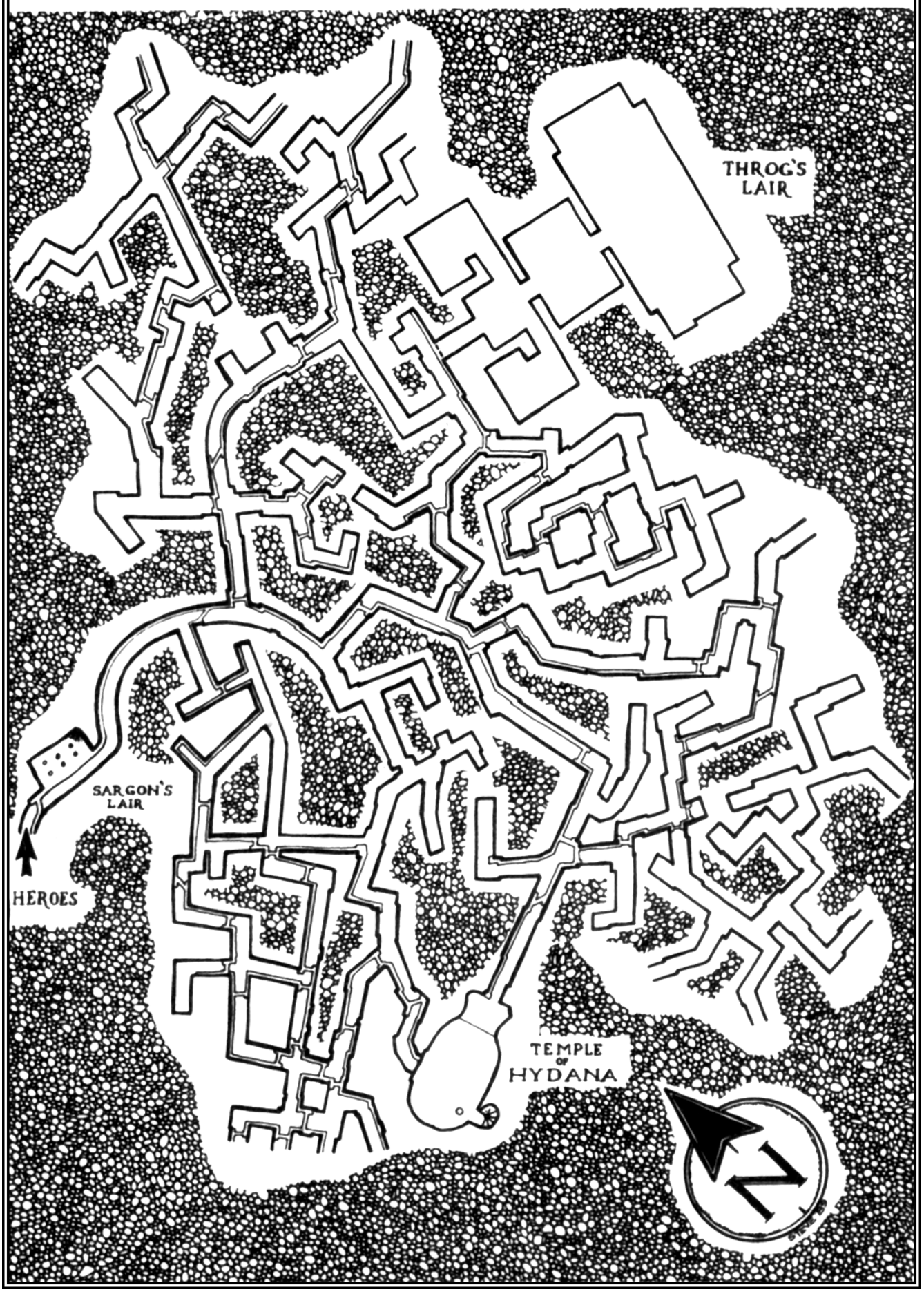
[498] *Blacksand!* page 358.

[499] *Out of the Pit* (1985) page 61.

[500] *Blacksand!* page 354.

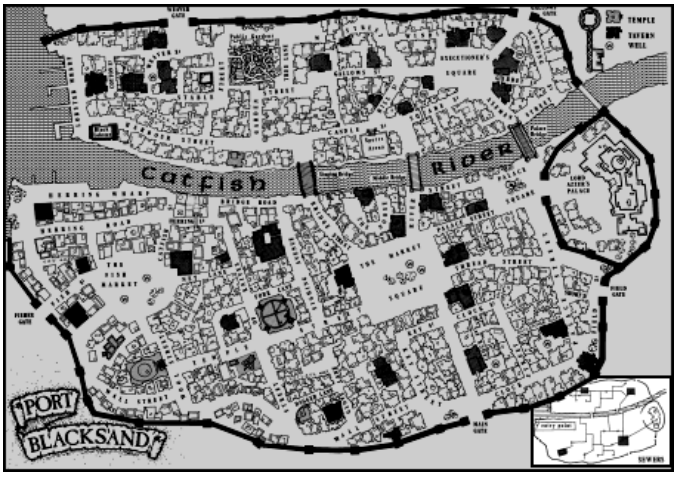
[501] *Blacksand!* pages 354–5.

THE SEWERS (PART)



THE SEWERS

Source: *Dungeoneer* (page 314)
Authors: Marc Gascoigne & Pete Tamlyn
Artist: Steve Luxton
Year: 1989
Area: Port Blacksand



There are a large number of entrances to the sewers beneath Port Blacksand, but when opened all of them "are dark, and a very unpleasant smell rises" from them. Most entrances to the sewer are via a manhole cover leading down to them, such as the one in Clog Street,[502] though at Lobster Harbour there are also sluice gates that lead into the black oblivion beneath the streets.[503]

As can be seen from this map, to explore much of the sewer system requires wading "waist deep (or neck deep for a Dwarf!) in filthy, stinking sewer water. Where a path ends, it simply slopes down into the water." In fact, many dead ends marked on this map are where "the roof of the sewer becomes so low that it meets the water." While swimming is a possibility for anyone wishing to map the sewer system completely, "the sewers are not the most salubrious of water to be drowned in"! The ledges themselves are "narrow and slippery."[504]

The sewers are certainly reminiscent of a maze or dungeon, with twisting, turning passageways. Indeed, at high or low tides, the layout of the sewers changes, with tunnels becoming impassable or more being revealed, dependent upon the way the tide is flowing.[505]

While not the cleanest of environments, a number of aquatic denizens are known to have made their home here, such as the Fish Men.[506] The Fish Men are "the result of some grisly experiments by an evil sorcerer." They have "spindly legs, which support a large torso", while "their heads are fish-like, which huge, bulbous eyes and a broad mouth." Most Fish Men are solitary creatures,[507] but those that dwell in the sewers of Port Blacksand have developed a society, worshipping "Hydana, god of the waters."[508]

Other creatures such as Rat Men, Giant Toads, Giant Rats, and Tentacled Things make the "noisome tunnels" their home.[509]

Certain parts of the sewer are lit with torches,[510] presumably to light the way for the unfortunates whose job it is to patrol the sewers, and also to prevent a dangerous build up of explosive gas from the rotting refuse. These locations are often the haunts of Hags, evil, white-haired old women who dress in rags and invoke "demon sorcery."[511] Presumably, they frequent such places in search of rare herbs and fungi for their fear and illusion spells.[512] The occasional shaft in the roof and a curious species of luminous algae which decorates the walls provides enough light to see by in other areas of the tunnels.[513]

At various intervals along the tunnels are iron grills which fill the entire tunnel, preventing access but allowing the "slow-flowing sewage"[514] to flow through.[515] They are securely bolted to the brick of the tunnel, and cannot easily be removed.[516]

At first glance, many adventurers may think that the sewers of Port Blacksand are very well constructed; of course, they are actually the ruined docks of Carsepolis.[517]

[502] *City of Thieves* (1983) paragraph 48.

[503] *Dungeoneer* page 286.

[504] *City of Thieves* (1983) paragraph 265.

[505] *Dungeoneer* page 315.

[506] *Dungeoneer* pages 315 and 321–329.

[507] *Out of the Pit* (1985) page 52.

[508] *Titan: The Fighting Fantasy World* (1986) page 47.

[509] *Dungeoneer* pages 316–317; *cf. City of Thieves* (1983) paragraph 356.

[510] *City of Thieves* (1983) paragraph 321.

[511] *City of Thieves* (1983) paragraph 265.

[512] *City of Thieves* (1983) paragraph 390.

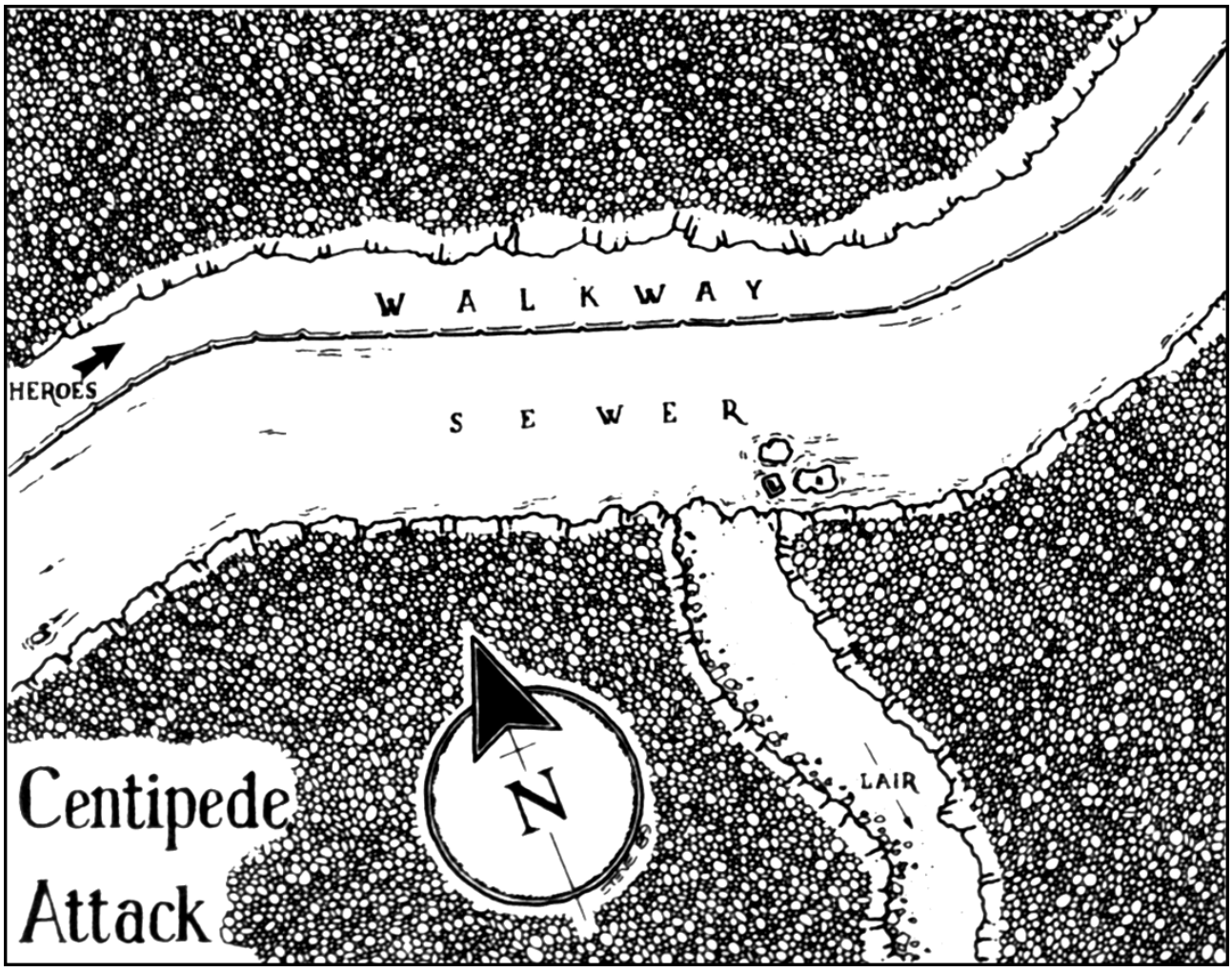
[513] *Dungeoneer* page 294.

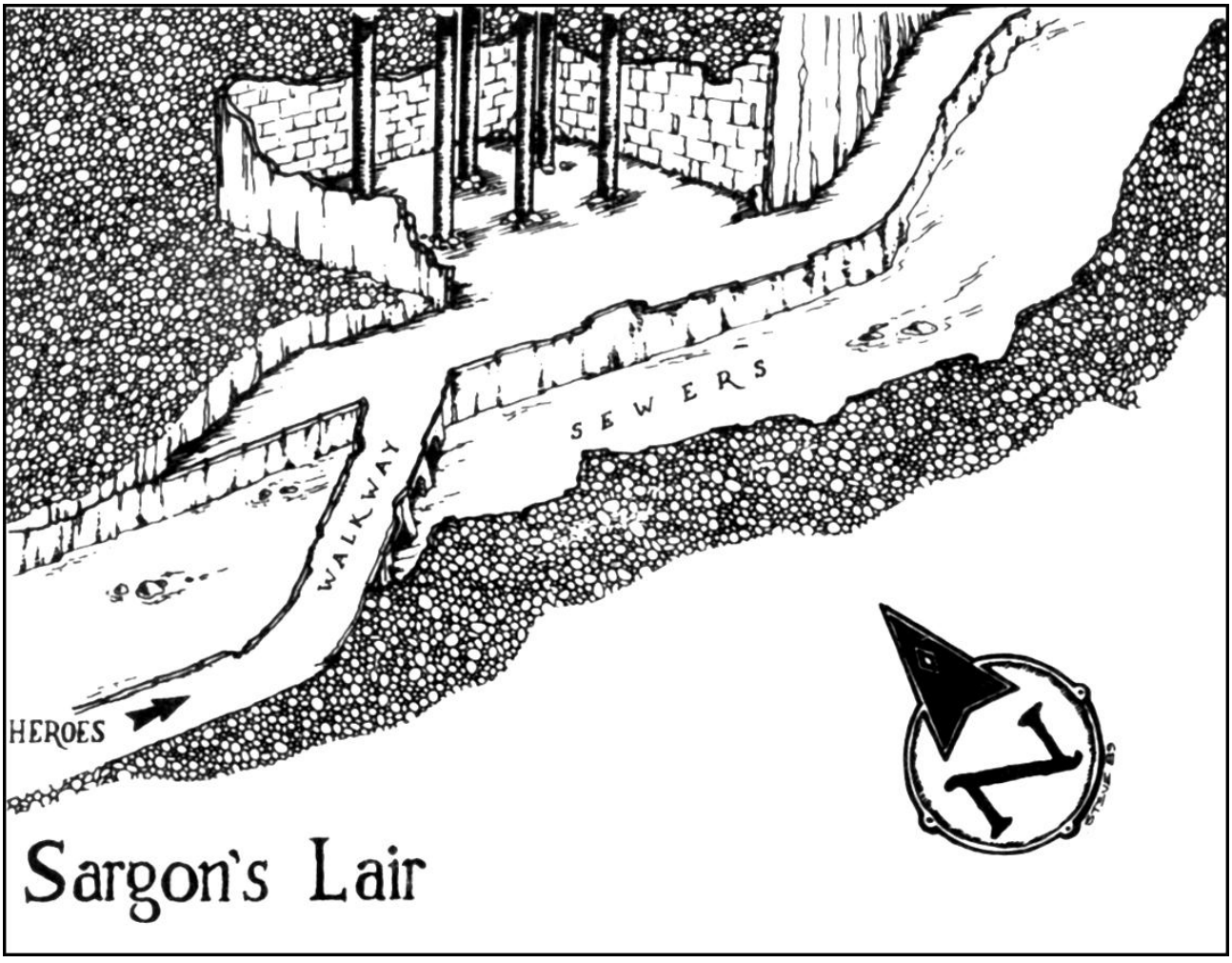
[514] *City of Thieves* (1983) paragraph 265.

[515] *City of Thieves* (1983) paragraph 272.

[516] *City of Thieves* (1983) paragraph 377.

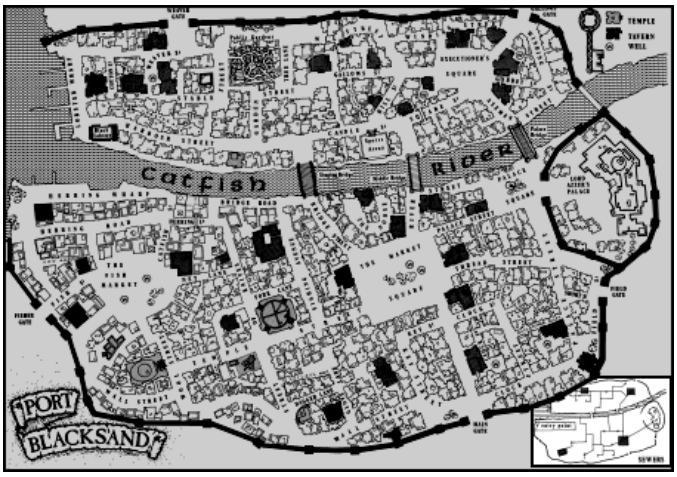
[517] *Dungeoneer* page 293.


WALKWAY
HEROES
SEWER
LAIR
N
Centipede Attack


SEWERS
WALKWAY
HEROES
N
Sargon's Lair

Centipede Lair / Sargon's Lair

Source: *Dungeoneer* (pages 293 and 305)
Authors: Marc Gascoigne & Pete Tamlyn
Artist: Steve Luxton
Year: 1989
Area: Port Blacksand



"Giant Centipedes can be found in many dank, desolate places. Up to four metres long, these monsters are covered in tough, bony plates of black , chitinous armour… They are scavengers, feeding on dead meat and rotting vegetation, but will also chase and catch live food."[518] "Almost blind, it hunts by sound and by feeling things with its long, undulating antennae."[519]

Giant Centipedes infest the whole of Port Blacksand's sewer complex.[520] This example provides a typical Giant burrow leading off from the main sewer. About 200 metres along it ends at the creature's nest.

Sargon is a ghost, "once a high priest of that most glorious of cities Carsepolis."[521] His apparition is dressed as he would have been in life, wearing a toga-like robe.[522] He is a worshipper of Elim, an old god whose name translates as 'Dark'. Elim is "one of a trio of very ancient primal deities worshipped by a race of people who were wiped out during the War of the Wizards",[523] the other two gods being Ashra ("Light") and Vuh ("Life").[524] Elim is the enemy of Ashra and Vuh. Among the swamp men of northern Allansia he is known as "The Great Enemy", and "The Dweller in the Darkness who seeks to return all to the Primal Chaos."[525]

Sargon's manner is "proud and commanding, as might be expected of a man who once held high office."[526] In his life he was known as Sargon the Black. He was "the chief servant of" Elim.[527] As such, it can reasonably be discerned that rather than being a high priest of a temple within Carsepolis (after all, the ruins of Carsepolis beneath Port Blacksand are part of the dockland area of the ruined city,[528] not the temple district), Sargon the Black was one of the humans that joined themselves to the Forces of Chaos that laid siege to Carsepolis. He is therefore a traitor and a murderer.

Sargon claims that "he was killed during the great siege by darkly sorcerous means" which is why his soul has been condemned to wander the ruins instead of going to his final rest.[529] A holy relic of Carsepolis—the Crystal of Power—can restore him to life.[530] (Actually, the darkly sorcerous means that killed him was his own Death spell that was reflected back at him by the bearer of the Crystal of Power during the siege of Carsepolis.)[531]

Sargon's lair is located in the sewers of Port Blacksand. It is an open area "extending back some distance from the main tunnel", and the roof "is supported by pillars…as if the people who built this part of Port Blacksand intended to create a cellar here—or perhaps they just didn't want to build on this particular spot."[532]

Beyond the open area of Sargon's lair, "the tunnel continues further into the darkness, deep under the city."[533]

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[518] *Out of the Pit* (1985) page 27.

[519] *Dungeoneer* pages 297–298.

[520] *City of Thieves* (1983) paragraph 118.

[521] *Dungeoneer* page 309.

[522] *Dungeoneer* page 307.

[523] *Dungeoneer* page 310.

[524] *Titan: The Fighting Fantasy World* (1986) page 28.

[525] *Allansia* (1994) page 246.

[526] *Dungeoneer* page 306.

[527] *Allansia* (1994) page 252.

[528] *Titan: The Fighting Fantasy World* (1986) page 107.

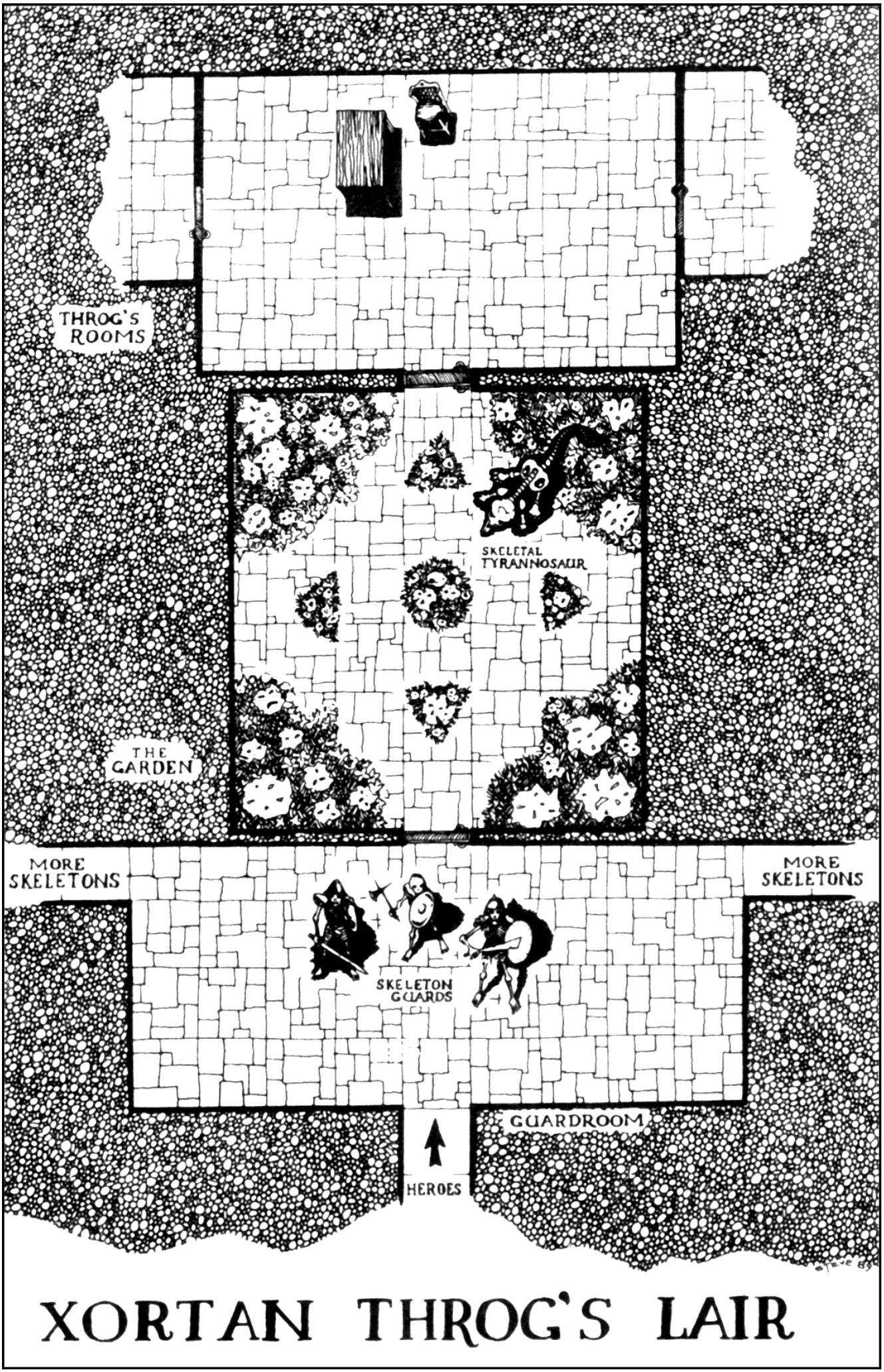
[529] *Dungeoneer* page 309.

[530] *Dungeoneer* page 310.

[531] *Dungeoneer* page 333.

[532] *Dungeoneer* page 305.

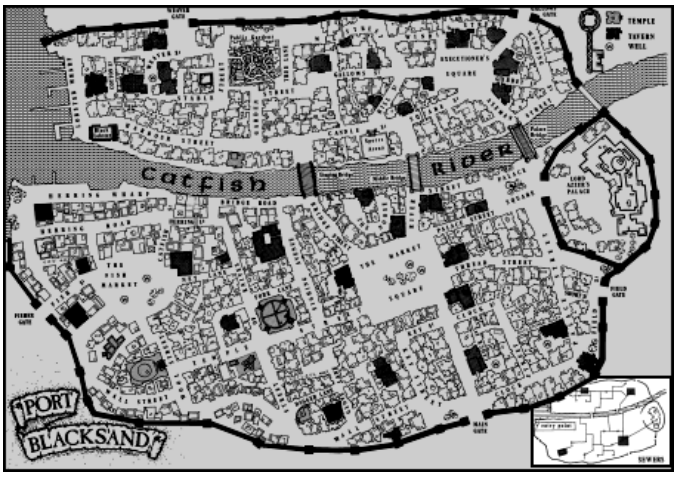
[533] *Dungeoneer* page 305.



XORTAN THROG'S LAIR

XORTAN THROG'S LAIR (CARSEPOLIS)

Source: *Dungeoneer* (page 336)
Authors: Marc Gascoigne & Pete Tamlyn
Artist: Steve Luxton
Year: 1989
Area: Port Blacksand



These rooms are well hidden and difficult to access from the main sewer network of Port Blacksand. They can only be reached by swimming beneath the raised walkway beside the sewer, where "the water is neck-deep (forehead-deep for a Dwarf!) but passable by air-breathers at low tide."[534] This tunnel leads up from the sewers to an open area.

"To either side are open gateways, flanked by pillars, leading to other passages." Straight ahead is "a splendid doorway, also flanked by pillars." This is "the main gate of the military barracks of ancient Carsepolis." Lined up in front of the doorway are "the skeletons of several of the long-dead guards"—a few members of "Xortan Throg's undead army." [535] Throg has been "working hard on raising as many of the old royal guard as he can find corpses for", in an effort to raise an army and storm Lord Azzur's palace.[536]

As in life, "the Skeleton Guards…[w]ear metal helmets and breastplates, together with skirts made of strips of leather and more metal, and sandals." "Although long-dead, the soldiers of Carsepolis have lost none of the discipline and training which once made them feared throughout the continent of Allansia."[537] Furthermore, the side passageways and rooms contains "fresh units of skeletal warriors"—proof that "Xortan Throg planned to raise the entire army of Carsepolis"![538]

Beyond this is the atrium of the barracks, "a small garden, once open to the sky but now deep below Port Blacksand. The grass has long since withered away, but the dead and petrified skeletons of trees and shrubs still decorate the area…a dead garden guarded by dead soldiers." This is now the lair of a skeletal Tyrannosaurus, once an exhibit at the "long-lost zoo of Carsepolis." This too is the result of Xortan Throg's necromantic sorcery. There is "a large door on the far side of the atrium"[539] leading to Xortan Throg's inner sanctum.

"The door from the atrium opens into an elegantly furnished room. It is well decorated, with mosaic pictures of soldiers on both floor and walls. Two plaques on the walls are covered with details of the many victories of the armies of Carsepolis." The side doors lead to "the sorcerer's living and working quarters." [540]

Throg wears the "full toga-like garb of an ancient Carsepolis nobleman."[541] He "fully believes himself descended from the royal family of Carsepolis." This is true, though not in the way Throg believe it to be. Besides this, "the royal bloodline has been diluted over the centuries." Despite this, "his family keeping alive the story of their origins" and Throg now considers Carsepolis to be his city, which will be the centre of his planned conquest of all Allansia.[542]

If defeated, his magical power will be broken over any of the skeletons he has raised, and they revert to what they once were—piles of mouldering old bones. [543]

[534] *Dungeoneer* page 315.

[535] *Dungeoneer* page 337.

[536] *Dungeoneer* page 311.

[537] *Dungeoneer* page 339; see also the illustration on the facing page, 338.

[538] *Dungeoneer* page 341.

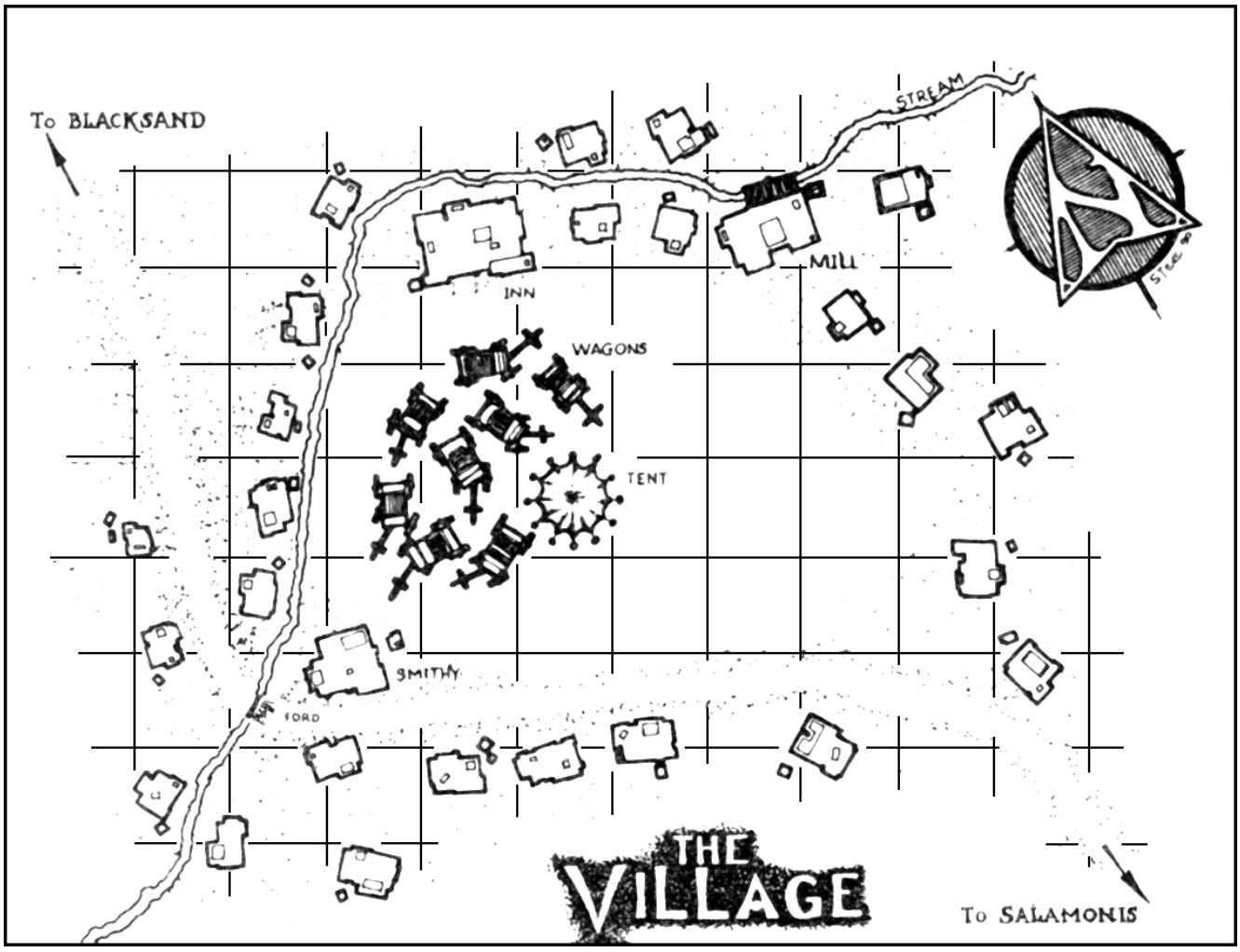
[539] *Dungeoneer* page 343; see also the facing illustration on page 342.

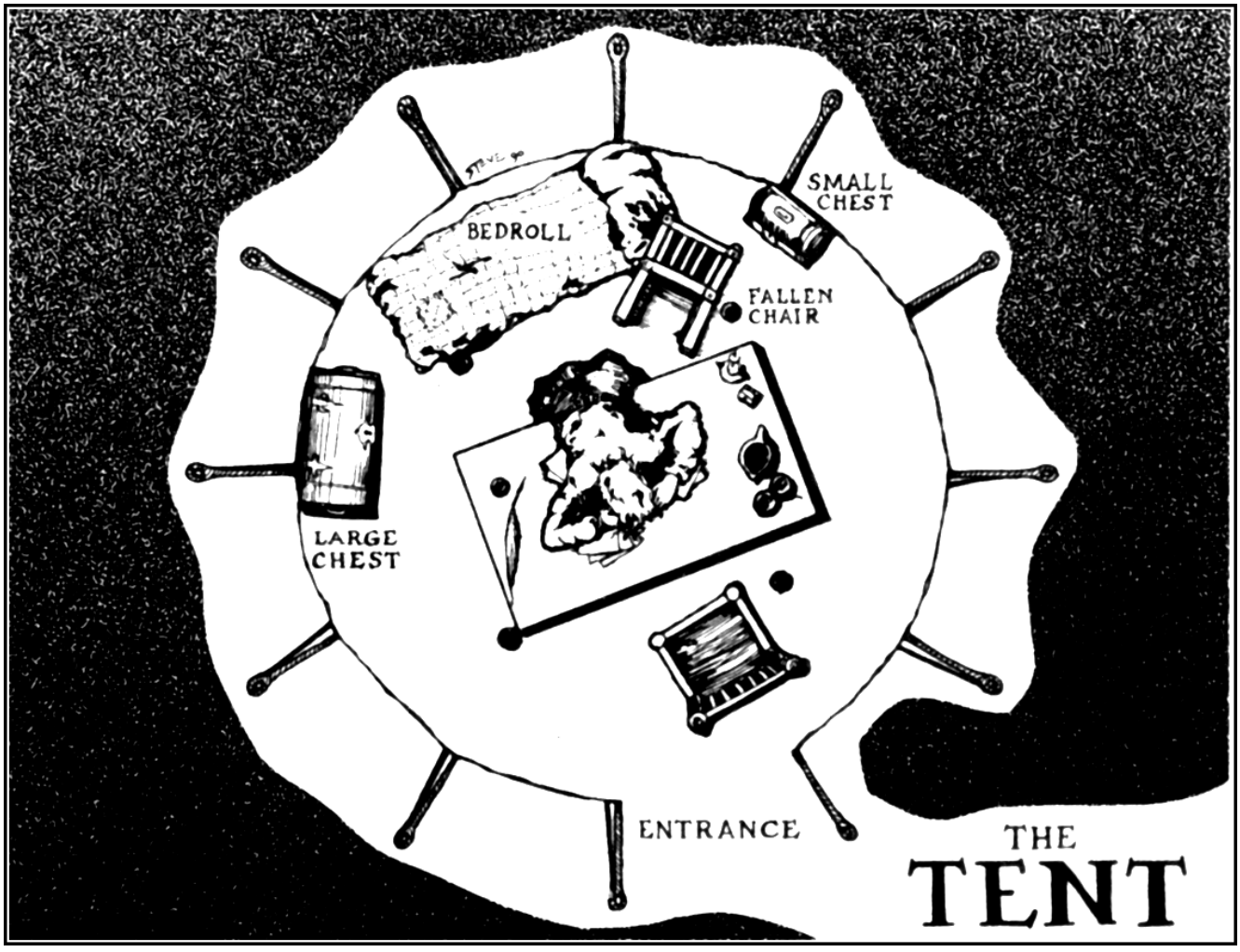
[540] *Dungeoneer* page 346. The presence of mosaics is reminiscent of the tiled floor found in *The Warlock of Firetop Mountain* (1982) paragraph 311, although that one is now a magical trap. Perhaps the Dwarfs who tunnelled beneath Firetop Mountain had helped lift the siege at Carsepolis, and had been impressed by the mosaics on display in the runs. The Warlock Zagor's art gallery also contains mosaics (paragraph 193), indicating that he, too, may have visited the ruins of Carsepolis.

[541] *Dungeoneer* page 347.

[542] *Dungeoneer* page 311.

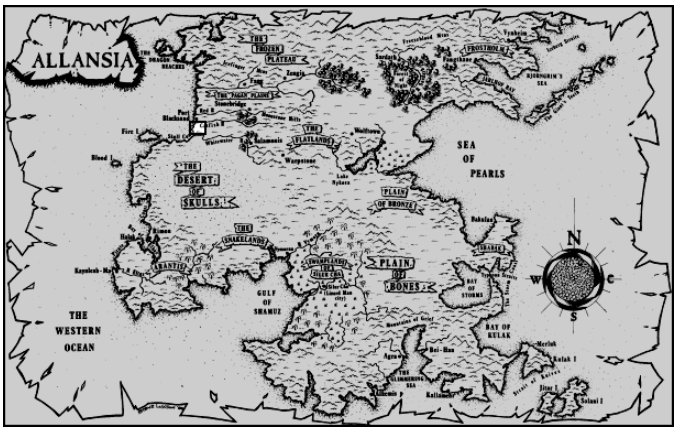
[543] *Dungeoneer* pages 351–2.


To BLACKSAND
STREAM
INN
MILL
WAGONS
TENT
SMITHY
FORD
THE VILLAGE
To SALAMONIS


BEDROLL
SMALL CHEST
FALLEN CHAIR
LARGE CHEST
ENTRANCE
THE TENT

MEERHAM VILLAGE / TRADER'S TENT

Source: *Blacksand!* (pages 221 and 232)
Authors: Marc Gascoigne & Pete Tamlyn
Artist: Steve Luxton
Year: 1990
Area: Port Blacksand



"Meerham is a small, sleepy village, nestling in gentle hills some 35 kilometres [approx. 21¾ miles] almost due south of Port Blacksand." The arrangement of buildings along the road and the stream show how organically the village has grown around the ford over the unnamed stream that runs through the village. The stream "continues further south until it joins the Whitewater River."[544]

Meerham is typical of many small villages and hamlets in its industry. There is a mill, a smithy, a tavern (labelled as an inn on the map), and a carpenter's shop. There are also "plenty of farms", indicating that the land between the Catfish and Whitewater Rivers is rich and fertile.

Meerham is quite near the coast, and "many of the villagers also earn a living from fishing." However, its distance from the sea is no accident as "no one builds a village on the Skull Coast itself, because of the danger from passing pirates heading to and from Port Blacksand."[545]

The "richest and most important man in the village is Mokum the Miller."[546] A capable diplomat, Mokum is not known for his skills with a sword. Another villager of note is "Old Elsa the village wisewoman",[547] who has some healing skills.

The wagons in the centre of the village belong to the entourages of the merchants Waldo and Brass. Waldo is a slight, nervous man who speaks with a pronounced stutter.[548] Since "Waldo is not the sort of man to risk his life in *that* evil place [Port Blacksand]", he arranged instead to "meet Brass in the small village of Meerham, some two days' ride south of Blacksand."

The head of Brass's guards is the swordsman Veldik, who is well known in the city of Port Blacksand for his swordsmanship.

Brass is a "wealthy, middle-aged man",[549] a successful merchant living in mansion in the Merchant District of Port Blacksand.[550] His front door opens onto a "large, marbled hallway", to the left of which "a wide stairway leads up to a balustraded landing." "An ancient suit of full battle-armour, heavily inlaid with gold and silver, stands by the stairs. Brass is particularly fond of his pet—a huge, vicious-looking black dog, which prowls the hallway. His wife, Claudine, is "a middle-aged woman, grown fat on the proceeds of being married to a very rich man."[551]

Laurissa is Brass's daughter. She is "18 years old, and very pretty." However, she is "rich and pampered."[552] Brass's son and heir is Torbul, who "has not had the benefit of a tough upbringing on the streets of Port Blacksand", and so is unlikely to prosper as a merchant there. Nonetheless, "were he to move somewhere like Salamonis, he could probably make a reasonable living as a merchant."[553] Torbul has an embarrassing secret: he is prone to bouts of sleepwalking.[554]

Brass is well travelled, and does business in many cities across Allansia, including Salamonis.[555]

Brass was "a man of influence" and "best buddies with the Guild of Thieves."[556] He helped devise set-ups to test apprentices who desire to become full guild members. For instance, the mysterious jewel the Eye of the Basilisk that he claimed to have acquired. He had papers in his house referring to this "E.O.B." as being in his recently-acquired property at Barrow Hill; and yet it is no more than "a fake gem."[557] Nevertheless, general consensus was that "he was a good man" and "he always dealt fair and that earned him respect."[558]

Brass's tent is typical of travelling merchants of repute across Allansia. One large chest contains clothes, while a smaller, locked chest contains Brass's valuables. The table is used for writing necessary correspondence. On the table are 'several letters, an unlit candle in an ornamental stand, a quill pen and ink-pot, a tinder-box, a full wine jug and two empty goblets, and some ink stains'.[559]

From this it is clear that written letters and deeds are very important in northwestern Allansia. Brass obviously spends some time each night in reading and writing correspondence, keeping an eye on the progress of various profitable opportunities. Unfortunately, this particular opportunity led to his own death.

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[544] *Blacksand!* page 221.

[545] *Blacksand!* page 223.

[546] *Blacksand!* page 225.

[547] *Blacksand!* page 231.

[548] *Blacksand!* page 219.

[549] *Midnight Rogue* (1987) paragraph 134; *cf.* paragraph 261 (illustration).

[550] *Midnight Rogue* (1987) paragraph 177.

[551] *Blacksand!* page 306; see also *Midnight Rogue* (1987) paragraph 54 (illustration).

[552] *Blacksand!* (1990) page 307; see also *Midnight Rogue* (1987) paragraph 60 (illustration). It is fair to say that even the prettiest of girls rarely looks her best when waking to find an intruder in her room.

[553] *Blacksand!* (1990) page 307.

[554] *Midnight Rogue* (1987) paragraph 45.

[555] *Blacksand!* page 238.

[556] *Blacksand!* page 270.

[557] *Midnight Rogue* (1987) pages 18–19 and paragraphs 335 and 400; see also *Blacksand!* (1990) page 265.

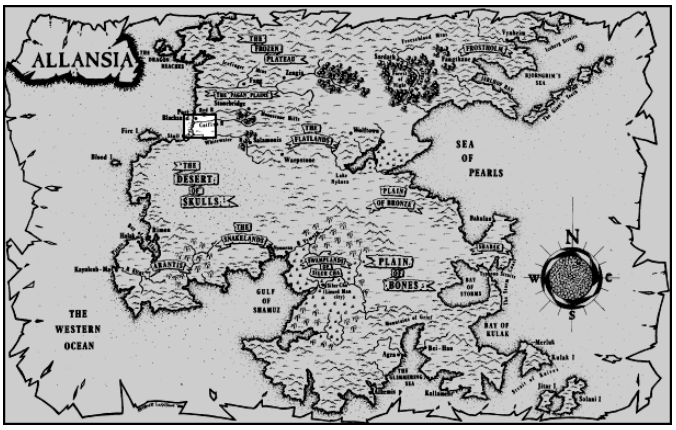
[558] *Blacksand!* page 274.

[559] *Blacksand!* pages 232–3.


Catfish River
1
Port Blacksand
2
Wolves
3
Dark Elves
4
Centaurs
To Silverton
5
Ogre
6
Dark Elves
7
Lord of Gond
8
Nikrechauns
9
Trolls
White Water River

SOUTHERN PLAINS

Source: *Warlock #13: The Dreaming Sands* (page 7)
Author: Paul Mason
Artist: Unknown
Year: 1986
Area: Southern Plains



The area south of Port Blacksand is sparsely populated, and its few inhabitants eke their living from the land or the sea. One reason for this is the proximity to the City of Thieves, since the Thieves' Guild is known to have dealing outside the city walls.[560] A second reason is the proliferation of pirates along this stretch of coastline. The third is the terrain itself: "mostly rough moorland interspersed with hills and tangled forests."[561]

But the most telling reason is the sheer number of denizens of Chaos that seem to thrive in this area. This map shows what types of Evil minions dwell in these bleak, inhospitable moors.

Wolves are "found across all of the northern lands, roaming in small packs." They usually hunt at night, and their "prey will know they are there from the eyes glinting in the darkness, and from the howling."[562] The packs long the coast to the south of Port Blacksand are "unusually large",[563] reaching 8 or more members.

To the south of the area frequented by Wolves are Trolls, but not the sort of disorganised, cave-dwelling Trolls of dungeons. These are a "black-clad band of soldiers…Their black livery brands them as mercenaries in the service of Lord Azzur of Blacksand."[564] These Trolls are sent out on scouting missions by Lord Azzur, and often demand tribute from passing adventurers. It is in this area of the coast that the village of Meerham can be found.[565]

The two sets of Dark Elves are from the same "subterranean dwelling" in the location marked 3, though they operate in different ways for different reasons. Those found near the lair are more defensive, since they do not want their home attacked. Anyone unfortunate enough to encounter Dark Elves here will find their "path is barred by a band of black-cloaked figures" and should prepare for combat.[566] Those encountered in Location 6 are more likely to ambush an adventurer from behind bushes, bows trained on any hapless adventurer. However, they will be likely to allow any non-Elf to live in exchange for "all [their] money and treasure."[567]

Location 8 is "one of the bleakest parts of the moor", and no one dwells there except Mok, Mik, Kak, Ruk, and Lek, five Nikrechauns. The Nikrechauns live in a "hut, which stands forlorn" at the centre of the moor. They are "lesser relatives of the far more powerful Leprechauns", and what they lack in magical trickery they make up for with their "uncanny knack of knowing…information useful to adventurers." They love gold, since when they acquire a full pot of gold, they become a fully-fledged Leprechaun.[568]

The Lords of Gond are not native to this Plane, and the one currently rampaging across Location 7 was "called by some inept sorcerer…[who] had a little bad luck with his protective magic circle." He summoned in Maijem-Nosoth, the chief of the Lords of Gond; he won't make the same mistake again. Maijem-Nosoth has a "foul, ulcerous body", but is difficult to describe accurately as "it seems strangely hazy." It attacks with "a single bloated claw like a lobster, which clacks repeatedly against the slimy carapace. It also has "tentacles" and "chancrous orifices." Fortunately, it is vulnerable to high-pitched noises, so the villagers nearer the coast are able to keep it at bay…for now.[569]

Location 4 contains a Holy Tree, at which the Centaurs worship. Centaurs are "part man and part horse" and "dwell on the wide open plains." These Centaurs roam in small hunting parties in search of food."[570] The "proud horse-men" enjoy mocking two-legged travellers, but will only attack if provoked.[571] (Exposure to Lord Azzur's retribution for the loss of some of his Troll mercenaries is a hard-learned lesson for the Centaurs.)

Location 5 is the hilliest part of the moor, "covered in bushes." In one of the small, wooded valleys lives the alpha predator of the hills—an Ogre. However, unlike the description of "primitive beings"[572] that normally describes wild Ogres, this one hunts using a set of pipes that produces a high-pitched sound—sounding suspiciously like a maiden's scream for help. He hides in his dell and entices brave adventurers to their doom.[573]

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[560] *Midnight Rogue* (1987) paragraph 392.

[561] *Titan: The Fighting Fantasy World* (1986) page 12.

[562] *Out of the Pit* (1985) page 120.

[563] *Warlock #13* (1987) page 7.

[564] *Warlock #13* (1987) page 9.

[565] *Blacksand!* page 221.

[566] *Warlock #13* (1987) page 7.

[567] *Warlock #13* (1987) page 8.

[568] *Warlock #13* pages 8–9.

[569] *Warlock* #13 (1987) page 8. This Lovecraftian horror's name is an anagram of *Fighting Fantasy* author and sometime *Warlock* editor Jamie Thomson.

[570] *Out of the Pit* (1985) page 26.

[571] *Warlock #13* (1987) page 7.

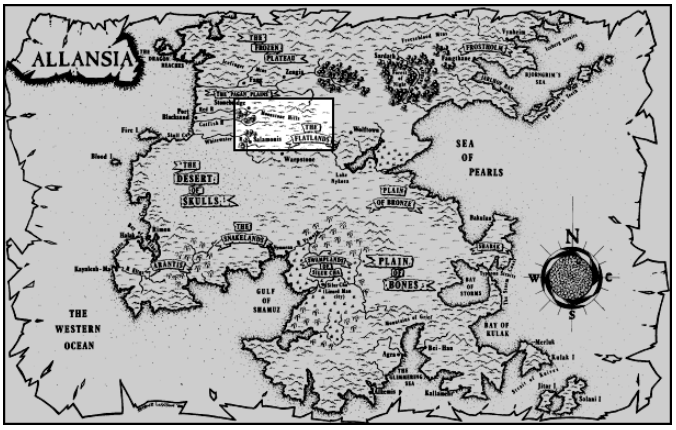
[572] *Out of the Pit* (1985) page 90.

[573] *Warlock #13* (1987) page 8.


THE CRYPT OF THE SORCERER
Stonebridge
Darkwood Forest
Red River
Mirewater
Catfish River
YAZTROMO'S TOWER
Chalice
MOONSTONE HILLS
FOREST OF SPIDERS
Silver River
THE WINDWARD PLAIN
TROLLTOOTH PASS
THE FLATLANDS
Whitewater River
THE SOUTHERN PLAINS
THE PLAIN OF BRONZE
LEO HARTAS

Central Northern Allansia

Source: FF26: *Crypt of the Sorcerer* (inside cover)
Author: Ian Livingstone
Artist: Leo Hartas
Year: 1987
Area: Trolltooth Pass



This gorgeous map is not without its flaws.[574] For starters, as with many other maps reproduced in this Atlas, the scale seems to be very inconsistent. Yaztromo's Tower is three hours' journey north on foot from the Silver River,[575] and yet it takes the best part of a day to ride from Chalice to Yaztromo's Tower, which is not reached until nightfall—despite Chalice appearing closer to the tower than the tower is to the Silver River![576] Some leeway should probably be given, however, since the ride takes place in a dusky half-light. On the other hand, a hot air balloon journey from Stonebridge to the Flatlands via Trolltooth Pass takes less than a day.

Omitted from the map are Salamonis, the Vale of Willow, and the Forest of Yore along the northern route of the Whitewater River before it turns westwards.[577] The Plain of Bronze is completely in the wrong place. According to the official map of Allansia,[578] the area to the southeast of the Flatlands is a region of mountainous uplands leading ultimately to Lake Nykosa. The Plain of Bronze is to the southeast of this.

Nevertheless, the distinctive Hartas style does much to overcome these shortcomings. The washes of colours blend together nicely, indicating at a glance the differing landscapes of the various plains and hills. The four small circular vignettes of the nearby regions are also pleasingly evocative of this area of Allansia: Yaztromo's tower looking out over lightly-wooded plains; the grassy Flatlands with the Moonstone Hills in the background; the rocky pinnacles of the Craggen Heights; and the arid Southern Plain looking towards distant mountains.

It should be noted that this is the first map of this portion of Allansia to properly situate the village of Mirewater. In all previous (and many subsequent) maps it is situated many days' distance from Stonebridge, whereas the distance is no more than a half-day's ride.[579]

The Moonstone Hills are here shown to be an area of uplands that stretches for many miles to the east of Darkwood and to the north of Trolltooth Pass. Hidden somewhere within these lonely hills about a day's ride northeast from "where the Silver River flows out on to the Windward Plain towards Chalice"[580] is the fabled Lost Lake. For a century the skeleton of Kull has sailed a raft on this lake, clutching the necromancer Razaak's sword, awaiting release from his curse.[581] Razaak's own lair is also hidden in the southeastern section of the Moonstone Hills, about a day's journey from the Flatlands.[582]

The Moonstones play host to all manner of creatures such as Orcs and Goblins,[583] but also to stranger, more nightmarish creatures such as Chameleonites.[584] In the small, overgrown woodland spinneys lurk Black Fairies and Wood Demons.[585]

Prospectors brave the dangers of the hills, drawn by promises of gold deposits. The streams are said to run yellow with gold, and techniques such as panning and sluicing are employed by these lonesome pioneers in search of this valuable metal.[586]

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[574] This was the first full-colour map illustrated by Leo Hartas for the *Fighting Fantasy* series.

[575] *Temple of Terror* (1985) paragraph 180.

[576] *Crypt of the Sorcerer* page 19.

[577] This could be because these locations were invented and developed by Steve Jackson.

[578] *Titan: The Fighting Fantasy World* (1986) page 13.

[579] *Crypt of the Sorcerer* paragraphs 341, 37, and 250.

[580] *Crypt of the Sorcerer* paragraph 1.

[581] *Crypt of the Sorcerer* paragraph 339; *cf.* pages 21–22.

[582] *Crypt of the Sorcerer* paragraph 11; *cf.* paragraph 162.

[583] *Crypt of the Sorcerer* paragraphs 261 and 391.

[584] *Crypt of the Sorcerer* paragraph 239.

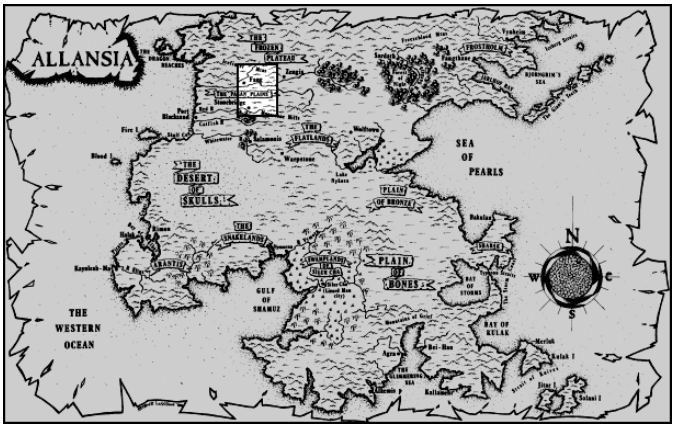
[585] *Crypt of the Sorcerer* paragraphs 18 and 365.

[586] *Crypt of the Sorcerer* paragraph 33; the illustration shows the gold sluicing technique being employed in the background.


Crystal Caverns
Icefinger Mountains
Fang
River Kok
Anvil
Gilford
Pagan Plains
Firetop Mountain
Stonebridge
Red River
North Darkwood Forest
Moonstone Hills

THE PAGAN PLAINS

Source: *The Warlock of Firetop Mountain d20 Module* (page 36)
Author: Jamie Wallis
Artist: Martin McKenna and Jamie Wallis
Year: 2003
Area: Pagan Plains



This disappointing map shows the northeastern Pagan Plains as they sweep around to the north of the Moonstone Hills. This area of the plains is "watched over by Firetop Mountain" at the northwestern tip of the Moonstones.[587] It is clear even at a glance that the rivers are appallingly out-of-scale;[588] the rivers cutting across this map are as wide as the Catfish River on the map of the city of Port Blacksand![589] Because of the unnecessary width of the rivers, the Pagan Plains look like a thin strip of land between two waterways wide and deep enough to accommodate sea-going vessels.

Fang and Anvil are shown to almost face each other across the River Kok, whereas on other maps they are shown to be many leagues apart; in fact, Anvil is closer to Firetop Mountain than to Fang. Furthermore, the village of Stonebridge has been shifted to the west purely in order to accommodate the label for the Red River.[590]

There appears to be a vast forest to the right-hand side of the map, south of Firetop Mountain, which is entirely inaccurate since this is the area of the Moonstone Hills hiding the Lost Lake.[591] Of course, it may not be designating this area as forest at all, but instead is an artefact of the rather uninspiring grey stippled pattern that means plain/grassland.

The vast expanse of Allansian uplands known as the Moonstone Hills, source of the Red River, is poorly detailed on this map. The hills extend for many leagues east and southeast of Firetop Mountain, though this is not the impression here. Interestingly, when Zagor was travelling north, searching for a dungeon, he skirted Darkwood Forest (presumably to the west) and "travelled for many days, until he came in sight of Firetop Mountain."[592] Even assuming Zagor took a meandering path on his journey, since he had no real destination in mind, this suggests a much greater distance between Darkwood and the red-coloured peak of Firetop Mountain than shown on this map.[593]

To add insult to injury, Gilford is stated as the village no more than a "two-day hike" from the foot of Firetop Mountain.[594] However, it is clear that that village is actually Anvil, on the Pagan Plains,[595] a fact borne out by other sources.[596] In another source, the village was named Haven,[597] and in other non-canonical sources it has been called Gateway, both of which also contradict this module. Of course, there is nothing to prevent Gilford being *another* village two days' journey from Firetop Mountain; it just isn't *the* village spoken of in the iconic adventure.

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[587] *Titan: The Fighting Fantasy World* (1986) page 12.

[588] It may seem churlish to criticise a pictorial representation-based map for not being wholly accurate and to scale, but this is a particularly awful example. Where most of the other maps in this Atlas have at least some semblance of scope and scale, this eschews both entirely to produce a very ugly-looking map that is *also* almost completely inaccurate.

[589] *Titan: The Fighting Fantasy World* (1986) pages 108–9.

[590] Stonebridge is also west-shifted on the map from *Out of the Pit* (1985) pages 10–11. That map covers a much wider area, however, and is easier to read.

[591] *Crypt of the Sorcerer* (1987) page 22; *cf.* paragraphs 1 and 339.

[592] *Titan: The Fighting Fantasy World* (1986) page 103.

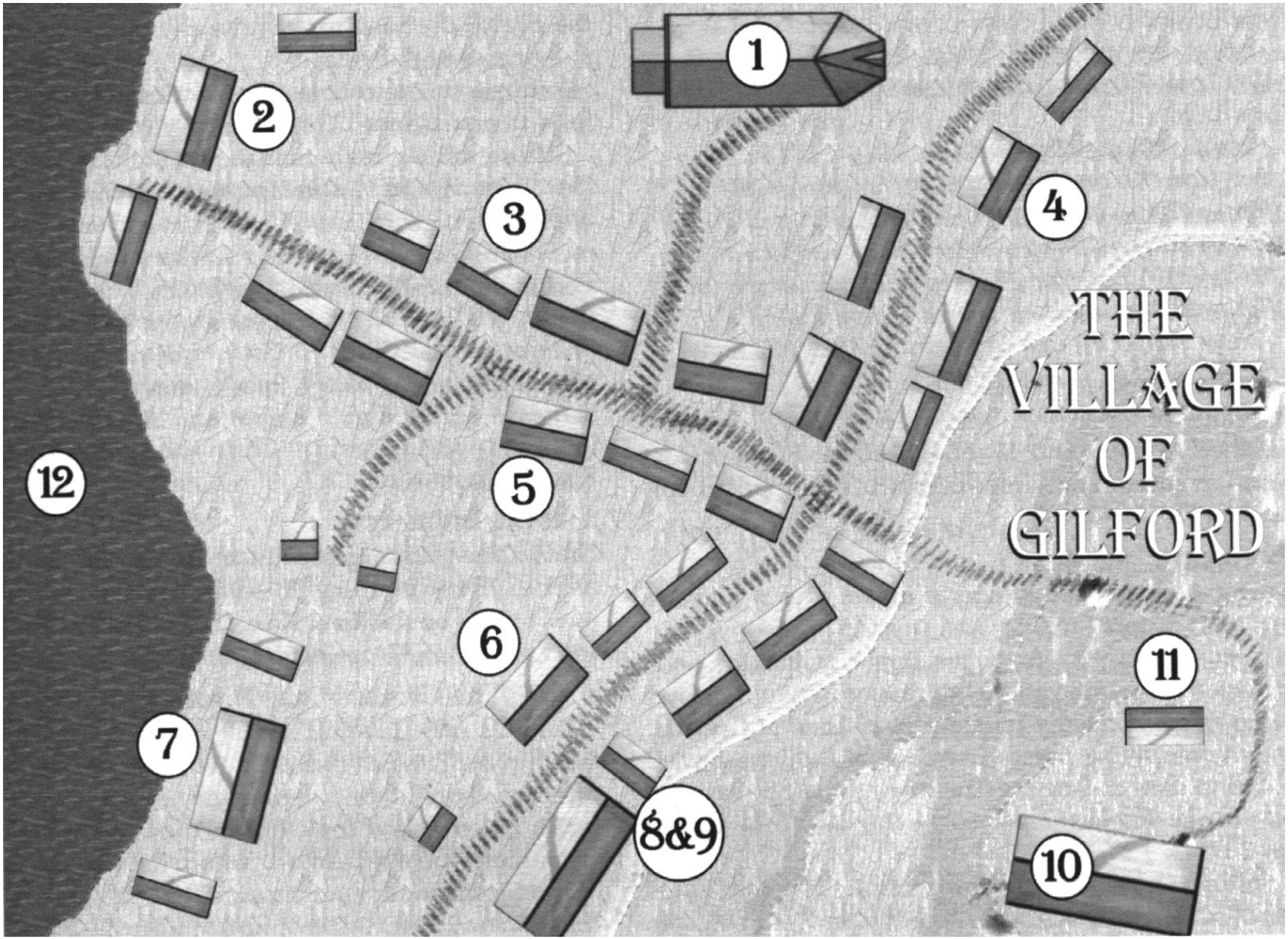
[593] Also, the most northerly label on this map, "Crystal Caverns", refers to a location in *Caverns of the Snow Witch*, though it is not referenced in *The Warlock of Firetop Mountain* d20 module. It is also incorrect, and should read "Crystal Caves" (*Caverns of the Snow Witch* (1984) paragraph 67).

[594] *The Warlock of Firetop Mountain* (1982) page 20; *cf.* paragraph 1.

[595] *Warlock #1* (1984) page 18.

[596] *Return to Firetop Mountain* (1992) page 17.

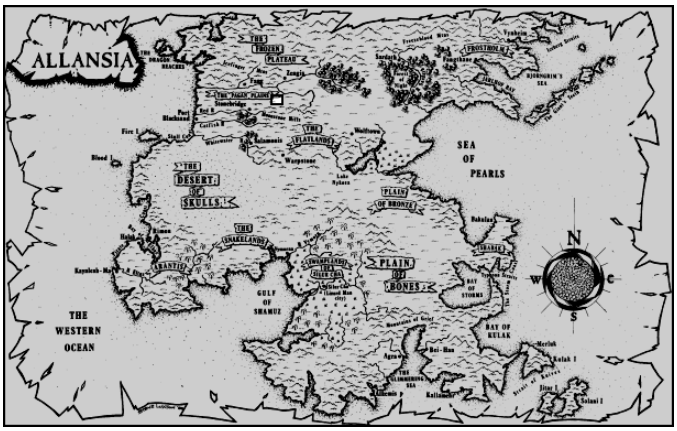
[597] *The Salamonis Gazette* (2003) page 41.



1	**The House of Fortuitous Grace (Temple to Sindla)**	**3**	**The Blacksmith**	**6**	**Barracks**	**10**	**The Town Hall**
2	**Gilford Ferry**	**4**	**Trading Store**	**7**	**Fishing Industry**	**11**	**Captain of the Guard's Residence**
		5	**Leather Armour Shop**	**8 & 9**	***The Unicorn Run* Taverns & Stables**	**12**	**River Kok**

GILFORD

Source: *The Warlock of Firetop Mountain d20 Module* (page 33)
Author: Jamie Wallis
Artist: Martin McKenna and Jamie Wallis
Year: 2003
Area: Pagan Plains



"The village of Gilford is situated on the River Kok, about half way between the cities of Zengis and Fang." It is clearly a small village, though not all the "farming lands and houses situated around Gilford are shown." The village economy is based on agriculture and fishing.[598] It can be seen that the village has grown slowly from a tiny hamlet along the existing paths and roadways.

As with many villages whose livelihoods—and very lives—depend upon a good harvest, the temple in Gilford is dedicated to Sindla, goddess of luck and fate; though more likely the farmers and peasants would know her as Avana, since that is how she is known in northern Allansia.[599] The temple's main priest is a man known as Jaymar the Fortunate, and his three acolytes are Demnar, Jorgen, and Lucelle.[600]

The ferry service, run by Vander O'shail and his wife Miranda, is used by locals for "hunting trips to the lower Icefinger Mountains."[601]

The Dwarven Blacksmith Droin Oakenshield,[602] Tobin Feray, the young man who runs the Trading Store, and Darrious of Fang the armourer all do brisk business despite the small size of the village; notwithstanding its out-of-the-way location, adventurers and trade caravans often pass through the village.

For such a small community, Gilford maintains a surprisingly large militia to protect its inhabitants: twenty full-time soldiers under two Sergeants-at-Arms—Ranix and Garet—who answer to former adventuress Shilos Farrow who has been appointed Captain of the Guard. Bandits and monster raids are cited as the reason for this.[603]

"Gilford's only tavern, the Unicorn Run, is owned and run by Otto Stormcloud, a retired human adventurer" and "his only daughter Aileen." Otto's wife Amy was "killed by Orcs" when Aileen was just a few months old.[604]

The Town Hall is "where the local town committee and Mayor Aedem meet to discuss matter[s] of importance." The Hall contains a central table large enough to set all 8 committee members. Mayor Aedem is "a well respected and loved member of the community." The other committee members are Shilos Farrow, Otto Stormcloud, Droin Oakenshield, Tobin Feray, Harren Jessup of the Fishermen's Guild, and Randle and Kimberley Hollis of the Farmers' Guild.[605]

Due to its relatively close proximity to the Moonstone Hills and Firetop Mountain, Gilford is a destination for many adventurers and the starting place for many forays into the dungeons below Firetop Mountain. As such, *The Unicorn Run Tavern* usually has "several rumours circulating"—some false, some true.[606]

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[598] *The Warlock of Firetop Mountain d20 Module* page 32.

[599] *Titan: The Fighting Fantasy World* (1986) page 46.

[600] *The Warlock of Firetop Mountain d20 Module* page 32.

[601] *The Warlock of Firetop Mountain d20 Module* page 33.

[602] This is the first overt Tolkien reference in the *Fighting Fantasy* d20 modules.

[603] *The Warlock of Firetop Mountain d20 Module* page 34. Note the sloppy editing in this section: "Shilos Farrow…*single handedly*…routed Goblins…*steeling*… horses… She *excepted*."

[604] *The Warlock of Firetop Mountain d20 Module* pages 34–35.

[605] *The Warlock of Firetop Mountain d20 Module* page 35.

[606] *The Warlock of Firetop Mountain d20 Module* page 35.


0
Scale in Miles
30
Firetop Mountain
The GreenDepths
Redweed Ruins
Haven
Red River
The Redweed Gorge
Firetop Mountain

FIRETOP MOUNTAIN (ENVIRONS)

Source: *The Salamonis Gazette #1* (page 38)
Author: Dave Holt
Artist: Dave Holt
Year: 2003
Area: Pagan Plains



This map is a colourful, if rather abstract, representation of the area surrounding Firetop Mountain. We can see that the village "some two days' journey from the base" of Firetop Mountain[607] is called Haven, and is situated to the southwest of the mountain. Other sources refer either to the village of Gilford to the northeast[608] on the banks of the River Kok, or the "small village of Anvil"[609]. On this and other more recent maps, the village of Anvil has been moved quite some way to the west.

The "large lone mountain sits amidst the northwestern lowlands of the Moonstone Hills" and is "surrounded by harsh broken, rocky highland and lowland that is filled with deep crevices, small valleys and [a] thick copse of woodland…a mix of deciduous and evergreen trees, as well as foothills that are incised by deep valleys." [610] The vegetation that grows on its upper slopes is known as redweed, or Sleeping Grass, which "emits a sweet smell" that relaxes any birds, animals, or adventurers who venture there, lulling them into "a deep sleep, full of vivid and exciting dreams."[611]

The Ruins of Redweed are all that remains of a Dwarven settlement, set up by Dwarfs from "the ancient realm of Haelsgarth" in 1729 OT. Zagor overran this kingdom in 254 AC and has had dominion over the mountain and the surrounding lands ever since.[612] The Hill Dwarfs of Redweed also settled *in* Firetop Mountain,[613] and presumably the descendants of these Dwarfs are the ones who still dwell within the mountain today, smoking Pipeweed, drinking ale, and playing cards.[614]

More evidence of the extent of the Dwarfs' former kingdom can be found some thirty to forty-five miles to the southeast of the ruins. Redweed Gorge is "a dark sheltered isolated gorge [with] thick, deep black soil and is famous as a relic of earlier Dwarven mining activity."[615] It is not clear exactly what the Dwarfs were mining from the gorge, but it could be connected to the gold mine at Grey Rock, hidden away in the nearby Moonstone Hills.[616]

The power of the former kingdom is also shown by the fact that the Red Dragon Slythergach was once held captive by the Redweed Dwarfs. He is loyal to Zagor because the necromancer set him free from the Dwarfs, and is now regularly seen flying over "the wilderness areas surrounding the small village of Haven." Quite why the Dwarfs had captured the dragon is a question that likely will never be answered. Regardless, while Slythergach is "a young dragon, less than 100 years in age",[617] adult Red Dragons are known to frequent the area of the Moonstone Hills,[618] perhaps as a breeding ground.

Presumably 'The GreenDepths' [sic] is the copses of trees mentioned earlier. It may be that the trees lie in a waterlogged depression in the earth, part forest and part low-lying marshland.

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607 *The Warlock of Firetop Mountain* (1982) page 20; *cf.* paragraph 1.

608 *The Warlock of Firetop Mountain d20 Module* (2003) page 36.

609 *Warlock #1* (1984) page 18.

610 *The Salamonis Gazette* (2003) page 35.

611 *Caverns of the Snow Witch* (1984) paragraph 217.

612 *The Salamonis Gazette* (2003) page 35.

613 *The Salamonis Gazette* (2003) page 44.

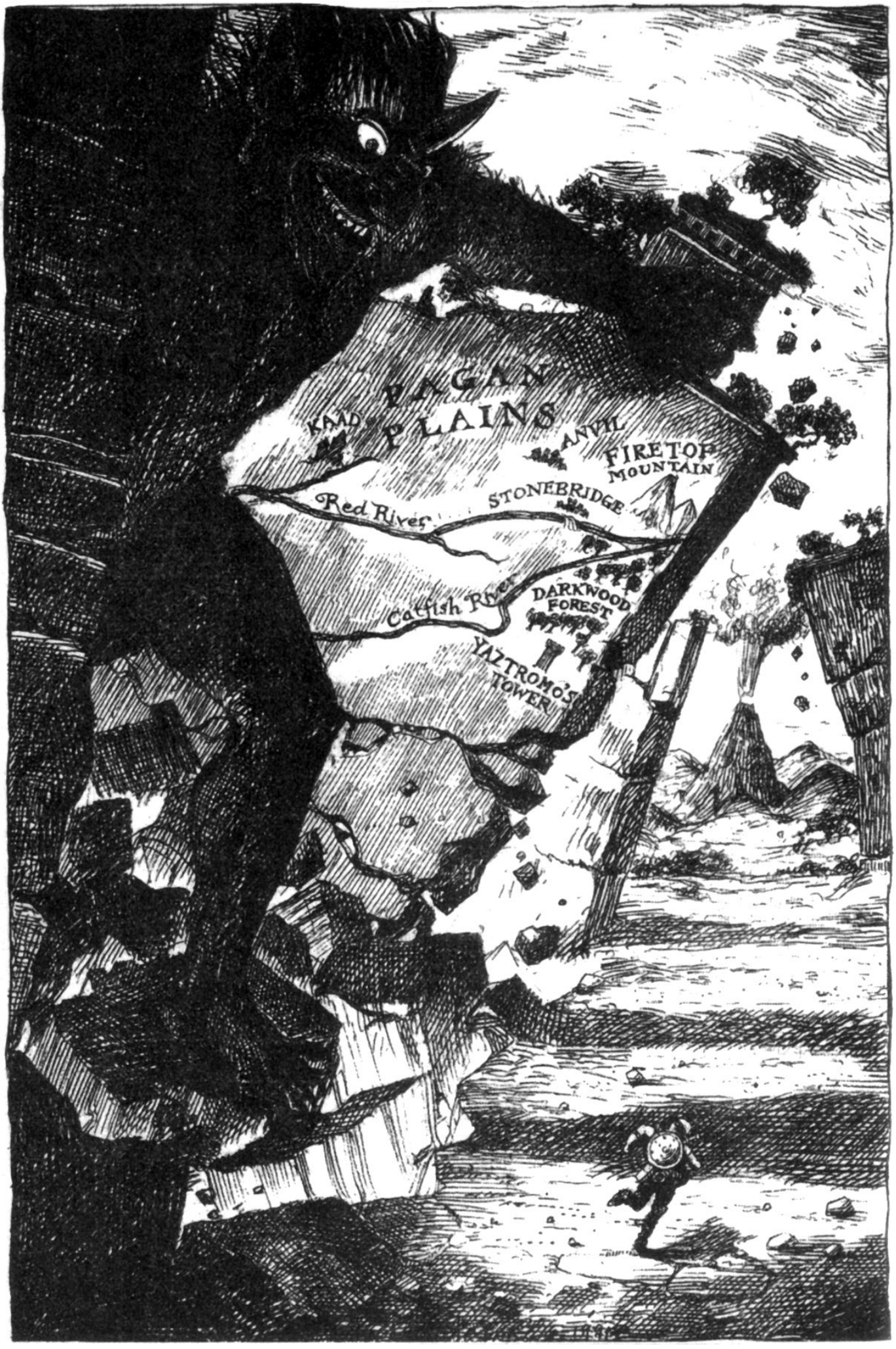
614 *The Warlock of Firetop Mountain* (1982) paragraph 227.

615 *The Salamonis Gazette* (2003) page 35.

616 *Warlock* #11 (1986) page 8.

617 *The Salamonis Gazette* (2003) page 41.

618 *Crypt of the Sorcerer* (1987) paragraph 152.


KAAD
PAGAN
PLAINS
ANVIL
FIRETOP
MOUNTAIN
STONEBRIDGE
Red River
Catfish River
DARKWOOD
FOREST
YAZTROMO'S
TOWER

FIRETOP MOUNTAIN & PAGAN PLAINS

Source: *Return to Firetop Mountain* (page 6)
Author: Ian Livingstone
Artist: Leo Hartas
Year: 1992
Area: Pagan Plains



This bizarre drawing of a huge fiend breaking free from a stone building in pursuit of a luckless adventurer contains, almost as an aside, a fresco of the northeastern Pagan Plains painted on the smooth interior of the wall being demolished. The expression on the face of the single-horned creature of maleficence indicates that the encounter between it and the adventurer was somewhat fortuitous, to its way of thinking, and that the mere human is unlikely to prevail against it. Perhaps the fiend was held captive on hallowed ground within a temple or other holy trap, and he has now been released to once again wreak his havoc upon the face of Allansia. It is truly a warning to adventurers everywhere that some caskets are best left unopened.

As only a small portion of the image is given over to the map, it is only to be expected that the accuracy is not the best, in view of the cramped space given over to it. The angle the Catfish River travels through Darkwood Forest is completely wrong, for example. The village of Gilford, on the banks of the River Kok,[619] is also missing, though this was not officially placed until eleven years after the publication of this image. Hidden behind the fiend's thigh, the city of Port Blacksand lies at the mouth of the Catfish River.

On a side note, it should also be apparent that whoever painted the map on the wall did so in the not-too-distant past, as Yaztromo's Tower is clearly marked. Since Yaztromo was an apprentice of the Grand Wizard of Yore only "fifty-five years ago",[620] and he spent "the next few years" wandering settled Allansia before settling down in his tower,[621] the wall fresco cannot have been painted any more than fifty years previously. Who—or what—painted such a thing, and why, remains a mystery, as does the purpose of the building the fiend is knocking down with such glee.

In the background of the image is what appears to be a volcano. If this is supposed to represent Firetop Mountain, it is in error, since the summit is actually "covered in strange red vegetation",[622] "which has given the mountain its name",[623] though this vegetation "once made people believe it was a volcano."

"The northeastern corner [of the Pagan Plains] is watched over by Firetop Mountain", the highest point in the northwestern fringe of the "lonely Moonstone Hills." The Red River, "so called because of its colour, which comes from carrying red soil from it source" flows from the Moonstone Hills across country to the Western Ocean.[624] Anyone sailing the Red River may be subject to attacks from Orc Pirates,[625] though it is a fast-flowing waterway, and it takes less than a day to sail from Stonebridge to the jetty at the tributary leading towards Kaad, which is only "a short distance" to the north of the confluence.[626]

The village of Anvil's premiere watering hole is *The Two Moons*, whose proprietor is known as Moose.[627] The position of Anvil as being approximately the same latitude as Firetop Mountain is in agreement with most of the other maps of this area of Allansia, though saying it is "only a short distance" from Firetop Mountain is taking some liberties, distance-wise. The countryside surrounding Anvil is rugged terrain, much overgrown by trees and bushes.[628] Mushrooms grow abundantly in this environment,[629] and small woods dot the scrubland.[630] Only a day's march south of Anvil is the village of Stonebridge.[631]

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[619] *The Warlock of Firetop Mountain d20 Module* (2003) page 33.

[620] *Titan: The Fighting Fantasy World* (1986) page 62.

[621] *Titan: The Fighting Fantasy World* (1986) page 64.

[622] *Caverns of the Snow Witch* (1984) paragraph 328.

[623] *The Warlock of Firetop Mountain* (1982) paragraph 1.

[624] *Titan: The Fighting Fantasy World* (1986) page 12.

[625] *Return to Firetop Mountain* paragraph 398.

[626] *Return to Firetop Mountain* paragraph 312. This paragraph is puzzling since it speaks of a man at this jetty wanting to travel *upstream* to Silverton. While not exactly impossible, Silverton lies on the Silver River, meaning anyone sailing there would have to travel up the Red River beyond Stonebridge before turning southwest along the Catfish River through Darkwood Forest—not a recommended route.

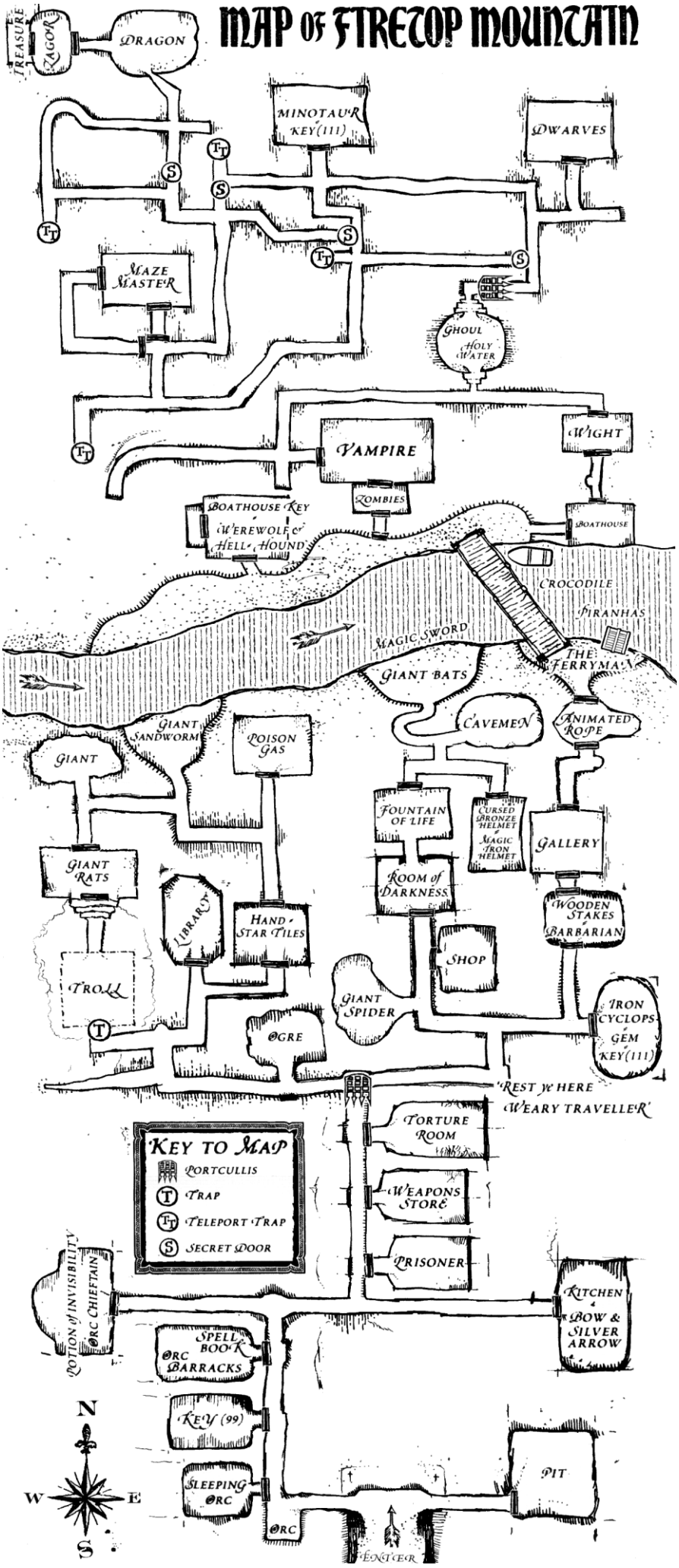
[627] *Return to Firetop Mountain* pages 17–18.

[628] *Return to Firetop Mountain* paragraph 1.

[629] *Return to Firetop Mountain* paragraph 161.

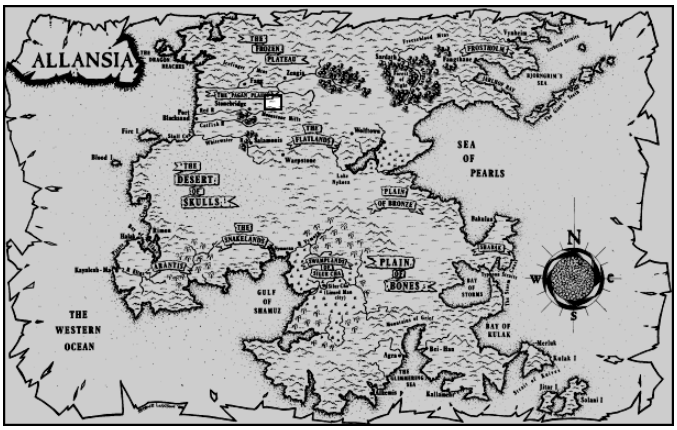
[630] *Return to Firetop Mountain* paragraph 120.

[631] *Return to Firetop Mountain* paragraph 1: You leave Anvil's tavern some time after arriving, so it is unlikely to be early morning; paragraph 180: a night's rest; paragraph 238: three hour march to Stonebridge.


MAP OF FIRETOP MOUNTAIN
TREASURE
RAGOR
DRAGON
MINOTAUR
KEY(111)
DWARVES
MAZE
MASTER
GHOUL
HOLY
WATER
VAMPIRE
WIGHT
ZOMBIES
BOATHOUSE KEY
WEREWOLF
HELL HOUND
BOATHOUSE
CROCODILE
PIRANHAS
MAGIC SWORD
THE FERRYMAN
GIANT BATS
CAVEMEN
ANIMATED
ROPE
GIANT
SANDWORM
POISON
GAS
GIANT
FOUNTAIN
OF LIFE
CURSED
BRONZE
HELMET
MAGIC
IRON
HELMET
GALLERY
GIANT
RATS
LIBRARY
HAND
STAR TILES
ROOM of
DARKNESS
WOODEN
STAKES
BARBARIAN
SHOP
TROLL
GIANT
SPIDER
IRON
CYCLOPS
GEM
KEY(111)
OGRE
"REST YE HERE
WEARY TRAVELLER"
TORTURE
ROOM
KEY TO MAP
PORTCULLIS
TRAP
TELEPORT TRAP
SECRET DOOR
WEAPONS
STORE
PRISONER
KITCHEN
BOW &
SILVER
ARROW
POTION of INVISIBILITY
ORC CHIEFTAIN
SPELL
BOOK
ORC
BARRACKS
KEY (99)
SLEEPING
ORC
ORC
PIT
ENTRANCE
N
W
E
S

FIRETOP MOUNTAIN

Source: *The Warlock of Firetop Mountain 25th Anniversary Edition*
Authors: Steve Jackson & Ian Livingstone
Artist: Nicholas Halliday
Year: 2007
Area: Firetop Mountain



This hand-drawn map details the infamous dungeons below Firetop Mountain, home of the evil warlock Zagor and his minions. All of the secrets of Firetop Mountain are laid bare—so long as Zagor does not somehow cheat death and return, altering the dungeon beyond recognition.

The exterior of Firetop Mountain is "menacing", as though "savaged by the claws of some gargantuan beast." At the base of the southern side of the mountain is a cave with "dark, slimy walls." "Pools of water [lie] on the stone floor" and "the air is cold and dank."[632] Welcome to Firetop Mountain.

If the crags of the outside of the mountain are fearsome, the Orcs that populate the first few rooms are just as terrifying—particularly when they have had a few too many tankards of Guursh[633] and they try to sing![634] Happily, the sentry post near the entrance to the dungeon is mostly used by the Orcs for a snooze;[635] though they risk the wrath of their Chieftain should he catch them at it.[636] The rat-gizzard soup prepared by the Orc cooks would be enough to make a grown Dwarf weep in terror.[637]

Further into the dungeon is the Orcs' pet—a former adventurer, trapped and held in a room where "the floor is covered with bones, rotting vegetation and slime."[638] A locked weapon-store for the Orcs is a little further down the passageway,[639] beyond which is a torture chamber where two "small, hunchbacked" Goblins take unnatural delight in tormenting any adventurers—preferably Dwarfs—that the Orcs have captured.[640]

A portcullis bars entry further into the dungeon;[641] Zagor evidently does not want his Orcs to be killed by his other, more powerful minions. These minions are all large creatures, grown beyond natural proportions: a three-metre tall Giant, an Ogre, a Giant Spider, a Troll, Giant Bats, Giant Rats,[642] even a Giant Sandworm.[643] A Minotaur guards a room in the heart of the maze.[644]

Zagor has designed his fair share of traps also. A passageway collapses without warning into the Troll's cave.[645] One "small room with bare rocky walls" is a poison gas trap.[646] Beyond the unnamed river, the twisting passageways contain numerous traps that shoot out gas to knock out the unwary before teleporting them to an unfamiliar location.[647] Equally, secret doors pepper this labyrinth, both helping and hindering any would-be Warlock-slayer, confusing their maps and frustrating their progress.

(Continued over)

[632] *The Warlock of Firetop Mountain* (1982) paragraph 1.

[633] *Titan: The Fighting Fantasy World* (1986) page 125.

[634] *The Warlock of Firetop Mountain* (1982) paragraph 370.

[635] *The Warlock of Firetop Mountain* (1982) paragraph 71.

[636] *The Warlock of Firetop Mountain* (1982) paragraph 168.

[637] *The Warlock of Firetop Mountain* (1982) paragraph 159.

[638] *The Warlock of Firetop Mountain* (1982) paragraphs 36 and 263.

[639] *The Warlock of Firetop Mountain* (1982) paragraphs 223 and 155.

[640] *The Warlock of Firetop Mountain* (1982) paragraph 102.

[641] *The Warlock of Firetop Mountain* (1982) paragraph 303.

[642] *The Warlock of Firetop Mountain* (1982) paragraphs 138, 57, 394, 348, 251, and 287.

[643] *The Warlock of Firetop Mountain* (1982) paragraph 143. Note that the Giant Sandworm is a different sub-species to those from *Out of the Pit* (1985) which according to page 100 inhabit only deserts.

[644] *The Warlock of Firetop Mountain* (1982) paragraph 179; see also *The Tasks of Tantalon* (1985) pages 18–19.

[645] *The Warlock of Firetop Mountain* (1982) paragraph 18.

[646] *The Warlock of Firetop Mountain* (1982) paragraph 326.

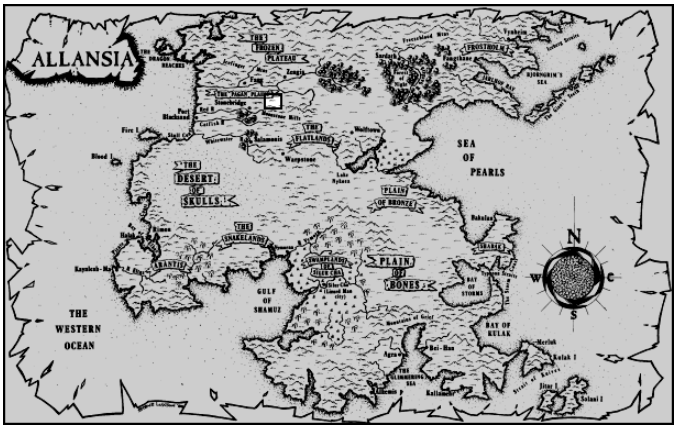
[647] See, for example, *The Warlock of Firetop Mountain* (1982) paragraphs 171 and 337.



1. Entrance
2. The Pit
3. Sleeping Orc
4. Guard Room
5. Barracks
6. Orc Barracks
7. Grishak's Chambers
8. The Kitchen
9. The Prison Cell
10. Weapons Store
11. Torture Chamber
12. Portcullis
13. Ogre's Cave
14. Smaller, Smaller
15. Troll's Lair
16. Giant Rats
17. Giant's Lair
18. Underground River
19. Gas Trap
20. Mosaic Room
21. Gambling Man
22. Rest Ye Here…
23. Spider's Lair
24. The Shop
25. Darkness
26. Fountain of Life
27. Two Helmets
28. Cavemen
29. Giant Bats
30. Iron Cyclops
31. The Nomad
32. The Gallery
33. Sticks and Rope
34. Ferryman
35. North Bank
36. Man and Dog
37. Zombies
38. The Crypt
39. The Boathouse
40. The Wight
41. Animated Tools
42. The Ghoul
43. Dwarfs
44. Maze of Zagor
45. Secret Door
46. The Minotaur
47. The Maze Master
48. Grithanix the Dragon
49. The Warlock
50. The Warlock's Treasure

FIRETOP MOUNTAIN

Source: *The Warlock of Firetop Mountain d20 Module* (inside front cover)
Author: Jamie Wallis
Artist: Martin McKenna and Jamie Wallis
Year: 2003
Area: Firetop Mountain



This second map of Firetop Mountain is not as attractive and stylistic as the one on the previous pages, being much too regular, but it is not a bad depiction of the dungeon by any means, the only real contentious point being the loop taken by the river. However, this is not impossible should the softer shale and soil follow that particular contour, so while it disregards other maps and is therefore probably inaccurate as to this detail, it is not *necessarily* wrong. The strangest thing about the river is that downstream is to the east,[648] whereas the coast lies to the west. Perhaps it feeds into a large, underground lake beneath the Moonstone Hills; if it does loop around to the south, it may even be the source of the mysterious Lost Lake of the Moonstones.[649]

Of course, with his strange magics, Zagor can do more unusual things than make a river bend to his whim. The strange narrowing passageway trapped with a "deep, resonating laugh",[650] and the magical work tools, which somehow whistle despite having no mouths![651]

Lycanthropic creatures of nightmare also flock to Zagor's banner: a Wererat ferryman who seeks riches,[652] and a Werewolf who is in charge of the Boathouse, along with his pet Hell-hound.[653]

More ghastly than his giant minions are Zagor's undead minions, creatures of a foul sorcery that defies the sanctity of death. Zombies[654] guard the way to "a dark crypt" where "various coffins are strewn about the room"—the lair of a Vampire![655] Skeletons build boats for unknown clients,[656] while a Wight and a Ghoul guard the way to the Maze of Zagor.[657]

When Zagor first came to Firetop Mountain, "the legendary caverns beneath the mountain were occupied by Dwarfs." "Some Dwarfs fled into the endless maze-like passages"[658] and are still there to this day, doing what Dwarfs do best: smoking pipeweed and gambling.[659]

Contrary to popular opinion, Zagor is not just a brutal tyrant, however; he is a lover of art and literature, and his dungeon contains a vast library,[660] a portrait gallery featuring a portrait of himself,[661] and an art gallery "decorated with a mosaic of marble tiles"[662] containing objects of great beauty.[663]

Zagor's inner sanctuary, his own private room, is guarded by a mighty red Dragon,[664] here named Grithanix.[665] There is a hole in the roof of Grinanix's cavern, and the smoke from his breath probably added to the legend that Firetop Mountain was a volcano.

Even Zagor's evil magic cannot overcome the good the Dwarfs originally placed here, and the blessed Fountain of Life still flows, pouring out its healing waters to all good creatures, though it is poison to creatures of Chaos.[666] The same is true for the enchanted "bench of solid wood" beneath the inviting sign: "Rest ye here, weary traveller."[667]

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[648] *The Warlock of Firetop Mountain* (1982) paragraphs 399 and 218 *et al*.

[649] *Crypt of the Sorcerer* (1987) paragraph 339.

[650] *The Warlock of Firetop Mountain* (1982) paragraph 63.

[651] *The Warlock of Firetop Mountain* (1982) paragraph 11.

[652] *The Warlock of Firetop Mountain* (1982) paragraphs 3 and 188.

[653] *The Warlock of Firetop Mountain* (1982) paragraphs 249 and 304.

[654] *The Warlock of Firetop Mountain* (1982) paragraph 122.

[655] *The Warlock of Firetop Mountain* (1982) paragraphs 205 and 279.

[656] *The Warlock of Firetop Mountain* (1982) paragraph 383.

[657] *The Warlock of Firetop Mountain* (1982) paragraphs 41 and 275.

[658] *Titan: The Fighting Fantasy World* (1986) page 103.

[659] *The Warlock of Firetop Mountain* (1982) paragraph 227.

[660] *The Warlock of Firetop Mountain* (1982) paragraph 206.

[661] *The Warlock of Firetop Mountain* (1982) paragraph 189.

[662] *The Trolltooth Wars* (1989) page 195.

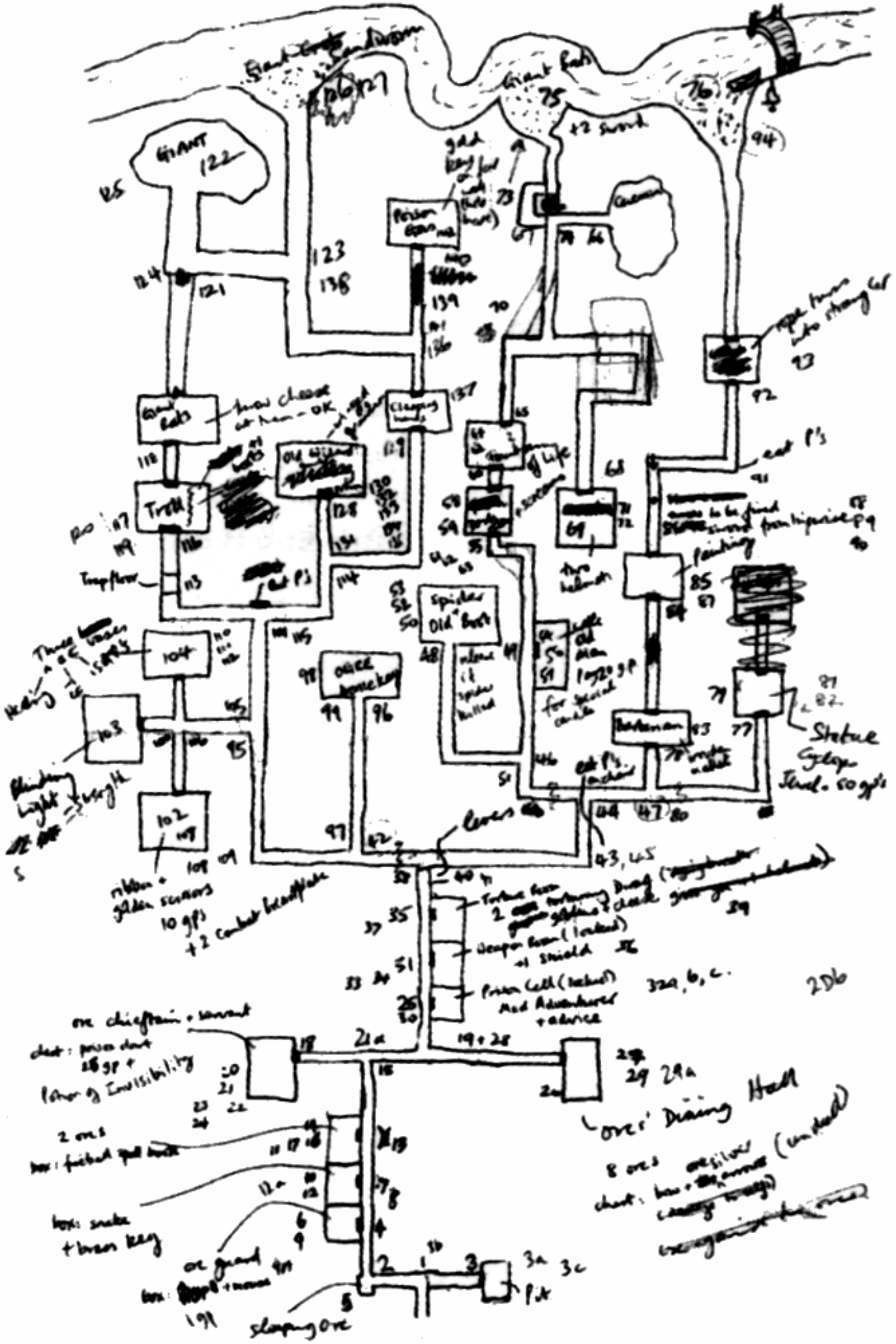
[663] *The Warlock of Firetop Mountain* (1982) paragraph 193.

[664] *The Warlock of Firetop Mountain* (1982) paragraph 106.

[665] The Dragon was named as Slythergauch in the short-lived *Salamonis Gazette* (2003).

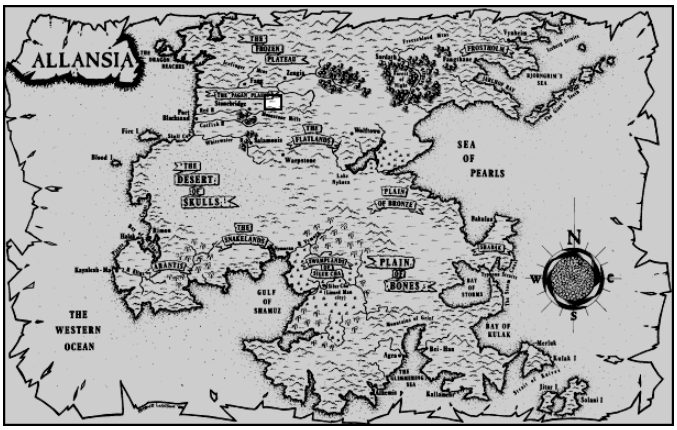
[666] *The Warlock of Firetop Mountain* (1982) paragraph 88.

[667] *The Warlock of Firetop Mountain* (1982) paragraphs 58 and 15.


Giant
Troll
Statue
Spider
Old Book
Lower Dining Hall
sleeping ore

FIRETOP MOUNTAIN (ORIGINAL SKETCH)

Source: *The Warlock of Firetop Mountain 25th Anniversary Edition* (page 211)
Authors: Steve Jackson & Ian Livingstone
Artist: Ian Livingstone
Year: 1981 (published in 2007)
Area: Firetop Mountain



This map is the earliest blueprint for the caverns below Firetop Mountain. Perhaps it was drawn by the very hand of Zagor himself as he devised the dungeons below the mountain, the mazes, monsters, and traps that would protect his treasure of "gold coins, jewellery, and richly decorated artefacts."[668] A number of changes were made to this original plan when the dungeon was finally constructed.

The Giant Sandworm[669] was originally going to be a Giant Crab. This was possibly changed as Giant Crabs are found "along the coasts of Allansia and Kakhabad, and on other deserted shores", rather than in subterranean dungeons.[670]

The room of "ornate stonework" containing "mosaics and marble inlays" where the Iron Cyclops dwells[671] was originally going to lead on to a further passageway and room to the north.

Heading west, then north, after leaving the Ogre's Cave,[672] will deposit an adventurer at an intersection.[673] North leads to either the Troll[674] or the Library (with Wizard and Winged Gremlin).[675] West leads to an ever-narrowing dead-end.[676] However, on the original map this western passage led to a four-way crossroads, and three rooms. The North Room contained three vases. One is labelled "Healing", one reduces LUCK by 1 point, and one contains 15 Gold Pieces. The West Room contained a "Blinding Light" that reduced STAMINA by an unspecified amount. The South Room contained ribbon and golden scissors, 10 Gold Pieces, and a Copper Breastplate that conferred a +2 bonus to either SKILL or Attack Strength.[677]

Finally, the room with the two magic helmets[678] was originally to have been reached by a much more circuitous route, with an (empty?) room to the east of the southern bend in the passageway.

This map is an invaluable insight into the original design of the southern half of the dungeon, south of the river. While a few things were removed or changed, the finished result closely resembles the original design as set out here. And in the decades since it was completed, many thousands of adventurers have discovered to their cost just how dangerous Firetop Mountain really is.

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668 *The Trolltooth Wars* (1989) page 252.

669 *The Warlock of Firetop Mountain* (1982) paragraph 143.

670 *Out of the Pit* (1985) pages 30–31.

671 *The Warlock of Firetop Mountain* (1982) paragraph 193.

672 *The Warlock of Firetop Mountain* (1982) paragraph 57.

673 *The Warlock of Firetop Mountain* (1982) paragraph 225.

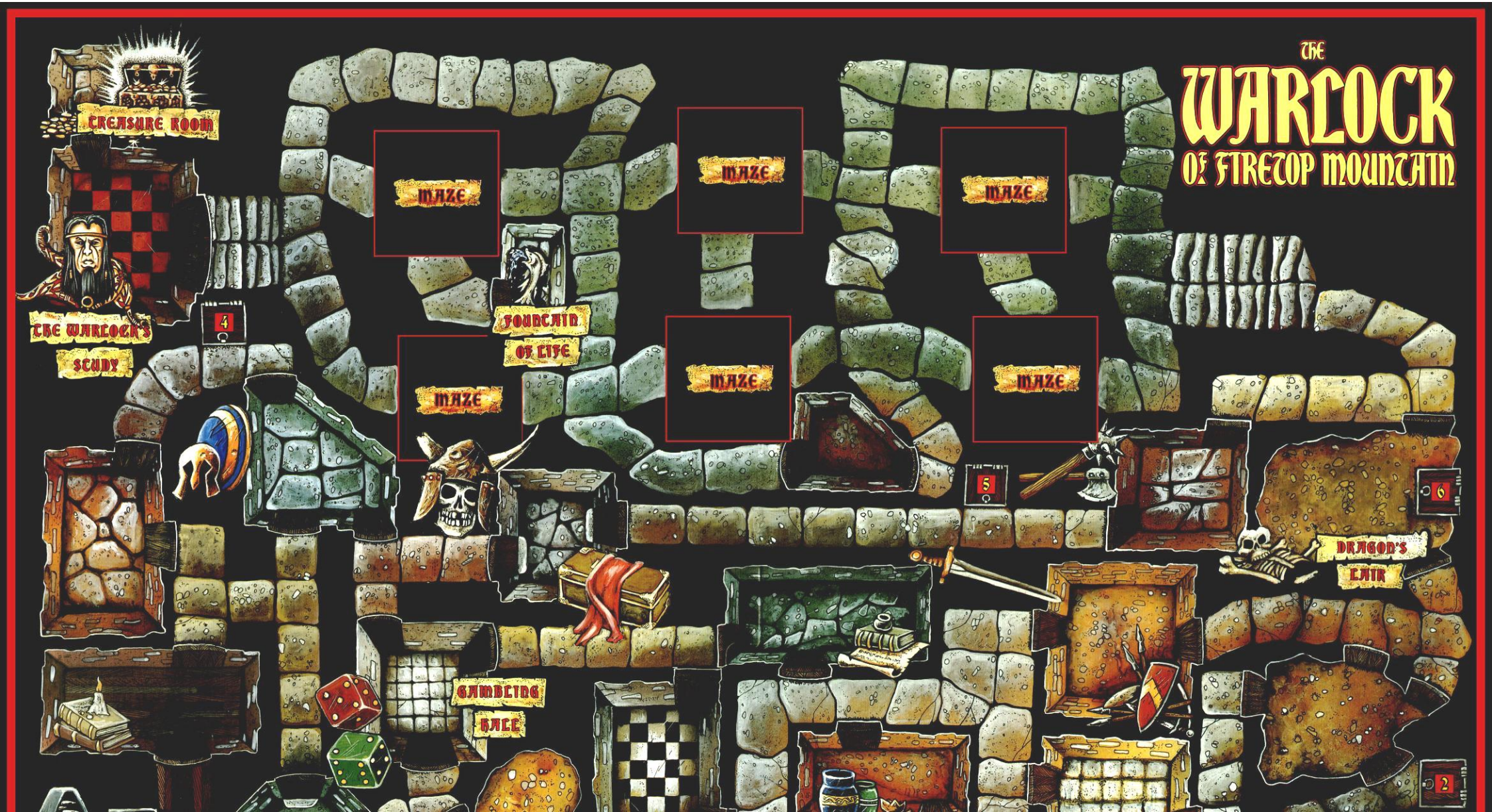
674 *The Warlock of Firetop Mountain* (1982) paragraph 348.

675 *The Warlock of Firetop Mountain* (1982) paragraph 84.

676 *The Warlock of Firetop Mountain* (1982) paragraph 281.

677 On this map, LUCK is referred to as 'Luck Factor' or 'LF', and the STAMINA as 'Strength' or 'Strength Factor'. Interestingly, beneficial items such as the Copper Breastplate above, the shield from the armoury, and the magic sword on the shores of the underground river, are only referred to as '+1' or '+2'. Not only is this very *D&D*ish, it also doesn't specify whether the bonus is to SKILL (or 'Combat Factor' in the original) or Attack Strength. It's also an interesting snippet to note given Ian's reluctance to adequately explain item bonuses in some of his later gamebooks.

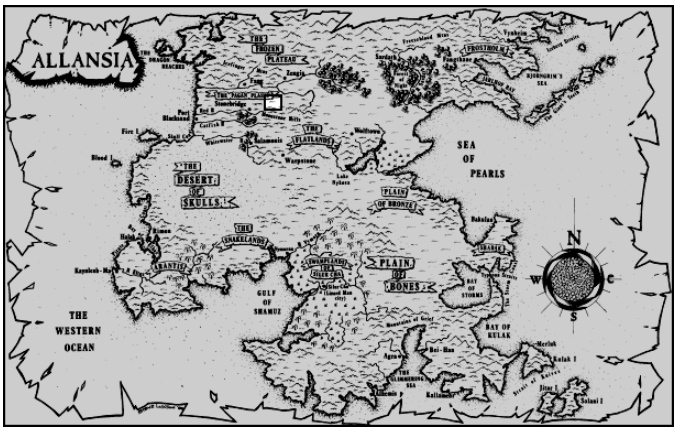
678 *The Warlock of Firetop Mountain* (1982) paragraph 134.


THE
WARLOCK
OF FIRETOP MOUNTAIN
TREASURE ROOM
MAZE
MAZE
MAZE
THE WARLOCK'S
STUDY
4
FOUNTAIN
OF LIFE
MAZE
MAZE
MAZE
5
6
DRAGON'S
LAIR
GAMBLING
HALL
2


LARDER
RIVER
To cross, either:
1 Pay 3 Gold Pieces for the ferry.
2 Paint the RAFT across. Test for Luck. If lucky, arrive safely. If unlucky fall in the river.
3 Cross on the Rickety Bridge. Roll 1 die. 1-4 = Safe 5-6 = Fall in.
Falling in the river: Fight a Crocodile SKILL 7 STAMINA 6
Win = return to south bank.
Lose = die!
MONEY LENDER
ESCAPING
Each time an adventurer escapes, he must lose 1 LUCK point, roll 1 die and refer to the table below for penalties!
1 Escape, no additional penalties.
2 Minus 2 STAMINA.
3 Minus 2 STAMINA.
4 Minus 2 STAMINA; lose lantern.
5 Minus 2 STAMINA; lose lantern.
6 Minus 2 STAMINA; lose lantern and one treasure card chosen at random.
ENTRANCE
Games Workshop 1986

FIRETOP MOUNTAIN

Source: *The Warlock of Firetop Mountain Board Game* (Game Board)
Author: Steve Jackson
Artist: Dave Andrews
Year: 1986
Area: Firetop Mountain



"The locals speak in hushed tones of the Warlock who lurks beneath the mountain, telling stories of the awesome treasures and perilous monsters to be found there…Even the most sophisticated gamers will find hours of enjoyment as they stalk the dungeons in search of glory!"

This fantasy boardgame, with its extra-large full-colour playing board and clear, colourful counters, is based on the legends and rumours surrounding the fearsome dungeons below Firetop Mountain, ruled by the evil Warlock Zagor. Its simple rules can easily be learned, and 2 to 6 adventurers can "venture deep into the very bowels of the earth [to] vanquish the servants of Evil to become lord of Firetop Mountain"![679]

There are definite similarities between the layout of the actual dungeons below Firetop Mountain[680] and this one. For example, the presence of the Fountain of Life, "not a particularly grand affair [it is] a small carved fish";[681] in the book it is to the south of the river, whereas here it is in the centre of the Maze of Zagor, which also appears in the original text.[682] The ever-changing maze on the board is depicted by the use of randomly-dealt cards, with dead ends and ways through which change each game. The presence of a Dragon's Lair on the board also mirrors the original adventure.[683]

As in the iconic scene in the book on the south bank of the "fast-flowing underground river", there are four ways of crossing: punting the raft, crossing the "rickety old bridge", paying the ferryman, or swimming.[684] And the Crocodile, "at least three metres long", pictured near to the bridge, will attack any swimmer—just as in the book.[685]

At least from the artwork, there is a boat house to the north of the river where "a number of skeleton-men [are] working on building a boat of some sort."[686] To the left of the board is a drawing representing the Goblins' torture chamber, which has "various torture devices around the walls."[687] The coffin draped in a red material below the Maze of Zagor is a definite nod toward the Vampire's crypt where "various coffins are strewn about the room."[688]

The helmets (one near the Warlock's Study and one at the bottom of the board near the entrance) are a nod to the unoccupied room at the centre of which "stands a table, and on this table are two helmets."[689] The cards to the bottom left are a reminder that "the Warlock's power comes from his cards"[690]—though not in this boardgame!

The shields and weapons north of the entrance clearly represent the armoury "stocked with swords, shields,

[679] *Warlock #12* (1986) rear cover, *The Warlock of Firetop Mountain* Boardgame advertisement.

[680] See the four pages preceding the game board.

[681] *The Warlock of Firetop Mountain* (1982) paragraph 216. Although, a difference is that the Fountain must be paid for its services in the game (*The Warlock of Firetop Mountain Boardgame* Rules Insert, page 2).

[682] *The Warlock of Firetop Mountain* (1982) paragraph 212; *cf.* paragraph 131.

[683] *The Warlock of Firetop Mountain* (1982) paragraph 106.

[684] *The Warlock of Firetop Mountain* (1982) paragraph 218.

[685] *The Warlock of Firetop Mountain* (1982) paragraph 86.

[686] *The Warlock of Firetop Mountain* (1982) paragraph 383.

[687] *The Warlock of Firetop Mountain* (1982) paragraph 102.

[688] *The Warlock of Firetop Mountain* (1982) paragraph 205.

[689] *The Warlock of Firetop Mountain* (1982) paragraph 134.

[690] *The Warlock of Firetop Mountain* (1982) paragraph 289.

helmets, daggers, breastplates and the like."[691] And to the left of these are the barrels "that contain a clear brown liquid" colloquially known as Rum![692]

On the other hand, there are a number of very intriguing differences. Shylock the Moneylender, for example, is a new character who will lend money to an adventurer, but requires repayment before the adventurer progresses into the Maze of Zagor beyond the Dragon's Lair. He seems to be partly based upon the Mazemaster from the Maze of Zagor: "a grey-haired old man sitting at a desk…covered in papers and parchments of various sorts and [holding] a quill pen."[693]

The Gambling Halls is an amalgam of several different encounters in the original book, and one found elsewhere. Firstly, there is the old man with the Winged Gremlin familiar in the library who wagers with you by rolling white dice.[694] Then there are the gambling Dwarfs of the Maze of Zagor who are wagering on their card game.[695]

The rules are as simple as they are brutal: a pebble is enchanted to explode after a random interval. "The players stand in a circle and toss the rock from one to another around the circle. When the rock explodes, the payer holding it is out of the game—and winds up with badly burned hands! The remaining players are given another Runestone to toss around again and the game continues until there is only one player left."[696]

The Larder is a new room found only in the boardgame, and not in the original book. Here an adventurer can buy provisions to restore their strength.

Many of the Treasure tokens in the game should also be familiar to veterans of Firetop Mountain, such as the Potion of Invisibility,[697] the Eye of the Cyclops,[698] the Giver of Sleep bow and arrows,[699] and the Map of the Maze of Zagor.[700]

These treasures are, of course, guarded by familiar monsters: skeletons,[701] a Ghoul,[702] a Hellhound,[703] a Vampire,[704] a Wight,[705] and other creatures from the depths of Firetop Mountain.

This level of accuracy has led some to wonder whether the designer of this boardgame has actually ventured into the dungeons below Firetop Mountain to gather all these details. It could be, of course, that the mysterious and elusive designer of this game deliberately changed things such as the layout of the dungeon to make it play better as a boardgame; or maybe he is a retired adventurer, looking to make some honest money that doesn't involve slaying monsters. Perhaps he is trying to encourage the current generation to put down their quills and venture off deep beneath the earth, seeking out danger and excitement, righting wrongs, saving worlds, and getting jolly nice monetary remuneration too. A few claim that the designer knows so much about life within Firetop Mountain that it can be none other than Zagor himself! But this is all speculation.

In truth, *The Warlock of Firetop Mountain Boardgame* is unlikely to prove popular in taverns or gambling halls across Titan. The Black Lobster will continue to host Mumblypeg competitions,[706] the Gambling Halls of Vlada in Kharé[707] will more than likely continue with its Wheel of Fortune[708] and the dice game Prediction,[709] and the revellers of the Black Tower will stick to the gruesome and deadly Knifey-knifey.[710] But discerning adventurers looking to hone their skills, or those who want to try out the warrior life without leaving the comfort of their own homes, will certainly enjoy playing *The Warlock of Firetop Mountain Boardgame*. It comes with Zagor's own seal of approval.

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[691] *The Warlock of Firetop Mountain* (1982) paragraph 155.

[692] *The Warlock of Firetop Mountain* (1982) paragraph 330.

[693] *The Warlock of Firetop Mountain* (1982) paragraph 206; *cf.* paragraph 191.

[694] *The Warlock of Firetop Mountain* (1982) paragraphs 84 and 204.

[695] *The Warlock of Firetop Mountain* (1982) paragraph 227. However, the game played in the Gambling Halls—Runestones—is not found in *The Warlock of Firetop Mountain*, but instead first appeared in *The Citadel of Chaos* (cf. *The Citadel of Chaos* (1983) paragraph 278).

[696] *The Citadel of Chaos* (1983) paragraph 278.

[697] *The Warlock of Firetop Mountain* (1982) paragraph 201.

[698] *The Warlock of Firetop Mountain* (1982) paragraphs 193 and 75.

[699] *The Warlock of Firetop Mountain* (1982) paragraph 266.

[700] *The Warlock of Firetop Mountain* (1982) paragraph 212.

[701] *The Warlock of Firetop Mountain* (1982) paragraph 140.

[702] *The Warlock of Firetop Mountain* (1982) paragraph 275.

[703] *The Warlock of Firetop Mountain* (1982) paragraph 249.

[704] *The Warlock of Firetop Mountain* (1982) paragraph 279.

[705] *The Warlock of Firetop Mountain* (1982) paragraph 41.

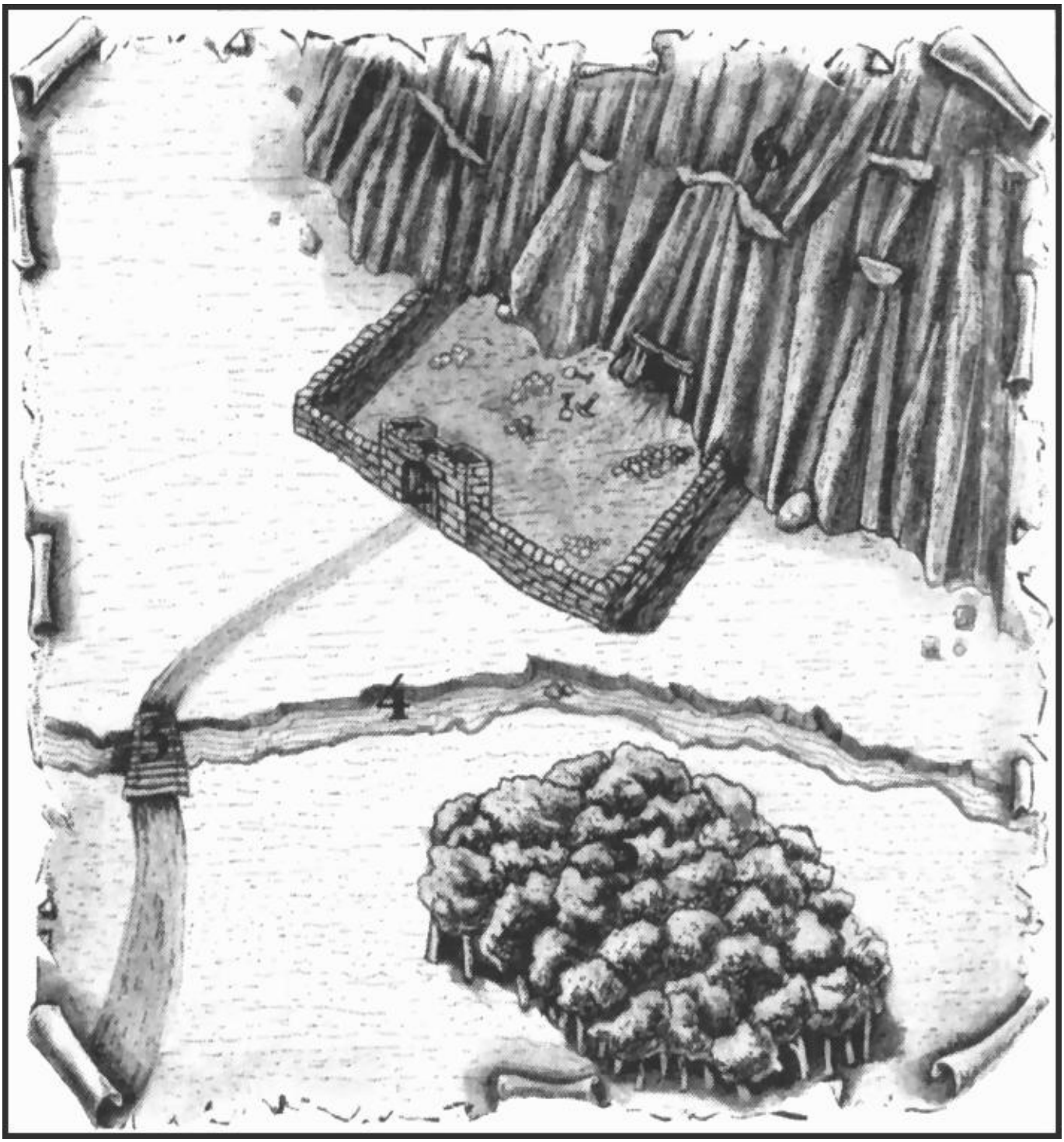
[706] *Titan: The Fighting Fantasy World* (1986) page 126.

[707] *Kharé—Cityport of Traps* (1984) paragraph 89.

[708] *Kharé—Cityport of Traps* (1984) paragraph 25.

[709] *Kharé—Cityport of Traps* (1984) paragraph 188.

[710] *Titan: The Fighting Fantasy World* (1986) page 126; see also *The Citadel of Chaos* (1983) paragraph 365.



BATTLE OF GREY ROCK

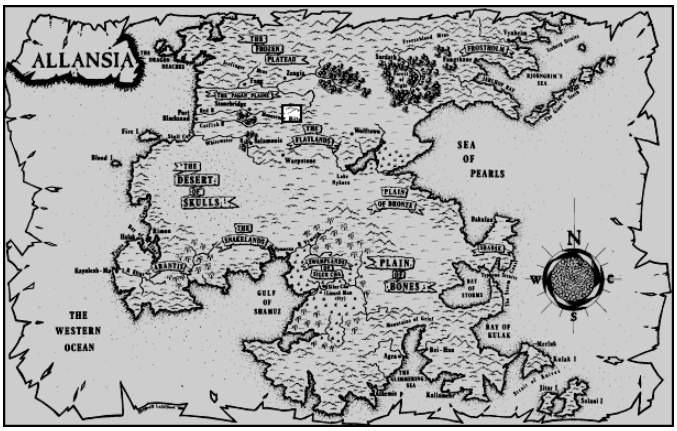
1. MINE ENTRANCE **2. GATEWAY**

3. BRIDGE **4. RIVER**

5. TREES **6. ROCK FACE**

GREY ROCK

Source: *Warlock #12: The Battle of Grey Rock* (page 10)
Author: Graeme Davis
Artist: Dave Andrews
Year: 1986
Area: Moonstone Hills



"Grey Rock is a dwarven gold mine hidden away in the Moonstone Hills. The dwarfs have lived and mined there for centuries, and it has always been peaceful."[711]

The Moonstone Hills in central northern Allansia are bleak and lonely. Few would choose to make it their home, and those that do, such as Barbarians,[712] Wild Hill Men,[713] or the fearsome Wild Elf Women[714] are not organised into any kind of societal structure, "typically dwell[ing] in crude grass huts or caves."[715] Those more civilized individuals that venture forth into these hills are solitary prospectors, in search of gold.[716]

Conversely, Allansian Dwarfs, on the whole, are a gregarious bunch, happy to venture out into the wilds in search of adventure and to give Evil a royal kick in the rear that it so richly deserves. Names such as Bigleg, Stubb Axecleaver, and Morri Silverheart—Stonebridge Dwarfs through and through—are well known in this area of Allansia for their brave deeds.[717] Other Dwarfs live quieter lives, though no less eventful. This will soon include the Dwarfs of Grey Rock.

The gold mine at Grey Rock also contains "an incredibly rich deposit of Truestone, an extremely rare mineral which is used in ancient and powerful conjurations", though the dwarfs of the mine do not yet understand its importance. Predictably, an evil sorcerer called Mandrax *does* know its power, and "if he can only obtain it, his powers will be virtually limitless." In order to wrest control of the mine from the Dwarfs and "enslave them all", he has "recruited a tribe of local Orcs…known as the Bone Breakers."[718]

The main tribe of Orcs in the Moonstone Hills is the Clawed Eye "led by the ageing chief Urgari Grinning-Teeth and his twenty-three sons." The Clawed Eye tribe are "named after a famous, one-eyed tribal hero."[719] This tribe is described as coming from the central Moonstone Hills; this indicates that Grey Rock is not centrally placed, and must be located on the fringes of the Moonstones.

As is typical for their cowardly kind, Mandrax and the Orcs intend to attack when "the only Dwarfs manning the walls are a few sentries."[720] He plans to take with him 150 Orcs and can raise 50 to 100 skeletons with his necromancy. In an effort to tip the scales in his direction, he has instructed the rowdy Orcs how to build a battering ram which he plans to use to destroy the gate. The Dwarf mine is heavily fortified, however, and well guarded by 200 strong Dwarf warriors.[721]

The river is described as being fast-flowing; so much so that swimming across it causes problems even for the strong Orcs.[722] It is probably a tributary to the Red or Silver Rivers, meaning it flows east to west. This would site Grey Rock towards either the northern or southern edge of the Moonstone Hills.

The trees form a small overgrown copse or spinney, quite typical of the woods found in the valleys of the Moonstone Hills, with "tall, gnarled trees…[and] thick undergrowth."[723]

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[711] *Warlock* #11 (1986) page 8.

[712] *Crypt of the Sorcerer* (1987) paragraph 178.

[713] *Out of the Pit* (1985) page 67.

[714] *Crypt of the Sorcerer* (1987) paragraph 7.

[715] *Out of the Pit* (1985) page 67.

[716] *Crypt of the Sorcerer* (1987) paragraph 33.

[717] *Titan: The Fighting Fantasy World* (1986) page 49.

[718] *Warlock* #11 (1986) page 8.

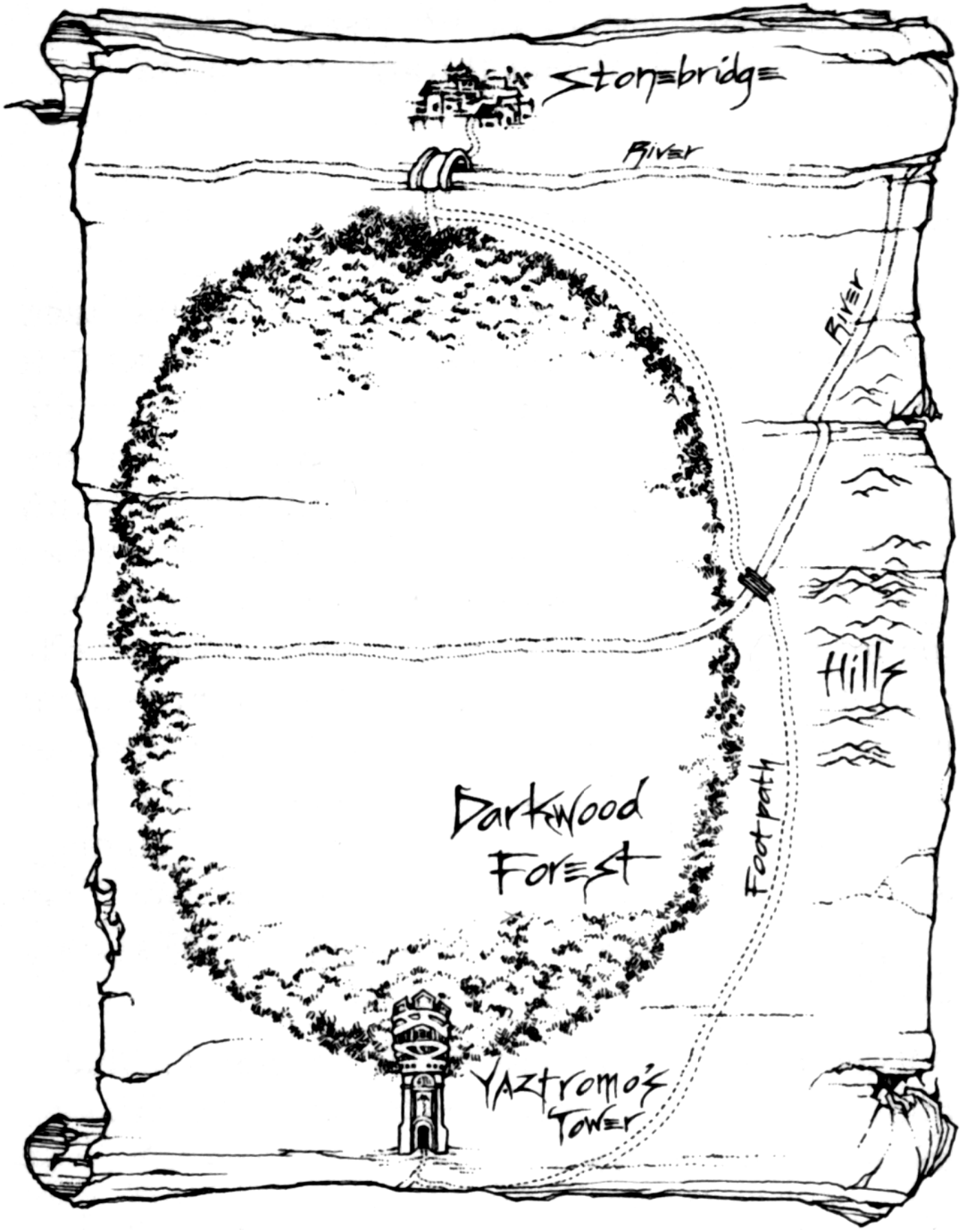
[719] *Titan: The Fighting Fantasy World* (1986) page 77.

[720] *Warlock* #11 (1986) page 9.

[721] *Warlock* #11 (1986) page 8; *cf.* the colour insert in the centre pages of the issue.

[722] *Warlock* #11 (1986) page 9.

[723] *Crypt of the Sorcerer* (1987) paragraphs 280 and 292; quote is taken from paragraph 203.


Stonebridge
River
River
Hills
Footpath
Darkwood
Forest
Yaztromo's
Tower

DARKWOOD FOREST

Source: *The Forest of Doom* (page 22)
Author: Ian Livingstone
Artist: Malcolm Barter
Year: 1983
Area: Darkwood Forest



This iconic depiction of Darkwood Forest is the oldest map that appears in this Atlas. Despite appearing so early on in the series, before the world of Titan had even been devised, Malcolm Barter's map perfectly depicts the sparsely populated wilderness that would come to characterise northwestern Allansia. One of the chief ways in which this is done is by the lack of names for the geographical features. Neither the Red River nor the Catfish River is named on the map, and these names are also missing from the text of the book. Similarly, the western arm of the Moonstone Hills is shown merely as an unnamed area of 'Hills'.[724]

Such a visual depiction of unpopulated wilderness also perfectly complements the sparse style of the book's text. Livingstone quite clearly eschews detail in favour of brevity in his earlier books, and the map follows a similar pattern. This lack of named reference points and human habitation really bears out that "these are strange lands, inhabited by weird and loathsome beasts."[725] When finally the adventurer reaches the northern eaves of Darkwood and walks "out of the trees into a ploughed field",[726] such trappings of civilization, albeit a Dwarven one, seem somehow incongruous after the dangers of Darkwood Forest and the wild, untamed nature of the northern borderlands.

The book itself describes this area to the south of Darkwood Forest as the "northern borderlands of your kingdom", stating that "not once during the last ten days since entering the northern borderlands have you set eyes upon another person."[727] Later maps call this area south of Darkwood Forest the Windward Plain, the nearest city to which is Chalice on the Silver River.[728] Further south is the Kingdom of Salamonis, though its distance from the Windward Plain seems too considerable for it to have borders toward Darkwood Forest. This seems to be borne out by the events of 285 AC.

A marriage alliance was proposed between Barinjhar, son of King Pindar of Chalice, and Sarissa, daughter of King Salamon LVII of Salamonis. However, Barinjhar had no desire for such an alliance for fear of Chalice becoming nothing more than a vassal city-state, allowing Salamonis to extend its borders northwards and become a small empire.[729]

This being the case, it could be that the term "northern borderlands" refers to a wild area of the Windward Plain some days' walk northwest from Chalice, and adventurer in this vicinity could therefore hail from an outlying village under the protection of that city-state.

Alternatively, the term northern borderlands could be an old term referring to kingdoms long since perished. If the ancient kingdom of Allansia, with its capital city of Carsepolis, stretched this far east, or if the kingdom of Salamonis extended further north before the War of the Wizards, then this archaic term could have stuck in the memory of those living in countryside that once belonged to either kingdom.[730]

[724] This was the first map to appear in the *Fighting Fantasy* series. Despite this, the Red and Catfish Rivers, and the Moonstone Hills, are named on the first ever map of Allansia in *Warlock* #1 (1984), and have thus been parts of the accepted geographical canon of Allansia right from the start.

[725] *The Forest of Doom* page 20.

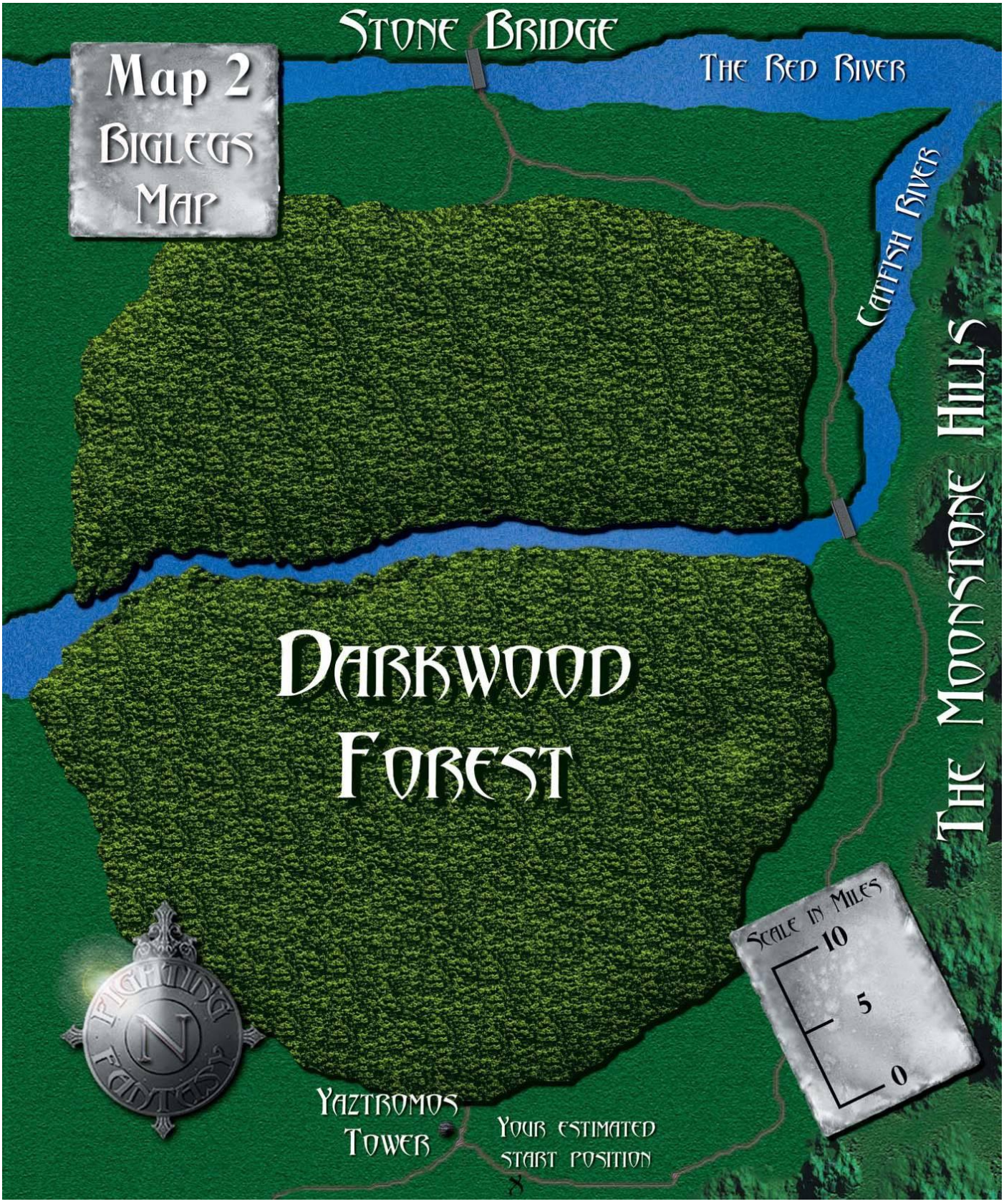
[726] *The Forest of Doom* paragraph 311.

[727] *The Forest of Doom* page 20.

[728] For example, see the colour map for *Crypt of the Sorcerer* (1987).

[729] See *Dungeoneer* (1989) pages 40 and 89.

[730] For more information on the War of the Wizards and Carsepolis, see *Titan: The Fighting Fantasy World* (1986) pages 41–42 and *Blacksand!* (1990) pages 118–9.


Stone Bridge
The Red River
Map 2
Biglegs
Map
Catfish River
The Moonstone Hills
Darkwood
Forest
Scale in Miles
10
5
0
Fighting
Fantasy
Yaztromos
Tower
Your estimated
start position

DARKWOOD FOREST

Source: *The Forest of Doom d20 Module* (page 8)
Author: Jamie Wallis
Artist: Jamie Wallis
Year: 2004
Area: Darkwood Forest



This map is a more recent reimagining of Darkwood Forest.[731] Since it takes the original map as a template, it is mostly accurate, though the label for 'Stone Bridge' is incorrect and should instead be 'Stonebridge'.[732] The omission of the possessive apostrophes in 'Yaztromos Tower' and 'Biglegs Map' is evidence of sloppy editing.

The shape of Darkwood Forest is more pleasingly organic on this map than on the one showing the various encounters within.[733] It is also apparent on this map that the eastern border of Darkwood is the western edge of the Moonstone Hills, where the thinner soil of the hills gives way to the deeper soil of the western plains of Allansia.

The eastern path circumnavigating Darkwood Forest is also present on the original map of Darkwood Forest. This skirts the Moonstone Hills, and during the "long walk around Darkwood Forest you are attacked by a large group of Wild Hill Men."[734] Two of these "sinewy men with long hair and beards"[735] dwell on the hilly grassland to the north of the Catfish River within Darkwood Forest. These "primitive humans related to Neanderthals and Cavemen" are found in the Moonstone Hills,[736] particularly along the western flank where they can observe travellers using the road alongside Darkwood, ambushing them from behind boulders.[737]

The scale attached to the map could have been quite useful, but it is inaccurate, since it makes the journey from Yaztromo's Tower to Stonebridge approximately 60 miles as Vermithrax[738] flies. A more realistic distance would be half that. Taking into account that you can cross Darkwood Forest in roughly a day, assuming a man walks at a constant 4 miles per hour, Darkwood Forest is between 20 and 24 miles wide. This is based on the fact that Darkwood is roughly 1½ times tall as it is wide, and it takes approximately 1½ days to travel from Yaztromo's Tower to Stonebridge—morning start for the first day; arriving in the afternoon of the second day—with one night spent in Darkwood, just north of the Catfish River.[739]

Halving the scale on this map to make the north–south distance 30 miles instead of 60 miles has the interesting effect of making Darkwood *20 miles wide*, which is a much more reasonable size, and fits exactly with the postulated distances given in the previous paragraph.

[731] *The Forest of Doom* (1983) page 22.

[732] *The Forest of Doom* (1983) page 22; *cf.* paragraph 204.

[733] *The Forest of Doom d20 Module*, inside cover; see the following two pages for a discussion of that map.

[734] *The Forest of Doom* (1983) paragraph 98.

[735] *The Forest of Doom* (1983) paragraph 90.

[736] *Out of the Pit* (1985) page 67; see also *Caverns of the Snow Witch* (1984) paragraph 50.

[737] *Crypt of the Sorcerer* (1987) paragraph 103

[738] *The Forest of Doom* (1983) paragraph 160; *Titan the Fighting Fantasy World* (1986) page 64.

[739] *The Forest of Doom* (1983) paragraph 65; *cf.* paragraphs 66, 162, and 178.



1. Yaztromo's Tower
2. Trapped Rogue
3. The Shapechanger
4. Chair of Life-Draining
5. Hunted Boar
6. Quinn's Hut
7. A Waterfall
8. The Witch's House
9. Lucky Find
10. An Ungrateful Captive
11. Stepping Stones
12. Vermithrax the Crow
13. Stingworm Lair
14. The Ogre's Cave
15. A Tree House
16. Killer Bees!
17. Rickety Bridge
18. Poisonous Fruit
19. Mother Bear
20. Harrek the Centaur
21. Catfish River
22. Giant Spiders' Lair
23. Cave Troll's Cave
24. Adam the Cleric
25. An Abandoned Hut
26. Spiked Pit Trap
27. Sword in the Stone
28. Wild Hill Men
29. The Gremlins' Well
30. Arragon the Archmage
31. Healing Mud
32. Fungus
33. Cat-Folk
34. Enslaved Elemental
35. Trumble (Mirewater Dwarf)
36. The Crypt
37. Forest Giant
38. Wyvern's Nest
39. Forest Bandits

DARKWOOD FOREST

Source: *The Forest of Doom d20 Module* (inside cover)
Author: Jamie Wallis
Artist: Jamie Wallis
Year: 2004
Area: Darkwood Forest



This detailed map of Darkwood Forest shows in detail all of the encounters one might be likely to meet in the dark, dingy depths of Darkwood Forest.[740]

The northernmost label on the map refers to Stonebridge as a city. However, in other sources we are told: "Beyond the bridge are the small cottages and wooden huts of a village. A sign on the bridge reads 'Stonebridge'."[741]

According to the definitive text on the area, Darkwood Forest contains a large grassy plain at its heart: "…the path leads out of the trees on to a large plain with tall grasses."[742] This plain extends north for about a day's journey, until "…you see the dark wall of Darkwood Forest looming up before you once again. The path leads directly into the thick undergrowth…"[743] This large plain, on which can be found "the best game in all the northern borderlands",[744] and the hills, gullies, and valleys to the north of the Catfish River[745] are all absent from the map.

Additionally, the map's representation of Darkwood Forest is unrealistically regular. A real forest sprawls irregularly in all directions, and this is shown in depictions of Darkwood Forest on other, larger scale maps.

This regular, rectangular shape of Darkwood Forest also causes problems with trying to place Xortan Throg's tower.[746] Similarly, there is no reference to the Elven treetop town of Caëranos,[747] nor is mention made of the village of Shuggur, home to Uglar's, one of "the best Orc eateries this side of the Moonstones"![748]

Several encounters from the original book have been omitted, such as the Wolves,[749] the Boulder Beast,[750] the mysterious storm cloud,[751] and the Death Hawks.[752] Additionally, the Encounter numbered 25 (the abandoned hut) is incorrectly placed, and should be moved just to the north of the wooden bridge (Encounter 17).[753]

Despite these errors, there is still much to like about this map, not least for the fact that it clearly depicts how all of the outdoor forest encounters[754] relate geographically to each other, and to the source material. Interestingly, two characters whose names were not mentioned in the original source are named here: Harrek the Centaur, and Adam the Cleric.[755]

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[740] This is based on information found in Ian Livingstone's 1983 gamebook *The Forest of Doom*. There are some quite notable discrepancies between the text of that book and this map, however.

[741] *The Forest of Doom* (1983) paragraph 204.

[742] *The Forest of Doom* (1983) paragraph 109; *cf.* paragraphs 119, 300, and 329.

[743] *The Forest of Doom* (1983) paragraph 144; *cf.* paragraphs 149, 150, and 390.

[744] *The Forest of Doom* (1983) paragraph 194.

[745] *The Forest of Doom* (1983) paragraph 198 *et al.*

[746] *Dungeoneer* (1989) pages 32–3. Although *Dungeoneer* did not appear in print until six years after the publication of *The Forest of Doom,* it was published with Steve and Ian's names on the cover as part of their *Presents* range, and so should be considered canonical.

[747] *Titan: The Fighting Fantasy World* (1986) page 101.

[748] *The Fighting Fantasy 10th Anniversary Yearbook* (1992) pages 127–8.

[749] *The Forest of Doom* (1983) paragraph 330.

[750] *The Forest of Doom* (1983) paragraph 84.

[751] *The Forest of Doom* (1983) paragraph 163.

[752] *The Forest of Doom* (1983) paragraph 231.

[753] *The Forest of Doom* (1983) paragraph 314.

[754] As found within Ian's first solo gamebook effort.

[755] While Harrek is a Titan-esque name befitting a centaur, one has to wonder about the choice of "Adam" as the name for a human friar, who has been appointed a cleric here, presumably because all priests fall under the catch-all term of "cleric" in *Dungeons and Dragons*.



KEY

1. The Well
2. Gremlin Chief
3. Barracks
4. Boxed Gremlin

GREMLINS' WELL

Source: *The Forest of Doom d20 Module* (page 19)
Author: Jamie Wallis
Artist: Jamie Wallis
Year: 2004
Area: Darkwood Forest



Deep within the grassy hills within northern Darkwood Forest is an abandoned stone well with a secret.[756] The ladder leading down the inside of the well leads to a small tunnel leading north into the depths of the rocky soil far below the surface. This tunnel is "circular and has a diameter of one metre."[757] The tunnel is "lit by torches at regular intervals",[758] and is so low and narrow that a human must crawl along the passages as they are unable to walk.

This small dungeon complex has been burrowed out by Gremlins. "[Wingless] Gremlins are tiny humanoids found lurking in underground caverns where they live off small insects and animals. [They] stand up to half a metre tall…They are skilled at burrowing through the earth."[759]

The dungeon is overseen by the Gremlin Chieftain located in the cave marked Location 2 on the map. He has "a long nose and pointed ears" and "a large medallion hangs from his neck on a silver chain."[760] A curtain (not shown on this map) is draped across the entrance to the cave, preventing the Gremlin Chieftain from being observed covertly.[761]

The cave at Location 3 is described as "the lair of an intelligent creature for it contains small pieces of furniture." A wooden box is used by the Gremlin living here as an impromptu hiding place.

Location 4 is the living quarters of two Gremlins. "The cave is very small and filled with tiny bits of furniture and all manner of objects and curios." Typically of their kind, these Gremlins are described as "green-skinned creatures with small bodies and large heads; they have pointed ears and long noses."[762]

Both the Gremlins in Location 4 and the Gremlin Chieftain are in the possession of "hand-made clay figures of human hands…painted with bright red glaze."[763] It could be assumed, then, that the Gremlins are mining out clay and/or some mineral deposit that is used to create the red glaze. Quite what the purpose of the hands is remains a mystery.

It is known, however, that Gremlins delight in causing trouble, such as those of the Witchtooth Line in Gallantaria who overran the town of Cumbleside. It was there that "the Lady Cassandra, gentlewoman of the court, was captured and imprisoned by Gremlins for their own amusement."[764]

Whatever the Gremlins of Darkwood Forest are doing, then, it would seem to be something designed to wreak havoc among humans in the surrounding area.

[756] *The Forest of Doom* (1983) paragraph 359.

[757] *The Forest of Doom* (1983) paragraph 172.

[758] *The Forest of Doom* (1983) paragraph 122. This contradicts what is said in *The Forest of Doom*d20 module on page 19: "There is no light down below in the Gremlins' tunnels."

[759] *Out of the Pit* (1985) page 63.

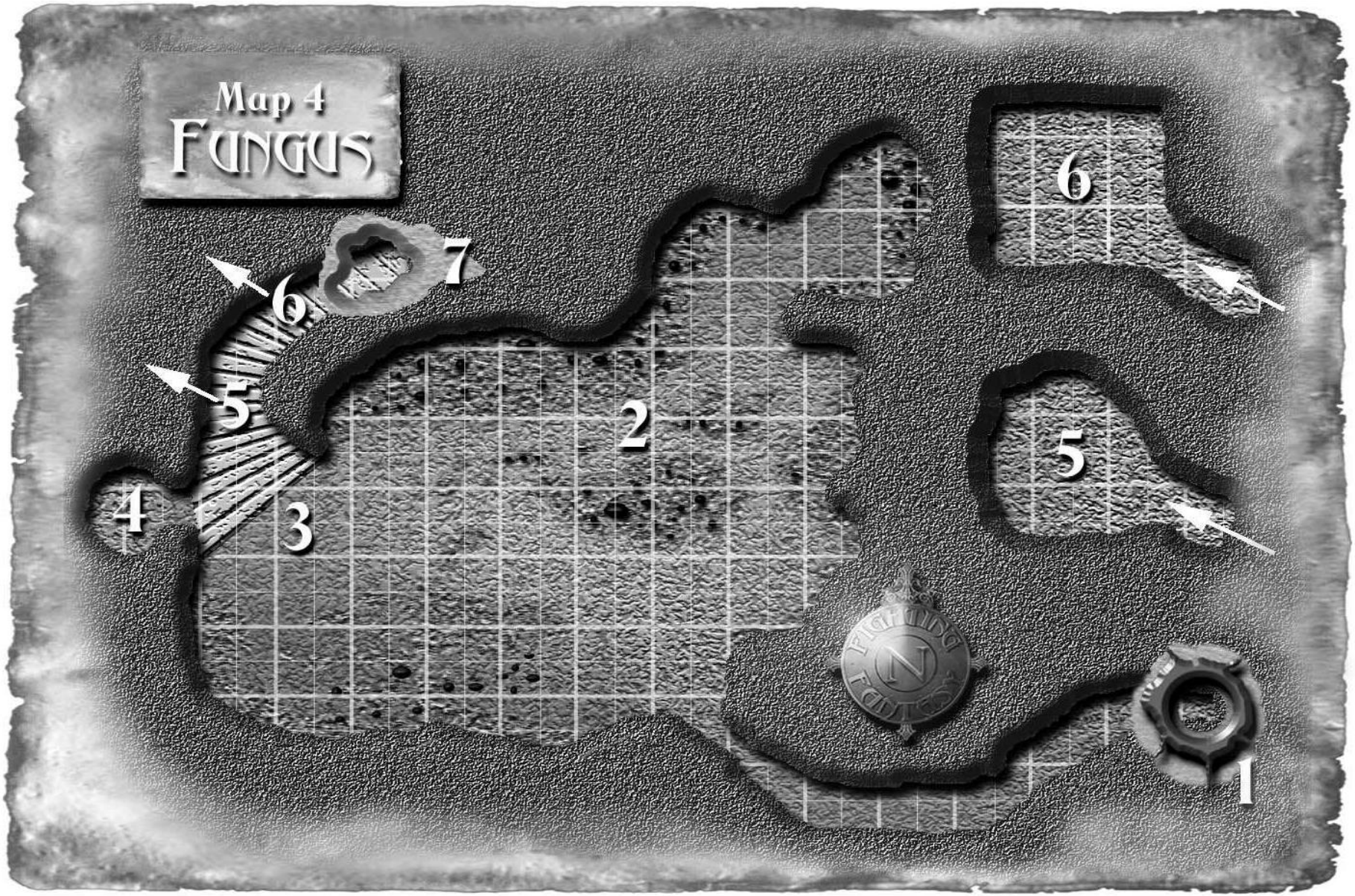
[760] *The Forest of Doom* (1983) paragraph 71.

[761] *The Forest of Doom* (1983) paragraph 151.

[762] *The Forest of Doom* (1983) paragraph 49; *cf. Out of the Pit* (1985) page 64.

[763] *The Forest of Doom* (1983) paragraph 371; *cf.* paragraph 71.

[764] *The Tasks of Tantalon* (1985) page 26.



1. The Hollow Tree
2. Fungus Beds
3. Stairs Up
4. Alcove: Chest
5. Alcove: Clone Warriors
6. Alcove: Lesser Fire Demon
7. The Way Out

Clone caverns

Source: *The Forest of Doom d20 Module* (page 21)
Author: Jamie Wallis
Artist: Jamie Wallis
Year: 2004
Area: Darkwood Forest



In the hills within Darkwood Forest to the north of Catfish River is an old, dead tree with a hollow trunk that gives access to a tunnel[765] five metres below ground[766] and only one metre in height.[767] "The tunnel goes deeper underground, heading west some sixty metres before opening out into a vast cavern with green slimy walls. A shaft of daylight shines down from the roof of the cavern."

This cavern is home to "small, pale-skinned humanoids" that are "tending crops of different coloured fungi", "bending down occasionally to remove unwelcome insects and weeds from the crop." "A stream trickles through the cavern" helping to irrigate these red and green mushrooms. The light is provided by a hole in the cavern roof, and "stone steps rise past alcoves on the far wall" to this hole, as a safer means of access than the hollow tree.[768] The green-topped fungus they cultivate is delicious and nutritious to creatures from the Earthly Plane,[769] though the red-topped fungus is poisonous to Titan's creatures.[770]

The humanoids are Clones. In the Hierarchy of the Pit, they are ranked "*Sextus*: The Brainless Ones", and they are used as workers[771] to farm and harvest "various species of giant mushroom found only on the Earthly Plane" for the "lavish banquets of the Demon Princes of Hell", who regard such things as a rare delicacy. This is just one of "a number of farms in isolated underground caverns" spread across Titan. The Clones themselves are "placid, brainless beings, able only to tend their fungi." Upon death, "their bodies dissolve into different-coloured pools of water, from which a fresh mushroom will sprout."[772] Typically, this will be a purple-topped fungus, the head of which quickly pops open and envelops the attacker in a cloud of poisonous gas: the Clone's only attack coming after their death.[773]

"The steps are made of stone, chiselled into the wall of the cavern" and they are "wet from slime which drips down the walls." The first alcove beside these steps is a store room for the plantation Commander, and contains a barrel and a wooden chest.[774]

The second alcove contains four Clone Warriors, whose job it is to protect the fungus plantation from outside interference. "Clone Warriors are slightly taller than the workers they guard; they dress in leather armour" and carry spears. They keep watch on both the Clone Workers and the surrounding area.[775]

The third alcove contains the Commander of the plantation, a Fire Demon. "The beast is shaped like a man, but has wings and carries a flaming sword" and "a whip." The creature also sports "a golden crown" on its head.[776] The Commander will control the Clones by means of this crown, which "enables the wearer to give and receive telepathic speech."

"The command of a fungus plantation is often given to wayward Demons as a punishment…In such cases, the crown can only be removed from their heads by a Greater Demon", or after the death of the Commander wearing it. The Clone Cavern beneath Darkwood is one such punishment duty, though the infraction committed to receive such a punishment remains unknown.

[765] *The Forest of Doom* paragraph 3.

[766] *The Forest of Doom* paragraph 322.

[767] *The Forest of Doom* paragraph 136.

[768] *The Forest of Doom* paragraph 69.

[769] *The Forest of Doom* paragraph 269.

[770] *The Forest of Doom* paragraph 16.

[771] *Titan: The Fighting Fantasy World* (1986) page 74.

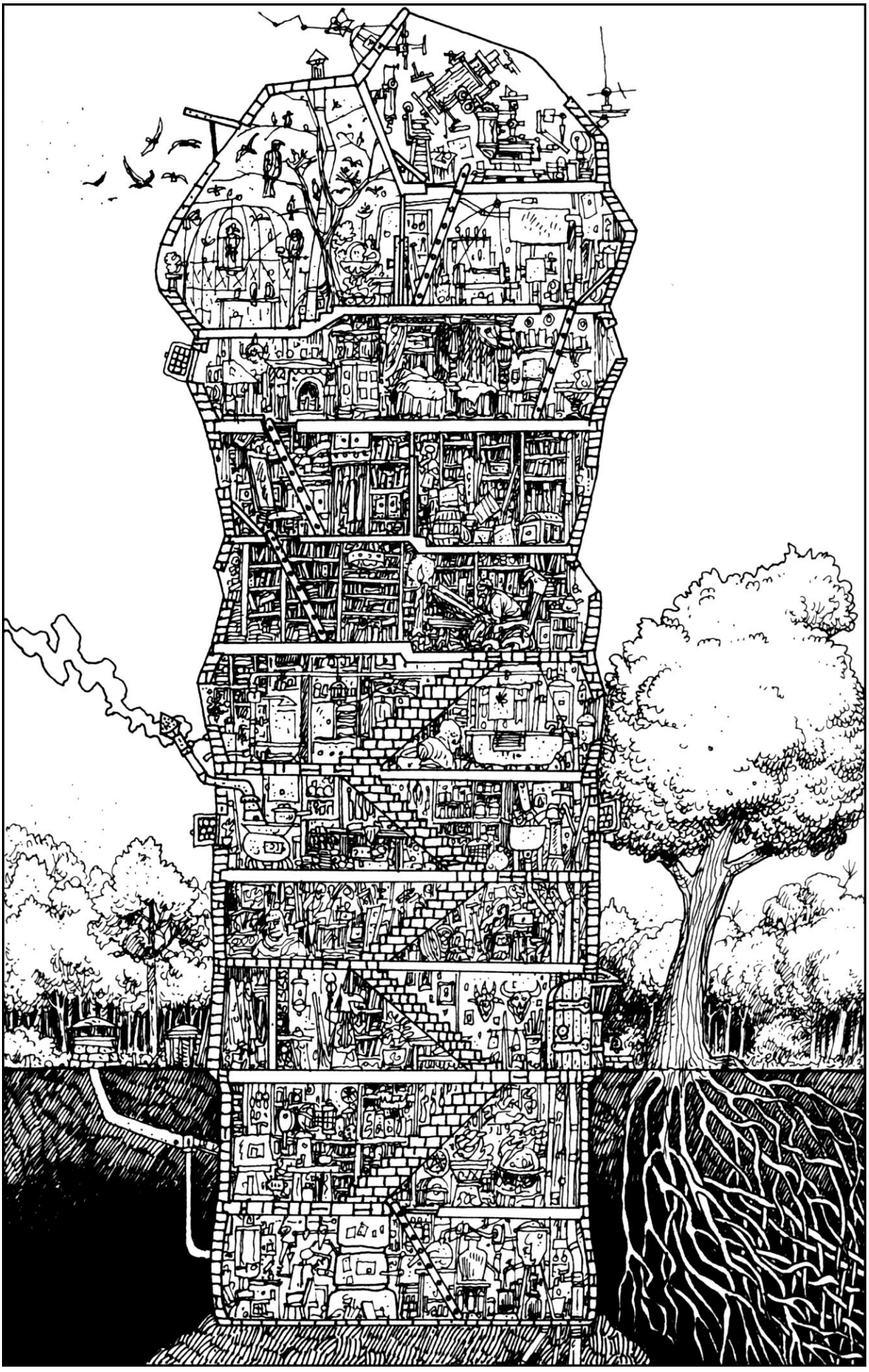
[772] *Out of the Pit* (1985) page 29.

[773] *The Forest of Doom* paragraphs 264 and 367.

[774] *The Forest of Doom* paragraph 293.

[775] *Out of the Pit* (1985) page 29.

[776] *The Forest of Doom* paragraph 107.



YAZTROMO'S TOWER

Source: *Titan: The Fighting Fantasy World* (page 65)
Edited by: Marc Gascoigne
Artist: Russ Nicholson
Year: 1986
Area: Darkwood Forest



This superb illustration of Yaztromo's Tower captures perfectly the written descriptions of the home of Darkwood Forest's most irascible wizard: "Shelves, cupboards and cabinets line the walls, all filled with bottles, jars, weapons, armour and all manner of strange artefacts." In amidst all this "general clutter" is Yaztromo's "old oak chair."[777] This chair is said to be located in "a large room at the top of the tower." However, it is unlikely that any visiting adventurer would be aware of the aviary and observatory at the very top of the tower, so this does not cause any real continuity issues. In any event, the spiral staircase which is mentioned in numerous sources as leading to the top of the tower ends at the room with Yaztromo's oak chair, with ladders leading further up into the higher storeys.[778]

The tower is built of white stone, and is the work of the Dwarfs of Stonebridge, whom Gereth Yaztromo engaged after a year living with the Wood Elves of Darkwood Forest. Although the Dwarfs were naturally suspicious of the Elves, "they liked the wizard, and thought his staying close at hand was a great idea." Augmented by "a little magic", the tower was complete and Yaztromo moved in "within the year."

The tower has a great many chambers, "including an observatory and several cellars designed for magical experiments." Yaztromo spends most of his time in his study-cum-library, which is "always overflowing with books, papers, magical paraphernalia, animals, birds and much, much more." Indeed, "there is barely enough room for his favourite old oak armchair"! From this room Yaztromo "keeps regular tabs on most of what goes on in this corner of Allansia."[779] Yaztromo is even aware of things that are going on beyond the world of Titan, sometimes involving himself by use of magical projection in the affairs of other worlds.[780]

The massive oaken door was probably made from a tree from Darkwood Forest itself, and the distinctive "brass bell that hangs in the stone archway" can be heard everywhere in the tower—and for quite some way outside the tower too! In the immediate surrounds, Yaztromo's herb garden is much more orderly than his tower, and he is often found tending it.[781] The covered wells in the garden look from afar as though they are flower containers; but Yaztromo is much more practical. They are chimneys atop flues from the cellars where the grumpy old wizard carries out strange experiments.

It is apparent that the general clutter of the tower has been accumulated over some years—the mind boggles as to how the massive stone head on the first floor was brought inside the tower!—though at least some of it must be used in making the one-use magical items[782] which he sells in order to buy the sugared cakes he so dearly loves.[783]

One eye-witness account describes it as follows: "The spiral staircase…seemed to go on forever. From time to time he'd peered through doors into rooms packed full of every kind of rubbish imaginable: stuffed animals, peculiar contraptions and trays of specimens of rocks and plants, stacks of paintings, bundles of wood, endless jars of dried herbs and spices and the paraphernalia of alchemists, and a hundred and one other things."[784]

[777] *The Forest of Doom* (1983) paragraph 261; *cf. Temple of Terror* (1984) paragraph 1.

[778] *The Forest of Doom* (1983) paragraph 261 and *Temple of Terror* (1984) paragraph 1.

[779] *Titan: The Fighting Fantasy World* (1986) page 64.

[780] *Legend of Zagor* (1993) page 37.

[781] *Crypt of the Sorcerer* (1987) page 19.

[782] *The Forest of Doom* (1983) paragraph 261.

[783] *Titan: The Fighting Fantasy World* (1986) page 64.

[784] *Skullcrag* (2004) page 98.


FUNGUS
BEDS
Aiù Lindàlé
Kerithrion

TÌRANDUIL KELTHAS

Source: *Titan: The Fighting Fantasy World* (page 97)
Edited by: Marc Gascoigne
Artist: Steve Luxton
Year: 1986
Area: Darkwood Forest



"After the First Battle, when the gods departed to take their places in the heavens," the Elven race "grew in power and learning, bringing unity and lore to many parts of Titan." Not wishing to become too involved in the everyday matters of the other races, "they kept themselves pretty much to themselves, living in their forest villages and palaces", occasionally venturing out into the world to give aid when and where it was needed. This was not enough for some Elves, who "became disenchanted by the neutral attitude of the Elven peoples. They believed that since the Elves were the wisest, the longest-lived, the most skilled, and the strongest of all the races, they were natural candidates for being the lords and masters of all the other races."[785]

Defying the Elven Council, Prince Viridel Kerithrion, leader of an Elven clan, "was the most vociferous of all those arguing for greater power and strength." However, "unknown to Elves outside his own clan…Viridel was an acolyte of Slangg, god of malice, who was known to the Elves as Ar Anwar Gerithan, 'Grey Whisperer in the Shadows'." Since the Time of Legends, he had been worshipped "by Elves who wished to learn more about the transient ways of humans and other short-lived races." The Elves who worshipped him considered him to be "the embodiment of the human spirit—malicious, petty, vengeful, and violent."[786]

When his anger at the non-committal stance of the Elven Council grew to great, Viridel gathered together all the warriors of his clan and marched on the Council "which at the time was based in a large citadel on the edge of what is now the Flatlands", and seized power over the Elven nations. Reaction to his conquest was speedy in coming, and "within three days a massive Elven army was camped around the palace of the Council." By means of a diversionary tactic—three of Kerithrion's captains marching from the ruins waving the green banners of truce—the rebel forces "slipped away through tunnels they had been building" during the siege.[787]

Eventually, Kerithrion's clan retreated into the mountains to the west, an area now known as the Moonstone Hills, and from there they went underground, "taking over an all-but-abandoned Dwarf city." They sealed the ways behind them, thriving underground for many centuries, exploring every inch of their lightless domain. Through necessity "they discovered how to grow fungus and moss for food, and how to breed lizards and giant insects. They learnt how to work rock, and expanded westward until they chanced upon a series of natural caverns deep under Darkwood Forest." They began worshipping other deities too, such as Myurr. "They changed from creatures of light and truth and beauty into a sickeningly decadent race of ghoulish Demon-worshippers—the Dark Elves."[788]

Their capital city beneath Darkwood is called Darkside, or *Tìranduil Kelthas* in the corrupted Dark Elf tongue. "It is built in an enormous natural cavern, lit only by the dim glow of phosphorescent plants and fungus and glimmering lanterns." Dark Elf architecture is alien, and the city is a "bizarre, twisted place, with towers and walls jutting out at many different levels…Alleys twist and wind between weirdly-shaped houses; squares may be surrounded by walls so that no one can enter them; nightmarish parks and gardens glimmer in the light of caged fireflies, while giant beetles scuttle in the mossy undergrowth."At the centre of the city is "the Palace of Kerithrion, the *Aiù Lindàlé Keithrion*." It is built of black crystal and towers menacingly over the city.[789]

[785] *Titan: The Fighting Fantasy World* (1986) page 94.

[786] *Titan: The Fighting Fantasy World* (1986) page 94.

[787] *Titan: The Fighting Fantasy World* (1986) pages 94–5.

[788] *Titan: The Fighting Fantasy World* (1986) page 96.

[789] *Titan: The Fighting Fantasy World* (1986) page 96.



TÌRANDUIL KELTHAS (OVERVIEW)

Source: *Titan: The Fighting Fantasy World* (page 95)
Edited by: Marc Gascoigne
Artist: John Sibbick
Year: 1986
Area: Darkwood Forest



(continued from previous page)

Dark Elves have developed their own, highly intricate society, based on the original rebel clans, which are now led by sorcerer-kings and witch-queens…All Dark Elves belong to a particular clan, which acts as an extended family." Rivalries between these clans run high, "and there are always intrigues afoot at the highest levels of Dark Elf society" that regularly leads to assassinations, arson, even full-scale slaughter.[790]

The four major clans of Tìranduil Kelthas are: *Tesarath*, whose main areas of control are in farming and food-preparation; *Mirisgoth*, who are in charge of mining, metal-working, and smelting; *Camcarneyar*, who deal with slave-procurement, security, assassination, and serve as the royal guard; and *Kerithrion*, the ruling family.[791]

The highest members of Darkside society are the council of five leaders of Clan Kerithrion. This council, the *Shaërn Kerithrion*, "rule partly by common consent, and partly by playing the other members of the circle against one another. ***King Eilden Kerithrion*** is the leader of the clan, and therefore "King of Tìranduil Kelthas and the ruler of the Dark Elf race." He is old, weak, and paranoid. His sister is ***Princess Velicoma Endûl Kerithrion***. "She is the High Priestess of Darkside, and officiates at all important sacrifices." She is "a ruthless, emotionless witch", constantly surrounded by "an almost tangible aura of threat."[792]

Prince Astrëa and ***Princess Leya Garathrim*** "are cousins of the king and his evil sister, and they act as a balancing force in the council." Calm and intelligent, they have little time for the paranoia and scheming of the King and his sister. Although worshippers of Ar Anwar Gerithan, they "somehow manage to offset his evil teachings with a careful concern for the proper workings of Dark Elf society." Leya is married to Prince Taragûl Camcarneyar, head of the Clan Camcarneyar. The hothead of the *Shaërn Kerithrion* is ***Prince Menel Ithilkir***, who "spends much of his time on surface raids with members of the Clan Camcarneyar."[793]

Princess Velicoma has a daughter, Princess Farina Endûl Kerithrion, the most brilliant dark seeress and priestess in all Tìranduil Kelthas. She has no love for her mother, and lives outside the palace just to be away from her.[794]

"While there are some paupers among the citizens of Tìranduil Kelthas…most Dark Elves lead very comfortable lives. The great wealth extracted from the earth by the slaves in the silver and copper mines" has led to money meaning little to Dark Elves. All but the poorest of them are "weighed down with masses of silver—around their necks, wrists, and ankles, wound into their hair, woven into their clothes, engraved into their weapons, painted in traceries on their skin, and so on." The noble society is very competitive, with the fairest witch-queens of Darkside competing against one another at every opportunity." They attempt to "score points off one another with acts of disdain, bitchiness, and even violence" for "despite their terribly regal bearing, all Dark Elves have a streak of pure evil running through their characters, which on occasion makes them very nasty."[795]

Slaves from the surface world are frequently "exchanged for silver and gems with the Orcs and Hill Trolls, [or] captured in raids on the surface", carried out by members of the Clan Camcarneyar. "They usually pick upon isolated farmsteads or small hamlets." These raiders "prowl the surface world most nights, ranging further afield in search of their victims." The Humans and Dwarfs captured are put to work in the mines.[796]

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[790] *Titan: The Fighting Fantasy World* (1986) page 96.

[791] *Titan: The Fighting Fantasy World* (1986) page 95.

[792] *Titan: The Fighting Fantasy World* (1986) page 98.

[793] *Titan: The Fighting Fantasy World* (1986) page 98.

[794] *Skullcrag* (2004) pages 103 and 107.

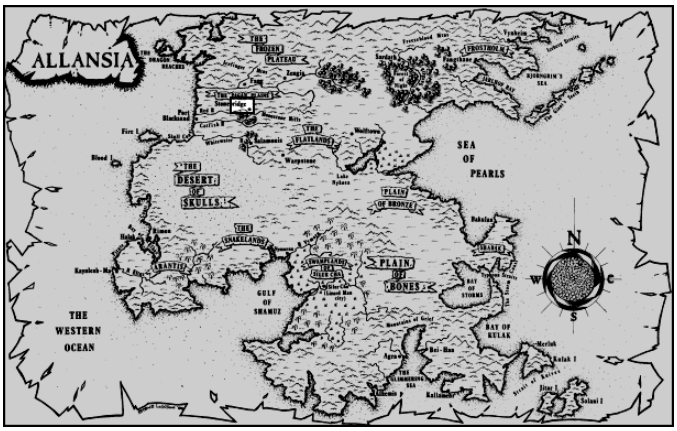
[795] *Titan: The Fighting Fantasy World* (1986) pages 96–7.

[796] *Titan: The Fighting Fantasy World* (1986) page 97.


Iron Hills
The Kingdom of Stonebridge
The Iron Rapids
Pagan Plains
The Silent Wood
The Village of Quarry Path
Stonebridge
Scale in Miles
5
2.5
0
The Red River
Darkwood Forest

STONEBRIDGE

Source: *The Forest of Doom d20 Module* (page 36)
Author: Jamie Wallis
Artist: Jamie Wallis
Year: 2004
Area: Darkwood Forest



This map of the area surrounding the Dwarven village of Stonebridge is interesting for several reasons. There are a number of discrepancies between it and earlier sources, however. Chief among these problems is that Stonebridge now seems to have become a major cityport, with its own harbour. This is clearly inaccurate, since Stonebridge is referred to as a village in no fewer than three earlier sources,[797] and as being no larger than a town in at least one other source.[798]

The earliest description of Stonebridge reads: "Beyond the bridge are the small cottages and wooden huts of a village. A sign on the bridge reads 'Stonebridge'."[799] According to this map, however, the bridge over the Red River is about three miles away from the settlement—a major discrepancy that cannot easily be resolved.[800]

Another enigma is the Silent Wood. Since this map is glossed over without comment in the module, it is difficult to divine anything about this small tract of woodland. There is a haunted graveyard in the centre of a small wood several hours' journey from Stonebridge,[801] which could be why the Silent Wood was added to this map. However, that wood is to the northwest of Darkwood Forest, between Stonebridge and its antagonistic neighbours at Mirewater,[802] and to the southwest of Stonebridge;[803] so if this was the intention it is in entirely the wrong place.

On a more positive note, the introduction of a range of hills, woodlands, and a tributary to the Red River—the Iron Rapids—is neither geographically nor geologically problematic; all previous maps of this locale have been rather large scale, and it can easily be assumed that there was simply not enough room to show these before.[804] The hills in particular fit well with the description of the grassy plain within Darkwood Forest, since the section to the north of the Catfish River is described as both "steep" and "hilly",[805] with paths leading "between large boulders and rocks",[806] likely indicating glacial action in millenniums past. These uplands being no more than a day's journey from the Iron Hills, it is possible they are also rich in iron ore.

Finally, the village of Quarry Path is an intriguing addition to the surrounds of Stonebridge, and helps flesh out this small corner of the Pagan Plains as being more than just flat, empty grassland. It also explains where Stonebridge's "local blacksmith"[807] obtains iron for his forge, since the main trade route through Stonebridge, the Zengis to Salamonis caravan route, trades neither in iron nor in iron ore, though it does trade in "Dwarf goods"—likely weapons and armour produced in Stonebridge.[808] It is now quite clear that the iron to produce these goods originates no more than two days' journey from Stonebridge itself.

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[797] *The Forest of Doom* (1983) paragraph 204; *Temple of Terror* (1985) page 23; *Crypt of the Sorcerer* (1987) paragraph 316 *et al; Return to Firetop Mountain* (1992) paragraph 238; see also the illustration accompanying *Caverns of the Snow Witch* (1984) paragraph 13.

[798] *Titan: The Fighting Fantasy World* (1986) page 49. Since three of these books were written solely by the creator of Stonebridge—Ian Livingstone—it seems strange that such editorial decisions have been made which break the pre-existing canon.

[799] *The Forest of Doom* (1983) paragraph 204.

[800] *The Forest of Doom* (1983) paragraph 204. This is particularly irksome since it contradicts the map in the previous year's *The Warlock of Firetop Mountain* d20 module (*The Warlock of Firetop Mountain d20 Module* (2003) page 36).

[801] *Crypt of the Sorcerer* (1987) paragraph 278.

[802] *Crypt of the Sorcerer* (1987) paragraph 244.

[803] *Crypt of the Sorcerer* (1987) paragraph 290; *cf.* paragraphs 300 and 333.

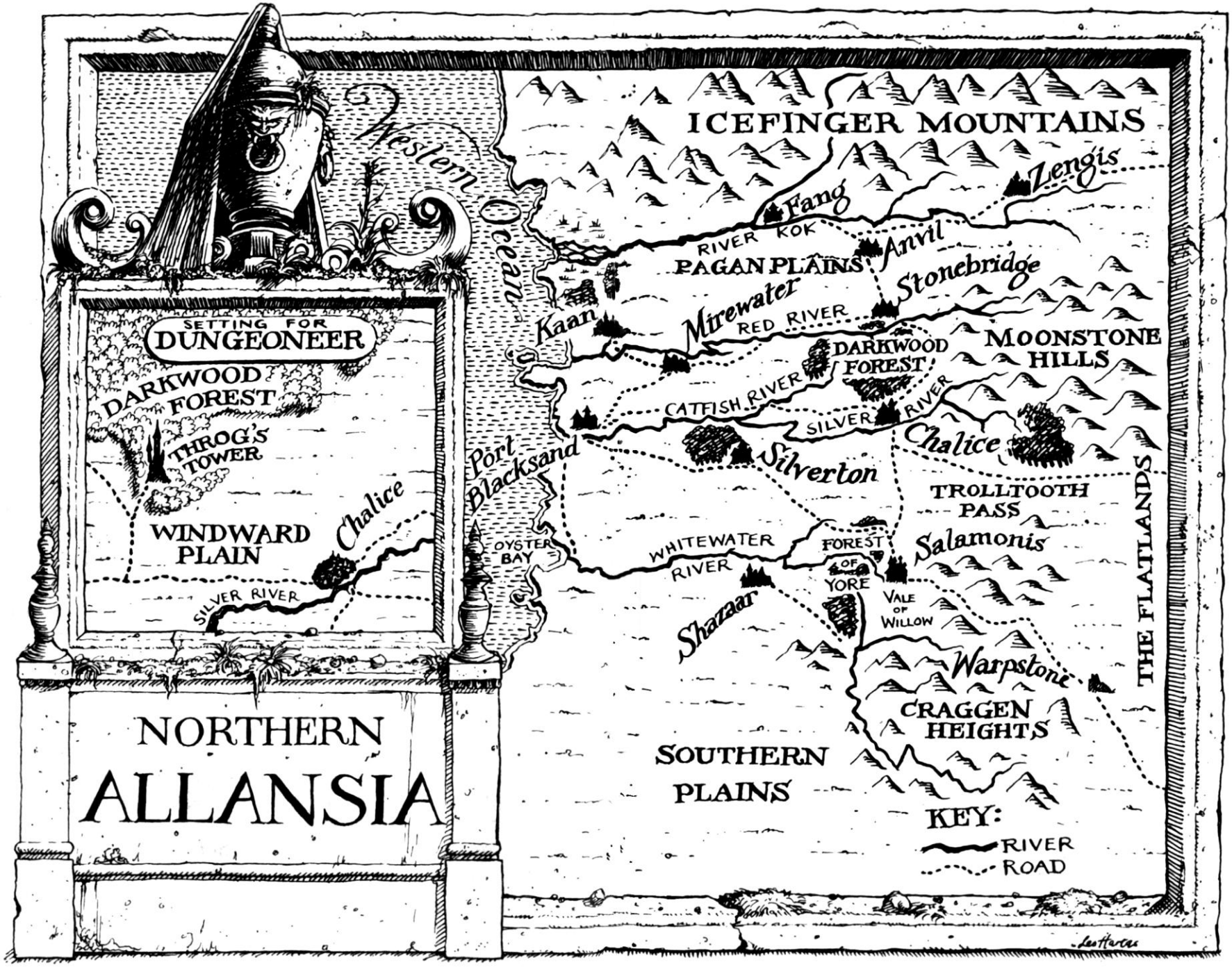
[804] That said, having an area of uplands called the Iron Hills being related to Dwarven settlements is an obvious nod towards Tolkien's *The Hobbit*. It is left up to the reader's discretion as to whether this is homage or plagiarism.

[805] *The Forest of Doom* (1983) paragraph 198 *et al*.

[806] *The Forest of Doom* (1983) paragraph 90 *et al*.

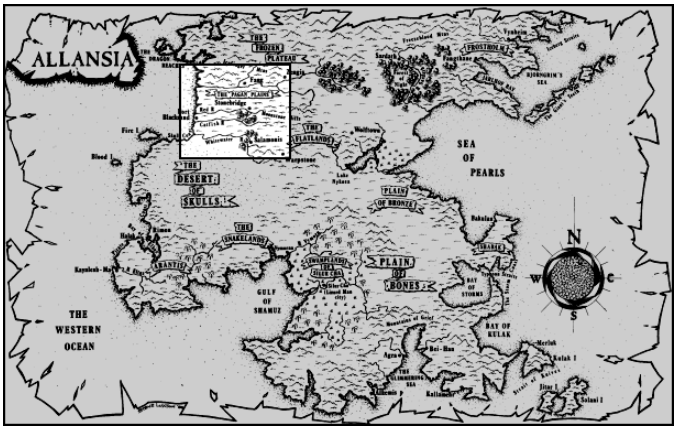
[807] *Temple of Terror* (1985) page 23.

[808] *Titan: The Fighting Fantasy World* (1986) page 123.


Western Ocean
SETTING FOR
DUNGEONEER
DARKWOOD
FOREST
THROG'S
TOWER
WINDWARD
PLAIN
Chalice
SILVER RIVER
NORTHERN
ALLANSIA
ICEFINGER MOUNTAINS
Zengis
Fang
RIVER KOK
Anvil
PAGAN PLAINS
Stonebridge
Mirewater
RED RIVER
Kaan
DARKWOOD
FOREST
MOONSTONE
HILLS
CATFISH RIVER
SILVER RIVER
Chalice
Port
Blacksand
Silverton
TROLLTOOTH
PASS
OYSTER
BAY
WHITEWATER
RIVER
FOREST
OF
YORE
Salamonis
Shazaar
VALE
OF
WILLOW
Warpstone
CRAGGEN
HEIGHTS
THE FLATLANDS
SOUTHERN
PLAINS
KEY:
RIVER
ROAD

CENTRAL NORTHERN ALLANSIA

Source: *Dungeoneer* (pages 32–33)
Authors: Marc Gascoigne & Pete Tamlyn
Artist: Leo Hartas
Year: 1989
Area: Darkwood Forest



This overview of northwestern Allansia clearly shows the juxtaposition of Xortan Throg's Tower in the south-eastern eaves of Darkwood Forest to the city of Port Blacksand, built on the ruins of ancient Carsepolis. This is important, because Throg's desire for dominion takes in both of these locations, despite them being many leagues apart.

Firstly, there are several errors on the map. In diminishing order of magnitude these are: the completely inaccurate positioning of the evil Dwarf village of Mirewater, which is no more than a half-day's ride from Stonebridge;[809] the misspelling of the city of Kaad as "Kaan"; and the missing accent marker from the label of the city of Shazâar. Of interest, though not necessarily an error, is the forest marked beside the city of Silverton which has never appeared on a map of northwestern Allansia prior to this one.

One further error occurs, not on this map, but in the text of the book *Dungeoneer*. It says: "Xortan Throg [is] an evil-hearted sorcerer who [dwells] deep in the forests, north of the Catfish River."[810] This is incorrect both from the map, and from the further text which states that the "path through the trees" and "into the forest"[811] leads quickly to Throg's Tower, without anyone having to cross the Catfish River which bisects Darkwood Forest. Likely, *Dungeoneer* should read: "…north of the Silver River" upon which Chalice sits.

The city-state of Chalice lies on the Silver River looking out southwards over the Windward Plain.[812] Its aged ruler, King Pindar, is fearful of the advance of Evil and is seeking a way to "provide for the safety of his people after his demise."[813] Pindar's son is the ambitious Prince Barinjhar who is "polite and courteous as you would expect an Allansian prince and heir to the throne of a city-state to be." However, "he is no idle, foppish nobleman." A faithful support to the royal family is Morval, Captain of the Chalice Guard. Although "he has never been to war for Chalice has not fought one in Pindar's lifetime" he is "an able soldier" and has "considerable admiration" for adventurers and heroes.[814]

The inset map shows how close Throg's Tower is to the city of Chalice. Since it takes the best part of a day to ride from Chalice to Yaztromo's Tower (which would be some miles to the west of the inset map),[815] it is reasonable to assume that Throg's Tower is certainly no more than a half-day's ride from Chalice; likely about 10 miles (in a straight line) or 15 miles (following the roads). The particular track leading into Darkwood at to Throg's Tower is marked by a "gnarled oak" and is regularly used by Goblins.[816] A hidden cave entrance at the base of the crag upon which Throg's Tower sits provides access to the dungeons below the tower.

[809] *Crypt of the Sorcerer* (1987) paragraphs 341, 37, and 250.

[810] *Dungeoneer* page 40.

[811] *Dungeoneer* page 46.

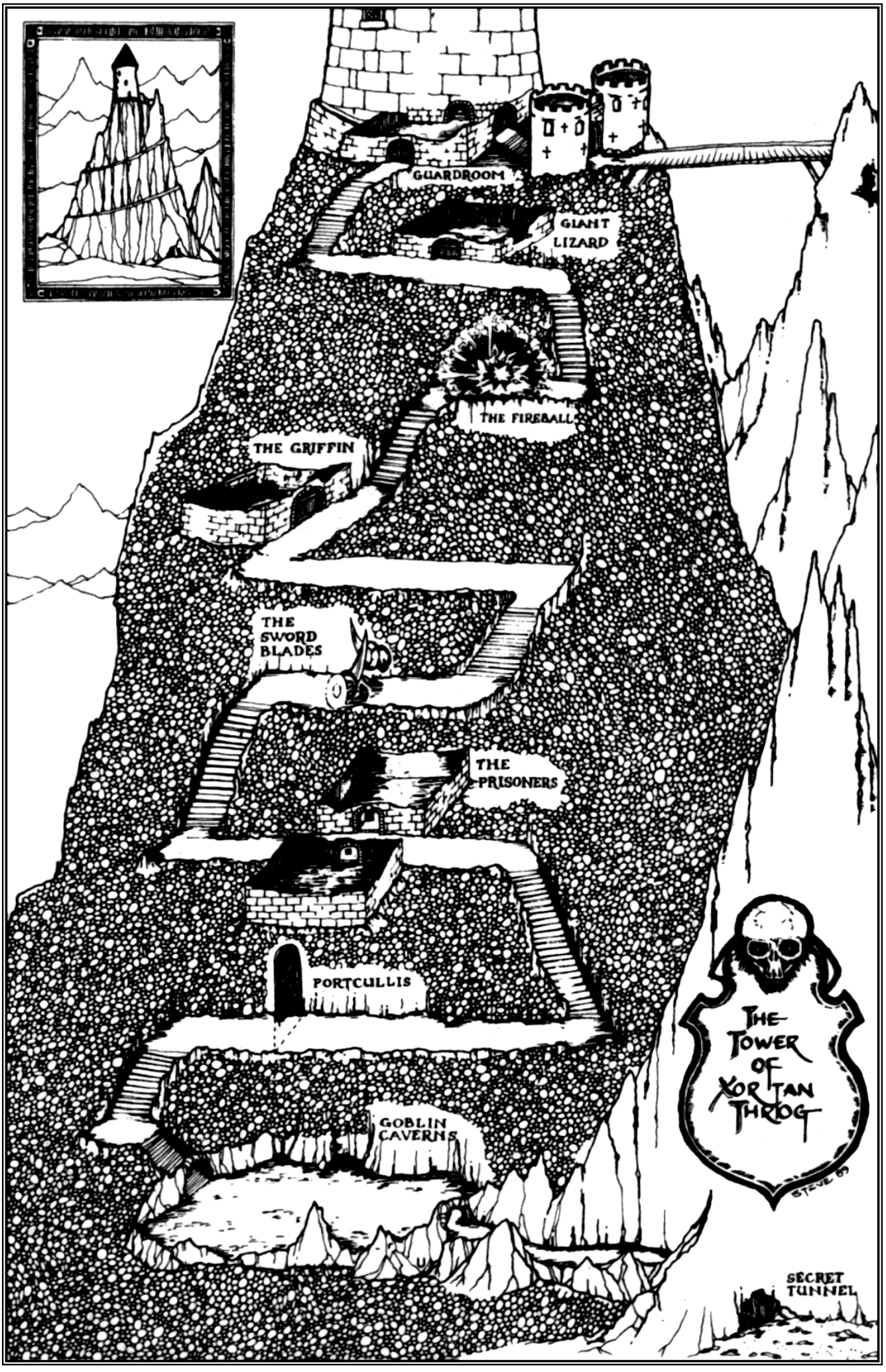
[812] *Crypt of the Sorcerer* (1987) colour map.

[813] *Dungeoneer* page 40.

[814] *Dungeoneer* page 41.

[815] *Crypt of the Sorcerer* (1987) page 19.

[816] *Dungeoneer* page 46.


GUARDROOM
GIANT LIZARD
THE FIREBALL
THE GRIFFIN
THE SWORD BLADES
THE PRISONERS
PORTCULLIS
GOBLIN CAVERNS
THE TOWER OF XOR TAN THROG
SECRET TUNNEL

XORTAN THROG'S TOWER

Source: *Dungeoneer* (page 51)
Authors: Marc Gascoigne & Pete Tamlyn
Artist: Steve Luxton
Year: 1989
Area: Darkwood Forest



This compact and useful diagram shows the interior of Xortan Throg's Tower, including all of the hazards and creatures within it. This "grim, evil-looking castle" sits atop "a lone rocky crag, towering above the trees"[817] of Darkwood Forest.

The eastern eaves of Darkwood Forest abut the lonely Moonstone Hills, and Xortan Throg's Tower is evidence that the hills and crags continue into the forest for some miles. The Moonstone Hills are dotted with granite boulders,[818] so the rocky crags and pinnacles jutting from the forest mulch are probably igneous in nature. Aside from being a good foundation for Throg's tower, the tower itself is also probably built of granite because it weathers slowly. Engravings in the granite can be read for hundreds of years.[819]

The small inset diagram shows the exterior of the tower, where a narrow roadway cut into the side of the rock spirals up around the crag to eventually arrive at a rocky pinnacle opposite the main doors, which sit between two squat, round stone towers.

The courtyard that lies behind these towers is accessed via a set of steps leading down from the Guardroom. It is "a large open space" with wooden shacks along the walls which are used for storage. "The whole area is surrounded by a small wall, and at the far side there is a gate. From this, a drawbridge can be lowered to connect to the narrow wooden bridge that spans the rest of the chasm between the pinnacle and the doors.[820]

The tower itself is actually quite small, being only three or four storeys high—certainly no match for Yaztromo's magnificent tower of white stone.[821]

The crag Xortan Throg's Tower sits atop contains a secret entrance to the diabolical lair of the megalomaniacal mage. The cave leading into the dungeon "soon narrows to an uneven passage which climbs slowly up through the rock." This tunnel is only wide enough to allow passage in single file, and the ceiling low enough to force anyone traversing it to stoop—unless they are a Dwarf, of course! "A small stream trickles down through the tunnel, making the rock underfoot wet and treacherous."[822] There are no tracks in the tunnel, "but it smells strongly of Goblin" and "although well hidden, the entrance seems to be in regular use."[823]

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[817] *Dungeoneer* page 39.

[818] *Crypt of the Sorcerer* (1987) paragraph 369; *cf.* paragraph 77.

[819] *Crypt of the Sorcerer* (1987) paragraphs 369 and 306.

[820] *Dungeoneer* page 83 (italicised paragraph). The description of the drawbridge in the courtyard is very confusing. How can the gate in the courtyard "lead across a chasm to the main wall of the castle"? For one thing, the diagram shows it leads to a wooden bridge. Secondly, the Heroes are already inside the castle, so how can the drawbridge lead *from* the courtyard *to* the main wall of the castle?

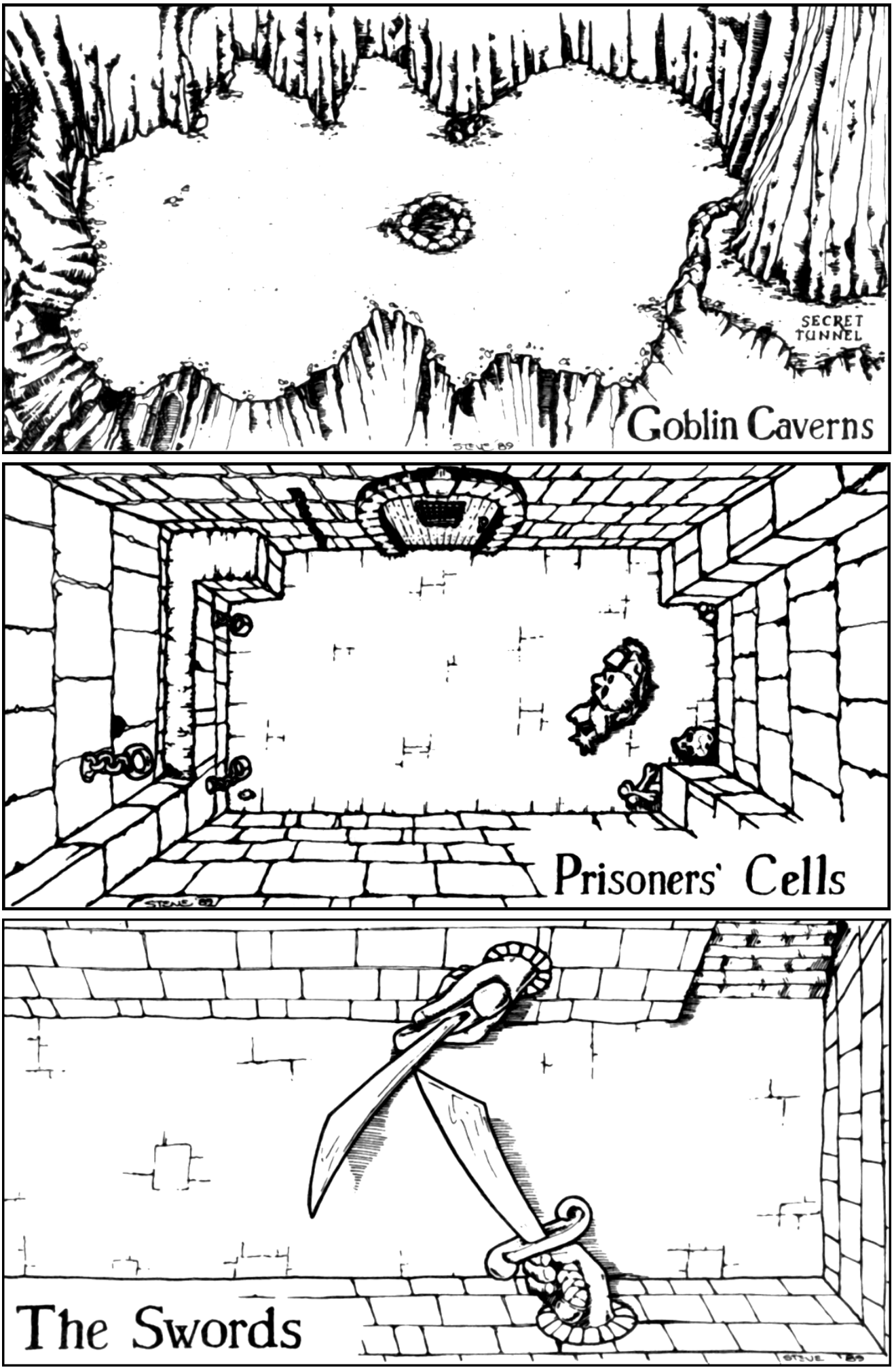
Also, how can "the chasm [surround] the entire tower which the Heroes have just climbed" when it is clearly built atop a crag—and the Heroes have been climbing the inside of this crag, not the actual tower itself? Is there a second chasm at the top of the crag—not shown on the diagram—surrounding just the tower?

Neither the diagram nor the surrounding text of the book corroborates with this small paragraph of text, nor do they give any clues as to the authors' clear intention, suggesting this text to be in error.

[821] *Titan: The Fighting Fantasy World* (1986) page 64.

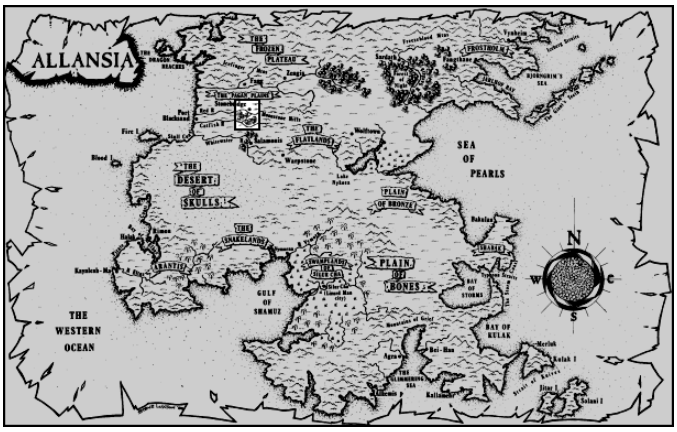
[822] *Dungeoneer* page 49.

[823] *Dungeoneer* page 52.


SECRET TUNNEL
Goblin Caverns
Prisoners' Cells
The Swords

GOBLIN CAVERNS / PRISONERS' CELLS / THE SWORDS

Source: *Dungeoneer* (pages 53, 65 and 66)
Authors: Marc Gascoigne & Pete Tamlyn
Artist: Steve Luxton
Year: 1989
Area: Darkwood Forest



Goblins "infest just about everywhere" on Titan, even places where you would not expect them, such as on the fringes of the Desert of Skulls and on some of the islands in the Black Ocean.[824] A hidden underground cavern is probably a more typical lair for these "nasty, vicious, violent" creatures.

The Goblin Cavern is "a huge natural cave" and on either side are "many small tunnels leading off to the caverns in which Xortan Throg's Goblins live." At the far end of the cavern from the secret tunnel is "an artificially widened tunnel with stairs."[825] These Goblins are ugly and green-skinned[826] and dressed in scraps of cloth and tattered armour.

The stairs "lead up into the castle." Despite the Goblins providing such a service to Xortan Throg in keeping his tower safe, "they are not allowed into the castle; furthermore, the wizard has set many magical traps to prevent them getting in."[827] The many side-tunnels leading off from the main cavern are Goblin-sized, and as such too small for a human-sized adventurer to fit through.

Beyond the cavern, the main tower is "well built and obviously very sturdy."[828] Beyond the trapped portcullis are "two wooden doors…on opposite sides of the passage." These are locked prison cells holding "two wretched, misshapen peasants whom Xortan Throg has been using for his experiments."[829]

Further along, "on either side of this passageway are giant stone hands; each clasps a huge scimitar which it swings back and forth across the passage in a murderous arc"![830]

Xortan Throg is not the first to employ such a magical deterrent to unwanted visitors. Centuries earlier, the builders of the city of Vatos—now lost somewhere in the northern Desert of Skulls—used similar magical constructs. "Mounted along the wall are swords gripped by stone hands…As soon as you reach the first sword, its stone arm jerks into life and attacks you."[831]

Perhaps in his youth Xortan Throg visited Vatos, since it seems too much of a coincidence for him to have built something almost identical to their own, ancient defences. It certainly seems likely that he has visited the Lost City at some point in the past.

This also ties in very nicely with the story of Malbordus, the Storm Child. Malbordus is "a human sorcerer, a powerful servant of Evil and Chaos" who as a baby was "abandoned in a snow-drift about half a league" into Darkwood Forest. He was found by Dark Elves and taken to their city of Tìranduil Kelthas, where he grew up "under the protection of the witch-queen Velicoma Kerithrion." As his "second test of initiation to allow him to finish his studies of the forbidden lore of Dark Elven magic"[832] Malbordus "was ordered to journey…to the lost city of Vatos" to find five hidden dragon artefacts, which "a simple incantation" could turn into real dragons serving the forces of Evil.[833]

As both he and Throg live in Darkwood Forest, perhaps Malbordus sought out Throg's experience in order to find the lost city.

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[824] *Titan: The Fighting Fantasy World* (1986) page 80.

[825] *Dungeoneer* page 49.

[826] *Dungeoneer* page 55; this contradicts *Out of the Pit* (1985) page 61 which refers to Goblins as "brown-skinned", while saying that Marsh Goblins have "green-tinted" skin.

[827] *Dungeoneer* page 59.

[828] *Dungeoneer* page 60.

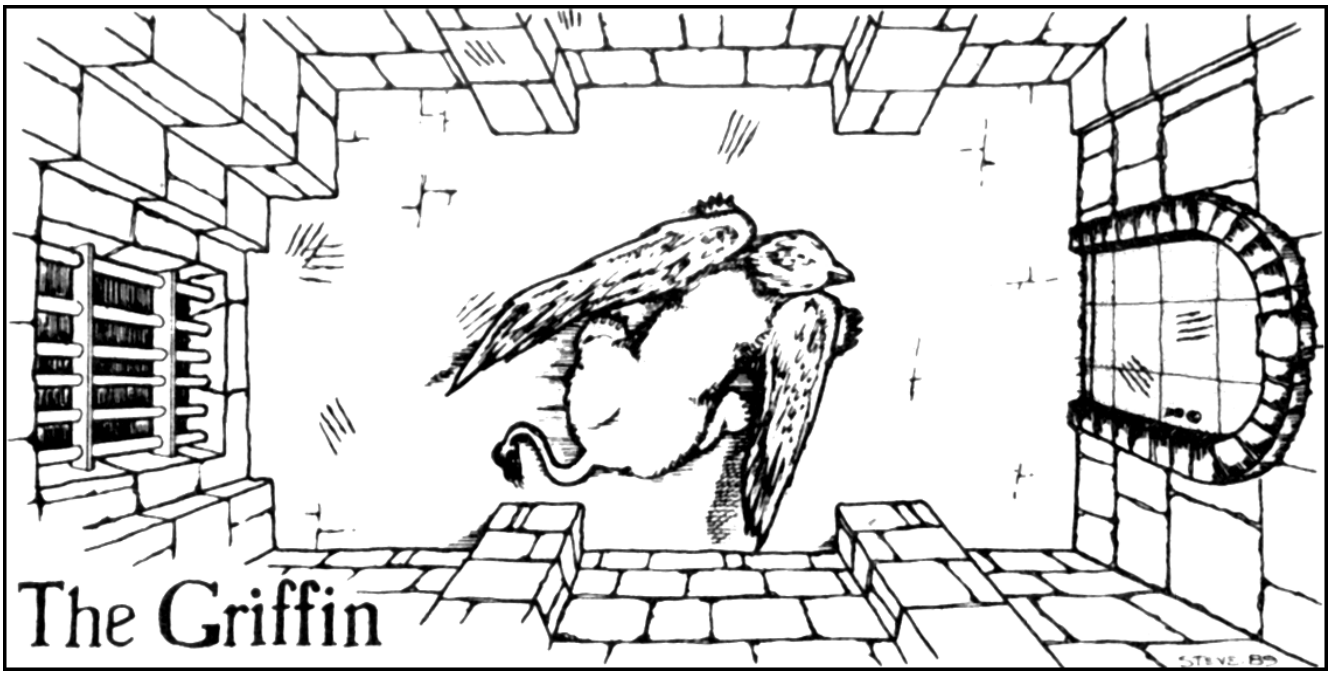
[829] *Dungeoneer* page 65.

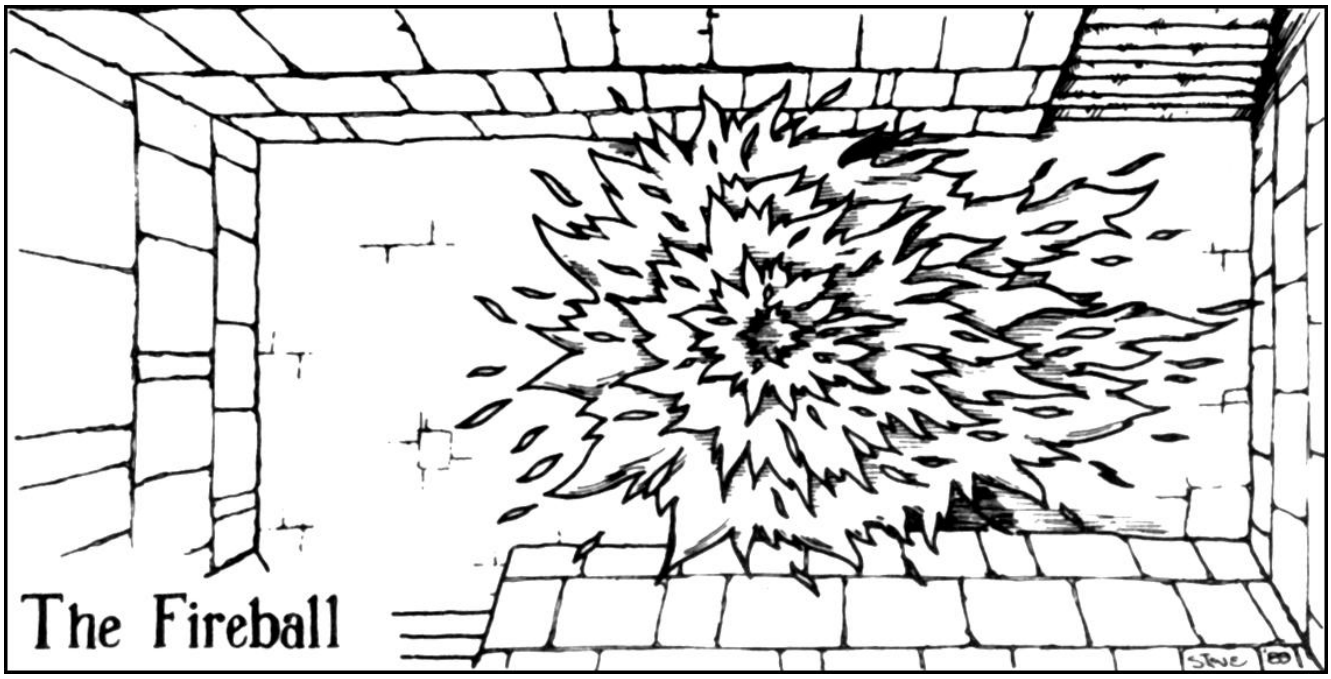
[830] *Dungeoneer* page 66.

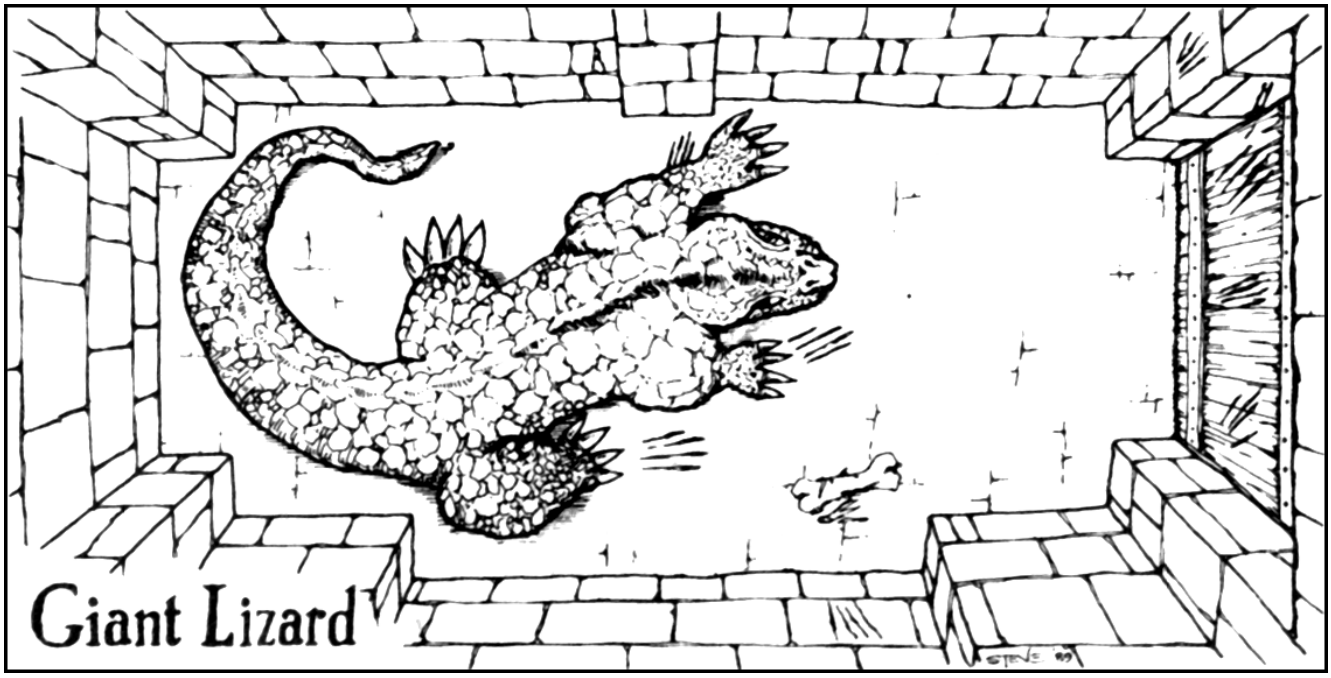
[831] *Temple of Terror* (1985) paragraph 341.

[832] *Titan: The Fighting Fantasy World* (1986) pages 100–101.

[833] *Temple of Terror* (1985) page 22.


The Griffin


The Fireball


Giant Lizard

The Griffin / The Fireball / Giant Lizard

Source: *Dungeoneer* (pages 67, 70 and 71)
Authors: Marc Gascoigne & Pete Tamlyn
Artist: Steve Luxton
Year: 1989
Area: Darkwood Forest



One level up from the Sword Blades the passageway passes another room with a locked door. "This is the lair of the Griffin. The far end of the room lacks a wall and is open to the air, but is barred by huge iron gates which can be opened to allow the creature to fly out."[834]

The Griffin is "a very large creature, part eagle and part lion."[835] "Although a trained riding beast, the Griffin is intelligent, vicious and loyal…Its master is Xortan Throg."[836] Griffins are often bred as mounts by Barbarian tribes such as those found in the Moonstone Hills. "You look up to see a winged creature with an eagle-like head and the body of a lion…The creature has a bridle around its head which is held by the rider, a wild-looking girl wearing animal skins."[837] It therefore appears that Xortan Throg learned such skills of rearing a Griffin from the Barbarian tribes just to the east of his tower.

The skin of a Griffin "may be valuable in the markets of…Salamonis or Port Blacksand."[838]

Beyond the stairs just past the Griffin's lair the passage turns the corner to reveal "a huge ball of spitting flame." This object "fills the entire passage." Strangely, this great ball of fire does not give off any heat. "This is because it is not really there—it is just an illusion to scare the Goblins and cannot harm anything."[839]

The stairs beyond the illusory Fireball lead to the final floor of the dungeon before entering the actual base of Throg's Tower. Along this passage is "another locked and barred door." This room contains a Giant Lizard, "one of the large, trained beasts suitable for riding."[840]

"The Giant Lizard is slightly larger than a carthorse, green and scaly."[841] Adult Giant Lizards are "six metres long and one and a half metres high", and although they appear "slow, as they lumber along on four ungainly feet", in combat they are "remarkably agile." Furthermore, "if trained from birth, Giant Lizards can be made to carry a rider."[842] Despite their large size, it is surprising "how docile they become when trained."[843] "The Lizard Men[844] of Fire Island" and those of the Silur Cha Swamplands[845] "maintain large troops of cavalry mounted on Giant Lizards."[846]

Where Xortan Throg found a young Giant Lizard to train as his mount is not clear; however, if he has visited the lost city of Vatos (see the preceding page), he may well have pushed on further south and had dealings with the Caarth,[847] the Serpent Warriors of the Desert of Skulls, who could have sold him a lizard young in return for some desired "forbidden knowledge."[848]

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[834] *Dungeoneer* page 67.

[835] *Dungeoneer* page 61.

[836] *Dungeoneer* page 69.

[837] *Crypt of the Sorcerer* (1987) paragraph 178.

[838] *Dungeoneer* page 70.

[839] *Dungeoneer* pages 70–1.

[840] *Dungeoneer* page 71.

[841] *Dungeoneer* page 61.

[842] *Out of the Pit* (1985) pages 75–6.

[843] *Dungeoneer* page 73.

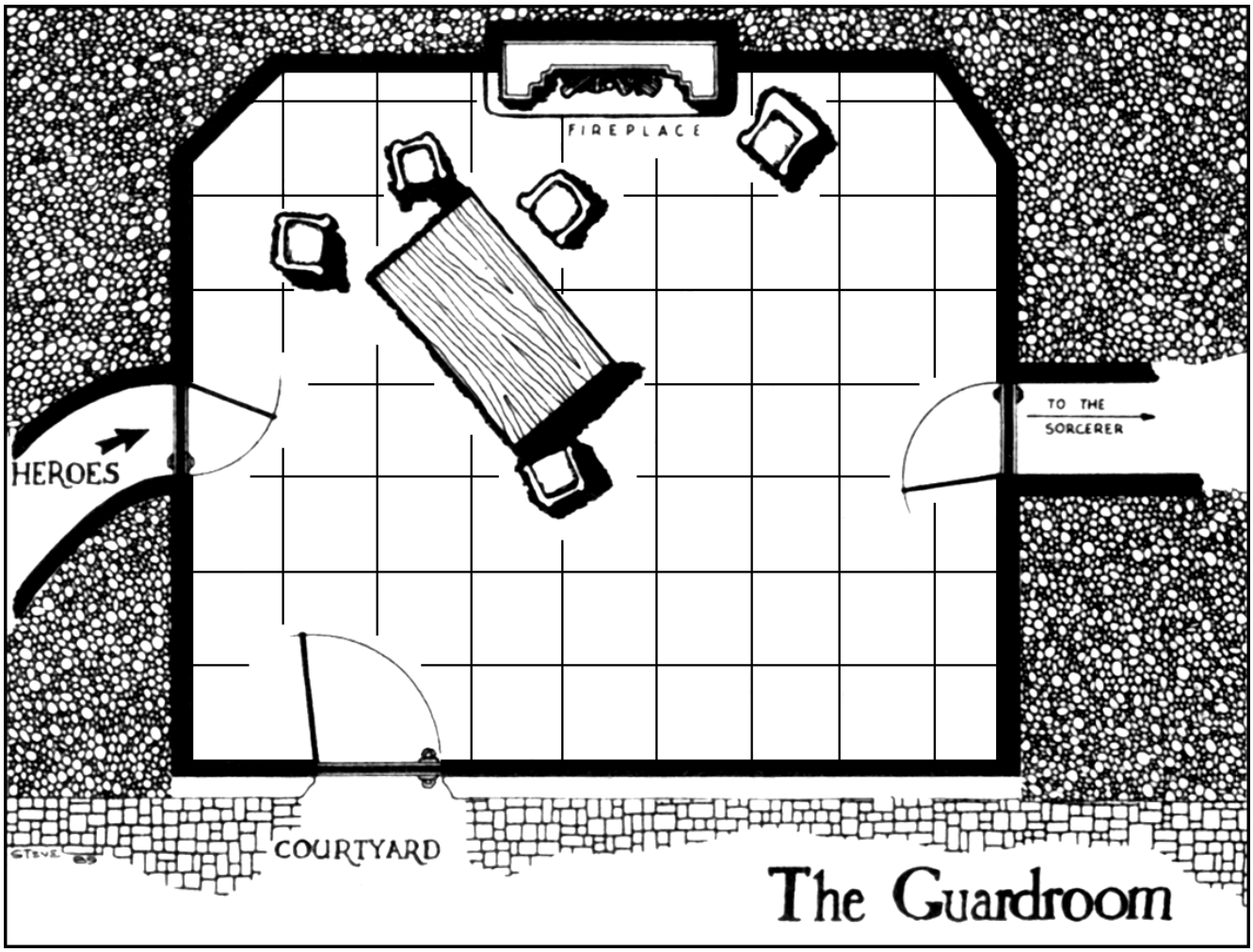
[844] *Island of the Lizard King* (1984) paragraph 325.

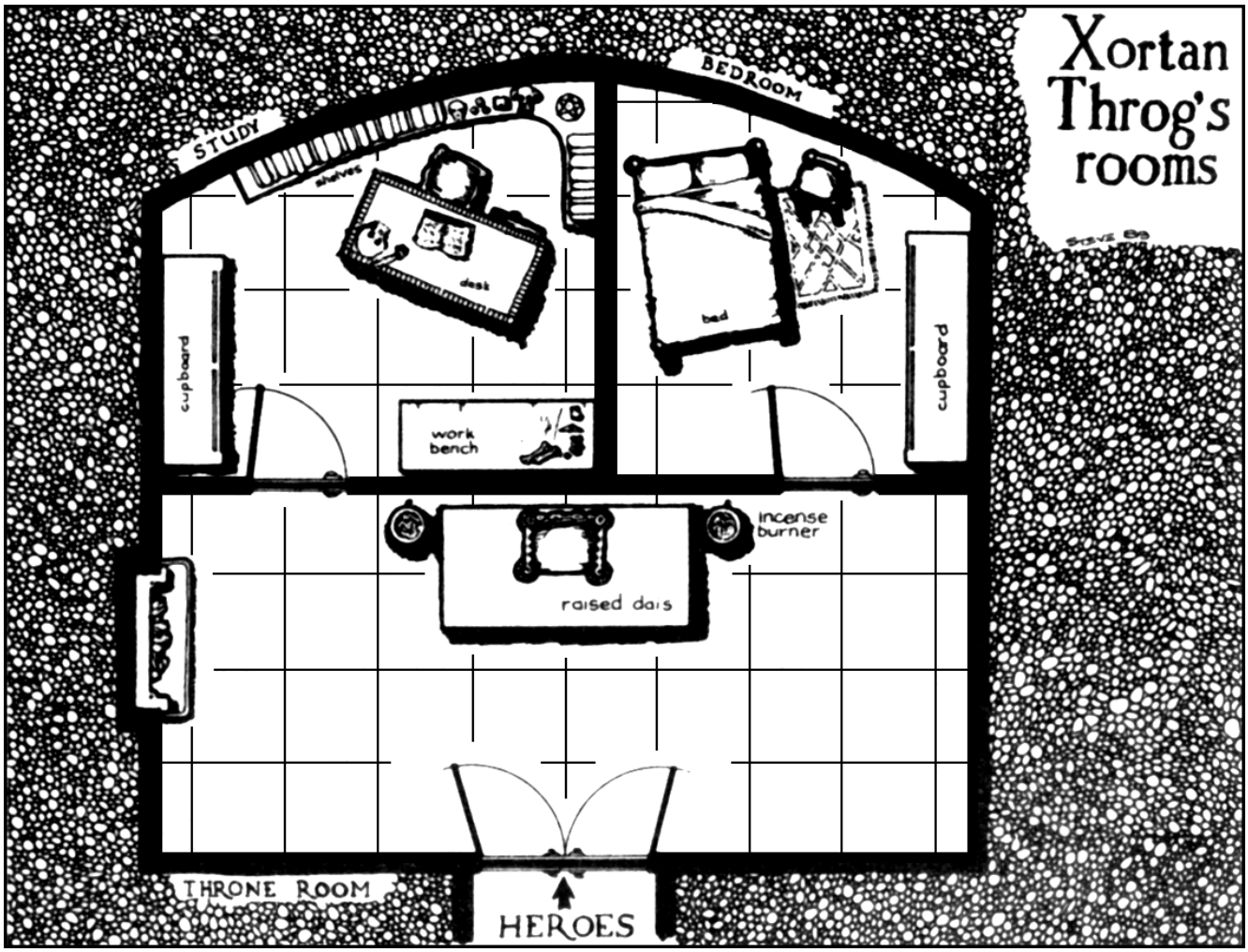
[845] *Battleblade Warrior* (1988) paragraph 148.

[846] *Out of the Pit* (1985) page 76.

[847] *Titan: The Fighting Fantasy World* (1986) page 86; see also *Battleblade Warrior* (1988) paragraphs 358 and 309.

[848] *Titan: The Fighting Fantasy World* (1986) page 88.


FIREPLACE
HEROES
TO THE SORCERER
COURTYARD
The Guardroom


Xortan Throg's rooms
STUDY
BEDROOM
shelves
desk
bed
cupboard
cupboard
work bench
incense burner
raised dais
THRONE ROOM
HEROES

THE GUARDROOM / XORTAN THROG'S ROOMS

Source: *Dungeoneer* (pages 75 and 84)
Authors: Marc Gascoigne & Pete Tamlyn
Artist: Steve Luxton
Year: 1989
Area: Darkwood Forest



"Past the Lizard's room are yet more stone stairs. At the top of these is a large set of double doors, closed."[849] These doors lead to the Guardroom, "a largish room which covers both entrances to the upper parts of the castle." It is "sparsely furnished—just a few rough chairs and a table" and set into one wall is a fireplace.[850]

"Some Ogres are beginning to find service in the armies of insane servants of Evil",[851] and Xortan Throg is one such mad mage. While Orcs are used by Throg as lowly guards, their captain is the Ogre, Grudthak. He is usually found "leaning back in a rickety chair by the fire."[852]

Xortan Throg's Throne Room is accessed via a set of double doors from the Guardroom. "To one side is a fireplace", and immediately opposite the double doors is "a splendid throne, flanked by incense-burners." This is where Xortan Throng spends most of his time, brooding, dreaming up dastardly plots. He is "an old, nearly bald man, who wears ornate, but rather old-fashioned, toga-like robes and the skull-cap so beloved of evil wizards everywhere."[853] Whenever he casts a spell in his throne room, "the incense-burners seem to flare up" in response to his potent magic.[854]

The door to the top-right of the map leads to Xortan Throg's bedroom. "This is sparsely furnished with a chair and a four-poster bed, [a] small chest" in which Throg keeps his clothes, and "an ancient-looking vase standing in one corner."[855] It also doubles as a prison cell for any prisoner Throg wishes to treat with a little more care than the peasants he uses for his experiments, such as the kidnapped princess of a nearby kingdom.[856]

The other door leads to the wizard's study. Arrayed on the shelves, in the cupboard, on the workbench, and atop the desk "there are plenty of herbs and spices, stuffed crocodiles, odd little statues, animal and human skulls, and many other mysterious bits and pieces" that Throg uses in his research. Also here are vases of the same design as the one in his bedroom. "They were made in a place called Carsepolis that doesn't exist anymore."[857] Throg "has a passion for old Carsepolis and he's been delving into its ruins," according to the wizard Nicodemus.[858]

Throg is cunning and conniving enough not to leave truly sensitive material such as his spell book lying around in his study, though; he has it secreted away in a very safe place.

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[849] *Dungeoneer* page 73.

[850] *Dungeoneer* page 75.

[851] *Titan: The Fighting Fantasy World* (1986) page 85.

[852] *Dungeoneer* pages 76–7.

[853] *Dungeoneer* page 84.

[854] *Dungeoneer* page 85.

[855] *Dungeoneer* page 94.

[856] *Dungeoneer* page 96.

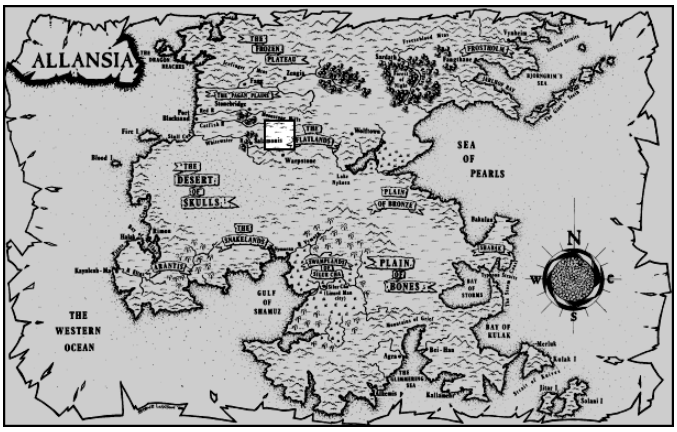
[857] *Dungeoneer* page 94.

[858] *Dungeoneer* page 275.


DEEDLE WATER
DREE
STITTLE WOOD
FOREST OF
RAINBOW PONDS
SPIDER RIVER
SPIDERS
BILSE WATER
XEDO WOOD
KNOTOAK WOOD
WINDWARD PLAIN
COVEN
TROLL TOOTH PASS

TROLLTOOTH PASS

Source: FF24: *Creature of Havoc* (inside cover)
Author: Steve Jackson
Artist: Dave Andrews
Year: 1986
Area: Trolltooth Pass



"Trolltooth Pass is the true gateway into Allansia, for beyond it lie the Windward Plain [to the west] and the Flatlands [to the east]. It is a dangerous place, only three leagues wide at its narrowest point, and bounded by the Moonstone Hills and the northern reaches of the Craggen Heights, two ranges of inhospitable highlands."[859]

This stylised map shows the environs of the northwestern edges of Trolltooth Pass, where it meets the Windward Plain. The southern tip of the Moonstone Hills can be seen bordering the forbidding Forest of Spiders. This dense forest in the location for the hidden Rainbow Ponds, said to bestow enchanted gifts upon any who bathe in their colourful waters. They are "an oasis in the midst of a jungle of Chaos."[860] It is also the location of the Elven tree-top village of Eren Dûrdinath, though its exact location is shrouded in mystery.[861]

To the south the forest sweeps to the east and becomes Knot Oak Wood. This is the location for the Testing Grounds, a mercenary camp run by the Half-Troll Thugruff.[862] Many of the legionnaires are Rhino-Men, natives of the "southern plains." While "they don't make particularly good soldiers…their strength serves them in good stead in a fight."[863] The edge of Knot Oak Wood is also the location for the entrance to the Yellowstone Mines, near to an abandoned church and an ancient graveyard.[864] The Yellowstone Mines are run by the Undead Half-Elf Darramouss.[865]

Of course, there are worse things lurking deep within the forest, such as hostile Tree Men.[866]

The village of Coven, not far south of the graveyard and church, is typically parochial, though not without reason. Many villagers have been conscripted—or kidnapped—into working at the Yellowstone Mines, where they are nothing more than prisoners.[867] Indeed, visiting Coven "there is nothing to suggest anything but poverty." "The villagers live in constant fear of the evil that surrounds them." They live in "wooden shacks", and people "rush quickly away" from visitors, and "no one dares venture into the street. Coven plays host to a shop selling Provisions, and a Medicine Man.[868]

Trolltooth Pass is known for its "flat-topped T'annum tree[s]" and Chubbley trees with their nourishing fruits.[869] In the Bu Fon Fen[870] grow such rare herbs as Sculliweed, Fishbait Flower, and Purity Plant.[871] This marsh to the south of the Deedlewater (a tributary to the Silver River) is ruled by a tribe of fearsome Toadmen.[872]

These herbs and plants are of great interest to the inhabitants of Dree—village of the Witch-women. The village was originally the home of "the exiled Hag-witch Romeena Dree…banished from Salamonis for her hideous magical experiments" into the "essence of life itself"—the evil magical art of *Marrangha*. Over the years, many Hag-witches joined Romeena in Dree. Eventually, trade-links with the village were set up by Ganga of Mirewater, who took, not fine silks and spices to trade, but herbs such as Medusa Grass and Curseleaf, things the Hag-witches used in their potions. Ganga traded for these potions, which are sold in towns and cities across Allansia.[873]

The gloomy village of Dree is reached "by a rickety wooden bridge which spans a fast-flowing river." "All the humans [are] aged women…a dirty lot, wrapped in tattered shawls." The other inhabitants are "a cacophony of strange creatures—hunchbacked, misshapen, mutilated wretched things"—the results of *Marrangha*. By the street market in the centre of the town, performers show off their acts.[874]

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[859] *Titan: The Fighting Fantasy World* (1986) page 14.

[860] *Creature of Havoc* pages 22–23.

[861] *Titan: The Fighting Fantasy World* (1986) page 56.

[862] *Creature of Havoc* paragraph 62.

[863] *Out of the Pit* (1985) page 98.

[864] *Creature of Havoc* paragraph 442.

[865] *Creature of Havoc* page 29.

[866] *Crypt of the Sorcerer* (1987) paragraph 15.

[867] *Creature of Havoc* page 30.

[868] *Creature of Havoc* paragraph 95.

[869] *Creature of Havoc* paragraphs 299 and 301.

[870] *Creature of Havoc* paragraph 130.

[871] *Creature of Havoc* paragraphs 106 and 141; 325 and 119; 181 and 173.

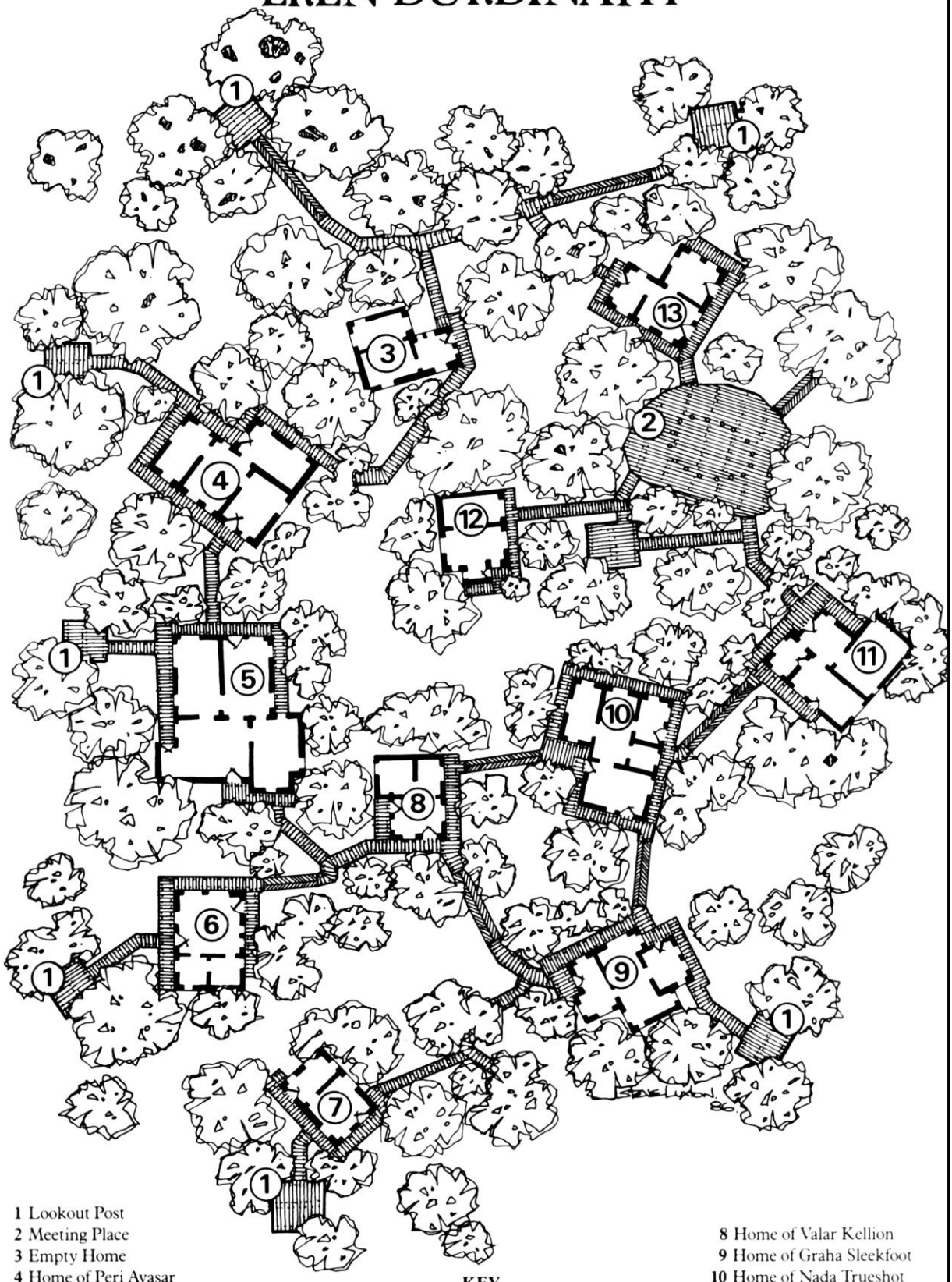
[872] *Creature of Havoc* paragraph 287.

[873] *Creature of Havoc* pages 15–17.

[874] *Creature of Havoc* paragraph 134.

STITTLE WOAD

The ELVEN VILLAGE of EREN DÛRDINATH



1 Lookout Post
2 Meeting Place
3 Empty Home
4 Home of Peri Avasar
5 Home of Prince Veriel Brighteye
6 Home of Gelas Eredil
7 Home of Arduil Hellas

KEY

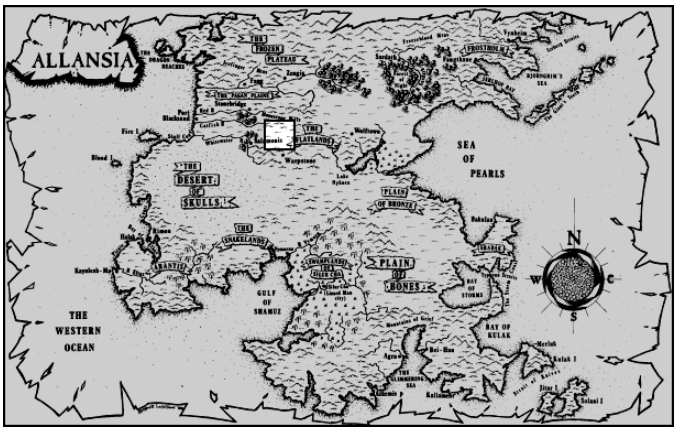
WOODEN WALKWAY

ROPE BRIDGE

8 Home of Valar Kellion
9 Home of Graha Sleekfoot
10 Home of Nada Trueshot
11 Home of Erulia Falsehope
12 Home of Gaya Inuriel
13 Home of Tiriel Greystar

STITTLE WOAD

Source: *Titan: The Fighting Fantasy World* (page 56)
Edited by: Marc Gascoigne
Artist: Steve Luxton
Year: 1986
Area: Trolltooth Pass



"Those Elves who have left the sacred forests to venture out into the world are cheerful, happy-go-lucky folk who never seem to get upset about anything."[875] One such elf was Leeha Falsehope[876], who ventured from his home village of Eren Dûrdinath in the Forest of Spiders to the town of Chalice, "where he succumbed to the temptations that exist in such places."[877] "In his drunken conversation with a young serving-wench"[878] he revealed secrets that only Elves had known for thousands of years. He told of the Vapours[879] and of his home village in the Forest of Spiders. Upon realising he had said too much, "he tried to cover up his words." When asked the name of his village, he "gave them a name that would throw them off the track": Stittle Woad.[880] He returned home to his village and "lived the rest of his days in disgrace", and "even today, the family of Erulia Falsehope [Location 11], Leeha's great-grandson, must bear the shame."[881]

Eren Dûrdinath is typical of Elven settlements across Titan. It is "secreted in the heart of old woodland" and "built in the traditional style, on wooden platforms among the tree-tops, connected to one another and the ground by rope ladders and narrow walkways."[882]

A non-Elf "will chance upon an Elven village only if" permitted to do so. "On the fringes of their villages Elves post guards", such as at the dedicated guard post in Eren Dûrdinath.(Location 1). Often to be heard on a warm summer's evening is "the light voices of Elves, singing …as they celebrate the joy of being alive in the beautiful forest with songs to Erillia, the moon, the stars and everything else they consider beautiful." Close to their villages, Elves construct "shrines to their goddess", "groves of very young trees and bright forest flowers."[883]

Eren Dûrdinath is ruled over by a Queen, an Elf maiden who is "the most perfect child in the village, a maiden of stunning beauty, charming wit and faultless grace." On her eighteenth birthday she undergoes a celebratory ritual "in which she would eventually commune with the gods…During the communion, great powers of wisdom and leadership were bestowed on the princess. Afterwards, she would be recognised as Queen of Eren Dûrdinath."[884] The current Queen Ethilesse was visited by three of the Elven gods during her communion: "Euthillial, the god of languages; Itiitia, the god of reason; and Alliarien, the god of Elf magic."[885]

In view of this, it seems somewhat strange that Location 5 is the home of Prince Veriel Brighteye. One assumes he is the consort to Queen Ethilesse, whose name does not appear on the map. The remaining names of the villagers are not mentioned elsewhere, so little can be said about them. Of course, Eren Dûrdinath is also home to priests[886] of the Elven gods.

One villager whose home is not shown on this map is the unfortunate traitor Daga Weaseltongue, cousin of Leeha Falsehope. He was manipulated and magically forced into stealing the Vapours from the village and giving them to the evil *Marrangha* sorcerer Zharradan Marr.[887] As punishment, he has been banished from the village.[888]

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[875] *Dungeoneer* (1989) page 396.

[876] For information on Elven naming conventions, see page 55 of *Titan: The Fighting Fantasy World*.

[877] *Creature of Havoc* (1986) page 24.

[878] *Creature of Havoc* (1986) page 25.

[879] *Creature of Havoc* (1986) pages 26–28.

[880] *Creature of Havoc* (1986) page 25. In fact, Stittle Woad in the name of a dye the Elves use to colour their clothes.

[881] *Creature of Havoc* (1986) page 26.

[882] *Titan: The Fighting Fantasy World* page 57.

[883] *Titan: The Fighting Fantasy World* pages 57–58.

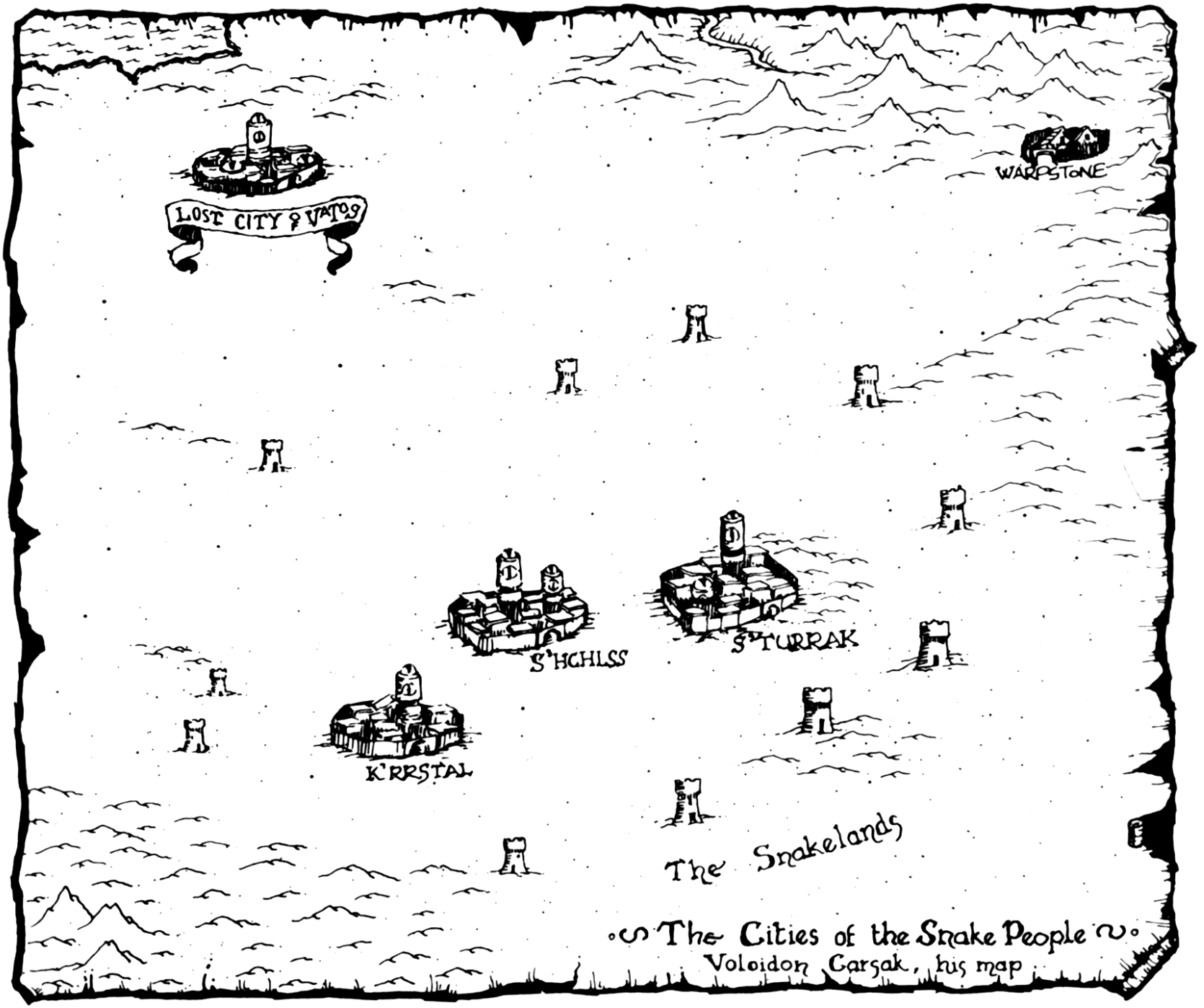
[884] *Creature of Havoc* (1986) pages 26–27.

[885] *Creature of Havoc* (1986) page 28.

[886] *Creature of Havoc* (1986) page 27.

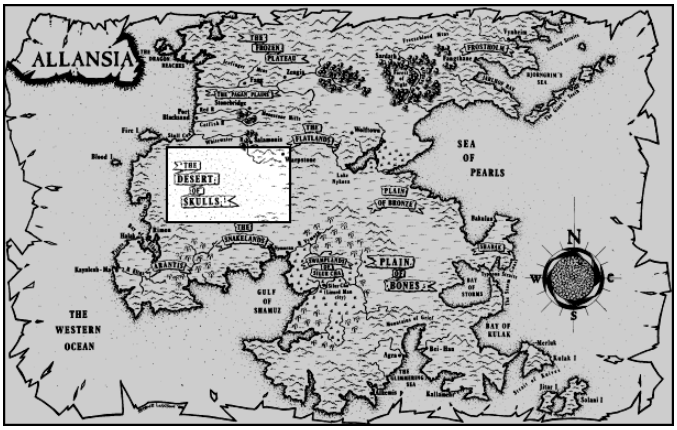
[887] *Creature of Havoc* (1986) page 30.

[888] *Creature of Havoc* (1986) paragraph 117.


LOST CITY of VATOS
WARPSTONE
S'HCHLSS
S'TURRAK
K'RRSTAL
The Snakelands
The Cities of the Snake People
Voloidon Carsak, his map

CITIES OF THE SNAKE PEOPLE

Source: *Titan: The Fighting Fantasy World* (page 88)
Edited by: Marc Gascoigne
Artist: Steve Luxton
Year: 1986
Area: The Desert of Skulls



The barren scrubland south of the Silver River is dotted with huts and small communities. Dark Elves work their spiteful evil here.[889] South of the Whitewater River, "the terrain becomes gradually more arid" as it approaches the northern fringes of the Desert of Skulls, a landscape of nothing but barren sand in all directions.[890]

The location of the lost city of Vatos shown on this map seems too far north, though it is undoubtedly in the northern half of the Desert of Skulls.[891] From above a stone wall protrude "various stone towers and roofs…Wind-blown sand has drifted high against the wall", and "no track or trail leads to the entrance gate, which is partially blocked with sand."[892] The presence of a Justrali (Serpent Guard) at the gate of Vatos indicates it is closer to the Caarth cities than shown here.[893]

Contrary to popular belief, the Caarth are not "bald, snake-tailed monstrosities"; rather, they are "more like snake-headed humans, similar in form to the Lizard Men of the southern jungles." Their desire is to kill every last member of every other race on Titan! "From their stone cities deep in the desert wastelands, they send forth their warriors to conquer and enslave all lands around them." Thus was the travelling merchant Voloidon Carsack captured and taken slave by the Caarth. He was put into service in "a massive stone citadel on the edge of some low, rocky foothills." After twelve years of slavery, he managed to escape, and finally staggered into the camp of a trader on the trade route from Warpstone to Salamonis. His knowledge revealed for the first time the extent of the Caarth Empire.[894]

The Caarth citadels are "carved from the solid stone of desert rock formations." The Justrali "patrol the very edges of their domain", bringing death to all who trespass upon the land of the Snake People. "Every oasis in the heart of the desert has its own settlement of Caarth." The main Caarth settlements are K'rrstal ('Heart of Glimmering Stone'), S'turrak ('Cool Providence of Shadows'), and the Caarth capital, S'hchtiss ('Jewelled Oasis of Sighing Worship'). "There are also about a dozen small fortifications in a wide ellipse around these three citadels, each of which houses a garrison of Caarth and Justrali warriors and little else." Built into the side of a mesa, S'turrak is "a massive block of stone several leagues across which rises several hundred metres above the level of the desert." From the highest of its towers, the citadel of S'hchtiss could be seen "glimmering in the sunlight, many, many leagues away." It is a bizarrely-designed place "with dozens of towers and walls, around which run many spiralling staircases and ramps At its base, on the desert floor, its inhuman builders constructed a series of walls and gates thick enough to withstand the assaults" of the most determined enemy. The Caarth also "bored deep into the rock behind the citadel, to create a warren of large, cool chambers in which their young were able to hatch in complete safety."[895]

At the top of the mesa, the Caarth "scraped away a smooth expanse of rock, to form a wide avenue, which is lines on either side with disconcerting statues…and ends in a small stepped platform on which many sacrifices are made." Behind this platform is the pyramid dedicated to the worship of Sith. It is "a place of shadows where the whole floor perpetually slithers with snakes of all types and sizes."[896]

The tallest towers of S'turrak "house the high priests and the mystic library and observatory of the Caarth sorcerers." These are a storehouse of knowledge, and "in their libraries, they keep records of all their knowledge." They have been known to "excavate ancient desert cities" that existed before the cataclysm that split Irritaria into the three continents of modern Titan,[897] including long-abandoned places such as the tomb of the evil Pharaoh Akharis.[898]

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[889] *Temple of Terror* (1985) paragraphs 23, 316, and 285.

[890] *Temple of Terror* (1985) paragraph 242.

[891] Though this is a direct contradiction of *Temple of Terror* (1985) paragraph 196 where the merchant Abjul "tells you that he thinks Vatos lies in the southern part of the Desert of Skulls."

[892] *Temple of Terror* (1985) paragraph 164.

[893] *Titan: The Fighting Fantasy World* page 87; *cf. Out of the Pit* (1985) page 101.

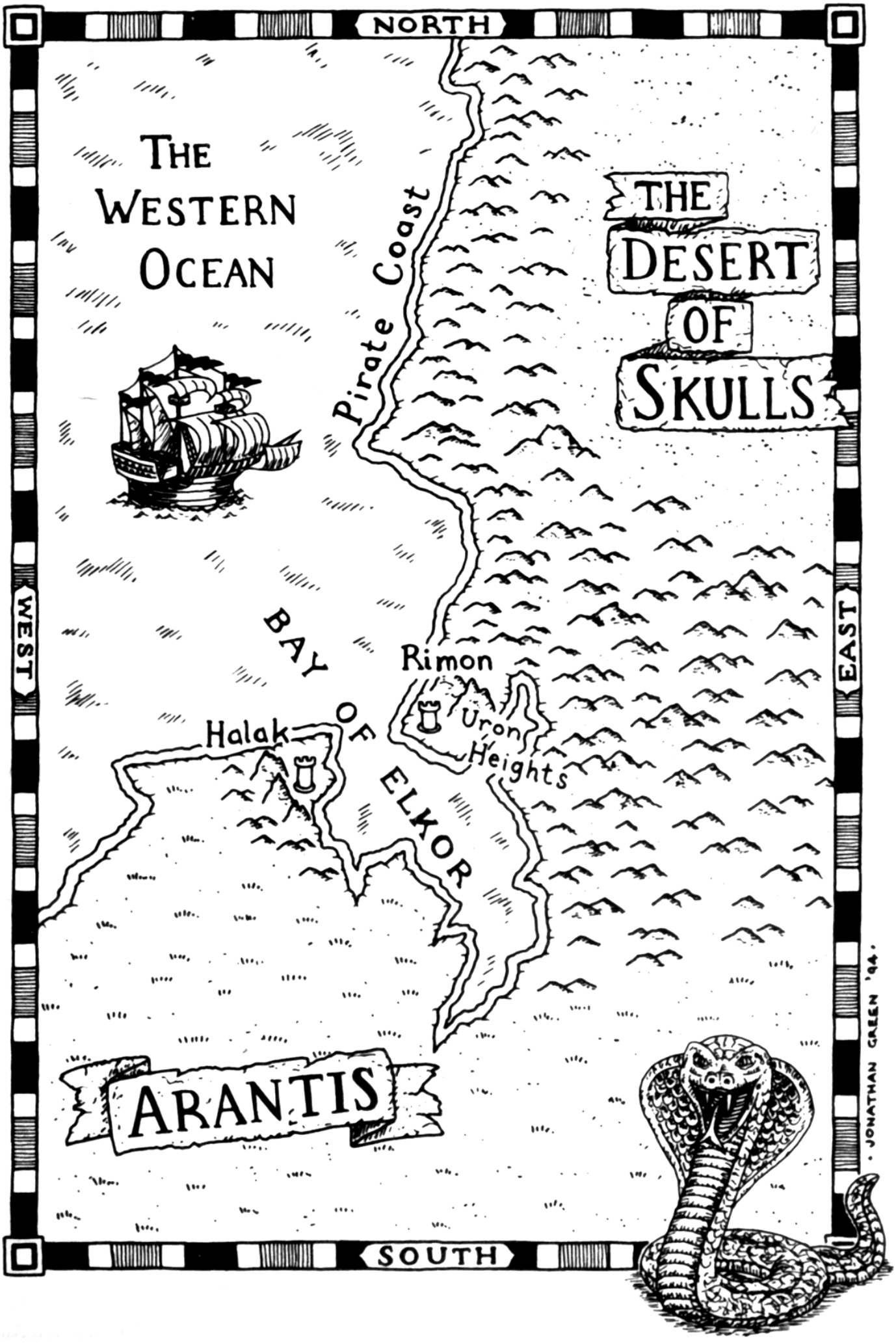
[894] *Titan: The Fighting Fantasy World* page 86; *cf. Out of the Pit* (1985) page 24. Note that according to *Allansia* (1994), Warpstone lies "on the northern edge of Craggen Heights", which contradicts its placement on this map. There is no easy way to resolve this contradiction.

[895] *Titan: The Fighting Fantasy World* page 87.

[896] *Titan: The Fighting Fantasy World* page 88.

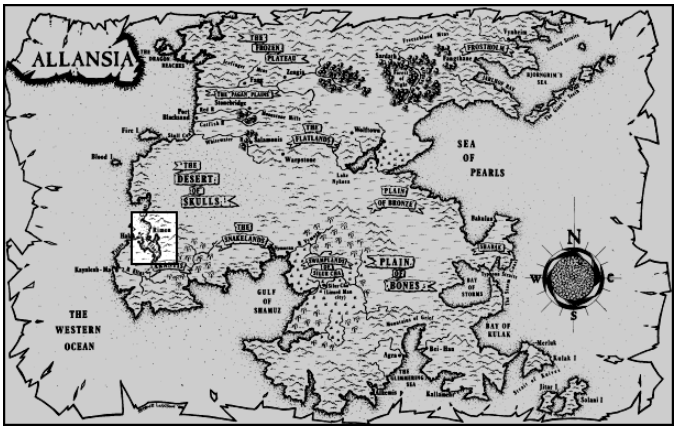
[897] *Titan: The Fighting Fantasy World* page 88; *cf.* page 33.

[898] *Curse of the Mummy* paragraph 307 *et al.*


NORTH
THE WESTERN OCEAN
Pirate Coast
THE DESERT OF SKULLS
WEST
EAST
BAY OF ELKOR
Rimon
Uron Heights
Halak
ARANTIS
SOUTH
• JONATHAN GREEN '94.

ARANTIS

Source: FF59: *Curse of the Mummy* (page 6)
Author: Jonathan Green
Artist: Jonathan Green
Year: 1995
Area: Arantis



"Perched precariously on the sharply sloping sides of twin mountain peaks, both" Halak and Rimon are "ramshackle mazes of fortified citadels, houses, and temples, linked by a tortuously twisted spider's web of stairs and alleys."[899] A dusty trail heads eastwards from the Sultan's Gate of Halak into the scrublands, following the coast. After a time, a trail leads off directly south towards Phoenix Finger, which passes not far from the Sun Pools, a series of enchanted caverns with pools of different coloured waters, where the Hamakei, Vulpa Heartsfire makes his home.[900] Phoenix Finger itself is a sheer-sided column of rock that towers over the surrounding rocky hills. "Its craggy skirts, buckled into hills and valleys littered with boulders, [sweep] up to support it."[901]

"Facing its twin, Halak, on the other side of the mouth of the Bay of Elkor, Rimon is the capital of the Pirate Coast" of western Allansia. "With their ramshackle mazes of streets and twisting alleyways, the two ancient towns, perched on the steeply sloping sides of twin mountain peaks, are a haven for buccaneers and renegades." Rimon has an Adventurer's Guild, which is always seeking warriors for outstanding quests.[902] In one of the poorer parts of Rimon is *The Monkey's Paw*, a seedy drinking-house with shady-looking clientele and a landlord who "looks as if he would cut your throat as soon as serve" a customer.[903] The many stalls of Rimon's markets have much to offer a traveller, including several merchants who have "more unusual—and more expensive—wares."[904]

To the north of Rimon are the steep mountains known as the Uron Heights. By the third day of travel north, the path gradually becomes steeper as it leads "into the rocky foothills of the mountains which border the Desert of Skulls." The dusty trail turns northeast here, and from atop a ridge several kilometres along this trail, it is possible to see "that several semicircular tiers of stone seats have been cut out of the base of the hillside in front of a raised platform and a low, rectangular stone building." Close by lie "fallen pillars and the remains of walls." A sandy arena stands in front of the platform, and "the façade of the low building is decorated with the busts of people—or possibly of gods—standing in the recessed alcoves." This is the Theatre of the Gods.[905] Cranno, a short figure who dresses in plain grey robes and wears a mask with grotesquely exaggerated features lives alone here. In reality, the middle-aged, balding, grey-haired man is a former actor, who has retired to these hills in search of solitude, protected by his pet Sabre-toothed Tiger, Cleomina.[906]

"After meandering through barren, rocky hills, the track descends through a boulder-strewn pass and divides, one branch continuing northeastwards, while the other leads directly towards a line of several high peaks in the east."[907]

In the rocky hills a league to the east lives a Shaman, at a place called Spirit Rock. Heading east through the valley, "the only signs of life in this scorching wilderness are the occasional lizard" and solitary birds of prey soaring overhead. "The only vegetation that grows in this hot region is the occasional scrubby bush and fleshy, green, thick-stemmed succulent covered in spines."[908] After some way, the path "leads into a narrow, steep-sided gorge, the land on either side of it rising up to the cliff-tops." This area is "home to all manner of primitive and inhuman tribes" that might be incline to spring an ambush in this gorge.[909] After rising to another ridge, Spirit Rock becomes visible for the first time. "At the edge of a vast mesa [stretching] east and north, rising up between two sandy hills is a tall pinnacle of rock, its sides almost vertical. A massive boulder, which appears to be precariously balanced, rests on its flat top." Lopar, the dog-headed Shaman of Spirit Rock, dwells in a cave at the top of the rock.[910]

To the northeast, "the terrain grows progressively more tortuous." The trail leads between "steep cliffs and high stacks of rock." A further day's journey north leads to "the top of a ridge of a line of hills…looking out over a wide valley. The land drops steeply down to the sand-covered valley floor." Here, half-buried by the desert, "lie the fallen pillars and broken walls of a temple." In front of the ruins "is a sparkling oasis, surrounded by palm trees." Be wary, for the waters of this oasis have been poisoned.[911]

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[899] *Demonstealer* (1991) pages 181–2.

[900] *Demonstealer* (1991) pages 120, 122, 125, 170, and 173.

[901] *Curse of the Mummy* paragraphs 112 and 15.

[902] *Curse of the Mummy* page 18; *cf.* page 7.

[903] *Curse of the Mummy* page 19.

[904] *Curse of the Mummy* paragraphs 112 and 15.

[905] *Curse of the Mummy* paragraphs 242, 345, and 277; *cf.* paragraph 389.

[906] *Curse of the Mummy* paragraphs 366 and 339.

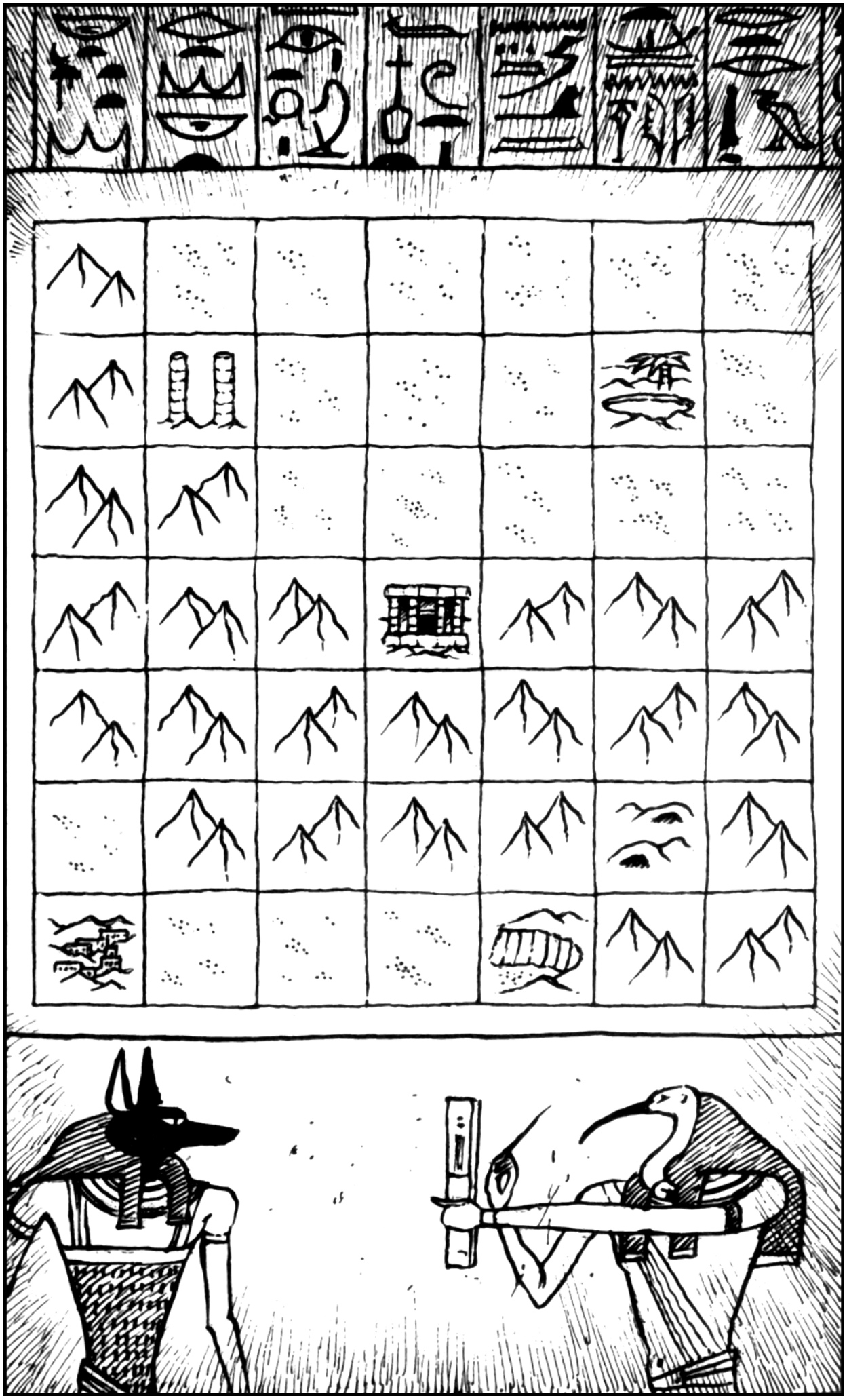
[907] *Curse of the Mummy* paragraph 8.

[908] *Curse of the Mummy* paragraphs 242, 79, and 250.

[909] *Curse of the Mummy* paragraphs 11, 389, and 310.

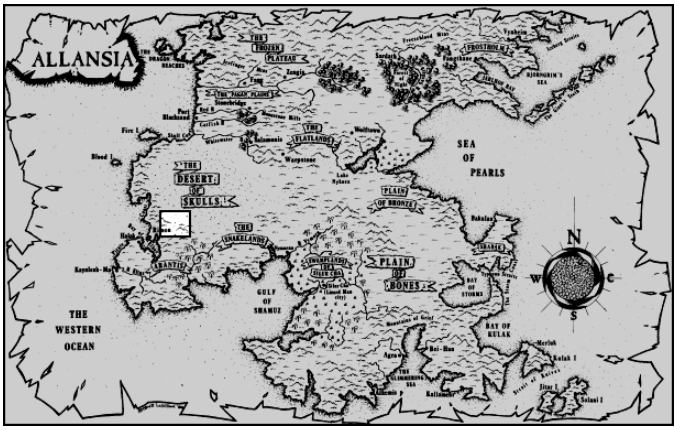
[910] *Curse of the Mummy* paragraphs 90 and 333.

[911] *Curse of the Mummy* paragraphs 24, 5, and 187.



Ancient Arantis

Source: FF59: *Curse of the Mummy* (paragraph 346)
Author: Jonathan Green
Artist: Martin McKenna
Year: 1995
Area: Arantis



"Before the drowning of Atlantis by the gods, the three major continents of Titan—Allansia, the Old World, and Khul—were all joined together as one massive continent which early records call Irritaria. At this time, at the southern edge of what [is now called] the Desert of Skulls, there existed a small desert kingdom called Djarat." Its people worshipped "a whole clutch of animal-headed gods" and "carried out the practice of mummifying their dead rulers before burying them in great tombs in the mountains, along with fabulous riches."

The last ruler of Djarat was Akharis, who favoured Sithera, the Goddess of Evil. He "was the cruellest tyrant the kingdom had ever known." As he lay dying after being poisoned by one of his enemies at the age of one hundred and fifty-six, "Akharis called on Sithera, saying that one day he would return and that all would suffer under his curse: plagues of flies, snakes and scorpions…, the daytime sky would be as black as at night, and the cities would be swallowed by the desert."[912]

On an inscription on a ruined temple at an oasis on the southwestern edge of the Desert of Skulls are directions to "the lost tomb of Akharis with all its treasures."[913] This is the inscription! When translated from the ancient Djaratian hieroglyphs into a modern tongue, it can be discerned that the city to the extreme southwest of the carving was called **Tezra**. Thirty kilometres to the east were **alabaster quarries** in the edge of the hills. The pillars to the north of the city were the **Pillars of Antep**. Northeast of the quarries were the **Gold Tunnels**, possibly a network of mines, and the **Oasis of Iash** was ten kilometres to the north of the tunnels, over mountains and desert.[914] The ruined temple is twenty kilometres from Akharis' Tomb.[915]

East of these ruins, "the sand-covered plain meets the barren hills." Not far to the northeast, "the mouth of the valley opens on to the fringes of the Desert of Skulls."[916]

To the north, the hot sands of the desert stretch as far as the eye can see. "After almost an hour's journeying" from the temple ruins are "several small hillocks of sand, each with a large opening at its summit, close to the edge of the hills." These are entrances to a vast nest of Xoroa, "a strange race of mutated ant men, with the head and torso of a human and the lower body and legs of a giant ant." They "live in large underground colonies…patrolled at all times by Xoroa Warriors, who watch over small groups of Workers, which forage for food for the whole colony."[917]

The "desolate highlands of the hills seem to be devoid of life in any form." The route climbs upwards to a narrow path bounded to the right by a steep rocky slope and on the left by a precipice. After quite some distance, the track leads to a place overlooking "a great rift in the hills. At the bottom of the steep-sided, sand-blown valley [is] a dark rectangular opening in the side of a cliff, surrounded by large, carefully cut blocks of stone bearing carved reliefs which are unmistakably Djaratian"—it is the very Tomb of Akharis![918] Beyond the dark portal lurk horrors unimaginable.

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[912] *Curse of the Mummy* pages 19–20.

[913] *Curse of the Mummy* page 21.

[914] *Curse of the Mummy* paragraphs 346 and 326.

[915] *Curse of the Mummy* paragraph 20.

[916] *Curse of the Mummy* paragraph 302.

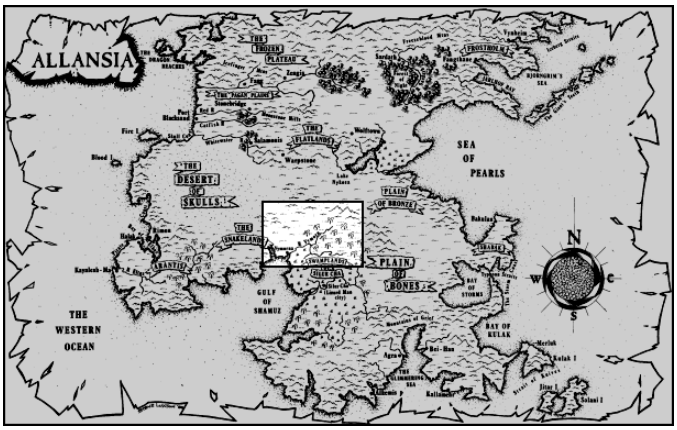
[917] *Curse of the Mummy* paragraphs 131 and 189, and *Out of the Pit* (1985) page 123.

[918] *Curse of the Mummy* paragraphs 62 and 183.


DESERT of SKULLS
BORDER HILLS
Coppertown
PLAIN of BRONZE
Rogaar's Hold
Telak's Mount
The Durkelakin
AXEHEAD PLAINS
LION HEIGHTS
The SNAKELANDS
Capra
Vymorna
Vymorn River
NIGHTSHRIEK JUNGLES
N
RIVER VYMORN
GULF of SHAMUZ
Lizard River
SWAMPLANDS of SILUR CHA
LEO HARTAS

Axehead Plains

Source: FF31: *Battleblade Warrior* (inside cover)
Author: Marc Gascoigne
Artist: Leo Hartas
Year: 1988
Area: The Snakelands



This map, dominated by the expanse of the Axehead Plains, matches almost exactly in scale and scope to the continental map of Allansia presented in other sources.[919] All of the major deserts and plains are situated correctly, and the only error is the misspelling of "The Durkelakin", which should be "The Durtelakin."[920]

The grassy Axehead Plains stretch north from the Gulf of Shamuz for many leagues. Parts of the plain comprise gently rolling hills; streams crisscross the landscape and copses of trees break up the grassy vista. Early mornings on the plains heralds a "dewy mist that clings to everything."[921] The plains also play host to several small Orc communities.[922] Sometimes, the Caarth of the Snakelands make excursions onto the plains.[923]

For six long years has the city of Vymorna been besieged by the vast might of the Lizard Man war machine. "It was once an important focus…with traders coming from as far away as Salamonis", but "the combined forces of magic, explosives, battering rams and sheer weight of numbers" of the Lizard Man Empire have been "slamming against the walls of the ancient city", killing its King, Alexandros II, and reducing its population to about five thousand souls.[924] "Vymorna is an old city…but its people cannot hold out much longer."[925]

About a day's ride north from Vymorna is the town of Capra, "once a small trading settlement," it is now "crammed to bursting with nomads and farmers" escaping the Lizard Man raiding parties.[926]

One adventurer with a personal vendetta against the Lizard Men of the Swamplands of Silur Cha is "Julius Lecarte, adventurer and trader." He is famous for "roaming Southern Allansia with Snag, his pet sabre-toothed tiger, in search of his explorer father, Tadeus."[927] Another trader of the Axehead Plains is White-eye, an aged man with a "wizened, brown old face" and "milky-white eyes" who dwells in a caravan in the northeastern grasslands towards the Nightshriek Jungles.[928]

These jungles that line the banks of the River Vymorn are populated by strange creatures such as the mischievous six-armed Krell, and Giant Venus Fly-trap plants.[929] It is also home to the fearsome Panther Warriors, a tribe of natives who worship the Panther God Sku-Rachi.[930] Their primitive settlements of "platforms and rope bridges…built up in the tree-tops"[931] are in direct contrast to the panther statues and shrines "carved out of some kind of dark rock",[932] indicating a more advanced Panther Cult was once present in the Nightshriek Jungles. Further north, the jungles become swampier, with "great clumps of reeds" and a maze of twisting dry pathways leading across deep, murky waters.[933]

Beyond the jungles lie the Lion Heights, the tallest of which is Telak's Mount. Before this majestic mountain is a "vast ravine" in which lies the ruins of "Kharnek, city of warrior-kings, now accursed."[934] It was once a stronghold of the God Telak,[935] "the God of all warriors",[936] but was overthrown and accursed by the Demon Lords, whose ghastly skeletal Ishkarim "watch over their most important treasures."[937] Kharnek's "once-beautiful buildings" now lie "at strange angles, twisting and cracked by their fall" into the ravine.[938] Living in the shadow of the mountain is the hermit Laskar.[939]

Little is known of the Swamplands of Silur Cha, save that at the heart of the vast swamp lies the bizarre city of Silur Cha: centre of the Lizard Man Empire.[940]

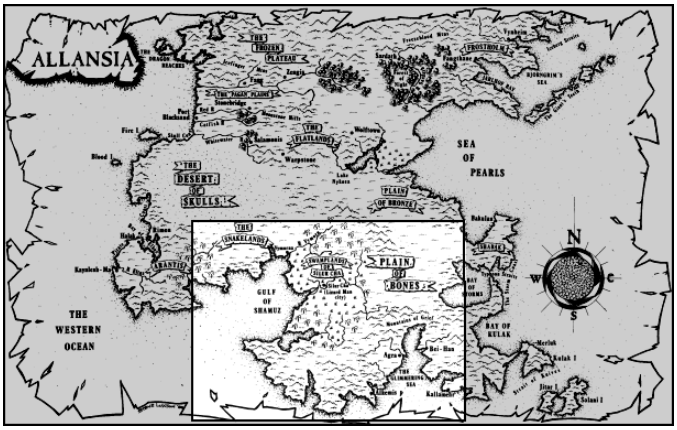
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[919] *Titan: The Fighting Fantasy World* (1986) page 13.
[920] *Battleblade Warrior* page 24.
[921] *Battleblade Warrior* paragraph 202.
[922] *Battleblade Warrior* paragraph 73.
[923] *Battleblade Warrior* paragraphs 358 and 309.
[924] *Titan: The Fighting Fantasy World* (1986) page 93; *cf. Battleblade Warrior* page 21.
[925] *Titan: The Fighting Fantasy World* (1986) page 16.
[926] *Battleblade Warrior* paragraph 89.
[927] *Battleblade Warrior* paragraph 240; *cf.* paragraph 21 (illustration).
[928] *Battleblade Warrior* paragraphs 368 and 61.
[929] *Battleblade Warrior* paragraphs 307 and 397.
[930] *Battleblade Warrior* paragraphs 320 and 308.
[931] *Battleblade Warrior* paragraph 381.
[932] *Battleblade Warrior* paragraph 151.
[933] *Battleblade Warrior* paragraph 378.
[934] *Battleblade Warrior* paragraph 190.
[935] *Battleblade Warrior* paragraph 74.
[936] *Titan: The Fighting Fantasy World* (1986) page 46.
[937] *Battleblade Warrior* paragraph 229.
[938] *Battleblade Warrior* paragraph 48.
[939] *Battleblade Warrior* paragraph 239.
[940] *Titan: The Fighting Fantasy World* (1986) page 92.


Rimon
SHRINE OF DESTINY
RAVER'S RETREAT
THE SNAKELANDS
Vymorna
R. Vymor
SWAMPLANDS OF SILUR CHA
Silur Cha
(LIZARD MAN CITY)
PLAIN OF BONES
KEY
~city ~hills
~mountains.
~plains. ~jungle.
~swamp. ~journey through the jungle.
~route to the Reaver's Retreat.
GULF OF SHAMUZ
BAY OF STORMS
MOUNTAINS OF GRIEF
The path of the Twice Shy
N
Agra
Bei-han
THE GLIMMERING SEA
Alkemis
Kallamehr
ALLANSIA
THE SOUTHERN LANDS
LEO HARTAS

SOUTHERN ALLANSIA

Source: *The Riddling Reaver* (inside cover)
Authors: Paul Mason & Steve Williams
Artist: Leo Hartas
Year: 1986
Area: Southern Allansia



This map gives an excellent overview of southern Allansia, showing the full extent of the Swamplands of Silur Cha, as well as the trading ports on the Glimmering Sea and the southern extremities of the Plain of Bones.

The Plain of Bones is a "desolate, wind-swept land…bounded to the north by the baking Plain of Bronze, to the east by the impassable Bay of Storms, to the south by the uncrossable Mountains of Grief, and to the west by the Swamplands of Silur Cha", the domain of the Lizard Men. The "Plain of Bones takes its name partly from the dinosaurs which roam across it, and partly from the primitives who hunt them." Occasional "ghost-haunted ruins of small settlements and fortification dot the plains."[941]

Beyond the Mountains of Grief, "a few small communities cling precariously to the coast around the Glimmering Sea. Isolated from the other civilized parts of Allansia by the mountains and the plains, and visited by few merchants from the far north as a result, they have not grown much beyond tiny city-states, ruled over by dynasties who occasionally trade with one another, and occasionally war with one another, but who never influence the rest of Allansia." [942] Nothing is known of Agra or Alkemis, and only a few scraps of information about Bei-Han have reached the ears of esteemed sages, but much is known about Kallamehr, which will be covered later.

"Thick jungles and swamplands line the wide gulf of Shamuz", marking the full extent of the Lizard Man Empire, an evil domain. The unholy city which shares its name with the swamps is "home to the Lizard Man emperors and their human-hating followers."

Nothing at all is known of the lands to the west of the Glimmering Sea. If any ports or cities cling to the coast there, they have not yet been discovered by explorers. The close proximity of the Lizard Man Empire might make the possibility seem unlikely at best, but humans are very adaptable, and the mountains could protect them from Lizard Man incursions.

The Snakelands are not accurately labelled on this map. The actual extent of the Snakelands and the Caarth Empire is to the west of Vymorna, with the Axehead Plains stretching out to its north, forming a barrier between the Caarth and the Lizard Men.[943]

Marked with a red line is the course of the Riddling Reaver's ship the *Twice Shy*. This merchant's galley was formerly captained by a pirate foully slain by the Riddling Reaver: "hot lead was poured down his throat."[944]

Also shown are the unnamed jungles to the east of Arantis, populated by Head Hunters and Mutant Lizard Men.[945] In the mountains to the north of these are the Shrine of Destiny,[946] and the Riddling Reaver's own mansion, surrounded by the field of Chance.[947]

[941] *Titan: The Fighting Fantasy World* (1986) page 15.

[942] *Titan: The Fighting Fantasy World* (1986) pages 15–6.

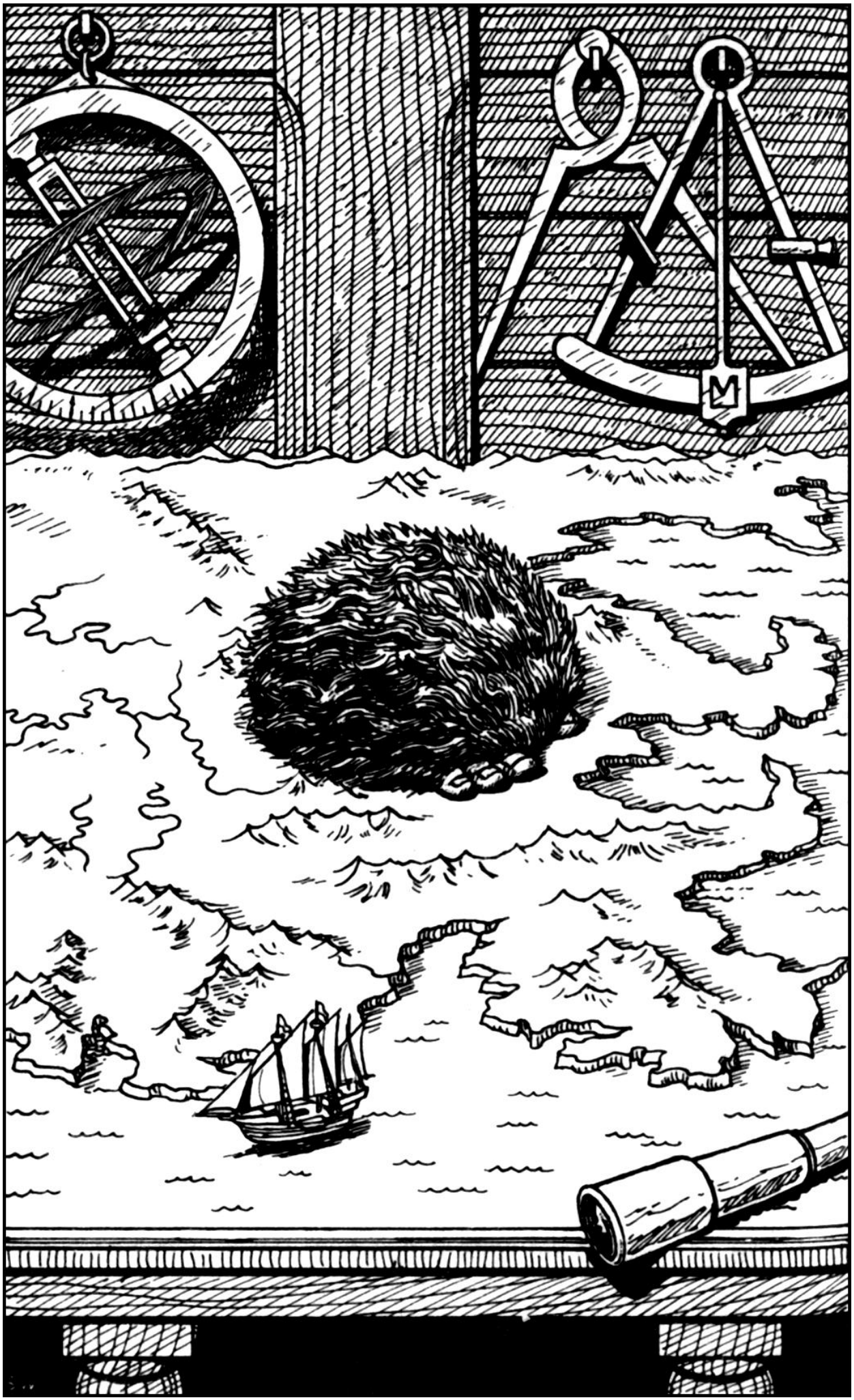
[943] *Battleblade Warrior* (1988) colour map *et al*.

[944] *The Riddling Reaver* pages 73 and 100.

[945] *The Riddling Reaver* pages 123 and 145.

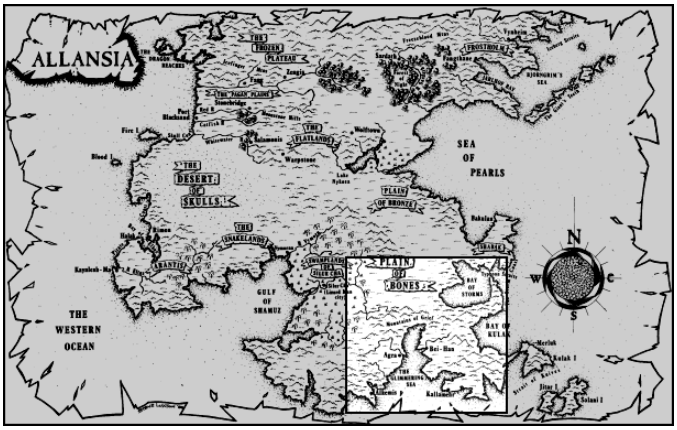
[946] *The Riddling Reaver* pages 149–51.

[947] *The Riddling Reaver* page 179.



SOUTHERN ALLANSIA (IN RELIEF)

Source: *The Riddling Reaver* (page 102)
Authors: Paul Mason & Steve Williams
Artist: Brian Williams
Year: 1986
Area: Southern Allansia



This relief map of southern Allansia is found in the Riddling Reaver's map-room aboard his ship, the *Twice Shy*. It has been skilfully modelled by a master cartographer and model-maker. The bizarre magic of Luck and Chance surrounding the Riddling Reaver also makes it able to affect the real world; picking up the model of the Twice Shy from the map affects the actual boat sailing through the sea, for example.[948]

As can be seen from this map-model, much of eastern Allansia is flatland. "The immense Plain of Bronze ranges from barren steppe to warmer bushland." Southwards, "as it becomes the dinosaur-roamed Plain of Bones, the landscape turns into flat veldt, warm, grass-covered scrubland with plentiful water-holes."[949]

Between the Plain of Bones and the Glimmering Sea lie the snow-covered peaks of the Mountains of Grief, impassable in many places. Although the Freezeblood Mountains are higher, the Mountains of Grief are probably harder to climb.[950]

Although chiefly topographical in nature, the forests and jungles that have sprung up in the deep valleys between the mountains are also worthy of comment. To the northwest of this map is "the steamy swamplands of the great Lizard Man kingdom, Silur Cha." Here, "the forests become tangled jungles", home to all manner of strange species. "In such jungles, the underlying terrain can be anything from treacherous mountain peaks to tidal mangrove swamps." Many of the creatures are poisonous.[951] "At high tide, many of the coastal swamps and jungles turn into sunken forests."[952]

"The Gulf of Shamuz is controlled at its eastern end by the enormous slave-powered galleys of the Lizard Men; they should be avoided by anyone valuing his freedom!"[953]

Where the Plain of Bones should be is "a ball of fur, about the size of a cabbage, snoring contentedly." This is a Jib-Jib from "the hills of Low Xamen." These balls of fur have "two short, stumpy legs" and "small, frightened eyes, set just above a large mouth." They are herbivorous creatures, "living on small bushes and plants, from which they suck the juices and nutrients, since they have neither teeth nor claws." They have an "effective defence" against their many predators—tremendously loud voices, "with which they begin to howl in an unearthly, ear-splitting wail whenever they feel danger threatening."[954]

This particular Jib-Jib is the pet of the Genie which controls the map and the ship. He will be extremely annoyed at any mistreatment of his beloved pet—he is liable to turn anyone who injures it into a speechless monkey.[955]

[948] *The Riddling Reaver* page 101.

[949] *Allansia* (1994) page 131.

[950] *Allansia* (1994) pages 136–7.

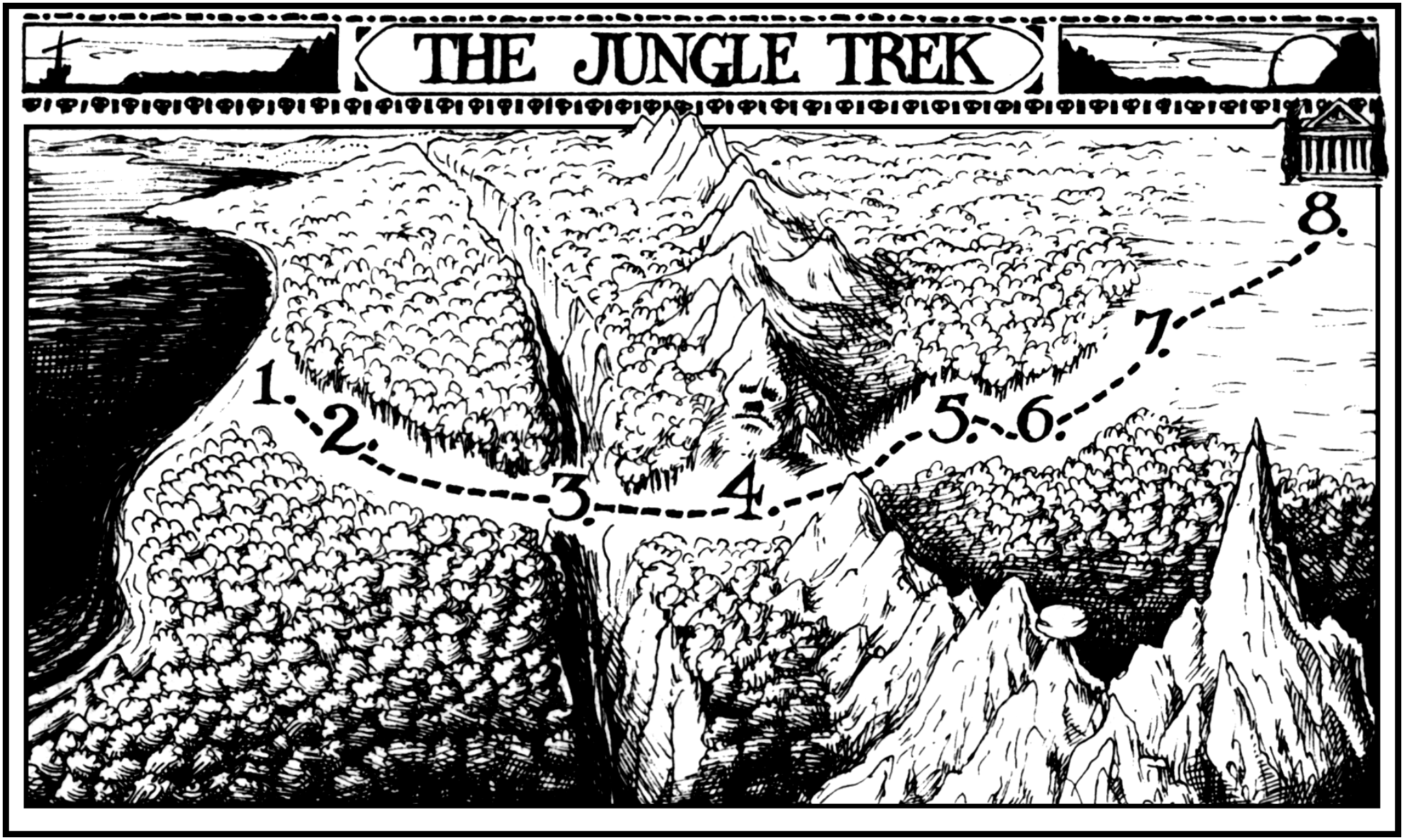
[951] *Allansia* (1994) pages 150–1.

[952] *Allansia* (1994) page 169.

[953] *Allansia* (1994) page 175.

[954] *Out of the Pit* (1985) pages 71–2.

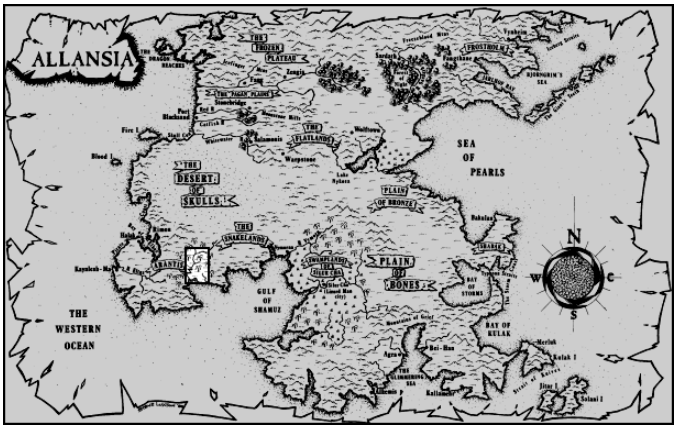
[955] *The Riddling Reaver* pages 101–4.



1. Mutant Lizard Men
2. Waxley Speed
3. Log Bridge
4. Mouth of an Ancient God
5. Giant Pitcher-plant
6. Head-hunters
7. Quicksand
8. The Shrine of Destiny

JUNGLES

Source: *The Riddling Reaver* (page 122)
Authors: Paul Mason & Steve Williams
Artist: Leo Hartas
Year: 1986
Area: Southern Allansia



This map depicts a route through an area of jungle from the coast in the south up to the Shrine of Destiny in the north. The jungle coast lies at the northwestern edge of the massive Gulf of Shamuz, and this vast rainforest forms a natural barrier between the country of Arantis, ruled by its "powerful dynasty of warrior-queens",[956] to the west, and the Snakelands to the east, inhabited by the terrifying Caarth.[957]

Although a natural barrier between the two empires, the jungles themselves are a terrifying place, stretching as far as the eye can see, and full of enemies and dangers. "Eerie cries and screams come from its depths, and a haze of steam rises into the clear blue skies."[958] "Lizard Men control all the jungle lands from the Snakelands to the edges of Arantis."[959] However, certain bands of grotesque mutant Lizard Men that dwell in the jungles are under the control of the Riddling Reaver. He "captured a number of 'normal' mutant Lizard men and made their mutations even more exaggerated. They now act as his servants."[960]

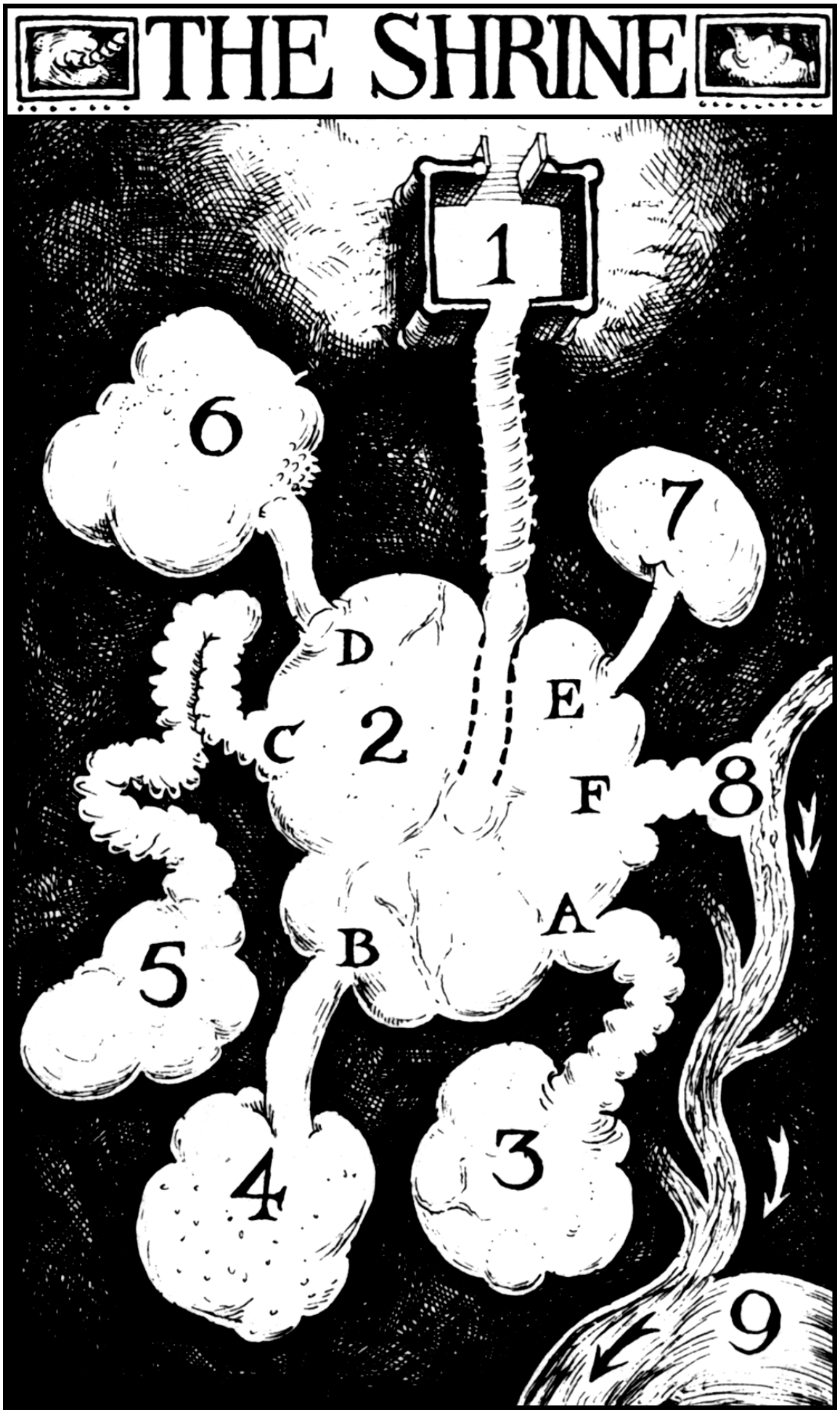
Lizard Men are not the only intelligent creatures living here. Hidden in the trees are small tribal villages of Head-Hunters, who seek to trap the Pygmies that also live in the jungle, using "carefully laid rope traps."[961] These cannibals daub themselves with war-paint to resemble the masks worn by the shaman, the medicine man of the tribe.[962] The pygmies "hunt with blowpipes and poisoned darts", living on "fruit and roots, as well as monkeys and other small creatures."[963] They also prize the eggs of the rare Yokka bird, which are warm to the touch and burst in a ball of fire if thrown at an enemy.[964] The Head Hunter shaman dwells in a cave in the mountains carved to resemble "the bloated malignant features of some primitive god."[965]

Other hideous creatures that inhabit this deadly jungle include the Giant Spike Spider, which likes to live inside lairs built of a resinous substance that dries to resemble fallen logs. From its back there protrudes a spike that drips with paralysing venom.[966]

Giant Pitcher Plants sit alone in deserted clearings, waiting for their food to come close enough to be grabbed by their whip-like tendrils.[967] The tendrils of these carnivorous plants can reach almost seven metres in length.[968]

The jungle also hides misty marshes and mud flats, full of pits of deadly quicksand.[969] At the edge of some of these dwell Marsh Wraiths. These "strange, primal creatures" are "related to Earth Elementals, and dwell in the still waters among the head-high reeds." These creatures are deeply territorial, and on sensing "the vibrations of approaching creatures" they will "rise up from the swamp as one" to try to warn off trespassers in sombre moaning voices.[970]

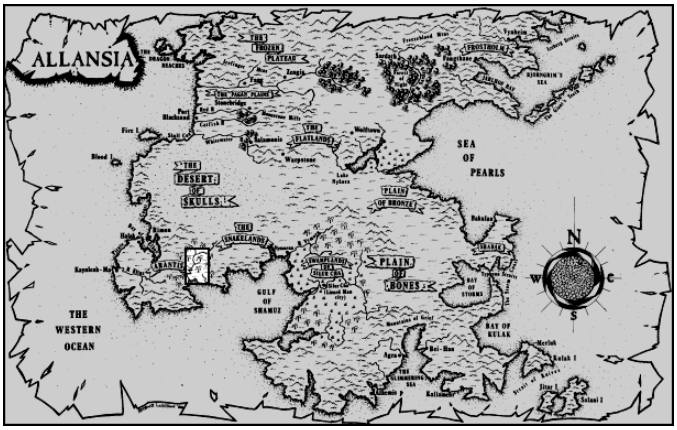
[956] *Titan: The Fighting Fantasy World* (1986) page 29.
[957] *Titan: The Fighting Fantasy World* (1986) page 89.
[958] *The Riddling Reaver* page 121.
[959] *Titan: The Fighting Fantasy World* (1986) page 93.
[960] *The Riddling Reaver* page 125.
[961] *The Riddling Reaver* page 145.
[962] *The Riddling Reaver* pages 139 and 145.
[963] *Out of the Pit* (1985) page 95.
[964] *The Riddling Reaver* page 146.
[965] *The Riddling Reaver* pages 137–8.
[966] *The Riddling Reaver* pages 135–6.
[967] *The Riddling Reaver* pages 141–3.
[968] *Out of the Pit* (1985) pages 93-4.
[969] *The Riddling Reaver* pages 147–8.
[970] *Out of the Pit* (1985) page 81.



1. Candle Room
2. Central Chamber
3. Lung Chamber
4. Digestion Chamber
5. Mucalyctic's Chamber
6. Grinding Chamber
7. Wrapper's Chamber
8. Blood Canal
9. Heart Chamber

THE SHRINE OF DESTINY

Source: *The Riddling Reaver* (page 152)
Authors: Paul Mason & Steve Williams
Artist: Leo Hartas
Year: 1986
Area: Southern Allansia



At the end of the Jungle Trek, lies "a white marble temple" on "a high pedestal of rock which looks unclimbable, and a gaping chasm lies between" the path and the Shrine of Destiny. A Flying Guardian in the shape of a forbidding bird of prey sits on either side of the Shrine's entrance. A narrow, invisible bridge is the only possible approach to the Shrine of Destiny.[971]

The interior of the Shrine is not a place of worship. "The Shrine contains, or rather consists of, a vast Creature, created in the Godtime (and therefore without a name)." The "interior is lit by phosphorescence", and any fiery torch will cause the beast to be "wracked with convulsions." Behind the "large, weather-beaten doors" is "a small chamber lit by hundreds of candles." Opposite the door is "a circle of some black, rubbery hide, and the only way forward is to "pass through the agitated orifice" into the Creature's trachea, or gullet, and head for the stomach.[972]

"A short journey along" a slimy, fleshy tract ends with being disgorged into a large chamber filled with 'gunk' [2]. "It is dome-shaped, although its shape is continually shifting. Its walls throb faintly, and occasionally ducts open in the ceiling", from which rains down more of the gunk. All passages leading off are "circular and small, with a thick layer of sludge coating their floors."[973]

The draught is strong along the tunnel to Chamber [3], both sucking forward and then pushing back. Eventually the tunnel opens into a large domed chamber. "The floor of the chamber rises and falls." High above, sunlight streams in through a grille, around which has grown a host of stalactites. Hidden among the stalactites is a golden chalice.[974]

Chamber [4] is "suspiciously quiet", and its floor is "covered with thick purple hairs, which sprout from pores…They wave gently in the slight breeze." This "iron-digesting chamber dissolves most of the iron that accumulates in the Creature's innards", helped by twelve Iron-Eaters.[975]

The passage to Chamber [5] is "extremely narrow, and even more disgusting" than Chamber [2]. "It goes on for many metres, winding and twisting, and getting viler" while starting to slope downwards. This is the lair of a Mucalyctic "Its small chamber is full of muck" from "the slime and waste products of the enormous digestive tract."[976]

The cavernous Chamber [6] is full of "large, semi-transparent balls. They are rolling around and jostling with one another." Inside each one is a Ball Centipede. Meanwhile, the floor of the grinding chamber is covered with "a thick layer of powdered debris."[977]

The floor of Chamber [7] is littered with several bones, while moisture drips continuously from the ceiling. A Wrapper lives here, along with several (unanimated) skeletons, the remains of adventurers the Wrapper has eaten recently![978]

There is a loud pounding noise from location [8] that increases in intensity the further one travels towards it. The tunnel opens out to a rushing red-coloured stream that "gushes past in a raging torrent." The Creature's bloodstream is "like a subterranean river, flowing round the Creature's body to provide nourishment for its organs." [979]

The torrent of blood "empties into a vast cavern" [9]. "The pounding sound is deafening, and the lake of blood swirls round like a giant whirlpool. At its centre is a small island", on which stands a small pedestal. "The source of the constant beat that fills the chamber" is the Pendulum of Fate, which drives the Creature's heart. It lies on the pedestal, beneath two identical figures—one white, one black. These are the Icons of Good and Evil, pure personifications of the essences of Good and Evil respectively. "The two are perfectly matched" and "neither seems to be able to press home an advantage" in their eternal struggle.[980]

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[971] *The Riddling Reaver* pages 149–51.

[972] *The Riddling Reaver* pages 152–6.

[973] *The Riddling Reaver* pages 157–60.

[974] *The Riddling Reaver* pages 161–3.

[975] *The Riddling Reaver* page 164.

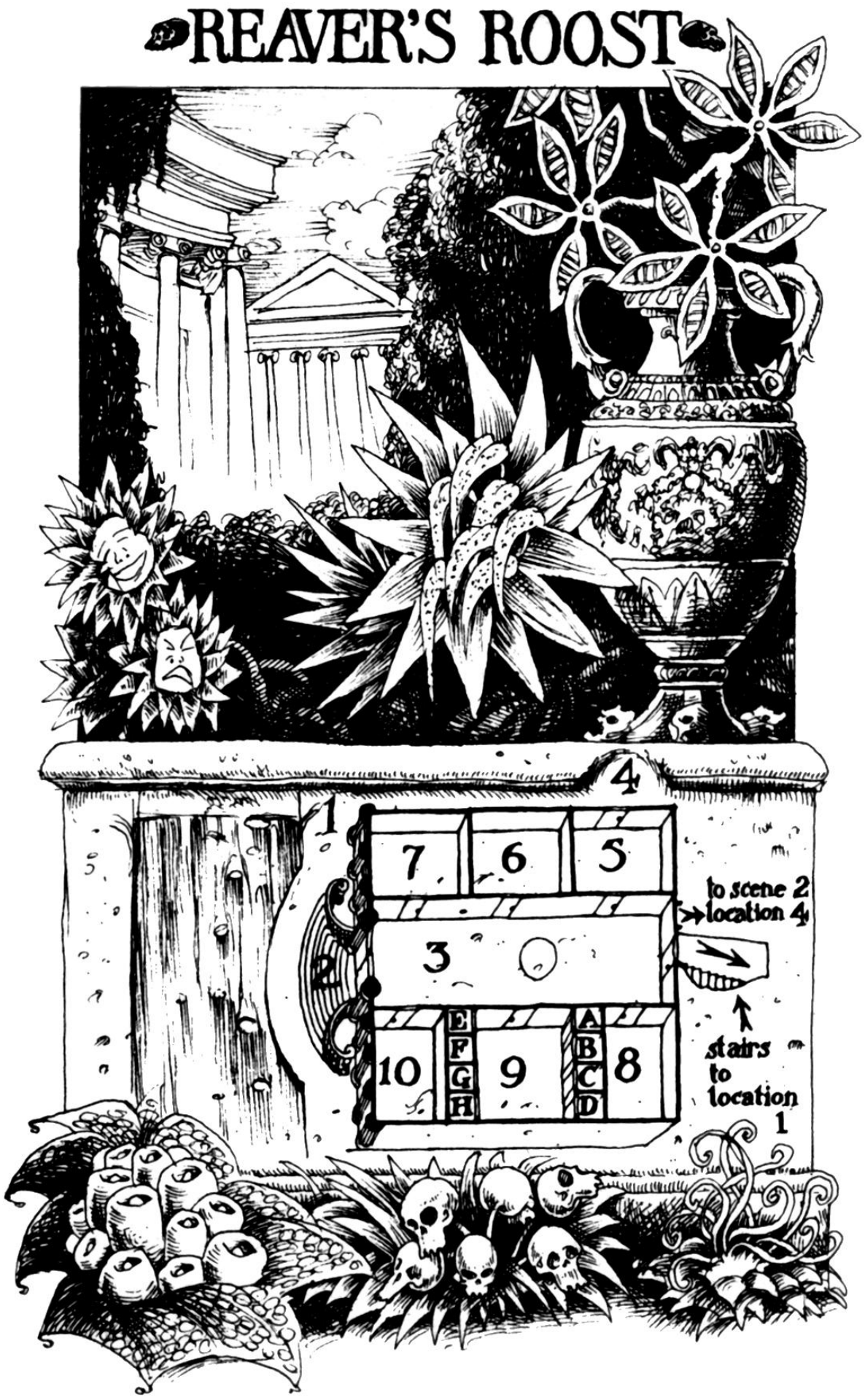
[976] *The Riddling Reaver* pages 165–7.

[977] *The Riddling Reaver* pages 168–9.

[978] *The Riddling Reaver* page 170.

[979] *The Riddling Reaver* page 171.

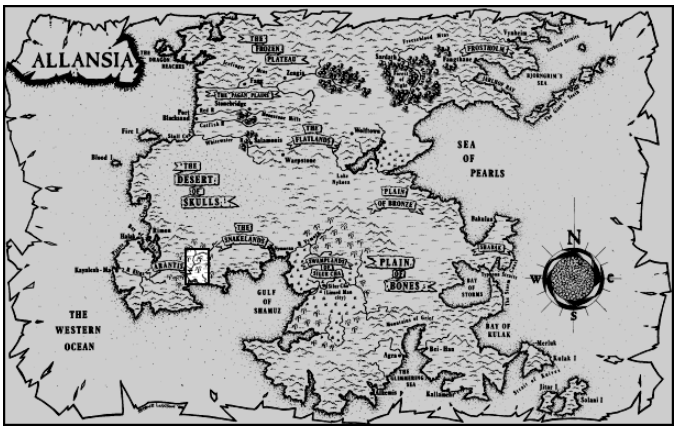
[980] *The Riddling Reaver* pages 172–5.



1. Backwards Waterfall
2. Marble Steps / Finnegan O'Dinnegan
3. Grassy Hallway
4. Transporting Door
5. Stuffed Replicas
6. Reaver's Library
7. Reaver's Dining-room
8. Reaver's Sitting-room
9. Riddle Cupboards Room
10. Wheelies

THE REAVER'S ROOST

Source: *The Riddling Reaver* (page 178)
Authors: Paul Mason & Steve Williams
Artist: Leo Hartas
Year: 1986
Area: Southern Allansia



In the mountains to the east of the twin pirate cities of Halak and Rimon[981] overlooking the lush jungles to the west of the Snakelands is a very, very peculiar place. The jungle plants and trees are "a riot of colour, with reds, blues, yellows, oranges, and purples in profusion." The plants are also "warped out of all recognition—their forms apparently determined purely by Chance."[982] Welcome to the Realm of Entropy.

Climbing into the mountains, it is apparent that rivers and waterfalls flow *backwards* and *uphill*.[983] On the banks of one of these rivers, accessible only by following a waterfall *upwards*, is the Reaver's Roost (also known as the Reaver's Retreat[984]), the secret hideaway of the Riddling Reaver. It is "a magnificent building" built of "white marble blocks with multicoloured veins." The palace "has no windows", but "a flight of marble steps leads up to a very impressive pillared entrance." The entrance is 'guarded', if such a word is appropriate, by Finnegan the Leprechaun.[985]

The long entrance hall [3] is "carpeted with well-mown grass, and in the centre sits a picturesque wishing well." The doors leading off the hall are partly-overgrown with ivy.[986] "Light in the hall (as in most of the rest of the building) is provided by a glowing ceiling."[987]

The walls , ceilings, and floor of Room [5] are "all bare wooden boards." A group of stuffed figures, doubles of the person or persons entering, stand by the doorway from the hallway [3] and will slowly make their way across the room following anyone who enters, though they will "never be caught in the act of moving."[988] The doorway to location [4] will randomly teleport a person around this level of the Reaver's Roost.[989]

Room[6] is "obviously a library. Shelves of books line the walls", and a reading desk lies at the room's centre, facing away from the door. A stuffed replica of the Riddling Reaver sits at the desk, apparently reading a book. The pages of the books are all blank, since the books themselves are talking books, beginning to talk when the cover is opened.[990]

Room [7] is "the Riddling Reaver's dining-room", at the centre of which is "a long and impressive table" running the length of the room, "laden with a succulent feast." The guests do not sit in chairs, but rather "seem to be floating in huge bottles." A glum-looking stuffed duplicate of the Reaver sits at the head of the table, facing the door.[991]

Chamber [8] is "exceedingly plush. Gorgeous tapestries hang from the walls, the floor is richly carpeted, and exotic couches are covered with cushions." On the left-hand wall is a rack of bottles, one of which contains the trapped lady adventurer Baba Lai. "She is short and dark, with a mischievous glint in her eyes. Her clothes are practical, and she carries a shortsword." Her six Cut-throat friends are also held in the bottles. Another stuffed Reaver sits relaxing on one of the divans.[992]

Room [9] is "a long hall, tiled with a chequered black and white pattern. Leading off the hall are a number of small doors, like cupboards." Each of these Riddle Cupboards has a riddle written on it, which describes its contents.[993]

In Room [10] are three gambling Wheelies, who are "torturing a poor fellow" they have bound hand and foot. They toss him into the air, betting on whether he will land "Heads" or "Tails."[994]

The hatch by the main door is labelled 'Bones'. Behind it is a chute leading down to Room 4 of the lower level (see following page). The Replicanths of the Reaver—"human-shaped lumps of jelly within which the skeleton can clearly be seen"—use this chute to "deposit the bones which they collect for the Reaver to manufacture more of their kind."[995]

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[981] *Titan: The Fighting Fantasy World* (1986) pages 16–7.

[982] *The Riddling Reaver* page 177.

[983] *The Riddling Reaver* page 181.

[984] *The Riddling Reaver* colour map.

[985] *The Riddling Reaver* pages 183–5.

[986] *The Riddling Reaver* page 187.

[987] *The Riddling Reaver* page 188.

[988] *The Riddling Reaver* page 194.

[989] *The Riddling Reaver* page 193.

[990] *The Riddling Reaver* pages 195–7.

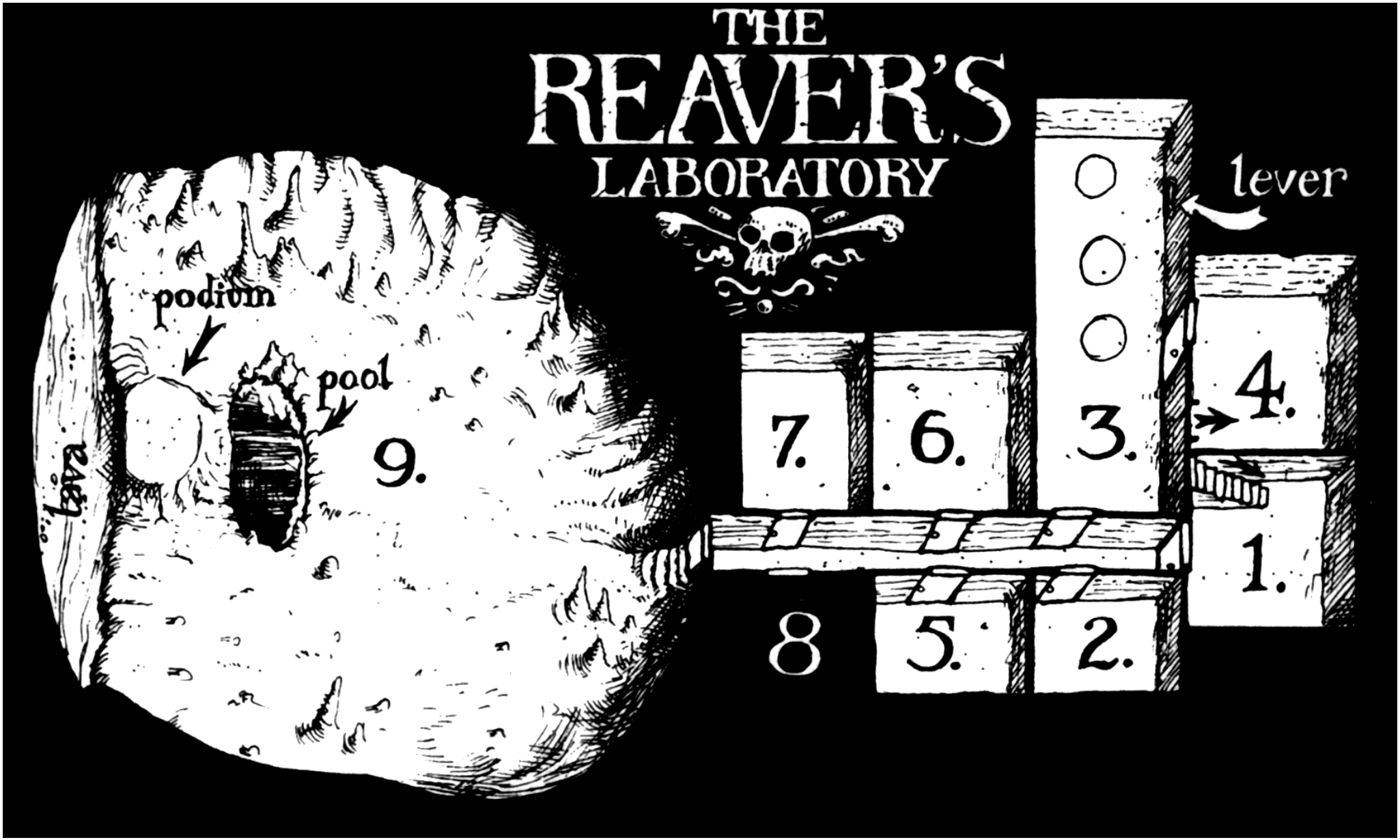
[991] *The Riddling Reaver* pages 198–9. The third guest on the right looks suspiciously like Ian Livingstone.

[992] *The Riddling Reaver* pages 200–2.

[993] *The Riddling Reaver* pages 203–7.

[994] *The Riddling Reaver* pages 208–11.

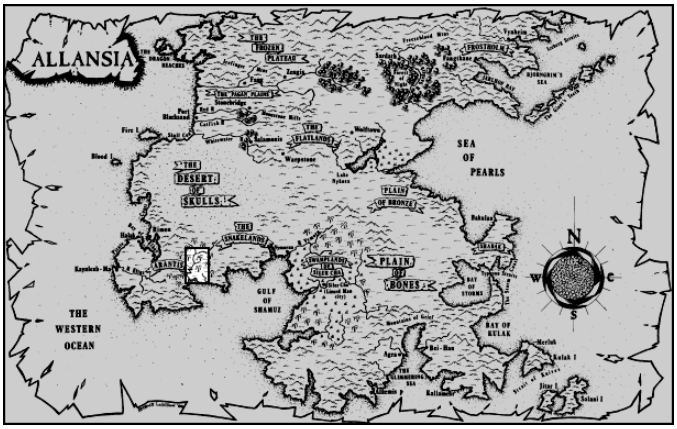
[995] *The Riddling Reaver* pages 189 and 187.



1. Stairs to Reaver's Roost (Location 3)
2. Powdered Monster Store
3. Replicanth Workshop
4. Store Room
5. Mutation Machine
6. Particle Blender
7. Mechanical Armour
8. Void Room
9. Ritual Cavern

THE REAVER'S LABORATORY

Source: *The Riddling Reaver* (page 212)
Authors: Paul Mason & Steve Williams
Artist: Leo Hartas
Year: 1986
Area: Southern Allansia



Travelling down from the hall marked [3] on the upper level (see the previous page) leads to an empty room [1]. The ceiling here glows "an eerie shade of blue."[996]

Room [2] "is wood-panelled, and has shelves all the way round the wall, on which sit racks of test-tubes" containing powders of different colours. These are literally Powdered Creatures, created by the Reaver's Particle Blender (see Room [6] below). "All they require is added water and they revert to their original shape." Most are mundane—"there are plenty of cats, dogs, rabbits, and birds, but there are few monsters."[997]

"A loud gurgling noise" emanates from Room [3]. It is "dominated by huge three vats" and "a pulley apparatus" that hangs from the ceiling above them. Skeletons assembled from the bones in the storeroom are dipped in the three vats in turn, creating a new Replicanth by the end of the process, which takes five minutes from start to finish.[998] Room [4] is dark, and full of human bones, "although these vary in size. Some are obviously the bones of Pygmies, while others are strangely malformed."[999]

Room [5] "is quite small, and the light within pulses gently. On its far side stand two plates of metal, two metres square, facing each other. Coloured light dances between them." A high-pitched squeak also emanates from the magical device. It is a mutation-enhancer, and was used by the Riddling Reaver to "create the mutant Lizard men who serve him in the jungle."[1000]

Room [6] "is dominated by a large black piece of machinery. Steam hisses out of its joints, oil drips on the floor, and there is grating of metal." This is the Particle Blender. It takes items into its two chutes at the top and combines the characteristics of the two items.[1001]

Room [7] is "clearly a work-room of some kind. It is filled with benches, stools, and odd-shaped pieces of machinery." A small forge and an anvil sit in one corner, while "assorted tools are hanging from the walls." Aside from a huge suit of spiked plate armour, "most of the pieces of machinery are rejects from failed projects, or scraps which the Reaver felt might come in handy some day."[1002]

Above the door to Room [8] are four brass rings, one of which has a piece of frayed rope knotted on to it. There is nothing beyond the doorway but blackness, "not just darkness, but the complete absence of any light at all." This is the Void Room, and "there is nothing beyond the door but Void." Anyone entering will "be lost forever in a Nothingness that exists outside of existence." As the Void is infinitely large, this means anyone entering will never be seen again, and "even gods are powerless to intervene."[1003]

The "vast rough-carved cavern" at [9] is reached by means of a large iron door with a small grille. Inside are 132 Replicanths, servants of the Riddling Reaver, each carrying a guttering torch. To either side of the podium rise "huge fluted pillars" that glow eerily. The "tranquil pool" in front of the podium is filled with clear pure water. The Riddling Reaver conducts bizarre rituals on the podium, as "behind him, flames shoot up from a lava flow."[1004]

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[996] *The Riddling Reaver* page 213.

[997] *The Riddling Reaver* pages 214–6.

[998] *The Riddling Reaver* pages 217–9.

[999] *The Riddling Reaver* page 219.

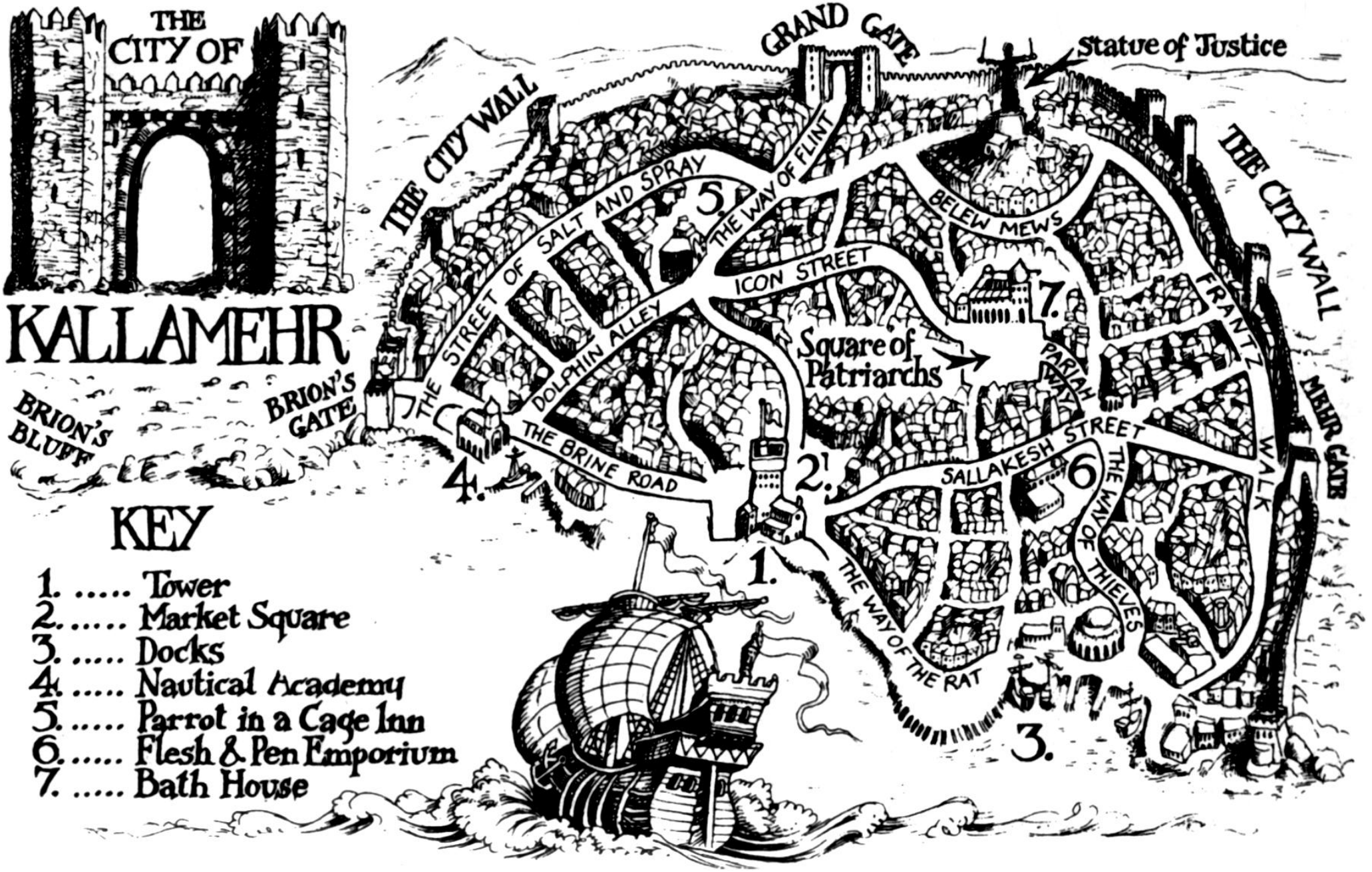
[1000] *The Riddling Reaver* pages 220–1.

[1001] *The Riddling Reaver* pages 222–3.

[1002] *The Riddling Reaver* pages 224–7.

[1003] *The Riddling Reaver* pages 228–9.

[1004] *The Riddling Reaver* pages 230–2.


THE CITY OF
KALLAMEHR
BRION'S BLUFF
BRION'S GATE
THE CITY WALL
GRAND GATE
Statue of Justice
THE CITY WALL
THE STREET OF SALT AND SPRAY
DOLPHIN ALLEY
THE WAY OF FLINT
BELEW MEWS
ICON STREET
FRANTZ
Square of Patriarchs
PARIAH WAY
THE BRINE ROAD
SALLAKESH STREET
THE WALK OF THIEVES
MEHR GATE
THE WAY OF THE RAT
KEY
1. ..... Tower
2. ..... Market Square
3. ..... Docks
4. ..... Nautical Academy
5. ..... Parrot in a Cage Inn
6. ..... Flesh & Pen Emporium
7. ..... Bath House

KALLAMEHR

Source: *The Riddling Reaver* (page 46)
Authors: Paul Mason & Steve Williams
Artist: Leo Hartas
Year: 1986
Area: Kallamehr



The city-state of Kallamehr, on the Glimmering Sea, is ruled by "the noble house of Rangor."[1005] To the north, mountain passes link it with the city of Bei-Han, and surrounding Kallamehr are wide plains.[1006] At times, the city has been menaced by "barbarian raiders from Kulak Isle" beyond the mountains to the east.[1007] The city itself is filled with promise of "comfort and rich pickings." The traders here are prosperous and well-fed, as denoted by their rounded bellies.

Blocking the main road into Kallamehr are "an imposing pair of gates." The city comprises "a sprawling collection of buildings." The "twisting architecture" is unlike that of northwestern Allansia, and there seems to be no order to it.[1008] Despite this, "it is actually very well ordered. Its streets are clean, and its citizens seem quite contented with their lots."[1009]

"The docks [3] are dirty, dark, smell, and full of the shadiest characters" of Kallamehr. "Mysterious robed figures loiter on every corner." The "large wooden storage barns" line the waterfront, and "a hastily constructed arena…built up with barrels and loose timber" lies at the centre of one such building.[1010]

"The Nautical Academy of Kallamehr [4] is an ancient and decrepit building. It is perched dangerously close to the cliff." This academy for "aspiring young sea-captains is famous throughout the region. Equally notorious is its reputation for harbouring some of the most rebellious, mischievous brats in the area." Inside, "the building houses one enormous classroom, filled with decaying desks and musty books and charts." On the tiled roof "at the top of the building is an ancient weathervane in the form of a ship."[1011]

"The *Parrot in a Cage* inn [5] is the most successful, and the most disreputable, drinking-establishment in Kallamehr…Inside the smoky den, [is] a large crowd of assorted ne'er-do-wells."[1012]

"The Flesh and Pen Emporium [6] is a gaudily decorated building. Its walls are covered with designs for lurid tattoos." A burly fellow stands outside the entrance to the shop, wearing only a loincloth, covered head-to-toe in the tattoos for which the Emporium is famed. The Emporium is run by "a craggy old Dwarf who must be well over two hundred years old." He is a master tattooist, but has little time for the whiners who complain about the discomfort of the needles pricking their flesh.[1013]

"Made entirely of gleaming white marble, the Kallamehr bath-house [7] is clearly the place to be if you are rich and idle. Located in a prosperous area of town, it boasts an enormous pillared entrance—large enough to accommodate its stouter patrons! "Inside, a simple entrance lobby is attended by a snooty-looking individual in a ceremonial bath-towel." Although "non-members are not ordinarily permitted to use the baths", for a nominal fee a traveller may be granted the "rare privilege to enter the baths" and mingle with the members of the Bath-House Club. All clothing and weaponry must be deposited in the cloakroom. "All that may be worn in the baths is a towel." The pool lies in a chamber behind a pair of brass doors at the centre of a maze of passages, where "steps lead down from the door into the sparkling waters."[1014]

Outside the city are the tall cliffs of Brion's Bluff, overlooking the rocks and crashing waves far below.[1015]

A peculiarity of the people of Kallamehr is their penchant for story-telling. These pithy stories or fables are often used to teach ideas or highlight incorrect thinking on matters.[1016]

[1005] *The Riddling Reaver* page 24.

[1006] *Slaves of the Abyss* (1988) page 18.

[1007] *Slaves of the Abyss* (1988) page 21.

[1008] *The Riddling Reaver* page 24.

[1009] *The Riddling Reaver* page 67.

[1010] *The Riddling Reaver* page 53.

[1011] *The Riddling Reaver* pages 55–7.

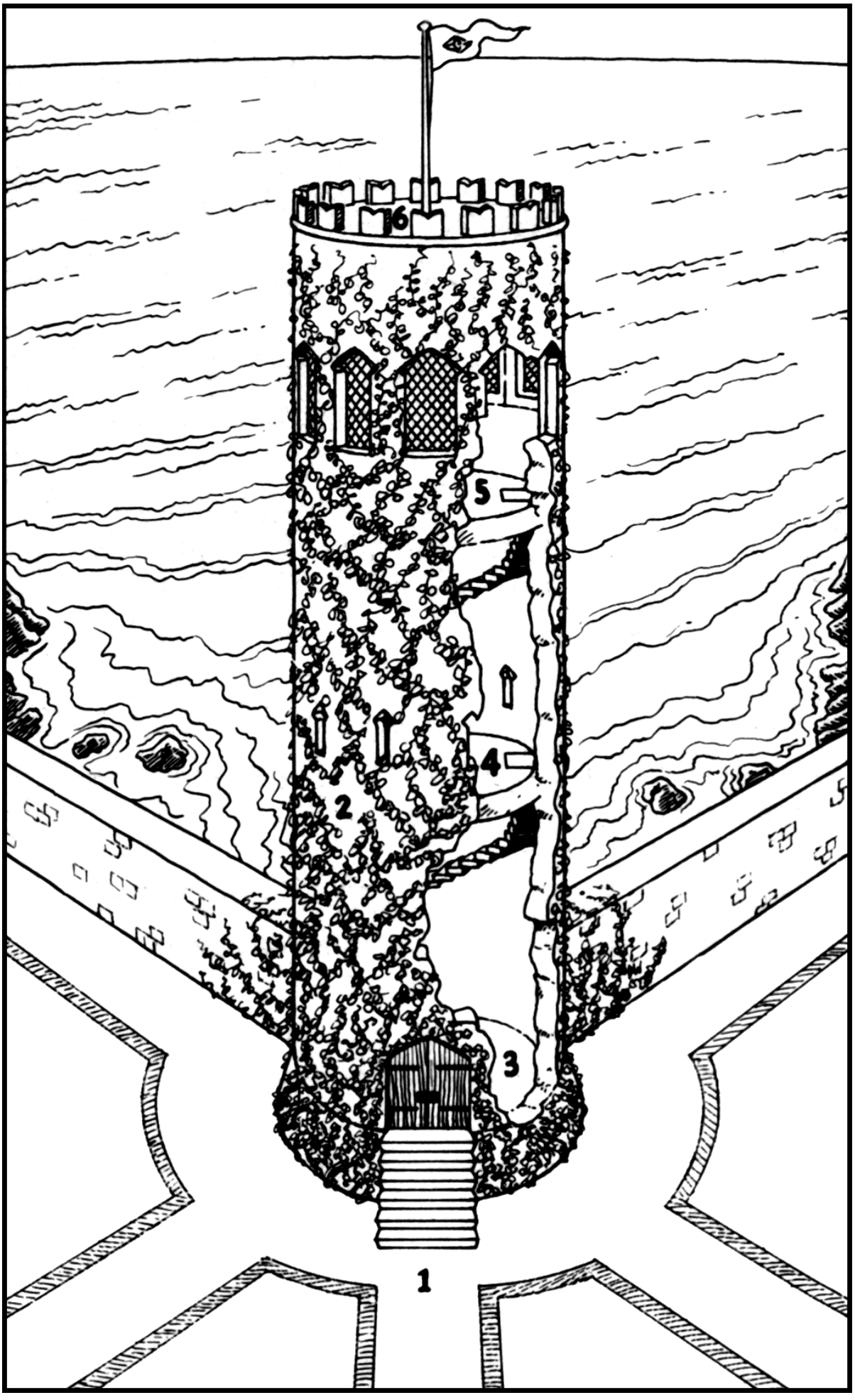
[1012] *The Riddling Reaver* pages 58–9.

[1013] *The Riddling Reaver* page 61.

[1014] *The Riddling Reaver* pages 64–5.

[1015] *The Riddling Reaver* page 71.

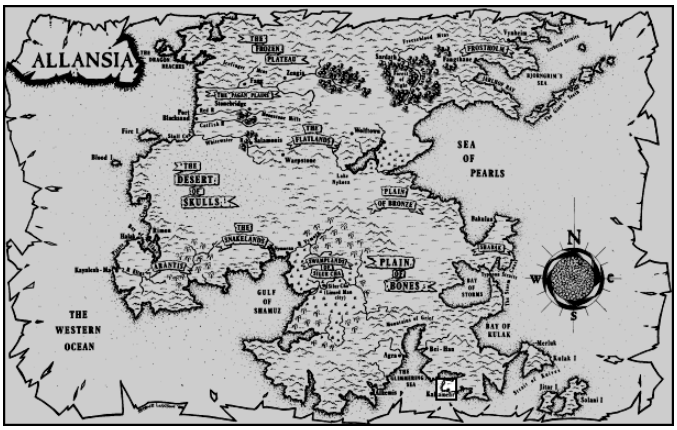
[1016] *Magehunter* (1995) paragraph 323; *cf.* paragraph 119.



1. Market Square
2. Ivy-covered Walls
3. Ground Floor / Lady Carolina
4. Living Quarters / Hammet the Dash
5. Tower Beacon
6. Roof / Flagpole

KALLAMEHR TOWER

Source: *The Riddling Reaver* (page 26)
Authors: Paul Mason & Steve Williams
Artist: Leo Hartas
Year: 1986
Area: Kallamehr



The Rangor Tower is the "pride of the wealthy merchant-lords of Kallamehr."[1017] It looms majestically over the town, and dominates the horizon of the broad road as it approaches Kallamehr.[1018] It is the home of Baron Bluestone and his wife, the Lady Carolina.[1019]

The "central square" [1] is also known as the Market Square. Carts of goods, stalls and their owners, and livestock all arrive here before dawn. "Exotic goods, fine cloths, and succulent foodstuffs adorn shops, stalls, carts and barrows. Business is brisk, and the locals have little time to take notice of strangers."[1020] The sea wall is a sturdy defence against the rough seas whipped up by the vicious storms that crash against the coast. Often "storm-clouds boil and rage overhead" while the furious wind lashes against anyone foolish enough to be outside and waves crash violently against the rocks on the coast.[1021]

The "mighty oaken doors of the tower" are usually closed and locked, while the tower is "covered with a thick growth of ivy, which could be climbed by someone nimble,"[1022] though "it is a long way to the top of the tower."[1023]

A short passage leads from the doors to the ground-floor chamber of the tower. It is "sparsely furnished, with a rough wooden table and a few chairs. Hanging against the walls are various cooking utensils, and sides of meat." Opposite these hangings is "a large fireplace with a chimney breast." Around the walls of the chamber, "a spiral staircase ascends to a trapdoor in the high, arched ceiling."[1024]

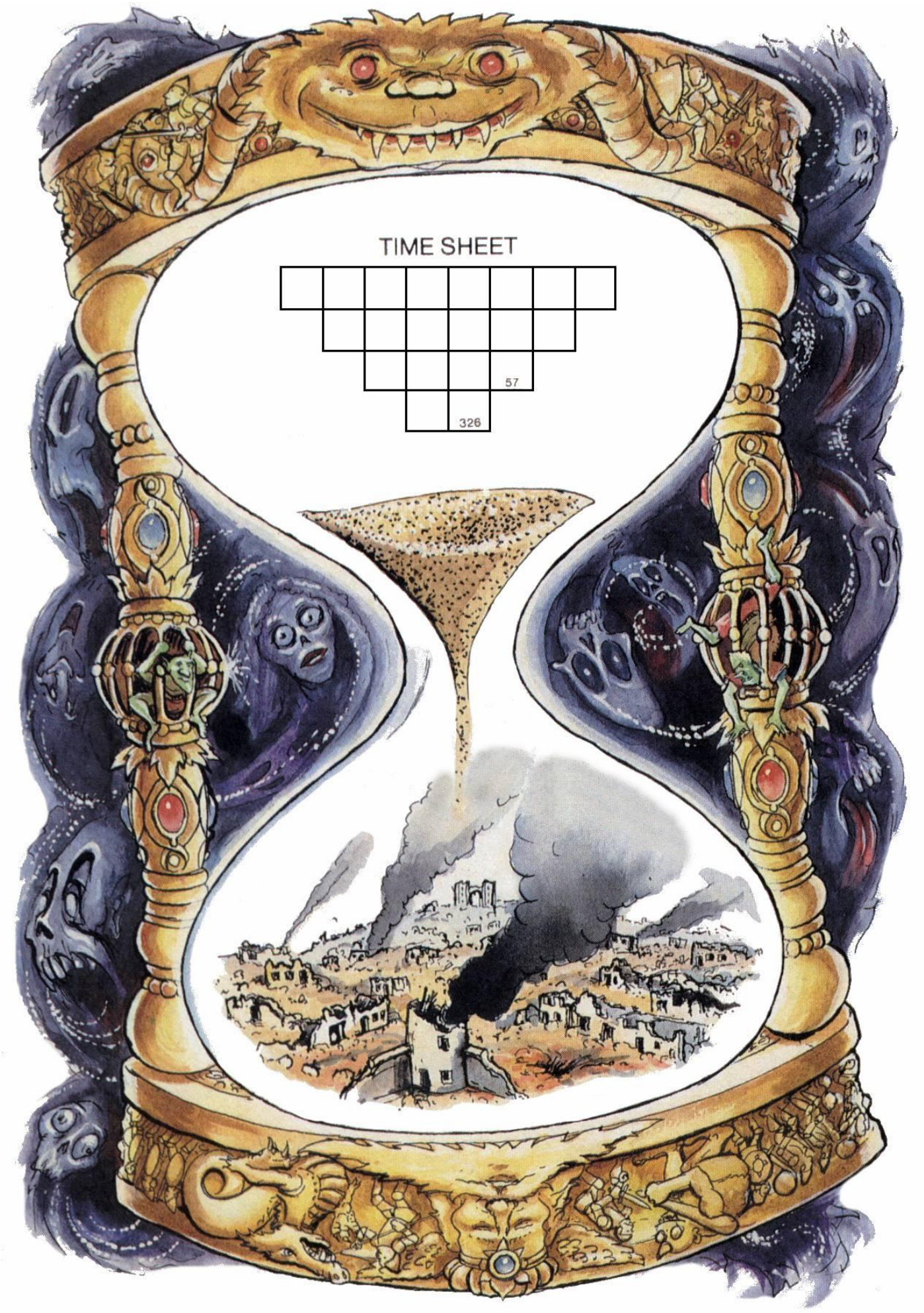
The trapdoor leads up to the first floor [4]. On this level are "impressive living-quarters, adorned with rich tapestries and furniture." Curtains cover the windows, blocking out the wind and the light. There is an opulent couch here, and Hammet the Dash, a local wizard employed by Lady Carolina Bluestone, can often be found sitting on it, pondering.[1025]

The spiral staircase continues upwards around the inside of the walls to the second floor [5]. "The walls of this room seem to be made of silvered metal, and have been polished until they are almost perfectly reflective." The room has "larger windows than those of the floor below", necessary, since "this room serves as the rower's beacon." The magical beacon is actually a Devlin, "a large fiery being, held securely in a cage in the centre of the room." It glows so bright that it cannot be looked at directly. "Stationed at regular intervals around the room are half a dozen pails of water", an insurance policy against the lock on the cage failing.[1026]

"The roof of the tower [6] is made of rough flint stones. A tall flagpole in the centre flies the Baron's emblem." The views over the low parapet are of a dizzying drop to the rocks far below.[1027]

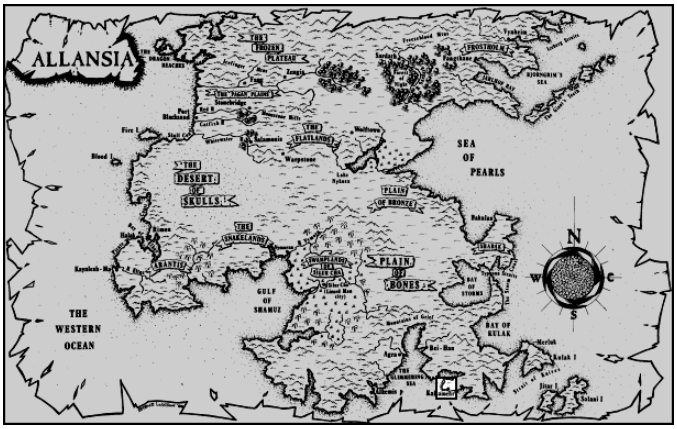
The Rangors rule from the Palace of Kallamehr, somewhere along "the Way of Flint,"[1028] "in the middle of the city, near" the imposing Statue of Justice.[1029] The servants have their own quarters, across a courtyard from the main keep, "the dwelling-place of Kallamehr's nobility." Its "central tower contains Lady Carolina's private suite and audience-chamber."[1030] "The main door to the keep" is well guarded at all times, though "a flight of stairs in the palace walls" gives access to a walkway along the top of the walls.[1031] Around the edge of the keep runs a row of ornamental spikes.[1032]

[1017] *The Riddling Reaver* page 27.
[1018] *The Riddling Reaver* page 24.
[1019] *The Riddling Reaver* pages 25 and 33.
[1020] *The Riddling Reaver* page 51.
[1021] *The Riddling Reaver* page 73.
[1022] *The Riddling Reaver* pages 25 and 29–30.
[1023] *The Riddling Reaver* page 31.
[1024] *The Riddling Reaver* page 33.
[1025] *The Riddling Reaver* page 35.
[1026] *The Riddling Reaver* page 39.
[1027] *The Riddling Reaver* page 41.
[1028] *Slaves of the Abyss* paragraph 67.
[1029] *Magehunter* (1995) paragraph 47.
[1030] *Slaves of the Abyss* paragraphs 310 and 267.
[1031] *Slaves of the Abyss* paragraph 342.
[1032] *Slaves of the Abyss* paragraph 71.


TIME SHEET
57
326

KALLAMEHR (HOURGLASS)

Source: FF32: *Slaves of the Abyss* (inside cover)
Authors: Paul Mason & Steve Williams
Artist: Leo Hartas
Year: 1988
Area: Kallamehr



Troubled times followed the death of Baron Bluestone of Kallamehr.[1033] No sooner had Lady Carolina got over his death when "she was flung into a war with the rival trading state Alkemis." Although Kallamehr prevailed by means of "a sea-battle in which many lives were lost", almost immediately rumours reached the city that Bei-Han, "never a friendly neighbour", was amassing armies to the north.[1034] The fear of everyone was that the city would end up as shown in the lower half of the hourglass opposite, the remains of the populace lying dead and unmourned among the rubble and debris.[1035]

Prominent citizens flocked to Lady Carolina's aid: "her cousin Madhaerios, a fat fellow with a nervous twitch in his nose." The man's greed is tempered by his paranoid suspicion of everything and everyone. Another of Lady Carolina's advisors was "Dunyazad of Ikhtiyan, a small woman who is reputedly the wealthiest person in Kallamehr province." She is also an impatient woman who will not suffer fools. Also present was "Sige the Silent, an imposing woman of ancient lineage." Sige frequently spent entire nights in bouts of deep meditation. A natural schemer, she preferred being in the background and getting others to do her bidding. Finally, there was "Asiah Albudur, the stern-faced Judge." She it was who introduced Lady Carolina to her husband, the Baron. The years are beginning to weigh heavily on her.[1036]

Following Lady Carolina Bluestone's murder at the hands of the Traitor, Sige the Silent, Madhaerios was made Baron of Kallamehr,[1037] though he did not last long in the role, and now Asiah Albudur[1038] has gained power. She rules from "a magnificent audience chamber in which [she] sits regally on a throne, attended by huge men with oiled muscles and sour expressions." She is afflicted with short-sightedness.[1039]

Even though the attack by Bythos, the Master of the Abyss[1040] decimated the population of Kallamehr and the surrounding region, they were mysteriously returned to life shortly afterwards, and the region now prospers.[1041] Even so, the land surrounding Kallamehr is just as dangerous as anywhere else in Allansia.

A river in a valley in the countryside surrounding Kallamehr "flows underground and passes through a cavern that leads" to the Abyss.[1042] Black Elves, Trolls, Ogres and Goblins, and bizarre symbiotes dwell in the tracts of woodlands surrounding the coastal city.[1043]

To the east of Kallamehr is the town of Hasrah. A temple to Fourga, the god of pride, offers hospitality to travellers here, within the sight of the eastern mountains, though the priests are cold and haughty.[1044]

The rocky lands to the north of the city are the feeding grounds of Rocs or Giant Stormbirds.[1045] Giant Crabs dwell on the sandy coasts.[1046]

[1033] *The Riddling Reaver* (1986) pages 41 and 45.

[1034] *Slaves of the Abyss* page 18.

[1035] *Slaves of the Abyss* paragraph 182.

[1036] *Slaves of the Abyss* page 20; see also paragraphs 397, 218 and 310, 340, and 94.

[1037] *Slaves of the Abyss* paragraph 400.

[1038] *Slaves of the Abyss* paragraph 279; *cf.* page 20.

[1039] *Magehunter* (1995) paragraphs 47 and 351.

[1040] *Slaves of the Abyss* paragraph 302.

[1041] *Slaves of the Abyss* paragraph 250.

[1042] *Slaves of the Abyss* paragraph 238.

[1043] *Slaves of the Abyss* paragraphs 232, 269, 189, and 268.

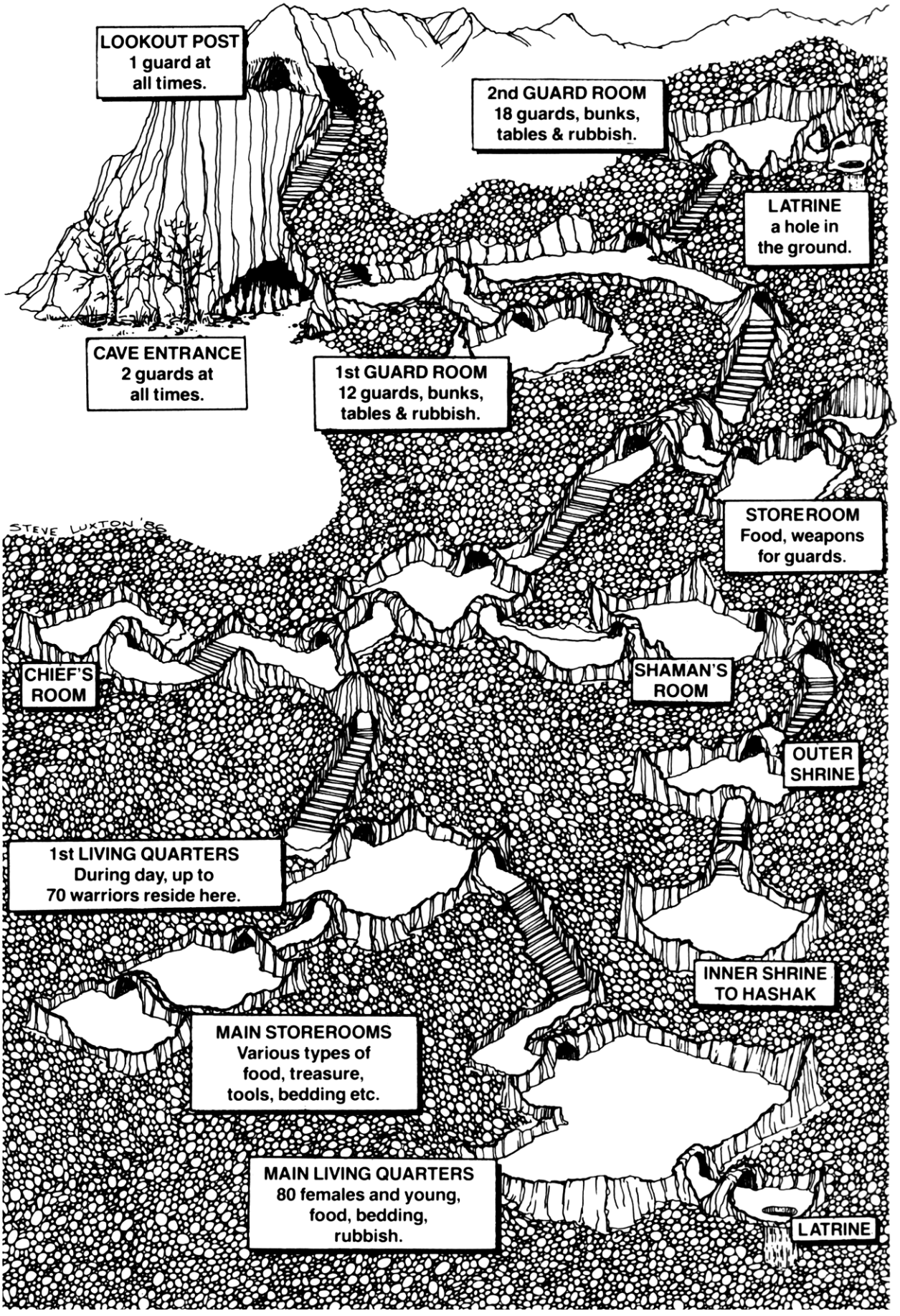
[1044] *Slaves of the Abyss* paragraphs 163 and 4.

[1045] *Magehunter* (1995) paragraph 118; *cf. Stealer of Souls* (1988) paragraph 127.

[1046] *Magehunter* (1995) paragraph 90.

THE BONERAT CAVES

An Orc Settlement



The Bonerat Caves

Source: *Titan: The Fighting Fantasy World* (page 78)
Edited by: Marc Gascoigne
Artist: Steve Luxton
Year: 1986
Area: Moonstone Hills

Orcs are "squat, ugly brutes, shorter than a man, but taller than a Goblin. They have warty brown-green skins, usually covered in a motley assortment of skins, furs, and irregular scraps of armour scavenged from previous opponents." They are members of the forces of Evil, alongside Goblins, Ogres, and Trolls. They are, however, more numerous than their fellow creatures of Chaos. They "infest almost everywhere", though they prefer underground dwellings since they dislike sunlight.[1047]

The Orc Shaman is where the ultimate power rests. These "tribal witch-doctors and magicians" govern all spiritual matters. "The tribes each have their own kings and chiefs as well, but [they] are more concerned with the day to day business of ruling over" their tribe. On the other hand, the Shamans "consider themselves to be Death's representatives on the Earthly Plane." Their rituals involves blood, and the waving around of bones and skulls in an effort to divine he messages sent to them by their evil lords.[1048]

Their holy sites and shrines are dedicated to their creator, Hashak. He was "a demi-god in the service of the earth goddess, Throff." He is usually represented as "a stunted, brown-skinned Hill Giant." Jealous of the beings called 'Dwarfs' that his mistress had made from the magic clay, ambitious Hashak stole come of the clay while Throff was busy and began to fashion his own creations, first Trolls, and then a smaller race of creatures "which could think and talk a little." The most common word they said was "Urk! Urk!", so Hashak decided they would be called 'Urks'. When he was discovered, he hid the Urks in a dark corner. Unfortunately for him, "several of the Dark Lords…followed him, and saw where he hid them." The Dark Lords breathed Evil over each of the creatures, and "to this day, Orcs are tainted with the curse of Chaos."[1049]

"The month of Freeze is a very happy time for all Orcs. It is the time of their greatest celebration, especially the long holiday commemorating Urghuz, the holy time of Hashak." These events are meant to bring Orcs of all tribes together in celebration.[1050]

"The living quarters of an Orc stronghold will be knee-deep in filth and muck, and will be very unhealthy, to say the least."[1051]

One thing that consumes much time for an Orc tribe is brewing. "As far as drink is concerned, Orcs consider themselves to be the finest brewers around.[1052] The ale brewed by Orcs is called Guursh, though one source advises: "Do *not* drink it, if you value the lining of your stomach!"[1053]

The most famous Orc tribe in Allansia is The Clawed Eye. They hail from the central Moonstone Hills and number around 1,700. They are led by the ageing "Chief Urgari Grinning-Teeth and his twenty-three sons" and are named after a famous, one-eyed tribal hero. The Bonerat Caves are likely their stronghold, since the other major Allansian Orc Tribe, The Curse of Vashanki from the Flatlands, are nomadic, and split into many wandering families. (Of course, there is a small possibility that the Bonerat Caves could be the home of the Throttled Skull tribe, who live in a "large system of well-protected caves in the mountains of southern Lendleland", but the primary focus of most literature available seems to have be centred upon Allansia.)[1054]

[1047] *Out of the Pit* (1985) pages 90–1.

[1048] *Titan: The Fighting Fantasy World* page 76.

[1049] *Titan: The Fighting Fantasy World* pages 75–6.

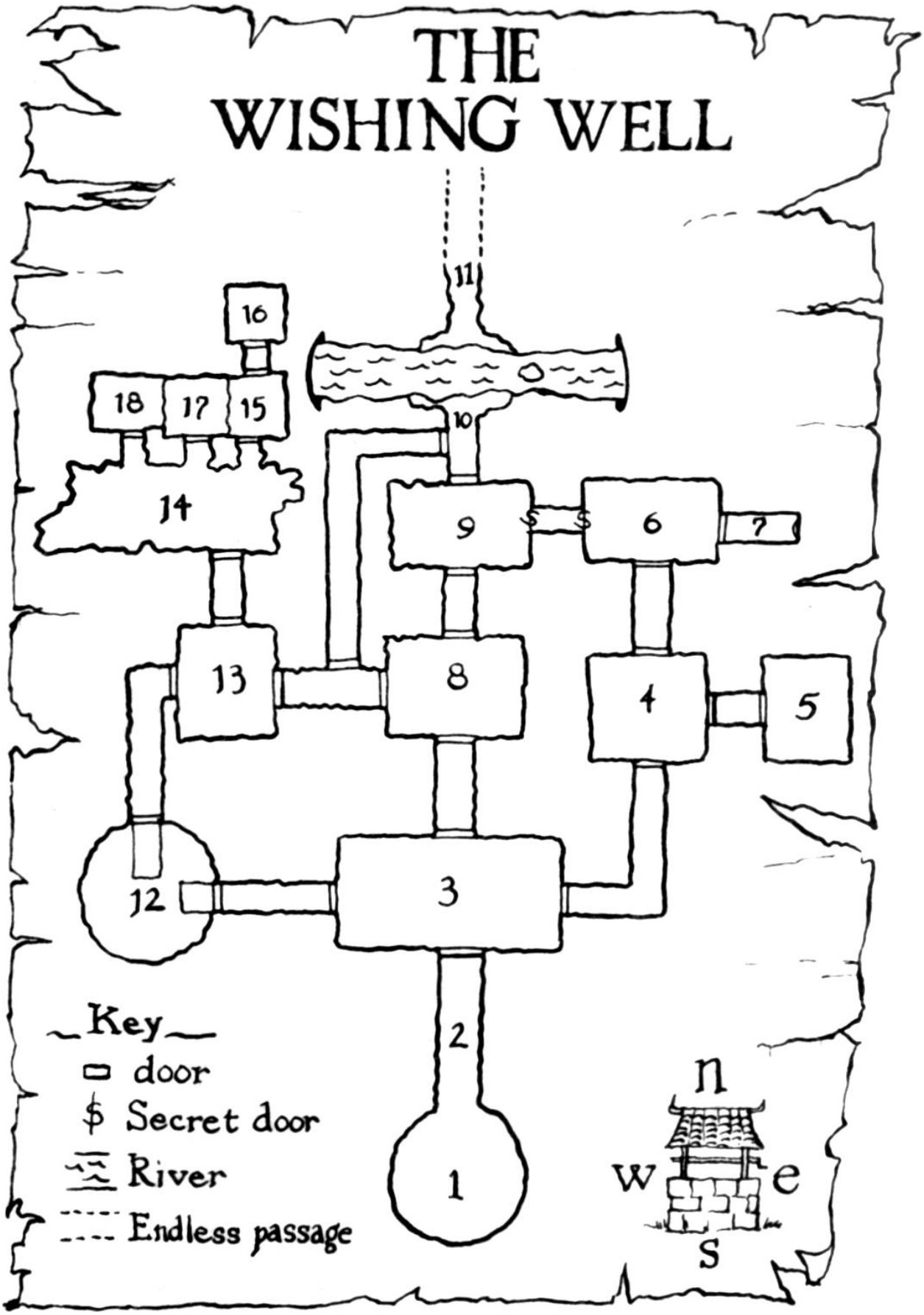
[1050] *The Fighting Fantasy 10th Anniversary Yearbook* (1992) pages 26–7.

[1051] *Out of the Pit* (1985) pages 90–1.

[1052] *Titan: The Fighting Fantasy World* page 77.

[1053] *Titan: The Fighting Fantasy World* page 125.

[1054] *Titan: The Fighting Fantasy World* page 77.



1. Dried-up Well Bottom
2. Rocky Passageway
3. Thrushbeard the Dwarf
4. Marg the Slayer's Room
5. Nandras the Wizard's Room
6. The Mummy's Tomb
7. Dead End
8. Abandoned Prison Cell
9. Wood Pixie's Room
10. Mermaid's Lair
11. Endless Passageway
12. Pitfall Trap
13. Calacorm's Room
14. Rugged Cavern
15. Hellhound's Lair
16. Spellbook Room
17. Spider-King's Throne Room
18. Treasure Room

THE WISHING WELL

Source: *Fighting Fantasy: The Introductory Role-playing Game* (page 64)
Author: Steve Jackson
Artist: Duncan Smith
Year: 1984
Area: Dungeon

The Wishing Well was the first ever dungeon on Titan to be mapped. Although relatively small, it contains enough tricks, traps, and monsters to keep any band of adventurers gainfully employed.

Things of note about the dungeon below the well include the fact that it was once the treasure vault of a warlord known as Marg the Slaymaster, who in all probability used room 8[1055] as a prison and torture chamber. A large portion of the dungeon (rooms 13 to 18[1056]), is under the control of the Spider-King, who counts among his followers: a Calacorm [13],[1057] a Nandi Bear [14],[1058] a Hellhound [15],[1059] and a magical book that summons Zombies [16].[1060]

A strange character who dwells in Room [3] is Thrushbeard the Dwarf, who sits in his chair at his table in the corner of the room. His long, bushy beard has grown so long that it "stretches from his chin over the table." The birds that flutter and fly about the room nestle in it when anyone new enters the room. His motives are unclear, but he "is not an enemy."[1061]

Someone who might make himself an enemy is the mysterious Nandras, a wizard of some note. His room [5] "is bare-walled and empty", at first glance, but after one minute elapses, the illusion on the room is dispelled, and the contents of the room slowly appear: "a bookcase lining the north wall"; "a fireplace with a burning fire…in the centre of the east wall"; a pedestal atop which sits a cup of fuming liquid against the south wall.[1062]

There are several points that can help us to guess where the Wishing Well may be situated upon Titan. For instance, the presence of a Mummy, and the various associated trappings[1063] point to a likely link with the "small desert kingdom called Djarat", located in what is now the southern Desert of Skulls on the continent of Allansia.[1064] These facts indicate its location being in somewhat southerly climes.

The dungeon below the well also features an underground river containing normally salt-water species such as the Mermaid and the Giant Octopus.[1065] The picture shows the river flowing from right to left; though the text states the opposite (the Mermaid's rock, to the right, is downstream). It would fit better with the western Allansian coastline if the river flowed right to left. It must be quite near the coast so that the river could contain the Mermaid and the Giant Octopus, but not too close; after all wells are not dug to draw up salty water.

We are also informed it is "an ancient well where nobles and princes of long ago used to come, cast in their gold coins and make their wishes."[1066] This would place it relatively near civilization, so that nobles from Carsepolis, Salamonis, Chalice,[1067] and other states could visit it.

The most likely conclusion, therefore, is to place the Wishing Well south of Oyster Bay and the Whitewater River, but somewhat inland from the coast. This area of the Southern Plains is largely devoid of human habitation, and is described as "flat scrubland" with a few boulders scattered across it.[1068] It therefore seems the ideal location for a secret dungeon complex.

[1055] *Fighting Fantasy: The Introductory Role-playing Game* pages 86–8.

[1056] *Fighting Fantasy: The Introductory Role-playing Game* pages 100–119.

[1057] *Fighting Fantasy: The Introductory Role-playing Game* pages 100–3.

[1058] *Fighting Fantasy: The Introductory Role-playing Game* pages 104–6.

[1059] *Fighting Fantasy: The Introductory Role-playing Game* pages 107–9.

[1060] *Fighting Fantasy: The Introductory Role-playing Game* pages 110–3.

[1061] *Fighting Fantasy: The Introductory Role-playing Game* pages 72–4.

[1062] *Fighting Fantasy: The Introductory Role-playing Game* pages 78–80.

[1063] *Fighting Fantasy: The Introductory Role-playing Game* pages 81–3.

[1064] *Curse of the Mummy* (1995) pages 19–20.

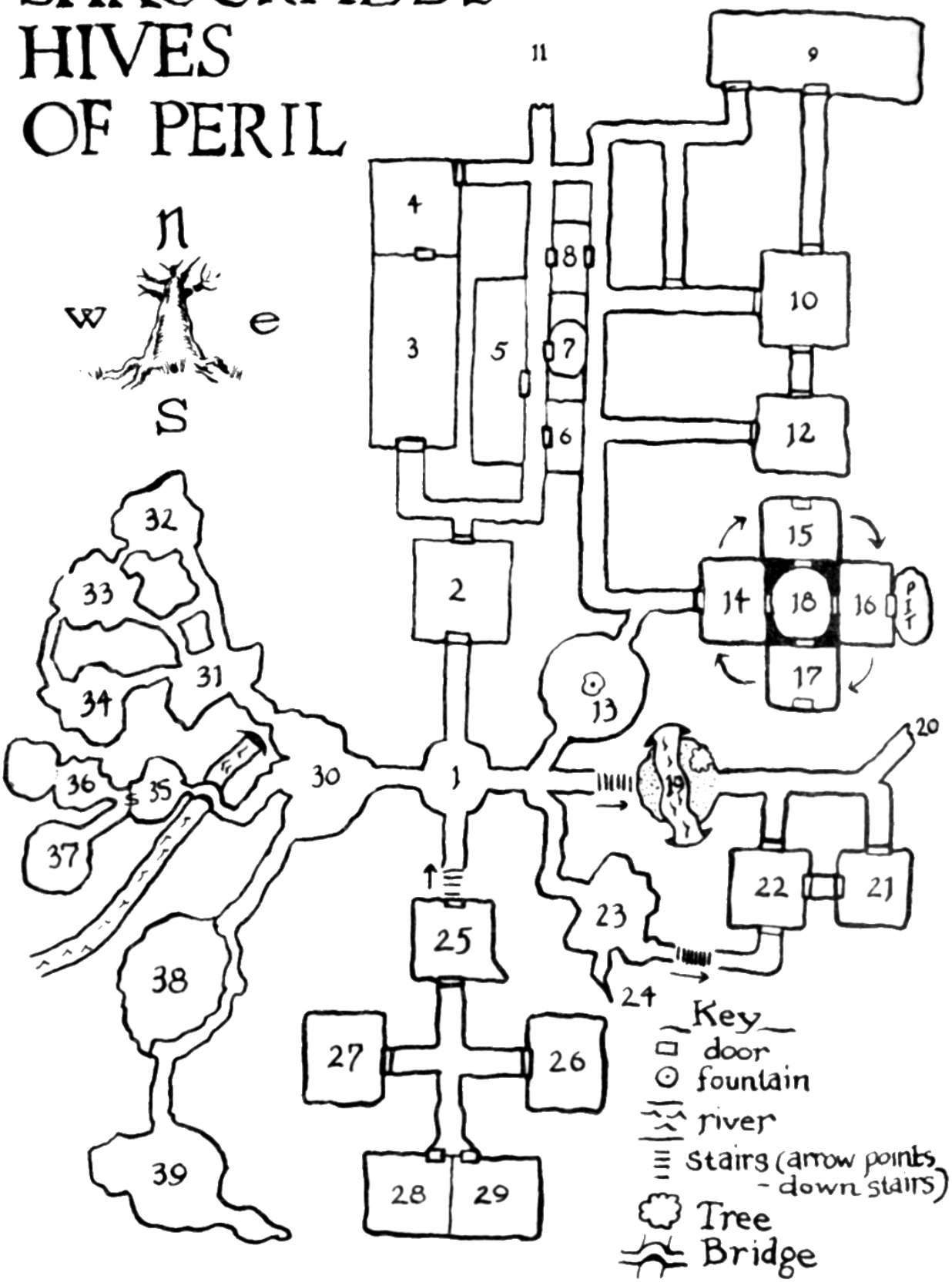
[1065] *Fighting Fantasy: The Introductory Role-playing Game* pages 92–4.

[1066] *Fighting Fantasy: The Introductory Role-playing Game* page 65.

[1067] *Titan: The Fighting Fantasy World* (1986) page 43.

[1068] *Temple of Terror* (1985) paragraph 159.

SHAGGRADD'S HIVES OF PERIL



1. Central Chamber
2. Four Archways
3. Muldoon the Leprechaun
4. Room of Cold
5. Fantasy Room
6. Skeletons
7. Spinning Trap
8. Chestrap Beast
9. Pookie's Eating House
10. Ripper Sharks
11. Dead End Gas Trap
12. Barnabas the Beggar
13. Wishing Fountain
14. Giant Aardwolf
15. Changeling
16. Spectre's Lair
17. Apprentice Witch's Room
18. Circular Room
19. Trapped Stairs/Tree Geese
20. Dead End
21. Salamander
22. Weretiger's Lair
23. Abandoned Coal Mine
24. Dead End
25. Anatol-Ra's Lair
26. Giant Toad / Cockatrice Lair
27. Hieroglyphics
28. Vampire's Lair
29. Room of Possibilities
30. Skull Chamber
31. Cave Troll's Lair
32. Great Ape's Lair
33. Man of Many Years
34. Faeries' Lair
35. Chest Trap
36. Morphyr the Wizard's Chambers
37. Yeti's Lair
38. Fire Pit
39. Dragon's Cave

Shaggradd's Hives Of Peril

Source: *Fighting Fantasy: The Introductory Role-playing Game* (page 120)
Author: Steve Jackson
Artist: Duncan Smith
Year: 1984
Area: Dungeon

This second Allansian dungeon is much more complex than its predecessor, *The Wishing Well*. That it is called the Hives of Peril seems to be related to an archaic use of the word 'hive', meaning 'to store up, to accumulate'. Indeed, the pickings to be found in this dungeon are far richer than those found beneath the Wishing Well.

The Hives of Peril are entered by climbing down a rope in the middle of an old, dead, hollow oak tree, on an area of woodland owned by the Black Elf Shaggradd.

The Hives can be split into three main sectors: a northeastern sector containing twenty-four rooms and encounter areas, a south sector comprising five chambers, and a western sector made up of eleven largely natural caverns.

The northeastern sector of the Hives is the largest part of the dungeon and is made up of many rooms and interconnected corridors, allowing a fair degree of freedom of movement for its denizens should they venture from their lairs.

An underground river flows through the centre of the Hives of Peril. Nothing about flow direction is mentioned in the text. Unlike in the Wishing Well, there are no marine creatures here, meaning that the Hives are likely located much further inland.

Trying to determine the location of this dungeon is more difficult than the Wishing Well, but there are some intriguing clues.

Room 25 contains an Evil Priest called Anatol-Ra and his Zombie minions,[1069] while the walls of Room 27 are covered in hieroglyphics,[1070] possibly Djaratian or Arantian in origin.

There's an underground river flowing through the Hives. This is a common feature of Allansian dungeons such as the unnamed river flowing through Zagor's dungeon beneath Firetop Mountain,[1071] and the Bilgewater River in Zharradan Marr's vaults.[1072]

Room 38[1073] is volcanic in nature, if not an actual volcano, so the Hives could be found in a tectonically unstable area.

These factors all point to this dungeon being Allansian. Since Shaggradd herself says that "ten years ago I bought this wood",[1074] the Hives cannot be situated in a large tract of woodland such as the Forest of Spiders or Darkwood Forest. As a rogue Black Elf, Shaggradd would come in for much opposition were she situated near any Dark Elf communities, indicating the Hives are distanced from Dark Elf enclaves such as Darkwood or the Forest of the Night.

Furthermore, if we assume that the river flows from southwest to northeast under the bridge between rooms 30 and 35, before arcing about to flow from north to south in Room 19, we can see a definite possibility of the river feeding into Lake Nykosa in the Flatlands, marking the Hives as being to the east of Wolftown. There are mines and dungeons, scrubland, and forest near Wolftown.[1075]

If the river flows in the other direction, a likely location would seem to be to the north of the Moonstone Hills, the underground river being a tributary to the River Kok.

A third location could be the unnamed woods that appear on some Allansian maps near Silverton. After flowing southwest from the bridge by room 35, the underground river could then turn to the north and flow into the Catfish River. There are two major problems with this. Firstly, this tract of woodland may be too large to have been purchased by a single owner—and an outcast one at that. Secondly, despite being some distance from Darkwood Forest, there are enclaves of Dark Elves across this region,[1076] who would be sure to attack a lone Black Elf such as Shaggradd.

[1069] *Fighting Fantasy: The Introductory Role-playing Game* pages 196–8.

[1070] *Fighting Fantasy: The Introductory Role-playing Game* pages 203–4.

[1071] *The Warlock of Firetop Mountain* (1982) paragraph 218.

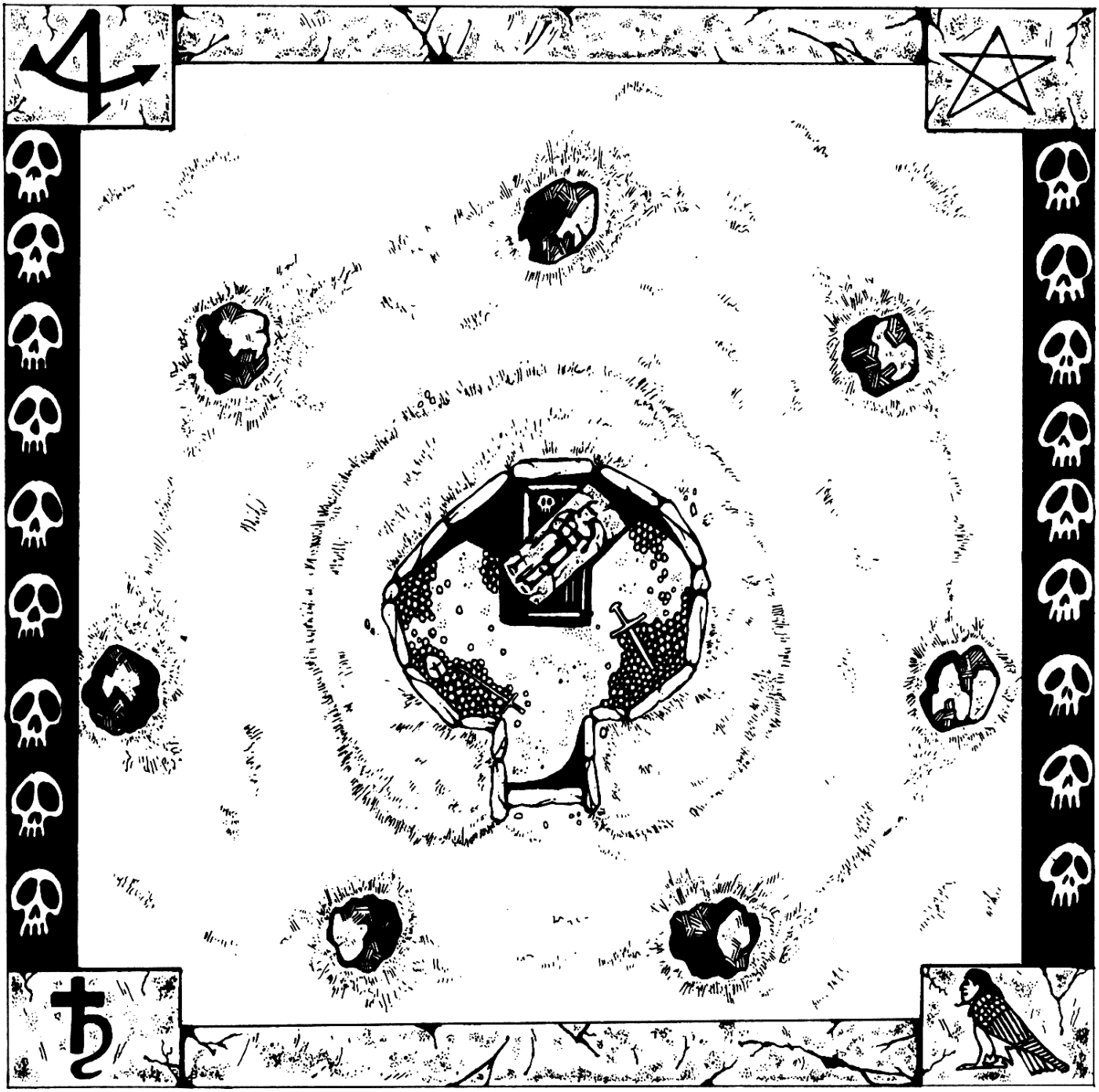
[1072] *Creature of Havoc* (1986) paragraph 49 *et al*.

[1073] *Fighting Fantasy: The Introductory Role-playing Game* pages 232–4.

[1074] *Fighting Fantasy: The Introductory Role-playing Game* page 123.

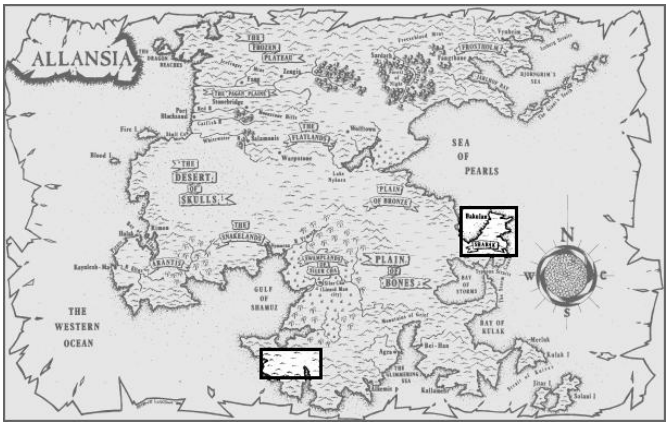
[1075] *The Fighting Fantasy 10th Anniversary Yearbook* (1992) pages 13–14 and 23.

[1076] *Temple of Terror* (1985) paragraph 316.



THE RING OF SEVEN TERRORS

Source: *Warlock #9: The Ring of Seven Terrors* (page 20)
Author: Graeme Davis
Artist: Leo Hartas
Year: 1986
Area: Moorland/Dungeon



This "ring of seven standing stones" surrounding a "low barrow" "commands an extensive view over high, bleak moorlands."[1077] It is the last resting place of "a long-dead ruler called the Hunched King", a "sorcerer of immense power" who "took a great treasure with him to his tomb." It sits "two days into the hills" from the nearest village.

Magic permeates the barrow. When the door-slab of the barrow is touched, anyone in the vicinity will vanish for a few seconds. Despite the short time that has passed on this world, "time has passed differently for those who vanish", and their experiences facing the seven greatest fears of man on seven different planes may have lasted hours or longer.

The Ring of Seven Terrors is located somewhere "in the land of Allansia where there is a fair amount of high moorland."[1078] The eastern Flatlands contain "areas of desolate moor and heath speckled with bush and low rolling downs with occasional stands of trees, windswept and barren."[1079] However, the Flatlands do not seem to suit the location of the Ring. Although sparsely populated, "many small tribes of nomadic horsemen roam the wastelands...They are short, sallow-skinned people, with slanting eyes and coal-black hair."[1080] This does not fit with the description of the villagers of this "wild hill country", who are simple "hill folk" rather than horse traders.[1081]

The climate is nowhere described as anything other than temperate, so the lands around Kaynlesh-Ma and the River Eltus are equally unlikely as the Ring's location. A likely location is therefore the mysterious land of Shabak, which is mostly flatland.[1082] An alternative location could be the area of grassland west of the city of Agra and south of the Silur-Cha Swamplands, about which nothing has ever been written.

Once the seven terrors—War, Famine, Plague, Madness, Death, Hell, and Self—have been vanquished, the door-slab will crack and crumble to dust, allowing access to the interior of the barrow. The central burial chamber lies at the bottom of a steeply-angled passageway, "2ft wide and 2ft high."[1083] The stone coffin contains the undead Hunched King, now a Death Wraith, requiring a silver weapon to damage it.

[1077] *Warlock* #9 (1986) page 21.

[1078] *Warlock* #9 (1986) page 20.

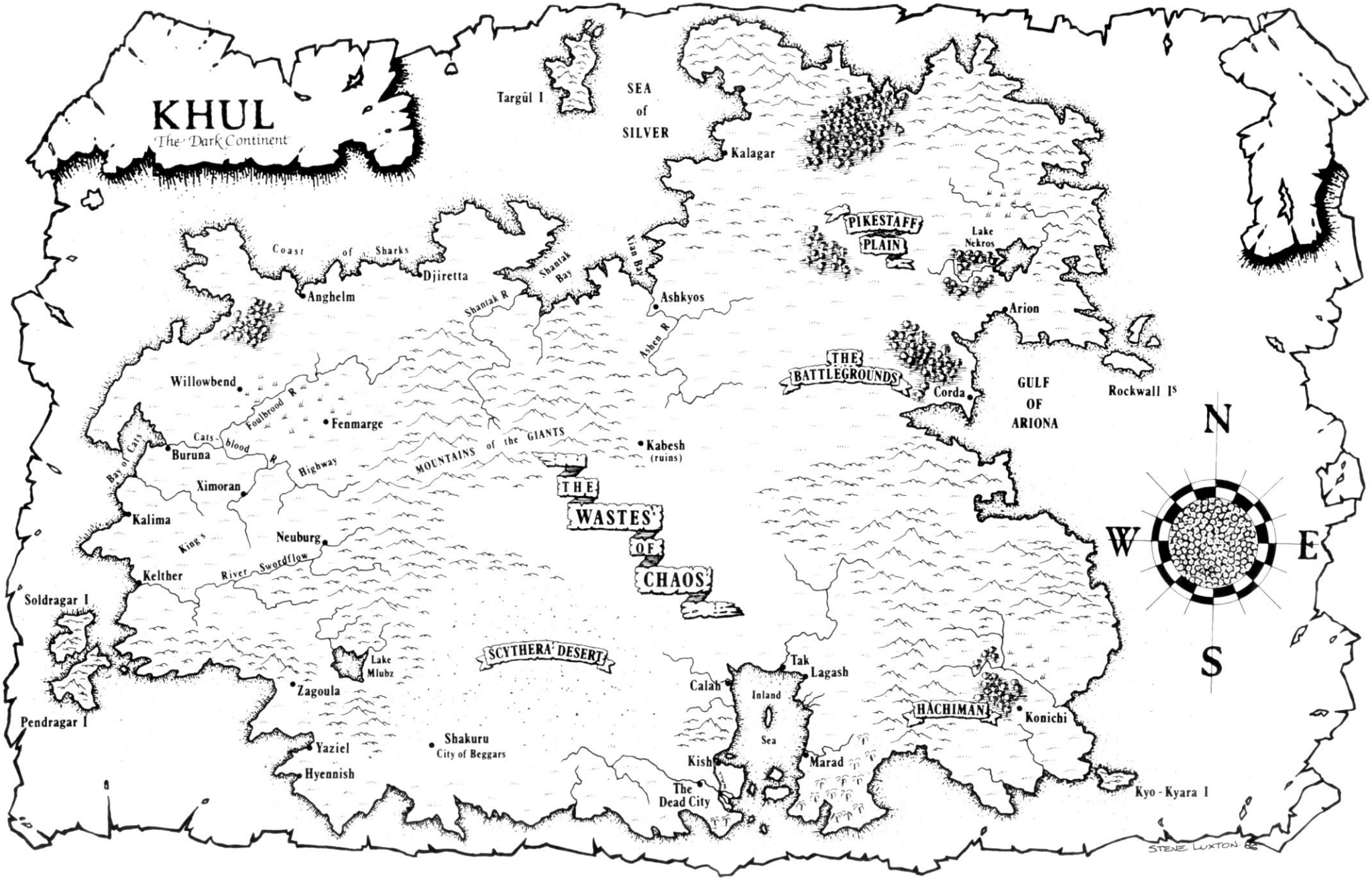
[1079] *Allansia* (1994) page 21.

[1080] *Titan: The Fighting Fantasy World* (1986) page 14.

[1081] *Warlock* #9 (1986) page 21.

[1082] *Titan: The Fighting Fantasy World* (1986) pages 13 and 15; *Allansia* (1994) page 130.

[1083] *Warlock* #9 (1986) page 23.


KHUL
The Dark Continent
Targül I
SEA
of
SILVER
Kalagar
PIKESTAFF
PLAIN
Lake
Nekros
Coast of Sharks
Djiretta
Anghelm
Shantak R
Shantak
Bay
Xian Bay
Ashkyos
Ashen R
Arion
THE
BATTLEGROUNDS
Corda
GULF
OF
ARIONA
Rockwall Is
Willowbend
Foulbrood R
Fenmarge
Cats blood
Bay of Cats
Buruna
Highway
MOUNTAINS of the GIANTS
Kabesh
(ruins)
Ximoran
Kalima
THE
WASTES
OF
CHAOS
King's
Neuburg
River Swordflow
Kelther
Soldragar I
SCYTHERA DESERT
Lake
Mlubz
Zagoula
Pendragar I
Yaziel
Hyennish
Shakuru
City of Beggars
Tak
Lagash
Calah
Inland
Sea
HACHIMAN
Konichi
Kish
Marad
The
Dead City
Kyo-Kyara I
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KHUL: THE DARK CONTINENT

Source: *Titan: The Fighting Fantasy World* (page 23)
Edited by: Marc Gascoigne
Artist: Steve Luxton
Year: 1986
Area: Khul

"The heart of the Dark Continent was once very different to what it is today. In ancient times it was a rugged but fertile region, with pleasant valleys between gentle mountain peaks, watered by fast-flowing rivers." The Great Evil and Chaos that festered in the mountains has now blighted a vast area of land at the heart of the continent, where it clashed with Good.[1084]

"**The Wastes of Chaos** are vast areas of ash and choking dust, where life cannot sustain itself." In places "among the decay are founts of pure Chaos, like disgusting warped oases, where the very fabric of Nature is perverted." Northeast of the Wastes "the ash plain peters out into a barren, sandy heath, dotted with ruined towers, walls, and other military constructions which culminate in the crumbling ruins of the decimated city of Kabesh. Once the capital of the whole of northern Khul, the city was besieged by the Forces of Chaos, and finally pulled apart, literally stone by stone. Now it is inhabited by the ghosts of warriors and city-folk."[1085]

"The city of **Ximoran** was once home to the Shakista dynasty, a long line of benevolent kings and queens [who] built a wide road, the King's highway" between Djiretta and Kelther. "Although in places it is little more than a dirt track these days, it can be followed south through fertile farmlands as far as the small port of **Kelther** at the mouth of the River Swordflow." The northern spur sweeps around the "massive area of wild marshland known to the local people as **Scorpion Swamp**, before heading north to the ancient city of **Djiretta**."[1086]

"About a hundred leagues south of **Neuburg**" are "isolated settlements of short, swarthy humans." They are "a crude, violent people, divided into clans and tribes." Even further south, "the land becomes more barren, turning from scrubland to wind-lashed steppes, which in turn descend to the edge of the cold **Scythera Desert**."[1087] On the southwestern edge of the Scythera Desert there sits the foulest city known to man. Called **Shakuru**, it is home only to the Beggar-King, Holagar the Wretched, and his plague-ridden citizens."[1088]

Around the nearly unpronounceable **Lake Mlubz** dwell "a few tribes of brutish Goblins." Southwest of the lake "lies the abandoned city of **Zagoula**, once the pride of Khul but now empty and in ruins." On the "southernmost part of the west coast lie two more settlements, **Yaziel** and **Hyennish**. Both were once flourishing trade towns under the protection of Zagoula" before it fell. Those humans that survived the onslaught of the Chaotic troops gathered themselves together, and "there are small fortified villages on both sites, perched precariously among the ruins of the old towns.[1089]

The pirate-infested **Inland Sea** "was formed many years ago after a massive earthquake dropped the land by several hundred metres and the sea rushed in to fill the hollow." The largest city on the Inland Sea is **Kish**, "a dour place which is fortified with immense walls to protect it from the warlike barbarians which dwell in the lands to the west."[1090]

"[East] of the Inland Sea [are] impenetrable jungles, inhabited by cannibal pygmy Lizard Men…The vegetation gradually rises up the foothills of an all but impenetrable" Shios'ii Mountains. The kingdom of **Hachiman** lying behind these mountains "is completely cut off from the rest of Khul." A fertile land of natural resources, its inhabitants have "never felt any need" to cross the mountains. The Shogun is the ruler of Hachiman, "who is lord over a number of lesser nobles each of whom controls one of the small baronies dotted around the land. The ordinary citizens of Hachiman are peasants, tied to their feudal lord and master." However, they are happy people, for "the culture of their land teaches them to be content with their lot."[1091]

The area of woodland shown in the northwest of Hachiman is called the Forest of Shadows. An ancient span, the Hagakure Bridge, crosses the Hiang-Kiang River to the north of the forest.[1092] To the east of the forest is the Mizokumo Fens, north of the fertile valley-plain of the great Hang-Yo River.[1093]

[1084] *Titan: The Fighting Fantasy World* page 22.

[1085] *Titan: The Fighting Fantasy World* page 24.

[1086] *Titan: The Fighting Fantasy World* page 24.

[1087] *Titan: The Fighting Fantasy World* pages 24–5. Note the reference here to the "cold Scythera Desert", and again on page 25: "the cold expanses of the desolate Scythera Desert." On page 118 of the same book, reference is made to "the baking expanses of the Scythera Desert." *Seas of Blood* (1985) refers to the Scythera Desert's "burning sands" (paragraph 20). It is left to the reader to decide which of these statements is in error.

[1088] *Titan: The Fighting Fantasy World* page 26.

[1089] *Titan: The Fighting Fantasy World* pages 24–5.

[1090] *Titan: The Fighting Fantasy World* page 25.

[1091] *Titan: The Fighting Fantasy World* page 25. The original text actually begins: "West of the Inland Sea…" which is wrong.

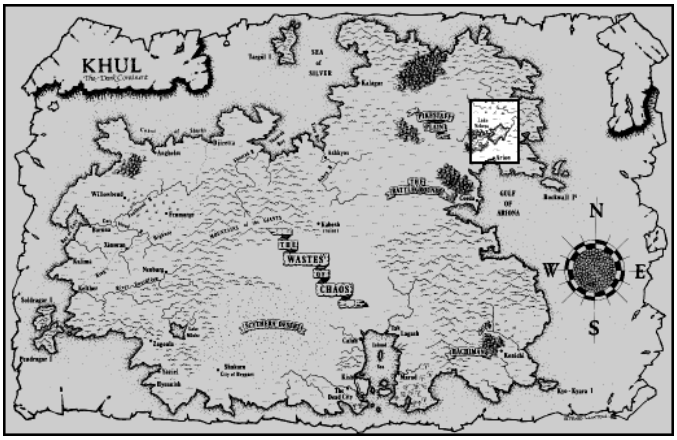
[1092] *Sword of the Samurai* (1986) paragraphs 1 and 82.

[1093] *Sword of the Samurai* (1986) paragraphs 1 and 29.


KRILL GARNASH
MARSH
VILE
PIKESTAFF
PLAIN
FALLOW
DALE
LAKE
NEKROS
AFFEN
FOREST
ARION
DAVE ANDREWS

Arion & Pikestaff Plain

Source: FF23: *Masks of Mayhem* (inside cover)
Author: Robin Waterfield
Artist: Dave Andrews
Year: 1986
Area: Pikestaff Plain



The coastal city of Arion in northeast Khul is ruled by the "King Jonthane and his sister Elegana", aided by the Noble Council of Elders. The King's daughter is the Princess Royal Telessa.[1094]

In the dockland area of the city is "a seedy dive called *The Barnacled Keel*." In Creel-makers' Alley stand two more taverns. "*The Bushel* is a rather up-market establishment, where the bar-girls wear uniforms and the seats are covered in mock Lizardine leather. Entry is 2 Gold Pieces, but thereafter the food and drinks appear to be free." Well-to-do criminals like to treat their girlfriends to a night out in this establishment. On the opposite side of the road is forgettable *Elfbane Bar* with its gambling wheel.[1095] There is a market most days in Arion, and "the dock-land area is a great place for gathering information." Baron den Snau, who "has a finger in every evil pie in northeast Khul" dwells in a mansion in a walled compound in Arion.[1096] The Kalagarian prophet Vanator has also made his home in the city.[1097]

In the north wall of Arion is the Gate of Skulls. "Not far north of Arion is the vast Lake Nekros" which has never been crossed within living memory. "People speak of unfathomable depths spawning hideous monsters, and of strange and mysterious winds and currents which turn the chill, still waters into whirlpools and ungovernable waves."[1098]

To the east of the lake are rolling hills. Deep in the hills is the ruins of an abandoned mine in a shallow valley. A mad beggar dwells there now, in the one hut still standing. A family of Doragar have made their home down in the mine workings.[1099]

Several villages coexist in Fallow Dale, the population being "a mixture of human and other intelligent species." In the middle of the dale is a fortified castle from which rules the present lord, Hever. The castle is a deterrent for external enemies; the villages live at peace with Hever and one another. Humans, Elves, Bird Men, Dwarfs, and even friendly Giants eat together as friends in Hever's feast-hall.[1100]

The grass of Pikestaff Plain is high, reaching the chest of a man. "The landscape is featureless—just the same grass all around." Two days' travel north and the tall grass gives way to moorland, "dotted with rocks and shrubs, and crisscrossed by numerous streams and rivers." These streams "are either small enough to jump or shallow enough to wade", while "the land is covered in heather or bilberry shrubs, which often make the going awkward."[1101] Bush fires are all too common on Pikestaff Plain; "the dry heather and shrubs are excellent kindling."[1102] The unnamed river that flows across Pikestaff Plain forms a barrier, flowing as it does through a canyon far below the level of the plain. This is Hill Giant country.[1103]

A pall of vapour hangs continually over Marsh Vile. Each night, "lightning flashes, and the bubbles of marsh gas which form on the surface of the stagnant pools pop and explode." The boggy ground on the outskirts "soon turn to pools with no more than occasional mounds of earth" the further one travels into the mire. The Juja, a good wizard of immense age, dwells in the centre of the marsh, "in a shack, surrounded by old books and alchemical apparatus."[1104]

Copses of trees dot the northern fringes of Pikestaff Plain. In the way up to Krill Garnash, "the hills grow more steep and bleak", one of which is crowned with two flourishing oak trees: the entry to Maiden's Vale where Vashti the ageless sorceress dwells.[1105]

The lower peaks of Krill Garnash are snow-covered and treacherous. Tribesmen live here, hunters and trackers, experts in living in the cold, harsh conditions. Some of "the slopes are quite thickly covered in pine trees", and avalanches are always a possibility.[1106] Krill Garnash has five peaks. Near the top of the highest, a tunnel descends into the dungeons below.[1107]

[1094] *Deathmoor* (1994) pages 18–20; *cf. Masks of Mayhem* page 21.

[1095] *Deathmoor* (1994) paragraphs 1, 222, 211, and 189.

[1096] *Deathmoor* (1994) paragraphs 150, 171, and 122.

[1097] *Phantoms of Fear* (1987) paragraph 59.

[1098] *Masks of Mayhem* paragraphs 1 and 53.

[1099] *Masks of Mayhem* paragraphs 362, 279, and 309.

[1100] *Masks of Mayhem* paragraphs 178 and 42.

[1101] *Masks of Mayhem* paragraphs 20, 2, and 336.

[1102] *Masks of Mayhem* paragraph 13 *et al*.

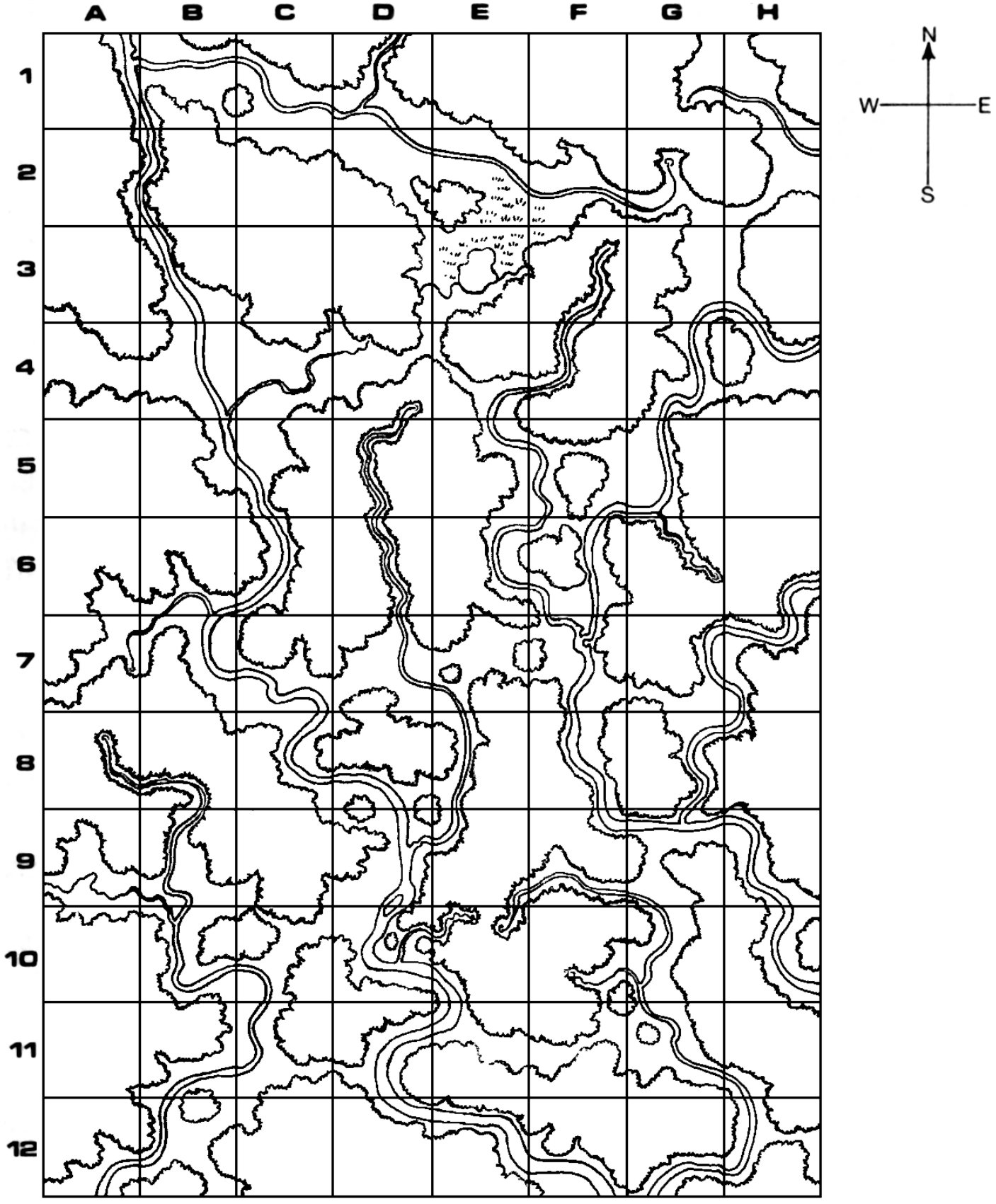
[1103] *Masks of Mayhem* paragraphs 10 and 98.

[1104] *Masks of Mayhem* paragraphs 357, 125, 345, and 215.

[1105] *Masks of Mayhem* paragraphs 113, 126, and 22; *cf.* paragraph 215.

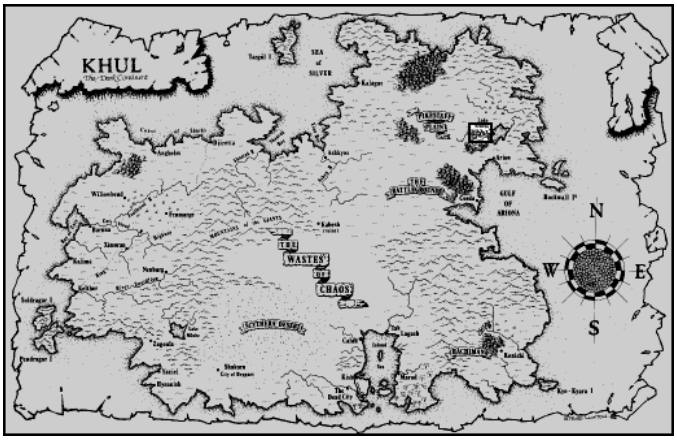
[1106] *Masks of Mayhem* paragraphs 37, 128, and 173.

[1107] *Masks of Mayhem* paragraphs 128, 395, and 256.


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FALLOW DALE WOODS

Source: FF23: *Masks of Mayhem* (paragraph 240)
Author: Robin Waterfield
Artist: Russ Nicholson
Year: 1986
Area: Pikestaff Plain



(continued from previous page)

Sections of the One Forest that existed upon Irritaria, the first continent, still survive in some lands, such as "around Lake Nekros in Khul, but they are a pale shadow of the magnificent, continent-spanning wall of greenery that the One Forest must have been."[1108]

As one enters the Affen Forest, "the evergreen trees get older and taller" while "their branches form a dark canopy [overhead] through which only the occasional beam of sunlight breaks. Wood Elves live in magically-protected villages in clearings in the forest. Each chief is guided by a powerful Shaman.[1109]

A Sabre-toothed Tiger has recently been menacing Fallow Dale from its lair in the Affen Forest. This map covers the environs near its hidden lair, on the edge of the forest. A trap has been laid at C9 to try to catch it, but so far it has avoided capture.[1110]

In the western regions of the forest are some *very* annoying Pixies, whose leader is none other than the Riddling Reaver himself![1111] To the southwest is "a valley formed by sheer crags towering on either side. The tops of the crags are wooded, but there are fewer trees on the floor of the valley." This is "the legendary death-ground of the deer of Affen Forest."[1112]

To the northwest of the forest are thickly-wooded hills strewn with boulders, where there are a number of caves in the exposed rock. The hills descend into a valley "where all seems to be peace and harmony." However, "this sparkling copse ends with shocking abruptness in a landscape" blighted for many kilometres.[1113]

The enchanted glade at the foot of the hills contains the power of Good. "The air is fresh and sweet, small flowers dapple the sward, and the trees—mainly silver birches—are filled with trilling birds." A bubbling brook feeds a fair-sized pool in the centre of the glade. This enchanted garden is tended to by fairy folk, "the secret children of Galana, goddess of plants and fertility." They combat Evil by tending their Garden of Good.[1114]

The blighted land beyond is corrupted. It is almost circular in shape, and at the centre of it is Ishtra's stronghold. Patches of bare ground "where the trees have rotted away to nothingness" lie within this blighted region. The leaves of the trees are brown and swollen in this cursed forest. A trail leads to a fenced-off area, surrounded by dense holly bushes. Inside the bushes is a ramshackle hut, home to a poor madman, Eric Rune-axe.[1115]

To the west of Arion is the Deathmoor, "an area of legendary harshness, into which no man within living memory has travelled and survived to tell the tale." Once, an advanced civilization lived here; "now it is a chill place of cruel, strange beasts and swirling magical mists."[1116] A village called Outpost sits on the edge of the moor, though the villagers are none too friendly to strangers. Nearby is a frightening forest which "hates intruders", and rarely lets them get out alive. A stand of oaks marks the eastern limit of the Deathmoor.[1117] Ruined houses, skeletal bodies, and worse litter the plains. Unscalable cliffs jut up from the ground, while innumerable polluted streams crisscross the moor. Parts of the Deathmoor descend into boggy swamps where Marsh Orcs live. The Flintskins, "a tribe of primitives which has survived for many centuries in these parts" dwell in small, isolated villages out on the moors.[1118]

"Centuries ago, in the northeastern promontory of Khul there stood a fair and prosperous trading city called Faleha. Arachnos", also called 'the Life-Stealer', "gradually made himself master of all its revenue." He destroyed the city from within by his subtle schemes.[1119]

[1108] *Titan: The Fighting Fantasy World* (1986) pages 32–3.

[1109] *Masks of Mayhem* paragraphs 21, 398, and 28.

[1110] *Masks of Mayhem* paragraphs 149 and 262; *cf.* paragraph 82.

[1111] *Phantoms of Fear* (1987) paragraphs 382 and 98.

[1112] *Phantoms of Fear* (1987) paragraphs 150 and 282.

[1113] *Phantoms of Fear* (1987) paragraphs 383 and 61.

[1114] *Phantoms of Fear* (1987) paragraphs 239 and 160.

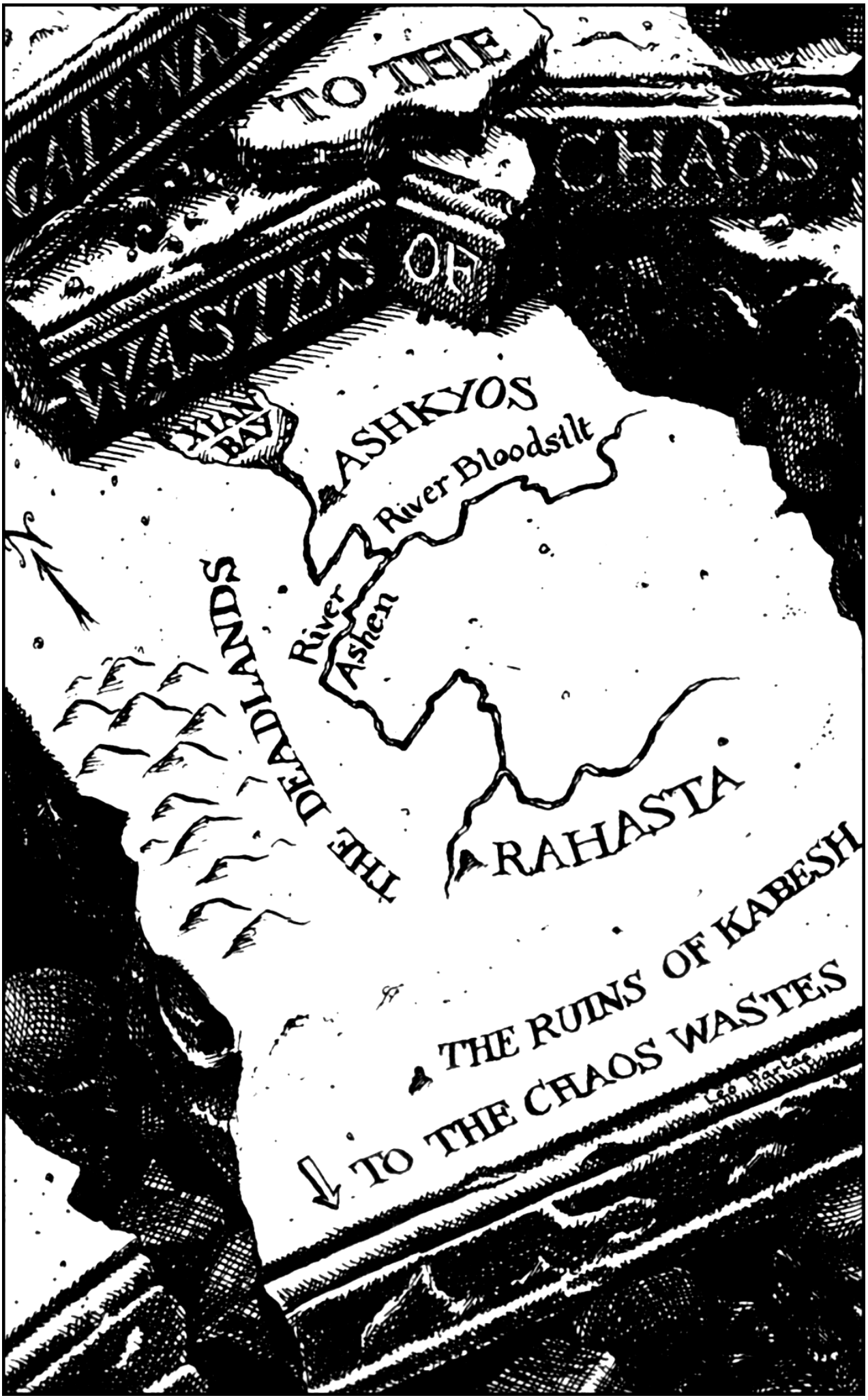
[1115] *Phantoms of Fear* (1987) paragraphs 259, 6, 69, 206, 375, and 215.

[1116] *Deathmoor* (1994) paragraph 306.

[1117] *Deathmoor* (1994) paragraphs 52, 165, and 216.

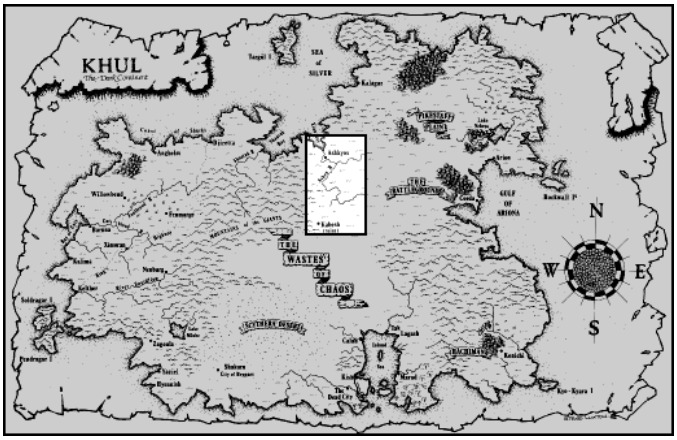
[1118] *Deathmoor* (1994) paragraphs 321, 42, 361, 69, and 376.

[1119] *Deathmoor* (1994) paragraph 359.


GATEWAY TO THE CHAOS WASTES OF
ASHKYOS
River Bloodsilt
River Ashen
THE DEADLANDS
RAHASTA
THE RUINS OF KABESH
TO THE CHAOS WASTES

The Dead Lands

Source: FF41: *Master of Chaos* (page 24)
Author: Keith Martin
Artist: Leo Hartas
Year: 1990
Area: The Dead Lands



The Dead Lands lie around the Ashen River, between Xian Bay in northern Khul and the Wastes of Chaos beyond the ruins of Kabesh. The dubious honour of being 'capital city' to this area of deserted scrubland falls to Ashkyos, on the coast near where the Ashen River empties its turgid waters into the Sea of Silver.

A day's journey south by camel will take a traveller "well into the deserted lands south of Ashkyos", travelling through scrubland. "The wretched soil supports only the hardiest of plants, and a few garishly-coloured insects buzz round them."[1120] Mutants, changed beyond recognition by the raw Chaos that spews forth in the Wastes in the centre of the continent, roam the Dead Lands.[1121] Deer eke and scratch out a living, far from the prying eyes of sophisticated hunters.[1122]

An alternative route south is to buy passage on one of the elderly tramp boats that sail south along the Ashen River, such as the *Smeraglion*. Such boats are normally "full to the gunwales with shabby and disreputable people" and "laden down with crates, bags, and sacks—not to mention the dogs, chicken, and goats accompanying them."[1123] Pirates patrol the Ashen River, on ships such as the *Death's Head*, led by the "villainous and battle-scarred Captain Grotniss."[1124]

Rahasta[1125] is "the last town in the wastelands, not very far from Kabesh."[1126] It lies a four-day journey south of Ashkyos by camel. It is "a grim place, where the forces of mutation and Chaos are very apparent. The homes of the locals are hovels," and the locals themselves "seem to be half-human mongrels mostly, some having the features of Orcs or Hobgoblins", with some having "more dramatic mutations which they sullenly try to keep hidden."[1127] The only inn in Rahasta is *The Scapegoat*, "and above it hangs a painted sign showing such an animal being pursued by cleaver-wielding mutants." The hunch-backed landlord keeps a bad-tempered pet cat with baleful green eyes. It is "a den of thieves and brigands."[1128]

South of Rahasta, the Dead Lands are a blasted desert where there are "no birds in the skies, no buzzing insects, no scurrying lizards", and "not even a straggly plant clinging to life in a rock crevice." Occasional pools of fresh water may have tents pitched around them, "where beasts of burden are tethered, and swarthy, robed nomads" pass the time of day.[1129] A highly-esteemed visitor may be taken to see the Warrior-Savant of the nomads, "Baalberith, Servant of the Lord of the Suns and the Ways." These are the descendants of the few men who escaped from Kabesh when it was overcome by the hordes of Chaos.[1130]

It is a two day journey from Rahasta to the ruins of **Kabesh**. The ruins of this once-proud city contain several noteworthy landmarks.[1131] In the northwest is the remains of "a tall and beautiful structure"—the Senate House. Above the arched entrance is etched the word "PILLASTRIUM", presumably the name of the building in the ancient language used in Kabesh.[1132] The west of the city is dominated by many ruined houses, presumably the residential quarter.[1133] To the south-southwest is an old temple "clearly built for the worship of some ancient and long-forgotten deity." Inside is "an intact altar standing in the centre of a large circle in which flames are etched."[1134] It takes considerable effort to force open the stone doors of the Mausoleum to the south of the city. "Inside there are numerous marble tombs and sarcophagi, and wide stone steps leading down."[1135] Piles of rubble characterises the old warehouses to the southeast. Only one "huge, musty warehouse filled with piles of dry and ruined crates and sacking" still stands.[1136] The Old Coliseum to the east-southeast of Kabesh "is a circular stadium in ruins; it is formed by concentric rings of stone descending to an arena which is half-filled with clogging dust and sand."[1137]

Below the ruins of Kabesh are Chaos Pits which are used by evil wizards to spawn mutant abominations of many kinds. The mutations may take several weeks to change the original creature.[1138] The entrance to these pits is "somewhere in the warehouses."[1139]

[1120] *Master of Chaos* paragraph 19.

[1121] *Master of Chaos* paragraph 292.

[1122] *Master of Chaos* paragraph 390.

[1123] *Master of Chaos* paragraph 331.

[1124] *Master of Chaos* paragraph 358.

[1125] Incorrectly referred to as Rabesh in one source (cf. *Master of Chaos* paragraph 186.)

[1126] *Master of Chaos* paragraph150.

[1127] *Master of Chaos* paragraph 364.

[1128] *Master of Chaos* paragraphs 272 and 301.

[1129] *Master of Chaos* paragraph 327.

[1130] *Master of Chaos* paragraph 131.

[1131] *Master of Chaos* paragraphs 327 and 4.

[1132] *Master of Chaos* paragraphs 42 and 304.

[1133] *Master of Chaos* paragraph 155.

[1134] *Master of Chaos* paragraph 321.

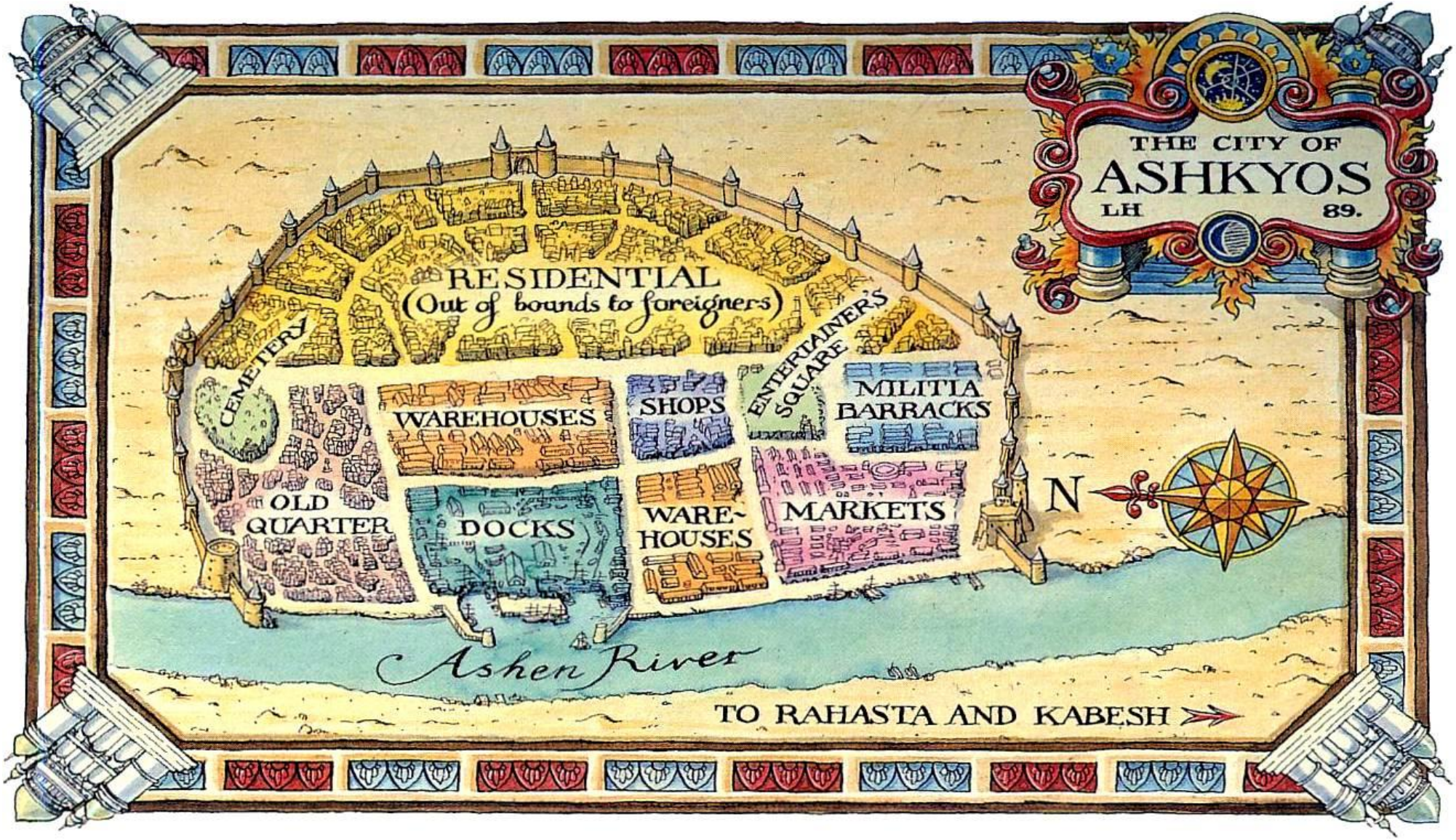
[1135] *Master of Chaos* paragraph 109.

[1136] *Master of Chaos* paragraph 146.

[1137] *Master of Chaos* paragraph 356.

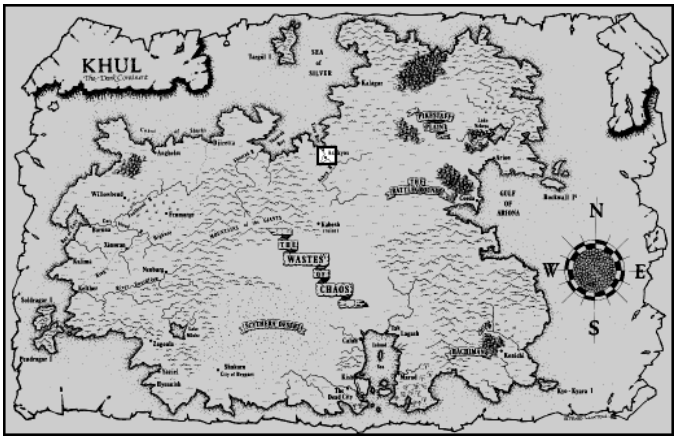
[1138] *Master of Chaos* paragraph 99.

[1139] *Master of Chaos* paragraph 330.


THE CITY OF
ASHKYOS
LH 89.
RESIDENTIAL
(Out of bounds to foreigners)
CEMETERY
ENTERTAINER'S SQUARE
WAREHOUSES
SHOPS
MILITIA BARRACKS
OLD QUARTER
DOCKS
WARE-HOUSES
MARKETS
N
Ashen River
TO RAHASTA AND KABESH

ASHKYOS

Source: FF41: *Master of Chaos* (inside cover)
Author: Keith Martin
Artist: Leo Hartas
Year: 1990
Area: The Deadlands



The city of Ashkyos lies on the Ashen River on the northern coast of the continent of Khul. The city is divided into districts, each of which is separate from the rest of the city. Strangely, while the **Residential Quarter** is out of bounds to 'foreigners', the Cemetery isn't; perhaps this should be taken as an insight into how cheap life in Ashkyos is, that the dead are forgotten very quickly and afforded little respect.[1140]

"The **Docks** are teeming with stevedores and seamen of wide and disgusting diversity." Drunken sea-dogs brawl and curse in the streets, while shady dealings go on in small passageways behind the wharfs.[1141]

"The **Old Quarter** is a seething morass of degeneracy and moral turpitude." The streets are filled with "leprous beggars, Man-Orcs, hunchbacks, and shady-looking merchants with their brutish bodyguards." Lining the filthy thoroughfares are "rowdy drinking dens, gambling houses, and even more dubious establishments."[1142] Places of interest in this quarter include *Koyala's Bar*, normally "packed with a raffish, noisy group of people of all races, shapes, and sizes." Only wine and spirits are served here; "ale is *not* on the menu!"[1143] Another tavern in this quarter is *Kanstrin's Guursh Bar*. Don't be put off by the name, which is just a joke. "This is the one high-class place in the Old Quarter." A half-Troll bodyguard stands on the door, keeping out any riff-raff. Inside, the plush carpet on the hallway leads to the bar. The clientele usually includes "richly-dressed merchants", "men in impressive military uniforms, haughty women in silk, lace, and velvet", and the like. The prices of drinks here range from exorbitant upwards.[1144] Finally, there is Stavian's Gambling Hall, a smoke-filled gambling den with a bar.[1145] A notable character of the Old Quarter is the irrepressible and nefarious Vesper.[1146]

The **Cemetery** is reached "via a maze of back-streets." In it stand graves and tombs, including one large crypt with a big piece of sculpture leaning over it, the tomb of some minor nobility.[1147] Tomb-robbers operate in the cemetery, 'rescuing' the corpses of those freshly buried for use in unnatural rites and rituals by Necromancers and the like. On the other hand, it is a lucrative business.[1148]

Paying work can usually be found in the **Warehouse District**, "heaving unwieldy crates in a warehouse."[1149] Morganstern's warehouse is usually filled with herbs and spices. [1150]

While there are "many food shops selling sweet cakes, hot slices of peppered beef in poppy-seed buns and other delicious foods", the discerning traveller visiting the **Shops District** will prefer to peruse the more esoteric wares on display. *Sukifiri's Magic Shop* is run by the diminutive female Elf; she is known by her customer as 'Suki'. The shop does not carry a great range of items; what she does have is expensive and "there is huge demand for the artefacts she sells." *Hotsalt the Herbalist* sells herbs of preservative and medicinal value, as well as handy healing potions concocted from the herbs to his own secret recipe. At *Ali Haji-Sheik's Weapons Store* is "a good range of weapons and other useful supplies for the seasoned adventurer." Ali is a fair man, and will often throw in extras for his customers. Finally, there is *Bokhannon's Stables and Travel Shop*. He "offers travel services of various kinds", including riverboat passage down the Ashen River to Rahasta, or a camel for overland travel. While not the most glamorous of destinations, it will help a visitor to escape from the awful city of Ashkyos![1151]

"**Entertainer's Square** is a great open space with benches and trestles, and with drinking dens and stalls selling refreshments." Usually, "minstrels, bards, street poets, and animal trainers" can be found entertaining the populace. Looming above all and dominating the square is the Gladiatorial Park. Gladiatorial combat in the depraved city of Ashkyos means combat to the death.[1152]

The **Militia Barracks** is not a place any visitor will want to see, except from the outside. Anyone caught by the militia is left to rot in the town dungeon.[1153]

Merchants in the **Market District** will be "buying and selling all kinds of wares", from "food and fabrics to Basilisk-skin cloaks, kegs of Guursh (the unspeakable Orcish brew), and magical pots and pans that clean themselves after use." Even the merchants run the gamut: "humans, Dwarfs, one or two Elves, here and there a furtive Gnome, Man-Orcs, and even a Lizard Man peddling patent medicines" and charms.[1154]

[1140] According to paragraph 229, these districts "are shown on the inside front cover of this book." Due to a printing error, a batch of copies of *Master of Chaos* was printed missing the map show here.

[1141] *Master of Chaos* paragraph 104.

[1142] *Master of Chaos* paragraphs 337 and 353.

[1143] *Master of Chaos* paragraph 381.

[1144] *Master of Chaos* paragraphs 64 and 148.

[1145] *Master of Chaos* paragraph 311.

[1146] *Master of Chaos* paragraph 353.

[1147] *Master of Chaos* paragraphs 273 and 101.

[1148] *Master of Chaos* paragraphs 231 and 214.

[1149] *Master of Chaos* paragraphs 328 and 86.

[1150] *Master of Chaos* paragraphs 279 and 353.

[1151] *Master of Chaos* paragraphs 33, 275, 195, 91, and 150.

[1152] *Master of Chaos* paragraphs 53 and 208.

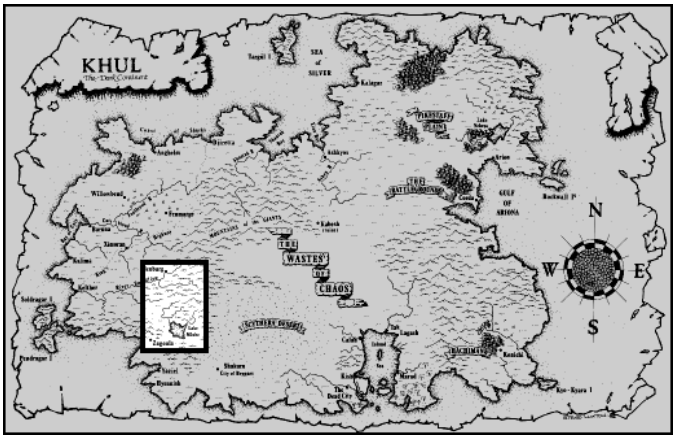
[1153] *Master of Chaos* paragraph 101.

[1154] *Master of Chaos* paragraph 181.


Key
Forest
Road
NEUBERG
SVISTRAUM
FESTHAM
CLOUDHIGH MOUNTAINS
KLEIN KASTEL
LAKE MLUBZ
ZAGOULA
MLUBZ DESERT
Leo Hartas

Cloudhigh Mountains

Source: FF37: *Portal of Evil* (inside cover)
Author: Peter Darvill-Evans
Artist: Leo Hartas
Year: 1989
Area: Cloudhigh Mountains



"Far to the east of the great port of Kelther, a line of snow-capped peaks divides the fertile lands from the deserts and wastes that make up the interior of the continent of Khul." Halfway down the Cloudhigh Mountains is a spur of peaks extending to the west that until recently marked the limit of human habitation. "From the southern half of the range, streams rush through narrow valleys between hills that are covered with impenetrable woodlands, and drain into an inland sea. The forest is home to wild beasts and to Goblins, whose name for the huge lake is Mlubz."[1155]

Gold was discovered in the mountains near the frontier town of Kleinkastel, and within days "humanity began to arrive in the forest from the north and south", drawn by the lustre of the precious metal. "Bridges were slung across raging cataracts; giant trees were felled; battalions of man-eating Goblins were defeated and dispersed." Now, bands of outlaws roam the hills.[1156]

Festham lies to the south of Neuburg.[1157] A well-worn track leads southwest from Festham to Kleinkastel, though it is forced to dogleg to the southeast before crossing a west-flowing river.[1158] Off the track, the way is heavy-going. Travellers must "hack a way up overgrown slopes, slide down treacherous banks, and splash across tree-shadowed streams." A league or so southwest of the main track is a clearing with a solitary tree in the centre of it. Not far from here is the encampment of the former mine owner Gartax. The camp of "old tents and rickety wooden shelters" "occupies a large clearing."[1159]

"To the south, the forest stretches into the distance like an endless green carpet." It "seems empty of living things." A particular unnamed fast-flowing stream "runs along the bottom of a valley", the sides of which grow steeper into a deep gorge. The cliffs of the gorge block out much of the sunlight, though a narrow path runs alongside the west bank. The stream quickly widens to a river, "curving through flat forestland of ancient green trunks that rise majestically…out of dense brambly undergrowth." A wooden hut sits alongside the river by a wooden jetty. The Dwarf boatman will ferry travellers downriver for food. This would be a good investment, as the forests surrounding the river are infested with tribes of man-eating Goblins![1160] Both banks are thickly forested; "if anything, the trees are even more massive than those in the forest further north, with wide, glossy leaves." Many leagues downriver, two jetties face each other from either bank, with a house and a ruined tower further inland. The western bank rises swiftly "with sheer cliffs topped with a treeless crag." A major confluence sits in front of it where another river joins this one. The rapids then descend over half-submerged rocks.[1161]

The trees towards the southern edge of the forest are spread thinly. To the east are sun-baked plains inhabited by dark-skinned Southerners. Lake Mlubz is bordered to the northeast by thick forest, while "to the southwest it is bordered by wide grasslands." On an island in Lake Mlubz there lives a wizard. He has dwelled there for centuries, longer than even the Goblins who gave the lake its name.[1162]

The old town of Kleinkastel nestles in a hollow between gentle grassy slopes. "The old town, no more than two crossed streets and a jumble of tall, thin houses protected by an ancient, fortified wall" is surrounded by new suburbs of spacious mansions belonging to the merchants and mine owners. "The most impressive edifice is still the Margrave's castle, its turrets out-topping even the grandest of the new villas." The town has several inns. On the outskirts of the town, are stalls and craftsmen's workshops.[1163]

East of Kleinkastel, "the forest is a maze of small paths", despite the jagged terrain and thick undergrowth. To the north, "rising above the trees, the bare brown hillsides are pockmarked with mine entrances. A miners' village, "an unplanned cluster of cabins" here is home to the miners and their families.[1164]

East of the village, "there are fewer paths criss-crossing the forest", though the main path is still well defined. The woodland here is dark and silent. The path forks here. To the northeast, it heads uphill into the mountains. The trees along this branch become sparser, while to the north "the hills mount higher still, towards the Cloudhigh peaks." A side-turning leads to a "one-storey building, made of large blocks of stone" alongside a mine entrance. The metal-armed alchemist Azudraz lives here. The hills continue to rise, covered in scrubby vegetation. On a mound near here is the strange statue of a Goblin deity.[1165] The track that skirts the hills, leads up a ridge to "a large bowl-shaped dell, clear of trees" save for a small spinney at its centre. This beautiful garden is the work of Wood Elves, who live in houses built upon platforms in the trees. Lignia lives here, guarding the forest.[1166]

[1155] *Portal of Evil* page 16.

[1156] *Portal of Evil* pages 16–7.

[1157] Here incorrectly labelled 'Neuberg' (*cf. Beneath Nightmare Castle* (1987) page 20).

[1158] *Portal of Evil* page 19.

[1159] *Portal of Evil* paragraphs 74, 263, 90, and 310.

[1160] *Portal of Evil* paragraphs 2, 57, 15, 275, and 79.

[1161] *Portal of Evil* paragraphs 25, 152, 382, and 104.

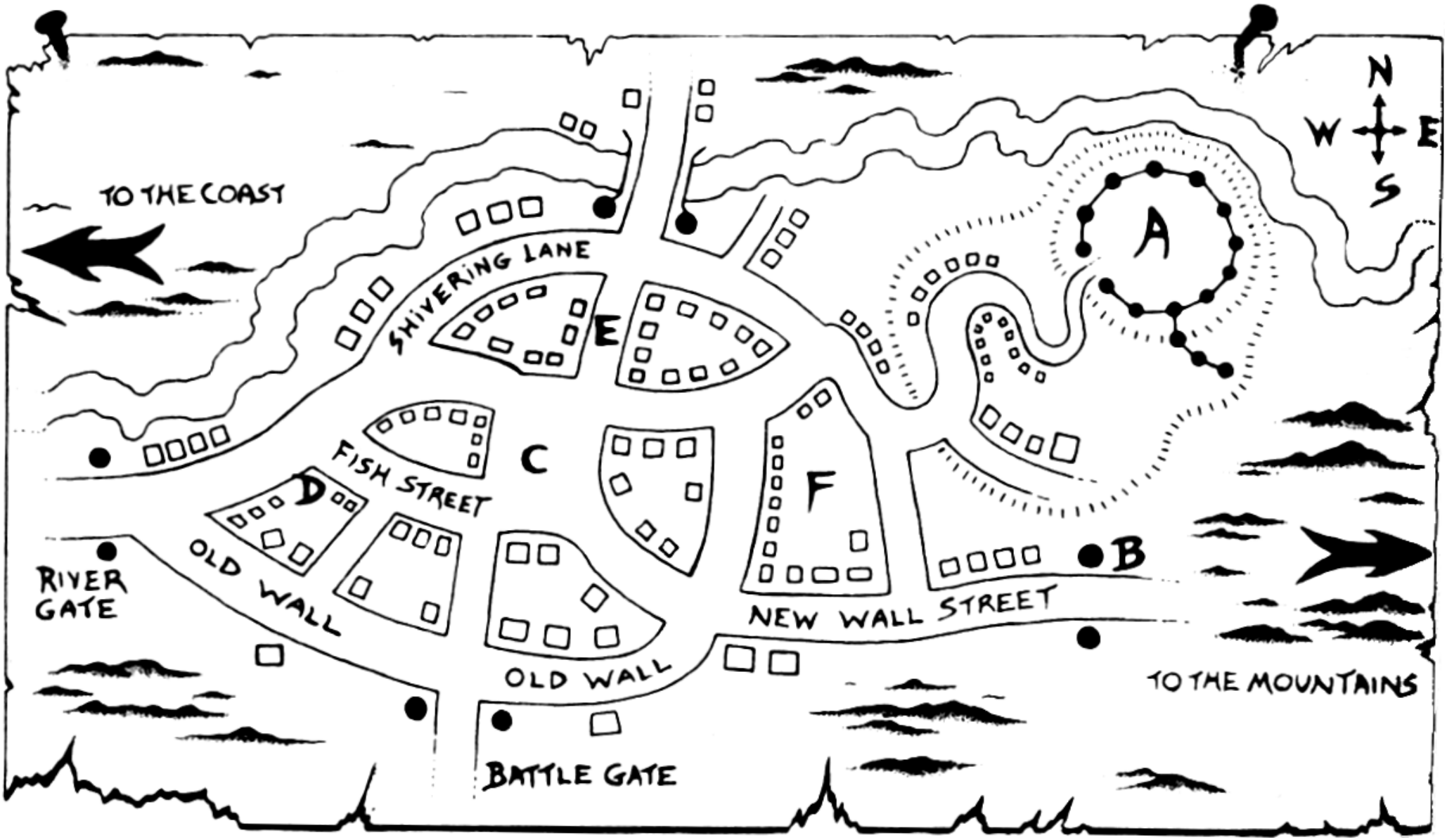
[1162] *Portal of Evil* paragraph 36, 294, 27, and 185.

[1163] *Portal of Evil* paragraphs 143, 271, and 268.

[1164] *Portal of Evil* paragraphs 22 and 264.

[1165] *Portal of Evil* paragraphs 11, 230, 277, 84, 385, 5, and 319.

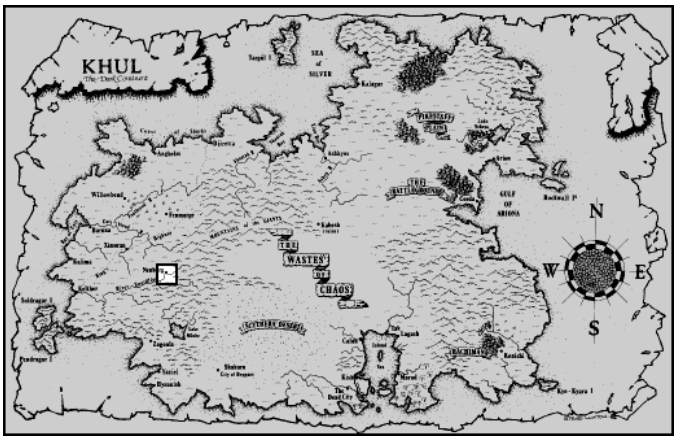
[1166] *Portal of Evil* paragraphs 100, 42, and 366.



A Neuburg Keep
B East Gate
C Market Square
D Riverside Quarter
E Merchant's Quarter – Bridge Street
F Temple Quarter

NEUBURG

Source: FF25 *Beneath Nightmare Castle* (paragraph 137)
Author: Peter Darvill-Evans
Artist: Dave Carson
Year: 1986
Area: Neuburg



The area surrounding Ximoran is "under the rule of a body known as the Council of Seven, made up of representatives sent from each of the major settlements of the area—Ximoran itself, Djiretta and Anghelm on the north coast, the ports of Buruna, Kalima, and Kelther on the west coast, and the small walled city of Neuburg on the far southern edge of the civilized lands."[1167]

Seated at the base of the Cloudhigh Mountains is the city-state of Neuburg. It "is not a large settlement", but it is a "peaceful and prosperous" one. Looming threateningly over the little town are "the black battlements of the Keep of Neuburg", the seat of the Margrave of Neuburg, Baron Tholdur. Neuburg occasionally has problems with the "Southerners of the steppes" around Lake Mlubz, but the Battle of Helm Hill, fought some years ago, has "prevented and further incursions" by these southern barbarians.[1168] At the East Gate are dilapidated circular stone towers with doors of solid oak, banded with iron.[1169]

On days when there is no market, the cobblestoned market square is empty. A notice-board stands at the centre of town, "between the stocks and a horse trough. This map is tacked to it, for the benefit of visitors.[1170] Adjoining the market square is *The Southern Star* tavern, "a large, hospitable establishment."[1171]

The wharves and warehouses at the riverside are to be found in "the poorest quarter of the town" along Fish Street. The river channel is not clear; it spreads into an oozing marsh, "and a stench pervades the entire area. Shivering Lane is "ankle-deep in clinging mud", and the cottages that line the lane are pitifully decayed. The local people are "small, swarthy types…dressed in drab rags." There are no shops, just a few boats tied up at the rotting jetties.[1172]

By contrast, the Temple Quarter of Neuburg is "one of the oldest parts of the little town, and the most peaceful." It contains a few walled residences as well as "the fairly humble shrines and temples to the northern gods" worshipped by the ancestors of the Neuburgers who "settled this area by force several centuries ago." The newest and grandest temples are dedicated to the gods and goddesses of commerce and farming, and are set in parks along the magnificent New Wall Street. The narrower avenues that climb the lower slopes of Castle Hill lead to smaller and older shrines and temples. The higher up the hill, the more dilapidated the temples become, dedicated to ever more ancient and forgotten cults.[1173] The oldest and grandest of these temples is an "ominous, windowless edifice", the front of which is lined by "a long line of enormous grim-faced statues of weapon-wielding kings and queens."[1174] This temple is devoted to Oiden, and is looked after by the last priest of Oiden, Huw, an old man with sparkling blue eyes.[1175]

The Merchants' Quarter along Bridge Street overlooks the "old stone bridge and the misty fields beyond the river." Shopkeepers bring their wares out onto the street, displayed on stalls beneath brightly-coloured awnings. Weapons may be purchased, as may "curios from the mystic south",[1176] and "the best meat pies this side of Kelther."[1177] One windowless "tumbledown, lean-to hovel" is filled with "rusty weapons, broken furniture", and lots of other clutter. The Goblin proprietor sells curios, knick-knacks, and arcana from this part of Khul. [1178]

Neuburg Keep's outermost fortification is a high battlemented wall that surrounds the summit of Castle Hill. The main gate is between two stout square towers." A drawbridge spans a dry moat to this main gate.[1179] A small trail snakes off to the right through brambles, heading into the untended kitchen garden.[1180]

[1167] *Titan: The Fighting Fantasy World* (1986) page 24.

[1168] *Beneath Nightmare Castle* pages 20–1.

[1169] *Beneath Nightmare Castle* paragraphs 399 and 215.

[1170] *Beneath Nightmare Castle* paragraph 137.

[1171] *Beneath Nightmare Castle* paragraph 399.

[1172] *Beneath Nightmare Castle* paragraph 90.

[1173] *Beneath Nightmare Castle* paragraph 195.

[1174] *Beneath Nightmare Castle* paragraph 322.

[1175] *Beneath Nightmare Castle* paragraph 47.

[1176] *Beneath Nightmare Castle* paragraph 32.

[1177] *Beneath Nightmare Castle* paragraph 383.

[1178] *Beneath Nightmare Castle* paragraphs 129 and 14.

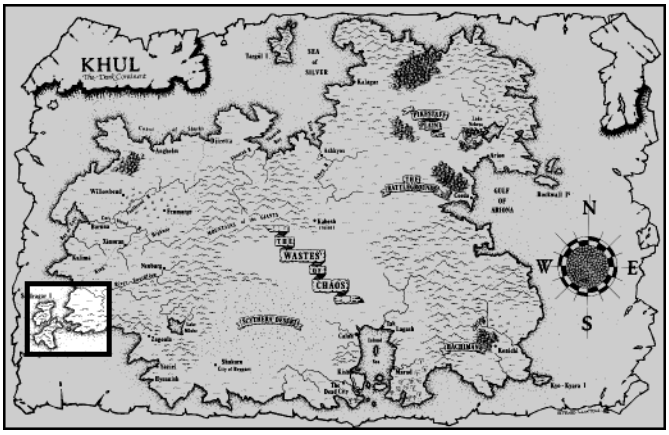
[1179] *Beneath Nightmare Castle* paragraph 2.

[1180] *Beneath Nightmare Castle* paragraphs 289 and 95.


KELTHER
N
R. Swordflow
MAVRA KHOMATA
KAZAN
GORAK
R. Dart
KAZILIK
URUZ
HULUGU
BOGOMIL
OWLSHRIEK
SHARRABBAS
BOGOMIL DEEPS
Paths of Ushun Koja
YIGENIK
LESSER ILKHANS
KORKUT
R. Djimatos
GREATER ILKHANS
LEO HARTAS

KAZAN

Source: FF35: *Daggers of Darkness* (inside cover)
Author: Luke Sharp
Artist: Leo Hartas
Year: 1988
Area: Kazan



"Very little is known of this strange, wild land" to the southwest of Gorak and south of the River Swordflow. "The capital city is Sharrabbas, where sits the Throne of Kazan. The remainder of the land is divided into six tribal regions, each fiercely independent and warlike." Kazan "has a very strange ritual of succession to the throne." Parents choose to "nominate their children as Heirs to Ushun Koja (or the Select)." Those chosen are "exiled from Kazan", aged nine, "and must roam the lands of Khul, making his or her own way and surviving the rigours of loneliness and fear." On the death of the existing ruler, messengers are sent out across Khul to find them. They make their way to Kazan, "enter the great Mazes and obtain as many of the Clan Medallions as possible. Then they have to reach Sharrabbas, where they must be the first to sit upon the Throne."[1181]

The **Lesser Ilkhans** for the boundary between the lands of Gorak and Kazan. They rise quickly "from green fields to the cold land up above the snowline." The pass of Drago's Gate is marked with "an ancient stone obelisk" by the Kazanid frontier. Two distinct paths lead down from Drago's Gate into Kazan. Eventually, the snow thins and a highway begins, depending on the route taken. The left-hand way at the next crossroads is marked by an obelisk bearing the carving of a horse.[1182]

This left-hand path leads onto a flat, grassy plain with little cover. Off the road, "the land grows boggy" and marshy. These are the **Deeps**, the land of the **Bogomils**, master horsemen, whose symbol is a stallion. Their clan home is "a settlement of stone buildings in the shape of a rough circle." Agate guards the way into the Bogomil Maze.[1183]

The other track leads through mountainous terrain and across canyons. It descends into a valley, where stands a lone tavern, *The Snorting Stallion*.[1184]

Another path down from the mountains crosses several small streams and heads into a forest where strange creatures scream and call to one another in the darkness. In a clearing in the centre of the forest is a small settlement of the matriarchal **Owlshriek** Clan. "The huntresses of Owlshriek believe that they gain power from inflicting pain and torture." In the north of the forest is Brassino-Dendro, a small gathering of Witches.[1185]

To the north of the forest is an open plain. The town of Torrez is here, with its big market. A road leaves Torrez to **Uruz**. While Uruz magic is not strong, they prize physical strength, as epitomized by their Clan symbol—the bull. Their Maze is guarded by Minotaurs.[1186] To the southwest of the forest is Honest Gimcrak's Trading Post.[1187]

Clan **Yigenik** stands in a mountain valley between the Lesser and **Greater Ilkhans**. They are horse-masters. The walls of their Maze are composed of thick, poisonous bushes. Their symbol appears to be the Fangtiger.[1188]

The Clan of **Korkut** "are strong believers in luck, chance, and good and bad fortune." The heights above Korkut look down on the port with its harbour. In Korkut, in a cobbled lane just outside the fortress, is *The Dead Man's Chest Tavern*. "It is full of old salts, Kazanids, seafaring Dwarfs, and Goblin Deckhands." From the harbour, one can buy passage to "the Dragon coast of Kazilik."[1189] Heading inland from Korkut, a traveller must cross "wild bandit lands."[1190]

Little is known of Clans **Hulugu** or **Kazilik**, save that the fire-breathing Kazilik Dragon is the symbol of the latter Clan.[1191]

Mavra Khomata is "a bleak, flat plain with occasional rocky outcrops." Strange humanoids known as Khomatads dwell in this wilderness.[1192]

The city of **Sharrabbas** is dominated by its Fortress. On market days, the city is crowded with carts. The city has both perimeter walls and a Thieves' Quarter. The most celebrated road in Sharrabbas is the Street of Forty Guilds.[1193] Eating houses, smithies run by Dwarfs, horse-traders, and more shops line this street. Mandrake Wolfsbane, Locksmith and saddlemaker also has his premises here.[1194] Deep in the heart of the city is *The Dragon's Wings Tavern*.[1195]

[1181] *Daggers of Darkness* pages 21–2.

[1182] *Daggers of Darkness* paragraphs 1, 89, and 150.

[1183] *Daggers of Darkness* paragraphs 391, 333, 261, 123, and 20; *cf.* paragraph 383.

[1184] *Daggers of Darkness* paragraphs 275, 370, and 62.

[1185] *Daggers of Darkness* paragraphs 161, 395, 303, and 130.

[1186] *Daggers of Darkness* paragraphs 278, 255, 280, 176, 258, and 29.

[1187] *Daggers of Darkness* paragraphs 225 and 12.

[1188] *Daggers of Darkness* paragraphs 272 and 134.

[1189] *Daggers of Darkness* paragraphs 287, 69, 117, and 239.

[1190] *Daggers of Darkness* paragraph 13.

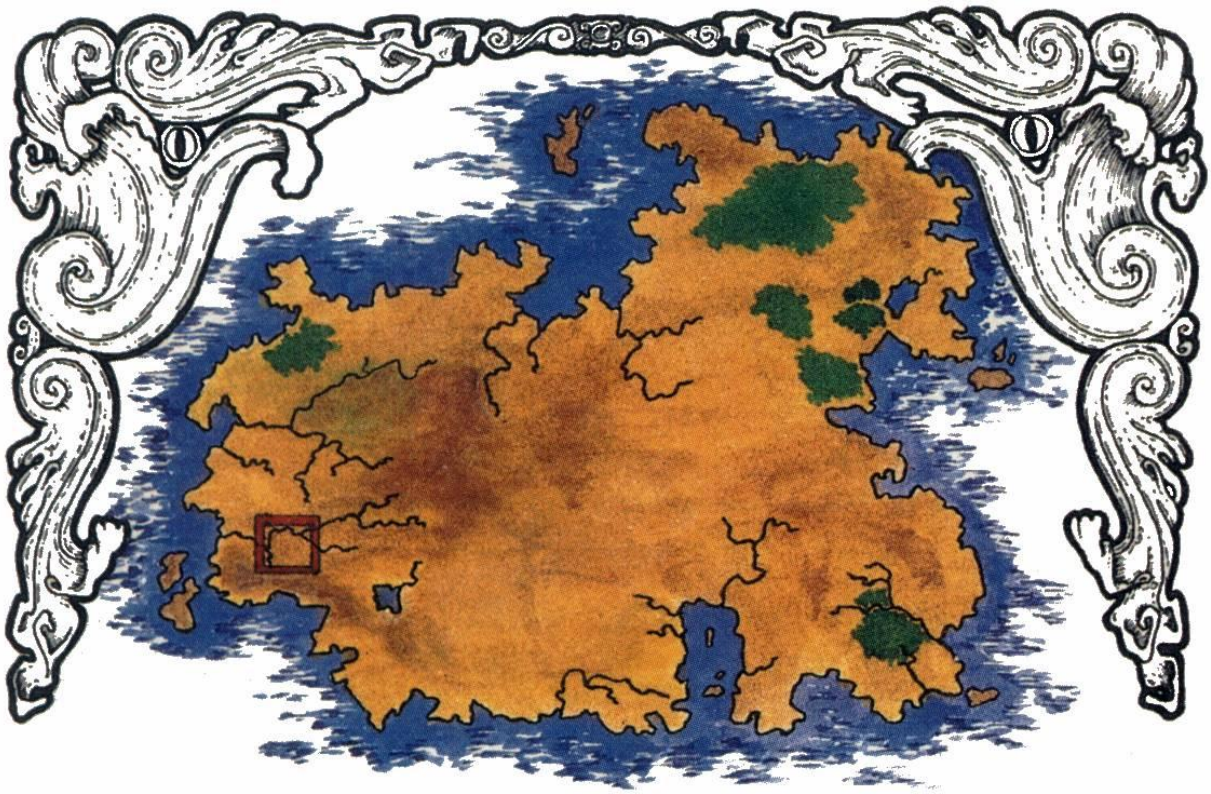
[1191] *Daggers of Darkness* paragraph 189.

[1192] *Daggers of Darkness* paragraph 70.

[1193] *Daggers of Darkness* paragraphs 155, 306, and 98.

[1194] *Daggers of Darkness* paragraphs 26, 246, 185, and 341.

[1195] *Daggers of Darkness* paragraph 298.




STEVE LUXTON '87

GORAK AND KHUL

Source: FF30: *Chasms of Malice* (inside cover)
Author: Luke Sharp
Artist: Steve Luxton
(uncredited, but his name is signed on the map)
Year: 1987
Area: (Upper half) Khul; (lower half) Gorak

Until recently, all that was known of the lands south of the River Swordflow was that it was the home of "crude, violent people, divided into clans and tribes who are fiercely protective of whatever lands they manage to call their own."[1196] More investigation has revealed this map, and some intriguing and enlightening new understanding.

Treatise on the Kingdoms of South-west Khul by Ignatius Pomfritte has the following to say: Gorak is "a minor kingdom, situated between the rivers Dart and Dagger—tributaries of the River Swordflow. Gorak was founded by Tancred the Magnificent after his adventures with his brother Orghuz in the Dark Chasms." The kingdom is "the gateway between the area of Khul and the caverns, chasms, and tunnels of the Gaddon people." The Gaddon people "are originally from southwest Khul. They migrated to the deep chasms (for no known reason, although some authorities claim religious persecution) and created their own culture." Although "they began to give birth to blind babies soon after constructing their complex system of tunnels", "their other senses were greatly enhanced and they became masters of the dark. The Gaddon Knights—the Sensewarriors—are supreme fighters in the dark."[1197]

Gorak has been without a monarch for many years, and is "governed by the Lords Ridermark" the Regents of Gorak, supported by the stalwart Knights of the Grey Order. They are frequently aided and abetted by the canny Wizard Astragal.[1198]

This map divided into two parts—an upper half containing a small scale map of the whole of Khul, with Gorak surrounded by a red box, and a lower half containing a stylised map of Gorak represented as a view of that land from the mountains to the south.

The small scale Khul map requires little comment, being closely based on the map of the continent that appears in other sources, although the forests marked on it are somewhat bigger than elsewhere.[1199]

The Gorak map, on the other hand, is completely new. Most obviously, it is dominated by a three dimensional plan of the city which gives the land of Gorak its name. This plan, which is almost certainly not to scale with the rest of the map, shows a walled city dominated by a keep at its northern end, and surrounded by extramural settlements on the three visible sides. Two gates are also shown in the wall, one on the southwest corner and one in the right side of the south wall. The southwest gate is met by a road or trail which leads north-northwest towards the junction of the Swordflow and Dart rivers (unnamed on the map).[1200] In the deepest vault of Gorak Keep is the True Shield, bound by the Great Seals, which prevents the seven Khuddam, spawn of the evil Orguz, from multiplying.[1201]

A number of anomalies exist on the Gorak map. Firstly, the course of the River Swordflow does not match the course of this river as indicated in any other map of Khul, or in the small scale map of Khul immediately above the Gorak map. This may or may not be a result of the mode of representation.

Secondly, the legend above the plan of Gorak city is blank (presumably it ought to contain the name "Gorak").

Thirdly, a blanked out area in the mountains south of Gorak suggests either that a name was placed there by the artist and later removed, or that the name was never entered (as was the case with "Gorak" above).[1202]

[1196] *Titan: The Fighting Fantasy World* (1986) page 24.

[1197] *Chasms of Malice* page 20.

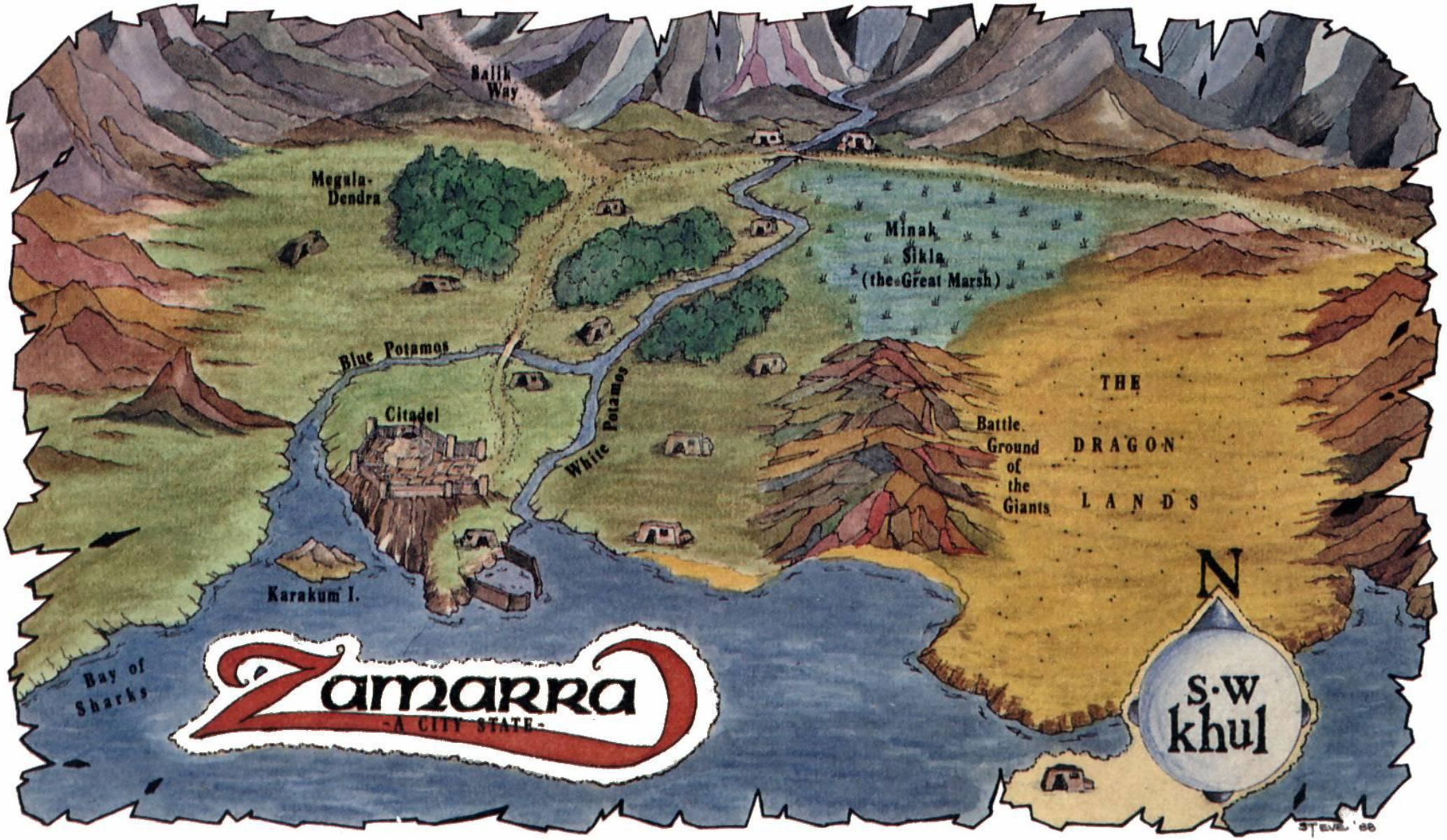
[1198] *Chasms of Malice* pages 20–1.

[1199] *Titan: The Fighting Fantasy World* (1986) page 23.

[1200] This may be the "vital truffle trade-route along Tancred's March" mentioned in the Background section of *Chasms of Malice*.

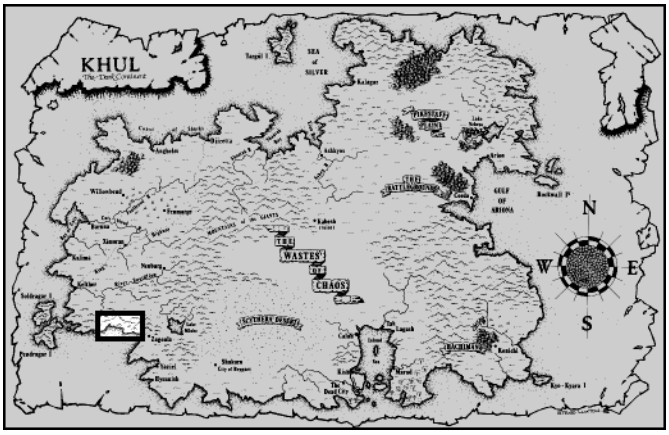
[1201] *Chasms of Malice* pages 21–2.

[1202] These mountains are named "Lesser Ilkhans" on the *Daggers of Darkness* (1988) map.


Balik Way
Megala-Dendra
Minak Sikla (the Great Marsh)
Blue Potamos
White Potamos
Citadel
THE DRAGON LANDS
Battle Ground of the Giants
Karakum I.
Bay of Sharks
Zamarra
-A CITY STATE-
N
S·W khul
STEVE '88

ZAMARRA

Source: FF39: *Fangs of Fury* (inside cover)
Author: Luke Sharp
Artist: Steve Luxton
Year: 1989
Area: Zamarra



The city-state of Zamarra lies to the south of Gorak. Its monarch, King Elidor, rules from within the Citadel of Zamarra, aided by Chancellor Snuffserk. The city is currently besieged by the armies of Ostragoth the Grim who, "under the influence of the Evil Enchanter Jaxartes, wants to wipe the city from the face of Khul.[1203] The Citadel is protected by fourteen thick walls,[1204] but its chief protection is afforded by the "six Stone Sentinels of Zamarra", massive statues of Dragons that "breathe the fire from the Fangs of Fury." The volcano is "the centre of a strange religious sect" known as Xen, and the adherents are called Wazarri.[1205]

The seashore in front of the citadel is sandy and covered in dunes. In parts of the beach, traps have been laid to combat the defenders' rallies. On the edge of the sand are clumps of bushes. Further along the coast are cliffs, below which is a sandy cove.[1206] From here, a boat can be sailed over to Karakum, "the small island off the coast." A sandy bay on the northwest coast of the island is an ideal landing point, and a goat track climbs to a rise overlooking the little, smoky harbour. The track leads into the back alleys of the port where "sloping cobbled stone alleyways lead down to the quayside."[1207]

On the mainland, the roadway to the north of the citadel splits, one way leading to the river, the other leading to a wider road. The way to the river cuts through long grass. The Blue Potamos "is not swift flowing but it is clear and clean." Dwarfs Skiff and Sprig operate an up-river ferry service from here.[1208] The other way meets a more defined cart track that bypasses a small village. In the village is a schoolhouse. The monk of the Wazarri, Ono-maki, lives in a house in the village. He teaches the Alphabet of Talin, "a warrior language that has long ago fallen into disuse among the others of this country." [1209]

Leaving the village, one route leads into a great forest; another is Salik's Way, the great north trade route; and a third leads off to a flat plain.[1210] The forest is a dark and sinister place, bisected by the River Potamos. Beyond it is a reedy plain.[1211]

Branching from Salik's Way, at the end of a meandering path into the plain that lies below the low mountains lies the Bastion, a Wazarri fortress.[1212]

The flat, reedy plain is empty, save for the voracious marsh-flies. From a slight rise, two distinct features can be seen: "a rocky outcrop with a citadel-like building perched on the top" and, beyond a desert-like land without reeds, trees, or bushes, a tower can be seen on the horizon. Towards the citadel, "the ground gets softer" and eventually so wet that stepping stones have been laid through the swamp. The fortress has many windows, and the stepping stones lead to an open gateway. In the upper floors is "a well-stocked library", partially burnt, filled with knowledge of the Wazarri.[1213] The derelict tower is home to the bizarre Dragonmen from the Dragonlands. A "dead straight" road leads away to a small village. In it is a Dwarf trading post. The Dragonlands are a "bleak waste" with nothing but "occasional tall pillars of rock with steps winding around them to the top."[1214]

At "the edge of the lower northern mountains", the path passes a lonely tavern, seated on the rocky lowlands, called *The Dwarf's Hammer*. The ascent to the flat-topped mountain is "an arduous climb that involves dropping down into canyons and then climbing up out again." The strangely flat and smooth mountaintop has three holes in it, "each 100 paces from each other, forming the points of a triangle." These allow entrance to the Homrath Caves, "the True Path to the Fangs of Fury."[1215] Following the track instead leads to "a gap between a vast outcrop of rock that forms a massive wall." Beyond this pass , "a vast set of rock-hewn steps" ascends the cliff to the mountaintop, from which can be seen the Fangs of Fury.[1216]

The volcano known as the Fangs of Fury is large and distinctive, "like five upraised dragon fangs around a smoking centre." The path leading to it splits into three,[1217] and eventually leads into a tunnel which opens out to a huge cavern, "the centre of the Wazarri and the Religion-whose-name-cannot-be-uttered."[1218]

[1203] *Fangs of Fury* pages 20–1.

[1204] *Fangs of Fury* page 25.

[1205] *Fangs of Fury* page 22–3, and paragraph 275. Reference is also made on page 22 to a neighbouring country of Transoxalia, presumably to the east (towards the abandoned city of Zagoula) or northeast (towards Lake Mlubz).

[1206] *Fangs of Fury* paragraphs 199, 333, and 12.

[1207] *Fangs of Fury* paragraphs 127 and 188.

[1208] *Fangs of Fury* paragraphs 206 and 20.

[1209] *Fangs of Fury* paragraphs 109, 182, 102, and 247.

[1210] *Fangs of Fury* paragraphs 164 and 316.

[1211] *Fangs of Fury* paragraphs 270 and 185.

[1212] *Fangs of Fury* paragraphs 163, 64, and 119.

[1213] *Fangs of Fury* paragraphs 137, 356, 65, 178, 330, and 143.

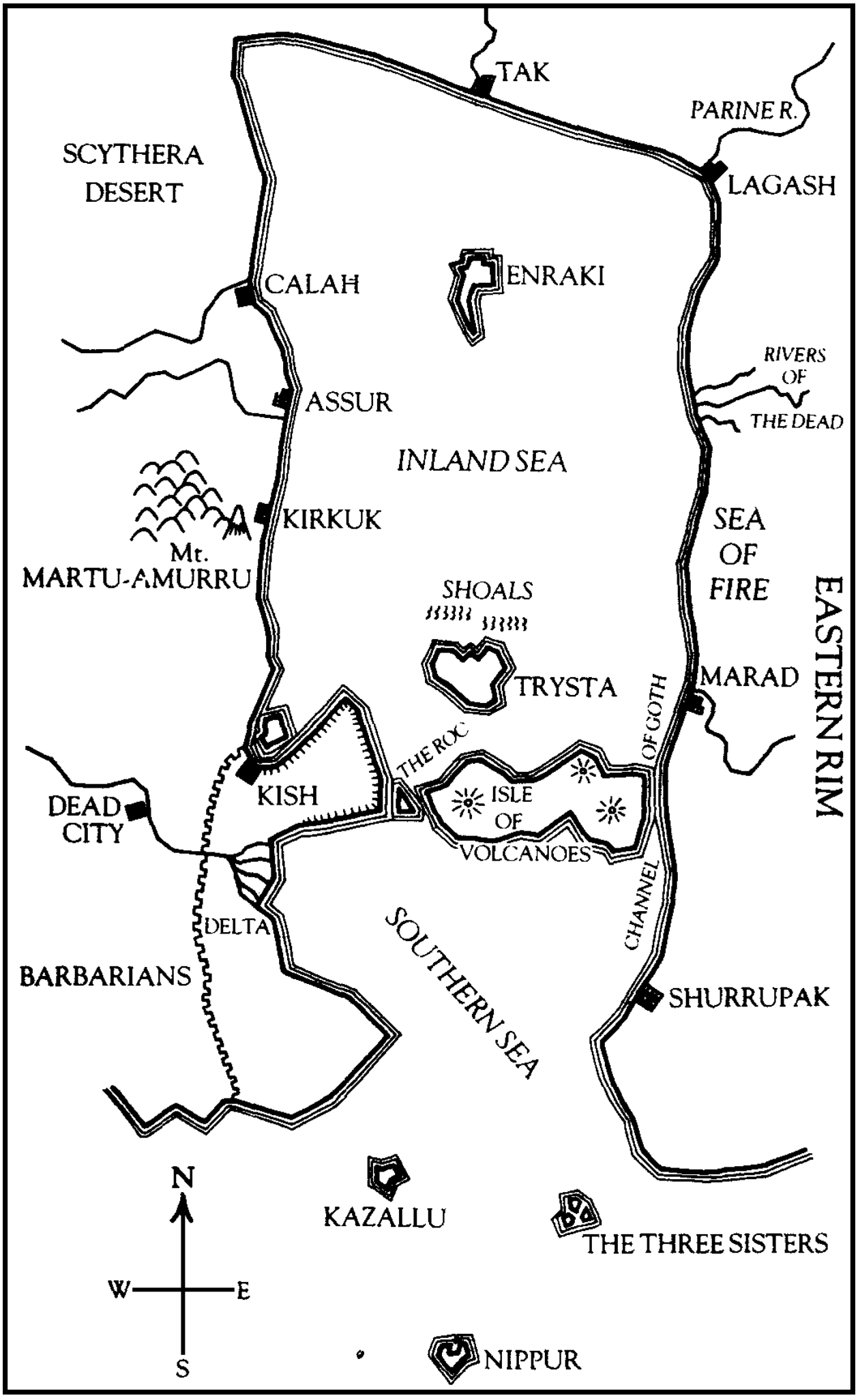
[1214] *Fangs of Fury* paragraphs 117, 98, and 399.

[1215] *Fangs of Fury* paragraphs 131, 214, and 194.

[1216] *Fangs of Fury* paragraphs 99, 116, and 36.

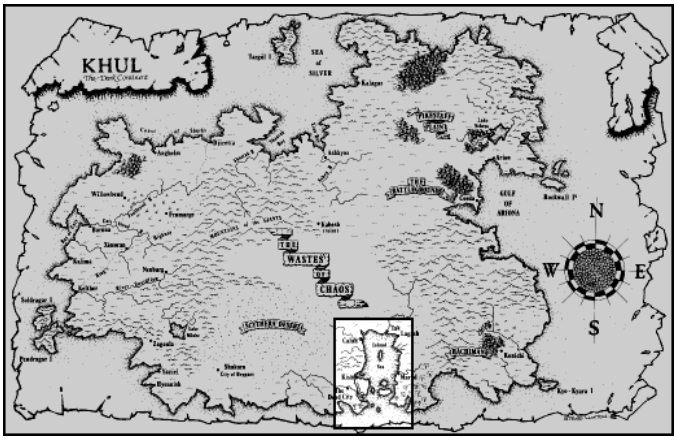
[1217] *Fangs of Fury* paragraph 28; *cf.* paragraph 325.

[1218] *Fangs of Fury* paragraph 39.


TAK
PARINE R.
SCYTHERA
DESERT
LAGASH
CALAH
ENRAKI
RIVERS
OF
THE DEAD
ASSUR
INLAND SEA
KIRKUK
SEA
OF
FIRE
Mt.
MARTU-AMURRU
SHOALS
EASTERN RIM
TRYSTA
MARAD
THE ROC
OF GOTH
KISH
DEAD
CITY
ISLE
OF
VOLCANOES
CHANNEL
DELTA
SOUTHERN SEA
BARBARIANS
SHURRUPAK
N
KAZALLU
THE THREE SISTERS
W
E
S
NIPPUR

The Inland Sea

Source: FF16: *Seas of Blood* (page 17)
Author: Andrew Chapman
Artist: Bob Harvey
Year: 1985
Area: The Inland Sea



Khul's pirate-infested Inland Sea was formed "many aeons ago after a massive earthquake dropped the land by several hundred metres and the sea rushed in to fill the hollow." Competition between the city-states that have grown up on the fertile coast, whether in trade or war, is very fierce. "The waters of the Inland Sea are swarming with pirates and privateers."[1219]

"The city of **Tak**, at the northern end of the Inland Sea, is the greatest den of thieves, criminals, and cut-throats the civilized world has ever seen. Every form of vice and illicit activity is not only permitted, but even encouraged, in this city of scum." Tak's harbour stands within "a towering granite bay."[1220]

Across the **Scythera Desert** are caravan routes to the cities of Kish, Calah, and Assur. Numerous little villages have grown up surrounding the few oases on these long trade routes across the "burning sands" as staging-posts. The caravans are often drawn by "enormous ochre-coloured octopedal beasts" guarded by Lizard Men, riding high in wooden saddled atop the beasts.[1221]

The city of **Lagash** stands on the banks of the crocodile-infested Parine River, "which flows under the very walls of the city." The warships of this city bear red sails.[1222]

"**Calah** is a bustling, grotty seaport, second only to…Tak for seediness and criminal activity." The most popular entertainment is in the wharf-side gambling pits. "Baatar races are conducted on a long sandy stretch between the wharfs and the city." These "enormous racing lizards" race down a straight track towards "a staked Goblin at the other end. The first Baatar to set teeth into the unfortunate creature is declared the winner." Large stakes of gold are won and lost each race.[1223]

The mountainous isle of **Enraki** is "home to the warrior-priests of Asswr sel Dablo. These fearsome holy men, armed by the gods of war, protected by the gods of stone, reside in a fortress raised on the lower slopes of the island's precipitous central snow-capped mountain." The wooden temple dominates the centre of the stone castle. Putting ashore on the north coast of the island will present a traveller with forest, scrub, and finally snow as they reach the upper reaches of the mountain. On a ridge near the high pass through the rocky terrain is a red-wood structure which "howls eerily in the wind"—an Enraki shrine. It "overlooks a bleak valley", and "the black mood of this inhospitable place" can sour the most cheerful of men.[1224]

"The neutral city of **Assur**" lies to the south of Calah. In the markets can be found any number of slave-dealers.[1225] The main river that flows to the side of Assur is known as the Uphom.[1226] Three days' journey upriver is "a wealthy shrine" that is "nestled in a cosy dell and surrounded by vegetation. Its stone-work is monolithic, rising forty or fifty feet into the air and lavishly decorated with human skeletons in tortured poses." The atmosphere inside the shrine is "dark and oppressive", and "a very step and narrow set of stairs [heads] down into the bowels of the shrine." The shrine is dedicated to "one of the lords of decay", and is occupied by "the Priests of the Dead."[1227]

Mount Martu-Amurru is "a giant forest-covered peak that towers over the small fishing town of **Kirkuk**." At the centre of Kirkuk is "a rather unimposing public building" surrounded by a maze of streets. Recently, the Kishian army sacked the town.[1228]

A few hours' journey inland from the estuary of the **Rivers of the Dead**, is "a range of steep stony hills, crazed with gullies, narrow valleys, and dry waterways." These valleys are "long, tortuous and diverse." Hordes of Goblins are said to lurk in a cavern somewhere in the twisting valleys. Subterranean rivers flow rapidly "under jutting buttresses, down waterfalls", and into still pools.[1229] In these underground caverns, "lit by the phosphorescence of the rocks", is rumoured to be the Tomb of Ut-Napishtim, Keeper of the Waters of Retribution."[1230] The hills are the land of the Muzzelmirs, Hill Giants "armed with small tree-trunks and dressed in the hides of wild animals", named Mog and Ogmog.[1231]

The **Sea of Fire**, a range of bleak red dunes on the Eastern rim, is "so named because of the intense colouring of the infertile earth."[1232]

To the north of **Trysta** are dangerous shoals, hard to navigate. Inland are "wide, carefully tended fields" and large herds of cattle. This is "the land of the King of the Four Winds", who dwells in an impressive castle "bedecked with banners and guarded by hundreds of men-at-arms."[1233]

[1219] *Titan: The Fighting Fantasy World* (1986) page 25.

[1220] *Seas of Blood* page 20 and paragraph 1.

[1221] *Seas of Blood* paragraphs 1, 20, and 194; *cf. Ashkar the Magnificent* (2000) page 49–50 where the Lizard Men have been renamed to 'Kajn'.

[1222] *Seas of Blood* paragraphs 181, 280, and 291.

[1223] *Seas of Blood* paragraphs 211 and 270.

[1224] *Seas of Blood* paragraphs 76, 111, 188, and 359.

[1225] *Seas of Blood* paragraphs 171 and 283.

[1226] *Ashkar the Magnificent* (2000) page 46.

[1227] *Seas of Blood* paragraphs 283, 335, 388, and 262.

[1228] *Seas of Blood* paragraphs 45, 102, 121, and 364.

[1229] *Seas of Blood* paragraphs 197, 226, and 147.

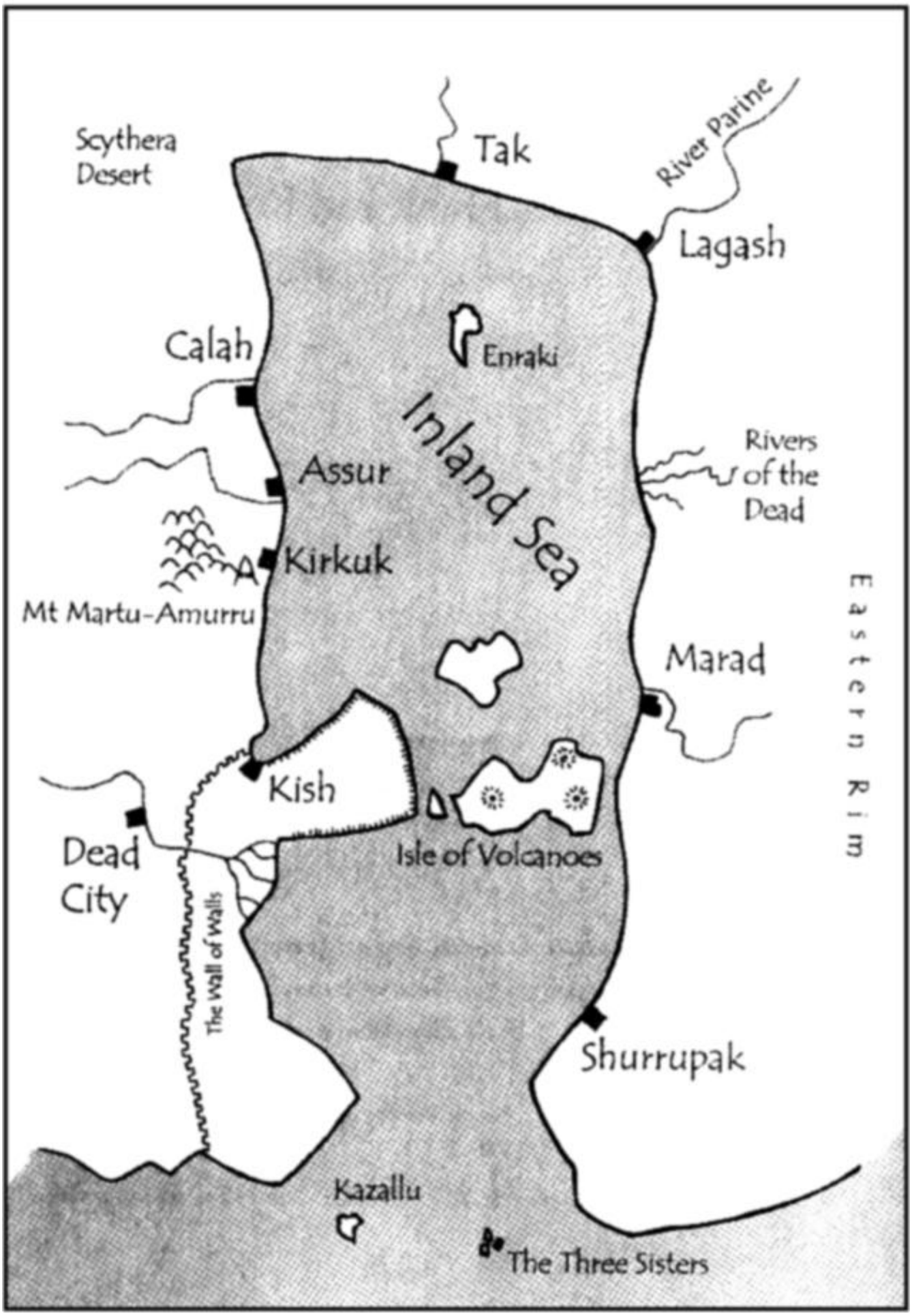
[1230] *Seas of Blood* paragraphs 53 and 281; *cf.* paragraph 239.

[1231] *Seas of Blood* paragraphs 316 and 336.

[1232] *Seas of Blood* paragraph 10.

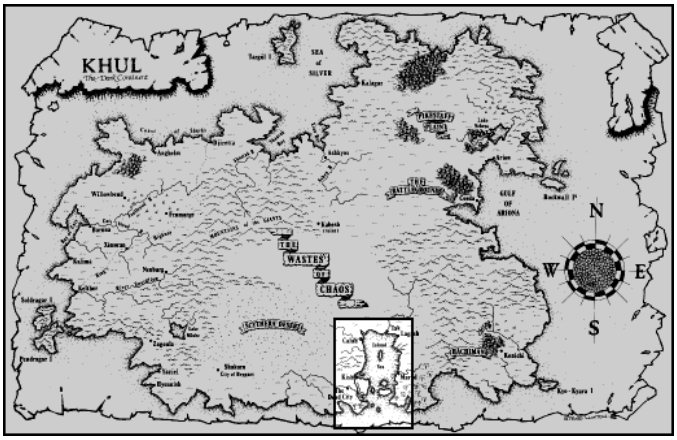
[1233] *Seas of Blood* paragraphs 277, 152, 77, and 215.

The Lands of the Inland Sea



THE INLAND SEA

Source: *Ashkar the Magnificent* (page 17)
Author: Andrew Chapman
Artist: Andrew Chapman
Year: 2000
Area: The Inland Sea



(continued from previous page)[1234]

The hostile city of **Marad** is not a friendly port. It is protected by their infamous fleet of Marad galleys, huge ships which are "reputed to have five men on every oar."Marad is currently at war with its rival city-state beyond the narrow **Channel of Goth**, Shurrupak. The channel runs past the highly unstable **Isle of Volcanoes**, which only the unwise would seek to visit.[1235]

The city of **Kish** is protected by many "heavily armed but sluggish war galleys." It sits on the Kish Isthmus, "a wide peninsula of land protected by sheer, unbroken cliffs. These cliffs deter large-scale invasions into the rich lands beyond. Above the cliffs, the wide tablelands are "dotted with fields, settlements, and forests."[1236]

"**The Roc** is an island formed by a single enormous mountain jutting out of the ocean. Its peak is almost continually shrouded in cloud, while its lower slopes are covered with dense forests. It is named after a species of gigantic bird which sometimes uses the higher slopes for nesting." Its coast is pitted with steamy volcanic lagoons. "The countryside is almost jungle, with thick foliage, exotic animals, and hundreds of thousands of insects." Man-eating pygmy Lizard Men live in the depths of this jungle.[1237]

The rivers of the great **Kish Delta** are quite shallow, and punctuated by shifting sand bars. Half a day's journey upriver, "the river passes between the mighty anti-**barbarian** walls of Kish. These heavily defended walls, punctuated by high towers, run for hundreds of leagues…completely encircling the state of Kish." An enormous iron chain stretches across the entire width of the river, connected to the towers on either bank.[1238] This makes travel upriver to the **Dead City** impossible.

"**Shurrupak** is a large, fair city, with sympathetic views towards the Inland Sea's pirates. The slave markets are packed with 'merchandise', particularly since the war with Marad began.[1239] "Great rows of sailors' inns" line Shurrupak 's harbour. The poor in the slums and poorer areas of the city "are *very* poor and willing to do almost anything to earn a few shekels."[1240]

On the pretty island of **Kazallu** lives "a strikingly beautiful young woman", running a farm all by herself, "her only company be many (and varied) exotic birds and the usual farm animals." She is really an evil witch who transforms visitors into animals with twisted magic.[1241]

The Three Sisters are a trio of islands closely grouped together. "The nearest island is low and looks fertile, with neatly tended orchards and small villages of thatched huts." The flaxen-haired villagers consider the island as sacred and "they cannot let strangers—whose profane eyes have beheld it—live." [1242]

"The next island is actually an extinct volcano, its cone rising thousands of feet into the air, while the lower slopes are heavily timbered." The isle is encircled by a sandy beach, "while inland from the shore is a blanket of dense jungle foliage." Deep in this jungle dwells "the biggest and ugliest looking critter" with "hundreds of tree-trunk legs supporting a body twice as long" as a ship. [1243]

"The other island is, like the first, quite low, but is dominated by palms and sand." The beach is "wide and sandy, but the interior consists of clumps of coconut palms."[1244]

The weather of the rough **Southern Sea** becomes more unpredictable the further south one travels. Freezing fog blows across the waters, and great glowing icebergs float in the sea.[1245]

The remote isle of **Nippur** boasts only one large bay. Advancing inland means climbing Nippur's only mountain, the central peak of Nippur. Halfway up the mountain is "a high wall which seems to completely encircle the interior of the island." The one break in this wall is "flanked by two enormous stone statues. These statues have their arms raised in the air, supporting a large beam…From the beam hang the bodies of several sailors."[1246]

[1234] The main differences between this map and the one found in *Seas of Blood* are omissions: This map does not name Trysta, The Roc, the Southern Sea, the Delta, the Barbarians, the Channel of Goth, or the Sea of Fire. Nor does it show the Isle of Nippur or the Shoals of Trysta. The Wall of Kish has be renamed The Wall of Walls.

Author Andrew Chapman stated on Demian's Gamebook Mailing List that he always considered the Inland Sea to be part of a fantasy world he created, and not part of Khul or *Fighting Fantasy*.

There are, however, recurring characters and motifs that appear in *Ashkar the Magnificent*. The captain of *The Banshee* appears. There's also mention of other weird races—the human Ufflemen from the town of Uffle on the River Parine, the Kirfmen from the Barbarian Lands of Kirf on the eastern edges of the Lagash Empire, and the "orange-haired and lazy" Bizenites; and the non-human Mallarks, Devilkin, and Gelfs (see *Ashkar the* Magnificent (2000) pages 13, 47, and 61).

Like *Clash of the Princes*, *Ashkar the Magnificent* has a very Jack Vance (*Dying Earth*/ Lyonnese) flavour, and the private publisher credited with this book is Deodand Publishing, Deodand being a common monster from Vance's *Dying Earth* series.

[1235] *Seas of Blood* paragraphs 191 and 4.

[1236] *Seas of Blood* paragraphs 223 and 263.

[1237] *Seas of Blood* paragraphs 27, 49, 184; *cf.* paragraph 92.

[1238] *Seas of Blood* paragraphs 140 and 64. Note that on this map, the Wall of Kish has been renamed 'The Wall of Walls'.

[1239] *Seas of Blood* paragraphs 301 and 349.

[1240] *Seas of Blood* paragraphs 233 and 293.

[1241] *Seas of Blood* paragraphs 108 and 39.

[1242] *Seas of Blood* paragraphs 167, 386, 324, and 345.

[1243] *Seas of Blood* paragraphs 167, 369, and 42.

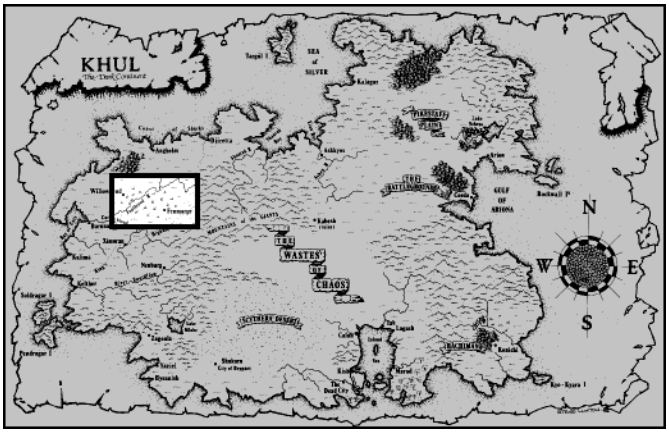
[1244] *Seas of Blood* paragraphs 167 and 354.

[1245] *Seas of Blood* paragraph 378.

[1246] *Seas of Blood* paragraphs 32 and 213.

SCORPION SWAMP

Source: *Scorpion Swamp* (no map)
Author: Steve Jackson II
Artist: N/A
Year: 1984
Area: Khul



Scorpion Swamp in northwest Khul is "an awful marsh" full of "disgusting denizens. It is "criss-crossed by numerous trails that twist and turn in all directions. No one has ever mapped them and lived to tell the tale. An evil fog hides the sky, so no one can set a course by the stars." In the swamp, even compasses are unreliable.[1247] Many leagues to the east are caverns filled with "evil magic and foul undead."[1248] Although it covers a huge area, it is sometimes possible to cross the swamp in just one day, indicating very unusual magic permeates the area, similar to the strange days and nights of the Baklands.[1249]

Heading westwards towards Scorpion Swamp, the mountains "turn to hills, the hills to plains, and the plains to damp lowlands." Sitting on the southern edges of the swamp is "the little town of Fenmarge. "Many travellers pass through here." Despite this, there is apparently only one tavern in Fenmarge, a rustic establishment of battered wooden tables and benches. The town is "a tangle of streets and shops" with no logical structure, with a market somewhere at the centre.[1250]

Living in Fenmarge are three influential men. Selator is a Good wizard, popular and well-known in the town. He is "a small, stout man in a white tunic and linen breeches" who enjoys pottering around his garden.[1251] Poomchukker lives in a large house on the edge of the market. He has a Goblin serving-girl to cook and clean for him. He is "very tall and immensely fat, with an elaborately braided beard and bright red skin." He is a rich merchant.[1252] Outside of the town, very near to the swamp, is "a dark, jagged tower" with strange arches and gruesome statuary. "Bats circle around the upper tower" and a hideous face is sculpted on the great iron door. This is the abode of the Evil wizard Grimslade.[1253]

Through the centre of the swamp flows the murky Foulbrood River, in which dwell huge crocodiles. Much of the river flows through a deep gorge, lower than even the soggy marshland. Only one "great stone bridge" crosses the river, possibly built by the family of Giants who dwell in the swamp.[1254] The Scorpions from whom the area takes its name dwell in abundance in the centre of the swamp, nasty, poisonous creatures driven by Evil.[1255]

Recently, a group of wizards known as the Masters have moved into the swamp. The *Master of Wolves* lives in a hut in the southwest area of Scorpion Swamp. He is "a big burly man" who dresses as a Forester, but he is always accompanied by Wolves. The *Master of Frogs* dwells in the eastern areas of the swamp, "in a clearing dotted with little pools" and surrounded by amphibians. He is a strange-looking man: short, stout, with snapping black eyes and a wide mouth. The *Master of Spiders* dwells in the heart of the swamp. The trees surrounding his clearing are festooned with webs. He dwells in a sumptuous, silver-grey pavilion. His thick beard and eyebrows are white, and his robe is the same silver-grey as his tent. The *Mistress of Birds* lives in a beautiful glade in the west of the swamp, screened by palm trees, filled with thousands of coloured birds of all species. Finally, to the north of the river lives the *Master of Gardens* in "a glade too beautiful to be natural, and too natural to be a garden." He is a middle-aged man, tall and broad-shouldered, who wears work-stained clothes. He smokes a pipe.[1256]

On the northern fringes of the swamp is a forest, and a sign proclaims: 'THIS WAY TO WILLOWBEND.' The picturesque town seems mainly to consist of Foresters. It has three inns. By far the best of these is *The Bent Spear*, and its innkeeper is completely trustworthy. It is "a pleasant, roomy inn and room and board is at a very reasonable price.[1257] *Tancred's Flying Horse* is the cheapest of the three inns, but thieves have been known to operate out of it, and the possessions of boarders tend to go missing with alarming regularity.[1258] *The Black Bear* is the rowdiest place in town, with "many convivial folk in the tavern downstairs." Often, the noise from the merry-makers will go on well into the night, disturbing the rest of paying customers.[1259]

"The street leading to the edge of town is full of little shops", including HALICAR—DEALER IN POTIONS AND SPELLS. Halicar is a pleasant young man, a Neutral wizard, who deals in the bizarre magic items known as Spell Gems, popular in this corner of Khul.[1260]

[1247] *Scorpion Swamp* page 27.

[1248] *Scorpion Swamp* page 28.

[1249] *Kharé—Cityport of Traps* (1984) paragraph 511.

[1250] *Scorpion Swamp* paragraphs 1 and 27.

[1251] *Scorpion Swamp* paragraphs 205 and 335.

[1252] *Scorpion Swamp* paragraphs 27 and 173.

[1253] *Scorpion Swamp* paragraphs 255 and 40.

[1254] *Scorpion Swamp* paragraphs 183, 138, 275, and 229. Strangely, although the map of Khul (*Titan: The Fighting Fantasy World* (1986) page 23) shows the Foulbrood River flowing roughly southwest into the Catsblood River, according to *Scorpion Swamp* paragraph 339, downriver is to the *east*. Without resorting to some bizarre magical anomaly as an explanation, it is impossible to reconcile the two sources.

[1255] *Scorpion Swamp* paragraph 118.

[1256] *Scorpion Swamp* paragraphs 1, 398, 53, 144, 131, and 305.

[1257] *Scorpion Swamp* paragraphs 280 and 214.

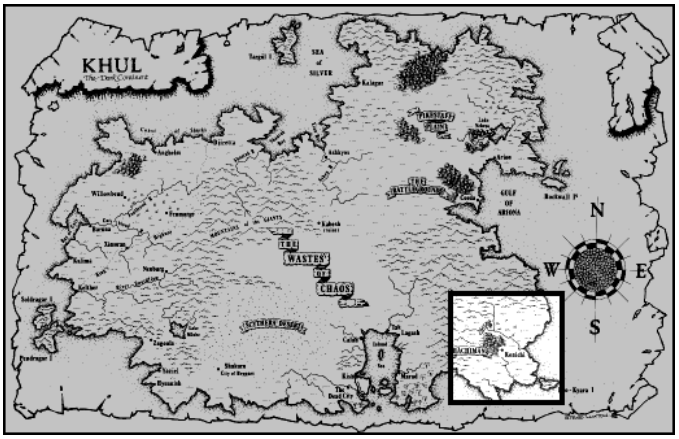
[1258] *Scorpion Swamp* paragraph 289. It would seem that the fame of the long-dead Tancred the Magnificent, King of Gorak, has spread a long way north from the small kingdom he ruled (cf. *Chasms of Malice* (1987) page 21).

[1259] *Scorpion Swamp* paragraph 395.

[1260] *Scorpion Swamp* paragraph 150.

HACHIMAN

Source: *Sword of the Samurai* (no map)
Author: Mark Smith and Jamie Thomson
Artist: N/A
Year: 1986
Area: Khul



Hachiman is cut off from all the other countries of Khul by high mountains and rough seas. Its capital is Konichi, and "its ruler is Kihei Hasekawa, the Shogun. He is served by Samurai, who follow *Bushido*, the Way of the Warrior, and are masters of *Kenjutsu*, the Way of the Sword.[1261]

The Shogun's powers derive, in part, from his great Dai-Katana, the two-handed sword called 'Singing Death'. "It is said to bestow great powers on its keeper, and to be the soul of Hachiman." Reputedly, "he who wields the Singing Death and uncovers the secret of the sword will rule Hachiman", the beautiful land of cherry blossoms.[1262]

The road north of Konichi travels through beautiful countryside. It splits, with two routes leading northwards through the wilds to the Shios'ii Mountains in the north. Each will be considered in turn.[1263]

For several days' journey westwards, the land is peaceful and the people are happy. After this, habitations become more sparse. This is the domain of Lord Tsietsin, nominally loyal to the Shogun. The headman of the village nearest to his stronghold is called Ninji. Tsietsin lives in "a fortified castle about half a league from the road", nestling against the foothills of the southern Shios'ii Mountains.[1264] Inside, "barracks, stables, and so on line the walls. Across the castle courtyard is a square stone keep, with pagoda-like roofs and carved gables, the palace of Lord Tsietsin." The palace is "a maze of corridors and rooms, mostly empty save for servants and slaves." "Lord Tsietsin is a large fat man with great blubbery jaws and a face wreathed in fat" in which are set two pig-like eyes. "He wears a voluminous kimono adorned with gold leaf."[1265] His treasure cache is held in "a richly decorated room" behind "a black and gold lacquered door." A hidden trapdoor leads down from this room into stygian blackness. The tunnel twists and turns, ending at a cave entrance under a rocky overhang on the hillside which slopes down into a shallow valley through which the main north road runs.[1266]

Beyond the valley is "a large, forbidding forest, stretching away for miles to either side." This is the Forest of Shadows, and the road cuts through it. The trees are densely packed, and little light filters down, leaving the way dim and murky. Eventually, the path comes through the forest and runs across an ancient stone span, the Hagakure Bridge, across the Hiang-Kiang River.[1267]

"The east road which meanders across the plain of the great Hang-Yo River bustles with activity. Here in the fertile river valley, swept constantly by the Shogun's Samurai patrols" are rice wagons and impromptu caravans of tinkers and pedlars, plying their wares from fief to fief. Journeying along the Road of the East Wind into the uplands beyond the river plain, the peasants become less friendly and more surly. Many uplanders are charcoal-burners, "grimed grey with the soot of their trade." They cluster within a circle of low, smoking mounds which are covered by newly cut turf, in which wood is slowly turned to charcoal at great heat.[1268] Beyond the charcoal burners' wood, the road forks. The left track "drops out of sight into a small wooded vale." In the vale, a goatherd's rough hut is the home of Yoro Ginsei the Ronin, former Samurai.[1269]

The other winding track leads to the dales of Kanshuro, "a land where wooded plateaux are riven by beautiful and peaceful dales, which nestle unseen between cliffs cut into the limestone by the rivers which formed them." A small and picturesque village lies in the Vale of Tinshu. Something eldritch has happened to the villagers, and a traveller would be wise to avoid this area. Descending from the dales, "gaunt trees litter a brown plain and tear the mist." The fabled Black Elk is said to still exist in these Marcher Lands.[1270]

To the north lie the Longhills, though the route through them is easy going. Beyond the hills is "the valley of one of the tributaries of the great Hiang-Kiang River"; rolling green hillsides abut the valley. The road runs across the valley at a ford, where a pier of rock acts like a weir. "Beyond the valley of the upper Hiang-Kiang River lies a ridge of slate that cuts the skyline like a saw." The top of this ridge affords a panorama of "the great plain of the lower Hiang-Kiang River", and, in the distance, "its delta amid the Spider Fens of Kumo, lost beneath a perpetual pall of mist.[1271]

The journey to the Spider Fens is a three-day journey across open, lawless country. The air near the fens is unnaturally chill. "A paved road stretches into the delta" along a dyke. The fens are well named, being infested with *Totate Kumo* (Giant Spiders) and evil Nushi hags. A long dyke leads north out of the Spider Fens.[1272] In the west of the fens lies the fabled Scarlet Pagoda, immaculate and untouched by damp or time.[1273]

Both the East and West roads then lead up to the mountains, with a goat track ascending up the larger peaks. In the high peaks of the Shios'ii Mountains to the north lives Ikiru, Masters of Shadows, in his mountain fastness Onikaru, the Pit of Demons.[1274]

[1261] *Sword of the Samurai* page 18.

[1262] *Sword of the Samurai* pages 18–9.

[1263] *Sword of the Samurai* paragraph 1.

[1264] *Sword of the Samurai* paragraphs 10, 176, 276, and 300.

[1265] *Sword of the Samurai* paragraphs 136 and 336.

[1266] *Sword of the Samurai* paragraphs 354, 366, 378, and 222.

[1267] *Sword of the Samurai* paragraphs 386, 112, and 82.

[1268] *Sword of the Samurai* paragraphs 29, 43, and 59.

[1269] *Sword of the Samurai* paragraph 195.

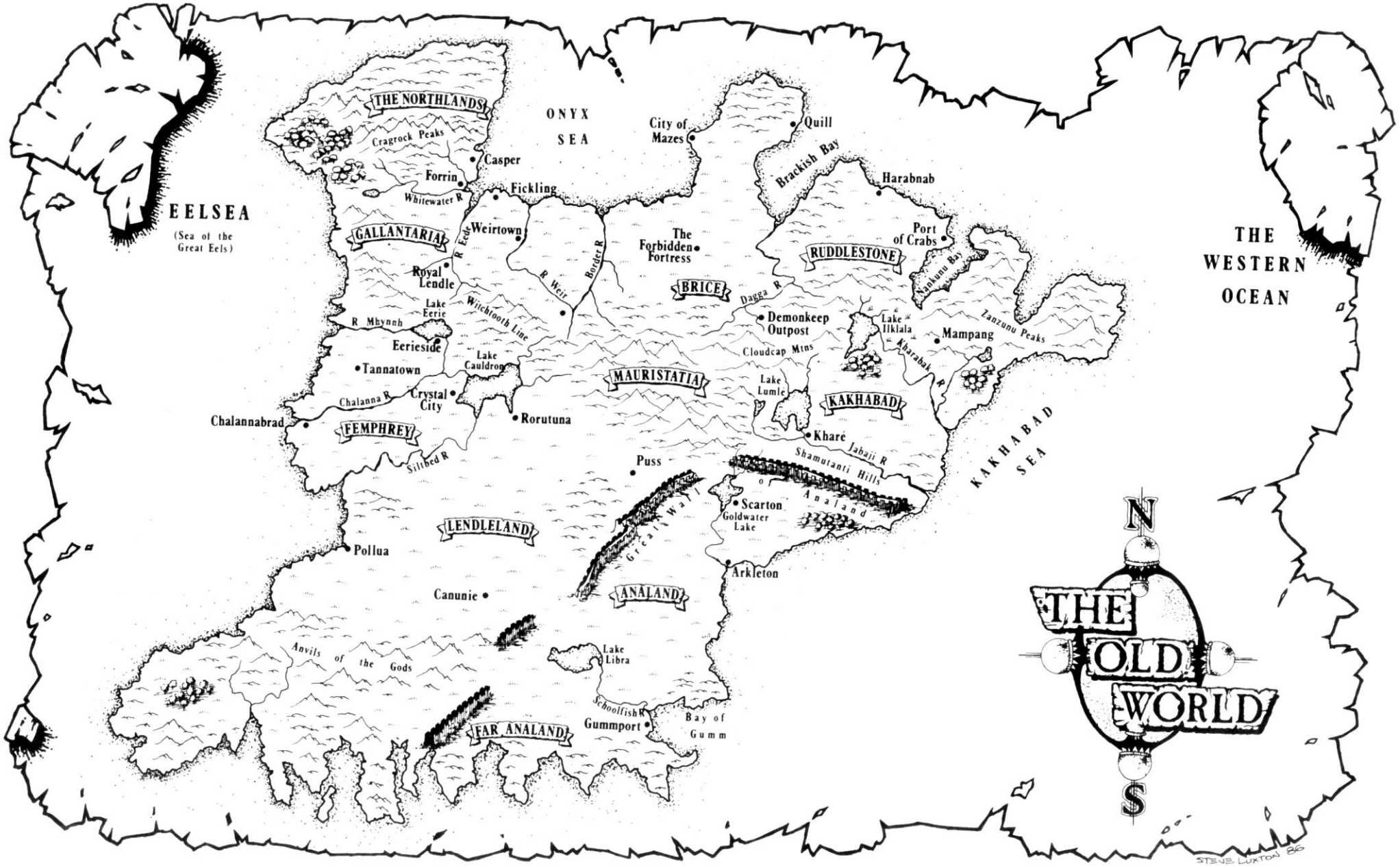
[1270] *Sword of the Samurai* paragraphs 179, 155, and 397.

[1271] *Sword of the Samurai* paragraphs 237, 227, 263, and 259. Note that this delta does not exist on the map of Khul (*Titan: The Fighting Fantasy World* (1986) page 23) where the Mizokumo Fens are shown to be many leagues inland. There is no easy way to resolve this discrepancy.

[1272] *Sword of the Samurai* paragraphs 17, 148, 91, and 87.

[1273] *Sword of the Samurai* paragraphs 107, 369, and 299.

[1274] *Sword of the Samurai* paragraph 211 and page 19.


THE NORTHLANDS
ONYX SEA
City of Mazes
Quill
Brackish Bay
Harabnab
Cragrock Peaks
Casper
Forrin
Whitewater R
Fickling
EELSEA
(Sea of the Great Eels)
GALLANTARIA
R Eede
Weirtown
The Forbidden Fortress
Port of Crabs
RUDDLESTONE
Nankunu Bay
THE WESTERN OCEAN
Royal Lendle
R Weir
Border R
BRICE
Dagga R
Lake Eerie
Witchtooth Line
R Mbynnh
Demonkeep Outpost
Lake Iklala
Mampang
Zanzunu Peaks
Eerieside
Cloudcap Mtns
Kharabak R
Lake Cauldron
Tannatown
MAURISTATIA
Lake Lumle
KAKHABAD
Chalanna R
Crystal City
Chalannabrad
Rorutuna
FEMPHREY
Kharé
Jabaji R
KAKHABAD SEA
Puss
Shamutanti Hills
Great Wall of Analand
Scarton
Goldwater Lake
LENDLELAND
Pollua
Arkleton
Canunie
ANALAND
Anvils of the Gods
Lake Libra
Schoolfish R
Gummport
Bay of Gumm
FAR ANALAND
N
THE OLD WORLD
S
STEVE LUXTON 86

THE OLD WORLD

Source: *Titan: The Fighting Fantasy World* (page 18)
Edited by: Marc Gascoigne
Artist: Steve Luxton
Year: 1986
Area: The Old World

"The Old World is a land of contrasting regions, from the lush grassy plains of Lendleland to the unscalable peaks of the Cloudcap Mountains in Mauristatia. Its people live mostly from the land, but it has many larger settlements as well, for it escaped the cataclysmic wars that have kept the other continents from attaining true civilization. Some of the kingdoms of the Old World have not reached their full development, but just about all of them are more sophisticated and civilized than anywhere in Allansia or Khul."[1275]

The most influential land currently is **Femphrey**, "a wealthy kingdom on the western coast." The land is flat and fertile, comprised of "grassy plains crossed by many rivers and sprinkled with small clumps of old woodland." The people of Femphrey are "ruddy, brown-skinned folk who always seem to be laughing and smiling with the joys of life." King Chalanna the Reformer is famous for having discovered the Crown of Kings, and the newly-built capital city has been named Chalannabrad in his honour. Upriver from Chalannabrad "lies Crystal City, a wonderful place built entirely from crystals dredged up from the intriguing Crystal Lake [called Lake Cauldron on this map]. Hot springs beneath the surface of the waters keep them very warm; sometimes, when the springs are very active, the water of the lake actually boils." In recent times, Tannatown has been under threat from the Crimson Witch and her vampiric swarm.[1276]

The poor and superstitious people of **Lendleland** are very jealous of those of Femphrey. "The capital city and chief port, Pollua, is small and run down" and "much of the land in infertile, suitable only for breeding wild horses (which admittedly make the best mounts in the world). In the eastern hills, rebellious barbarians still make raids on [Femphrey], to Lendleland's eternal shame."[1277]

"At the far eastern end of the Anvils of the Gods, the land drops sharply down towards the country of **Analand**." The Great Wall of Analand was "a foolish gesture", "built to check the raids of unruly barbarians from eastern Lendleland." The project was abandoned with several large sections missing. "Today, Analand is a pleasant land with hard-working and honest citizens. In the southern part, known as Far Analand, spices and strange plants are grown, before being carried and shipped all over the continent by merchants and ships from Gummport." Most Analanders live "in the broad plain which runs north from Lake Libra"—a holy site named after Libra, goddess of justice, the patron goddess of Analand. "At the far end of the fertile plain, on the banks of the Goldflow River, lies Arkleton", the capital city. The river's source is in the ore-rich Goldwater Lake. "The town of Scarton on its shores recovers the gold and other metals" held in suspension in the waters, "and refines them into ingots which give Analand much of its wealth."[1278]

"**Kakhabad** is a wild land, populated by thieves and brigands, monsters and evil inhumans, and many outcasts from the rest of the world." On the Jabaji River sits its nominal capital city, Kharé, which will be discussed in some detail over the coming pages.[1279]

"**Ruddlestone** is a small, rather peculiar place, where people of many different philosophies rub shoulders." The frequent wars with Brice "forced the people of Ruddlestone to build the massive Demonkeep Outpost on the edge of the mountains, overlooking the main approach to Brice near the Dagga River which marks the border." The Port of "Harabnab is peaceful enough, home to all Lawful adventurers and sailors; but just down the coast lies the Port of Crabs, haven to every pirate for fifty nautical miles."[1280]

Such pirates "also raid the coast from the distant City of Mazes" in the warlike kingdom of **Brice**. Brice is "perpetually disputing with surrounding lands" over its borders. Its dictatorial leaders rule from the capital, the Forbidden Fortress.[1281]

Gallantaria is "a land with a rich history" and "a turbulent past." The capital Royal Lendle is "home to many sages, who spend much of their time sifting through the rich archives of the ruling family's libraries." It is "generally a peaceful land of peasant farmers and more wealthy townsfolk."[1282]

The Northlands are a constant thorn in the side of Gallantaria, with barbarian raids frequently entering Gallantarian territory. The Northlands were once Gallantarian colonies, but they rebelled and declared independence. They have not prospered since the rebellion, having become somewhat degenerate.[1283]

Mauristatia is not really a country, more a collection of small principalities clustered around the towering peaks of the Cloudcap Mountains. No clear map of these tiny lands has ever been compiled, though much can be inferred from what has been written about them.

[1275] *Titan: The Fighting Fantasy World* page 19.

[1276] *Titan: The Fighting Fantasy World* page 19 and *Stormslayer* (2009) page 10.

[1277] *Titan: The Fighting Fantasy World* page 20.

[1278] *Titan: The Fighting Fantasy World* page 20.

[1279] *Titan: The Fighting Fantasy World* page 20.

[1280] *Titan: The Fighting Fantasy World* page 21.

[1281] *Titan: The Fighting Fantasy World* page 21.

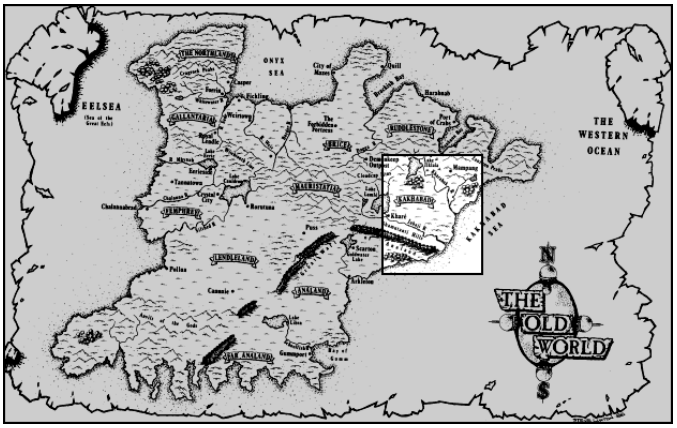
[1282] *Titan: The Fighting Fantasy World* page 21.

[1283] *Legend of the Shadow Warriors* (1991) page 21.


STEVE JACKSON'S SORCERY!
THE LAND OF KAKHABAD
MAURISTATIA
CLOUDCAP MOUNTAINS
LAKE LUMLE
LUMLE RIVER
CHALPOK RIVER
ILKLALA RIVER
LAKE ILKLALA
ZANZUNU PEAKS
VISCHLAMI SWAMP
MAMPANG FORTRESS
HIGH XAMEN
LOW XAMEN
KHARABAK RIVER
AVANTI WOOD
NAKOMANTI RIVER
THE BAKLANDS
KHARE
KROOG RIVER
BADDU-BAK PLAINS
KLATTA-BAK PLAINS
FOREST OF SNATTA
VANTI-BAK WASTES
THE SHAMUTANTI HILLS
TORREPAN!
BIRRITANT!
DHUMPUS
CANTOPAN!
CANTOPANI GATE
JABAJI RIVER
BADDU-YADU THE CROAKING CAVES
EARTH END COASTLINE
KAKHABAD SEA
BADDU-LEY THE COPPERSTONE CAVES
CHAWBERRY WOOD
ANALAND

KAKHABAD

Source: *Warlock #5* (Rear Cover)
Author: Steve Jackson
Artist: John Blanche
Year: 1985
Area: Kakhabad



This highly-stylised representation of the Verminpit at Earth End[1284] is useful both in showing the geography of Kakhabad, but also in showing what sorts of creatures might be encountered in these locations. The small vignettes help prepare an adventurer for what they are likely to encounter as the cross this "wild land, populated by thieves and brigands, monsters and evil inhumans, and many other outcasts from the rest of the world."[1285]

Starting with the Shamutanti Hills at the southernmost extremity of the map, the representation of an ***Elvin Guard***, replete with spear and leather armour, warns of the Elvin settlement in the Vale of the Elvin.[1286] To the right of this can be seen a small, masked ***Head Hunter*** with spear and wooden shield. This small tribe dwells in a village in the hills.[1287] Above the Head Hunter is a depiction of the beautiful—but deadly—***Black Lotus*** flowers.[1288] Finally, to the left of Lake Lumlé is a depiction of the fearsome ***Manticore*** that dwells near the village of Torrepani.[1289]

Crossing into the Baklands, where "day and night are controlled, not by the sun but by supernatural forces",[1290] is shown to be a perilous journey. To the right of Lake Lumlé on the Klatta-Bak Plains is a small image of the abandoned ***Temple of Throff***—"a ruined building…on a stone plinth, its columns cracked and broken."[1291] To the right of this is a ***Klattaman Champion***, wielding a spiked club. The Klattamen are "a primitive race, adapted to living a semi-nomadic life on the steppes." They are ugly, tall, and lanky, and wear animal skins. Their champion is the best fighter in their village.[1292]

On the Baddu-Bak plains to the right of Kharé is shown a ***Horseman***, also known as a Centaur.[1293] The Horsemen of Baddu-Bak are greedy and capricious, and have been known to attack a traveller for their possessions rather than offering any help. Below the Horseman is a ***Baddu-Beetle***. This giant creature burrows below the surface of the earth and lies in wait for any unwary traveller or animal to pass overhead. It will break through the surface, taking its prey unawares.[1294]

The vignette in the Forest of the Snatta shows a vicious, pouncing ***Snattacat***. These strange felines are "about the size of large dogs, with ugly snub noses. Their black fur is trimmed with yellow flashes." They can disappear when they close their eyes. They are social pack animals, sometimes hunting in groups of more than twelve.[1295] Above the Snattacat, in the middle of Lake Ilklala, is a ***Flying Fish***. Small schools of these strange creatures will burst from the water and fly towards anyone attempting to cross the lake. "Although they are small creatures, their sharp teeth will rip…flesh."[1296]

The seven other creatures shown are the terrifying Seven Serpents, servants of the wicked Archmage, "bringing information to him from all over the festering lands."[1297] Between the ruined Temple of Throff and the Klattaman Champion is the dark brown ***Earth Serpent,*** unfurling its "great wings." To the right of the Klattaman Champion is the gaseous ***Air Serpent***. To the right of the Flying Fish is the ***Water Serpent***, rising "from the lake on watery wings." Between the Klattaman Champion and the Snattacat is the fiery red ***Fire Serpent***. Below the Snattacat is the "great shimmering" ***Moon Serpent***, with its "glistening wings." Below the Baddu-Beetle is the ***Sun Serpent***, currently a guest of the Elf sorceress Fenestra. At the centre of the map, apparently swallowing its own tail, is the ***Serpent of Time***.[1298]

In the Low Xamen mountains beyond Vischlami Swamp dwell the mysterious ***She-Satyrs***, one of which is depicted here. Their torsos may be human, but their faces "appear to be a bizarre hybrid of human and goat" while "their legs are goat-like and hoofed."[1299] They dwell in a village of caves opening out onto a wide ledge on the side of a mountain.[1300] Finally, in the High Xamen to the east of Avanti Wood is a ***Birdman***, a creature "among the most hated and feared in all the Zanzunus!" It is the Xamen Birdmen who "stole the Crown of Kings from the court in Analand."[1301]

[1284] *The Shamutanti Hills* (1983) page 20.

[1285] *Titan: The Fighting Fantasy World* (1986) page 20.

[1286] *The Shamutanti Hills* (1983) paragraph 279.

[1287] *The Shamutanti Hills* (1983) paragraph 112.

[1288] *The Shamutanti Hills* (1983) paragraph 73.

[1289] *The Shamutanti Hills* (1983) cover artwork; see also paragraph 195.

[1290] *The Shamutanti Hills* (1983) paragraph 1.

[1291] *The Seven Serpents* (1984) paragraph 217.

[1292] *The Seven Serpents* (1984) paragraphs 19 and 204.

[1293] *The Seven Serpents* (1984) paragraph 230; *cf.* paragraph 70.

[1294] *The Seven Serpents* (1984) paragraph 85.

[1295] *The Seven Serpents* (1984) paragraphs 25 and 274.

[1296] *The Seven Serpents* (1984) paragraph 36.

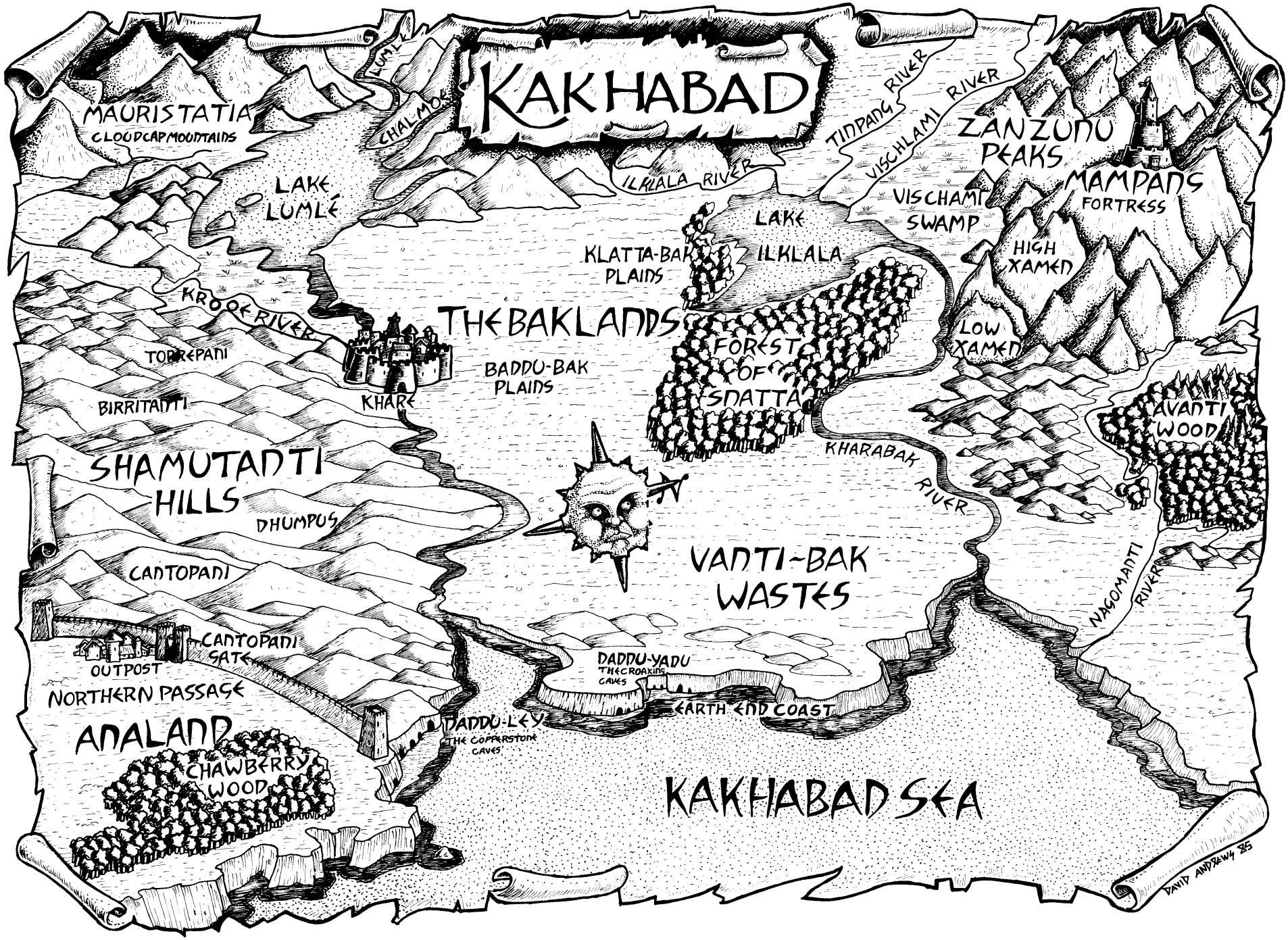
[1297] *Titan: The Fighting Fantasy World* (1986) page 105.

[1298] *The Seven Serpents* (1984) paragraphs 263, 261, 303, 123, 143, 190 and 183, and 59 respectively. Perversely, probably due to the unearthly power of the Serpent of Time, it is not positioned anywhere near Vischlami Swamp, where the encounter with the serpent takes place in the book (cf. paragraph 4, which is immediately after the defeat of the Serpent of Time).

[1299] *The Crown of Kings* (1985) paragraph 339.

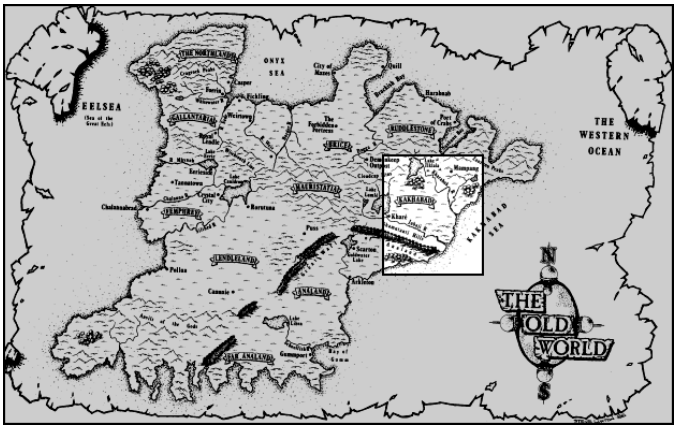
[1300] *The Crown of Kings* (1985) paragraph 545.

[1301] *The Crown of Kings* (1985) paragraph 36.


KAKHABAD
MAURISTATIA
CLOUDCAP MOUNTAINS
LUMLÉ
CHALMOS
TINPANG RIVER
VISCHLAMI RIVER
ZANZONU PEAKS
MAMPANS FORTRESS
ILKLALA RIVER
LAKE LUMLÉ
VISCHAMI SWAMP
LAKE ILKLALA
KLATTA-BAK PLAINS
HIGH XAMEN
KROOK RIVER
THE BAKLANDS
LOW XAMEN
TORREPANI
FOREST OF YSDATTA
BADDU-BAK PLAINS
BIRRITANTI
KHARE
AVANTI WOOD
KHARABAK RIVER
SHAMUTANTI HILLS
DHUMPUS
VANTI-BAK WASTES
CANTOPANI
NAGOMANTI RIVER
CANTOPANI GATE
OUTPOST
DADDU-YADU THE CROAXING CAVES
NORTHERN PASSAGE
EARTH END COAST
ANALAND
DADDU-LEY THE COPPERSTONE CAVES
CHAWBERRY WOOD
KAKHABAD SEA
DAVID ANDREWS '85

KAKHABAD

Source: *Out of the Pit: Fighting Fantasy Monsters* (pages 12–13)
Edited by: Marc Gascoigne
Artist: Dave Andrews
Year: 1985
Area: Kakhabad



Kakhabad is a wild land, populated by thieves and brigands, monsters and evil inhumans, and many other outcasts from the rest of the world." It is "a place of wild magic and strange natural phenomena." It is a country simply because of geographical location: the Cloudcap Mountains of Mauristatia and the Zanzunu Peaks, "home to deadly aerial races such as Bird Men and Life-Stealers", cut it off from the rest of the civilized world.

In the Shamutanti Hills, small pockets of civilization remain in the form of villages—Cantopani, Dhumpus, Birritanti, Torrepani, and Kristatanti (which is missing from this map). The villagers are hardy souls, mostly human, and eke out their meagre existence farming the land.[1302]

Beyond the Shamutanti Hills is Kharé "the city of chaos—and gateway to the Baklands." According to legend, "Kharé arose around the only ford across the Jabaji between Lake Lumlé and the sea." Other, more likely stories tell of "river pirates camping in the area, waiting to ambush the small sailing vessels" using the Jabaji. The camp became a village, which in turn became a city, and Kharé "became a magnet for the ne'er-do-wells of the Baklands and the Shamutantis."[1303]

The mysterious group known as the Shield Maidens of Lumlé operate in the area surrounding the lake to the north of Kharé, perhaps targeting the pirates who make their home in the Cityport of Traps.[1304]

The Baklands are "strange barren wastes where Nature's processes are perverted and controlled by the powers of Chaos."[1305]

On the far side of Lake Ilklala, the shore is marshy.[1306] This is the Vischlami Swamp, here mislabelled as 'Vischami Swamp'.[1307] This is the home of small tribes of Marsh Goblins, "snub-nosed, ugly creatures with webbed fingers" who speak a language completely foreign to any other spoken across Kakhabad.[1308]

The Archmage now dwells here, in the Mampang Fortress "where he trains his evil armies of inhuman warriors, and from where he threatens to enslave all of Kakhabad."[1309] He has stolen the Crown of Kings from Analand by means of Bird Men in his employ, and "wishes to make Kakhabad his own kingdom, using the Crown of Kings to organize the various Chaotic factions under him."[1310]

Some years ago, the servants of the Archmage were "exploring caves overlooking Avanti Wood, on the far side of Xamen" when they encountered a gigantic hydra. The Archmage fought with it for two full days, but was so impressed with its strength that, after it was defeated, he "took its seven heads and cast powerful and intricate spells on them. Then, summoning all his necromantic skills, he resurrected them as seven winged serpents. Each of these serpents was assigned to one of the gods of the Old World. These powerful serpents "serve him still…bringing information to him from all over the festering lands."[1311]

[1302] *Titan: The Fighting Fantasy World* (1986) pages 20–1.

[1303] *Kharé—Cityport of Traps* (1984) paragraph 1.

[1304] *Kharé—Cityport of Traps* (1984) paragraph 392.

[1305] *Titan: The Fighting Fantasy World* (1986) page 20.

[1306] *The Seven Serpents* (1984) paragraph 75.

[1307] *The Seven Serpents* (1984) paragraph 147; see also all other maps of this area.

[1308] *The Seven Serpents* (1984) paragraph 316; *cf.* paragraph 208.

[1309] *Titan: The Fighting Fantasy World* (1986) page 105.

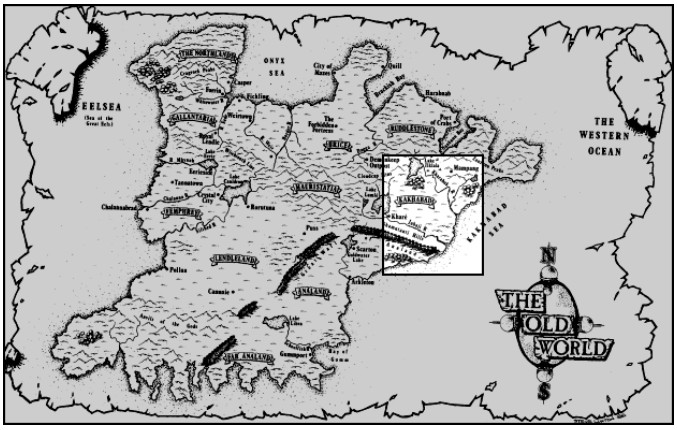
[1310] *Titan: The Fighting Fantasy World* (1986) page 44.

[1311] *Titan: The Fighting Fantasy World* (1986) page 105.


THE LAND OF KAKHABAD
MAURISTATIA
(THE CLOUDCAP MOUNTAINS)
LUMLÉ R.
GHALMOÉ R.
L. LUMLÉ
KROOÉ R.
KHARÉ
THE BAKLANDS
BADDU-BAK PLAINS
KLATTA-BAK STEPPES
THE SHAMUTANTI HILLS
JABAJI R.
VANTI-BAK WASTES
FORREST OF THE SNATTA
L. ILKLALA
KHARABAK R.
MAMPANG FORTRESS
THE ZANZUNU PEAKS
HIGH XAMEN
LOW XAMEN
AVANTI WOOD
NAGOMANTI R.
CANTOPANI GATE
OUTPOST SETTLEMENT
NORTHERN PASSAGE
ANALAND
CHAMBERRY WOOD
DADDU-LEY (the copperstone caves)
DADDU (the croaking caves)
YADU
EARTH END COASTLINE
KAKHABAD SEA

KAKHABAD

Source: *Steve Jackson's Sorcery! #1: The Shamutanti Hills* (pages 22–23)
Author: Steve Jackson
Artist: John Blanche
Year: 1983
Area: Kakhabad



Daddu-Ley, the Copperstone Caves, and Daddu-Yadu, the Croaking Caves, are two underground cavern systems that occur on either side of the mouth of the Jabaji River, at the Earth End coastline of Kakhabad. Despite the fact that they are one of the first and the few subterranean dungeon complexes marked directly on any map of Titan, comparatively little is known about them. They are not visited in the *Sorcery!* epic, but remain tantalisingly unexplored. What information about these two cave systems is sparse and diverse.

Daddu-Ley—The Copperstone Caves

The caves of Daddu-Ley can be found south of the Jabaji River estuary, on the Earth End coastline.[1312] Presumably, 'Daddu' means 'Cave' in the language of Kakhabad, so 'Ley' means 'Copper' or 'Copperstone', making it likely that at least one major aspect of Daddu-Ley is as a mining colony. This fits in well with the surrounding geology of the Shamutanti Hills, which also has the gem-rich Schanker Mines,[1313] and the now-abandoned Bluestone Mines north of the Shamutanti village of Sharnek.[1314]

The mining operations of the Copperstone Caves formed the early occupation of the Ogre known as Cagou "Skullsplitter" of Daddu-Ley, before he became the brawling Champion of Kharé.[1315] It seems that Cagou was first employed in the copper mines before his talents for arena combat became recognized.

Daddu-Ley has a community of priests who wear woven skullcaps. These skullcaps are often stolen and resold.[1316] It is not stated which god these priests worship, but Verlang, patron of smelters and metalworkers, could well be a likely deity.[1317]

Daddu-Ley is also the location of a holy spring, whose blessed waters are bottled and traded around Kakhabad,[1318] though the vials used as containers are often resold (and their contents replaced with normal river water).

Daddu-Yadu—The Croaking Caves

The caves of Daddu-Yadu can be found north of the Jabaji River estuary, on the Earth End coastline. To the west are unnamed rocky hills that lead into the Vanti-Bak Wastes of the Baklands, to the east is the Kakhabad Sea, and to the north is an unnamed bay into which flows the Kharabak River.[1319] Obviously 'Yadu' must mean 'Croaking', but no explanation for this moniker is given. It could be a reference to strange noises made by the coastal caves during the rising and lowering of the tides of the Kakhabad Sea.

Alternatively, it might be that the Croaking Caves are so called because they are home to the humanoid amphibians known as Horntoads. Halberd-wielding Giant Horntoads guard the four transformed Princes of Ham in the dungeons of the Moon-Worshippers of Phlanx, beneath a ruined temple of the banks of the Greenbeck River in Gallantaria.[1320] Intriguingly, despite the great distance between Gallantaria and Kakhabad, the Black Elves of the Baklands use 'Horntoad' as an insult.[1321] It seems highly unlikely that the Black Elves would have crossed Mauristatia and entered Gallantaria, so it is more probable that the Black Elves know of Horntoads locally—perhaps at the Croaking Caves of Kakhabad?

The magical lenses for Yaztromo's viewing-scope were cut for him from the crystalline rock found in the caves at Daddu-Yadu[1322]—the same crystal that is polished into Allansia's (and presumably the Old World's) crystal balls.

Like Daddu-Ley, Daddu-Yadu has its own community of priests, who worship Throff, goddess of the earth.[1323] This order is powerful enough to send out missions to build new temples, such as the one in the Baklands that was overseen by Shalla the Priest until it was ransacked by marauding Klattamen barbarians.[1324] These priests of Throff are also healers,[1325] and travel regularly by ship to other parts of the Old World. Likely, this community is where Colletus became an initiate of Throff after being blinded in his battle with the Archmage of Mampang and then subsequently cared for by the Black Elf sorceress.[1326] Daddu-Yadu also has sacred springs that produce Holy Water,[1327] probably tended to by the healer-priests of Throff.

Not exactly the Croaking Caves, but certainly nearby, is the east Kakhabad township of Zuzbeck, mentioned in the noted Orc food critic Urgun Runaway's *The Good Rat Guide*.[1328] It is likely there is trade between Daddu-Yadu and Zuzbeck, which could be located on the margins between the Vanti-Bak Wastes and the unnamed rocky hills of the coast. From Zuzbeck, trade would logically go further afield, via the Caravan of Cesstar and others, to Kharé, the Mampang Fortress, isolated Klattamen hamlets, and beyond. Zuzbeck possesses a sizeable trade bazaar, known as Beetle Market (maybe a reference to Baddu-Beetles), on the west side of which can be found an Orc tavern known as the *Lickspittle Diner*. This tavern is owned by the Gaping-Maw Clan of Orcs, and is staffed with Goblin slaves. It is unknown how much part the Gaping-Maw Orcs play in the ownership of Beetle Market, or even Zuzbeck itself.

Lastly, in Kharé, it is possible to buy a pouch of Dark Goblin teeth from a Gnome trader.[1329] These Dark Goblins are not mentioned anywhere else, so it may be that communities of Dark Goblins exist in either or both Daddu-Ley and Daddu-Yadu. Given their name, it is likely they may represent an offshoot of the subterranean Goblin lineage that eventually gave rise to Troglodytes.[1330]

[1312] John Blanche's original black-and-white map shows five cave entrances on the actual coastal cliffs, and a further two cave entrances in a hill above the cliff-line. His colour map shows eight cave entrances on the coastal cliffs (six large and two small), and none in the hills above, although this area is somewhat obscured by the 'Daddu-Ley' map label. Dave Andrews' black-and-white map shows five cave entrances on the coastal cliffs and none in the hills above.

[1313] *The Shamutanti Hills* (1983) paragraphs 225 and 15.

[1314] *Revenge of the Vampire* (1995) paragraph 357; *cf.* page 28 (map).

[1315] *Kharé—Cityport of Traps* (1984) paragraph 33.

[1316] *The Shamutanti Hills* (1983) paragraph 247.

[1317] *Titan: The Fighting Fantasy World* (1986) pages 46–7.

[1318] *The Seven Serpents* (1984) paragraph 51.

[1319] John Blanche's original black-and-white map shows four cave entrances on the actual coastal cliffs, and a further seven cave entrances scattered about the hills above the cliff-line. His colour map shows eight cave entrances on the coastal cliffs (four large and four small), and four cave entrances in the hills above, although this area is somewhat obscured by the 'Daddu-Yadu' map label. Dave Andrews' black-and-white map shows six cave entrances on the coastal cliffs (two big and four small), and none in the hills above.

[1320] *The Tasks of Tantalon* (1985) page 16.

[1321] *The Seven Serpents* (1984) paragraphs 288 and 299. Note that both caravan-owner Cesstar and the merchant Oolooh use this epithet.

[1322] *The Trolltooth Wars* (1989) page 170.

[1323] *The Seven Serpents* (1984) paragraph 189.

[1324] *The Seven Serpents* (1984) paragraphs 40 and 145.

[1325] *The Crown of Kings* (1985) paragraph 388.

[1326] *Titan: The Fighting Fantasy World* (1986) pages 60–1.

[1327] *The Seven Serpents* (1984) paragraph 121.

[1328] *The Fighting Fantasy 10th Anniversary Yearbook* (1992) pages 127–8.

[1329] *Kharé—Cityport of Traps* (1984) paragraph 45.

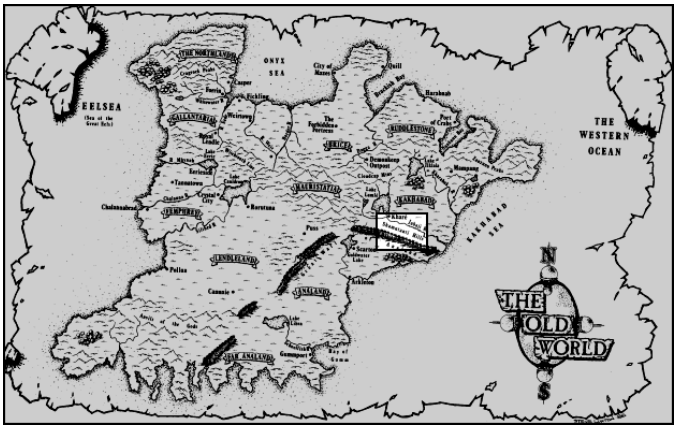
[1330] *Titan: The Fighting Fantasy World* (1986) page 82.



1. Cantopani Gate
2. Cantopani—Traders' Village
3. Bandits
4. The Crossroads
5. Warning Sign
6. Schanker Mines
7. Beautiful Flowers
8. Covered Pit
9. Elvin Village
10. Pilfer Grass
11. Elvins
12. Headhunters' Village
13. Skunkbear
14. Kristatanti
15. The Beggar
16. Lea-Ki (Realm of the Hill Giants)
17. Alianna's House
18. Dhumpus
19. Taddapani (Plague Village)
20. Troll Patrol
21. Jann the Minimite
22. Birritanti
23. Flanker the Assassin
24. The Witch's House
25. Black Lotus Field
26. Torrepani
27. The Manticore's Lair

THE SHAMUTANTI HILLS

Source: *The Shamutanti Hills d20 Module* (inside front cover)
Authors: Jamie Wallis
Artist: Martin McKenna and Jamie Wallis
Year: 2003
Area: Kakhabad



The Shamutanti Hills are the least dangerous area of Kakhabad, though that is not saying much. The six-day hike from the Cantopani Gate in Analand's Great Wall to Kharé on the Jabaji River is one that only the foolhardy would take without pressing need. Although some of the Shamutanti folk are friendly, many are not. And sometimes, even the very foliage will rise up against an unwary traveller.

At the crossroads marked [4], the left path is "a low way along the valley."[1331] This valley is known locally as the Vale of the Elvin,[1332] particularly by those in the village of Cantopani. These mischievous creatures are "secretive little beings, related to Elves and Woodlings." They "dwell in small villages [usually] deep in the heart of thick woodland." They love to play tricks, and they expect their victims to take their pranks good-naturedly.[1333] In the Shamutanti Hills, the Elvins have built a village in the un-forested Vale of the Elvin. It is little more than "a cluster of huts made out of thatched branches and twigs" with a fire burning in the centre of the huts.[1334]

Skunkbears, such as the one marked at location [13], are a dangerous adversary that stalks the Shamutanti Hills. They have "black and white fur, and a long bushy tail."[1335] During daylight hours they "roam over a wide area in search of food." Aside from its sharp claws and even sharper teeth, the Skunkbear can lift its tail and squirt an opponent with a nauseating secretion from a special gland.[1336]

Alianna [17] lives in a hut at the end of a small track leading westwards from the main path between Kristatanti and Dhumpus.[1337] She is a young, pretty sorceress, whose sense of humour does not always endear her to the Elvins.[1338] She can be cruel and spiteful, and does not give up her prized possessions without a fight, even if help has been given to her.[1339]

Flanker the Assassin [23] operates along the road between Birritanti and Torrepani. He dresses in black and "picks on wayfarers for combat practice." He divides his time between the Shamutanti Hills and Kharé.[1340]

Also on the road to Torrepani lives an old Witch [24]. She is inclined to steal from unwary travellers, though her ire is especially reserved for Minimites.[1341]

The name given to the plague village [19], Taddapani, does not appear in *The Shamutanti Hills*. Another name, Gorretanti, is given by Vancass the riddling hunchback,[1342] although it is never explicitly applied to this village. 'Taddapani' does fit with the general nomenclature of the area, however. The village is "a small settlement of crudely made huts", while the villagers are "a sorry-looking bunch, short and squat with tough, leathery skin."[1343]

The flowers marked [7] are some of the most beautiful and delicate in the world of Titan.[1344] But they hide a deadly secret: Head Hunters from the village at [12] hunt here with blowpipes and poisoned darts.[1345]

Unique to this map of any showing the Shamutanti Hills is the Shamutanti River. This disappears from the map, heading eastwards, and thus would appear to be a tributary of the mighty Jabaji River which flows from Lake Lumlé down to the Kakhabad Sea. This calm waterway ranges from twenty to thirty feet wide and reaches about twenty feet deep in the middle.[1346]

[1331] *The Shamutanti Hills* (1983) paragraph 183.

[1332] *The Shamutanti Hills* (1983) paragraph 225.

[1333] *Out of the Pit* (1985) pages 47–8.

[1334] *The Shamutanti Hills* (1983) paragraph 209; *cf.* paragraph 279.

[1335] *The Shamutanti Hills* (1983) paragraph 13.

[1336] *Out of the Pit* (1985) page 104.

[1337] *The Shamutanti Hills* (1983) paragraph 150.

[1338] *The Shamutanti Hills* (1983) paragraph 119.

[1339] *The Shamutanti Hills* (1983) paragraph 248.

[1340] *The Shamutanti Hills* (1983) paragraphs 51 and 187.

[1341] *The Shamutanti Hills* (1983) paragraph 212; *cf.* paragraphs 243 and 48.

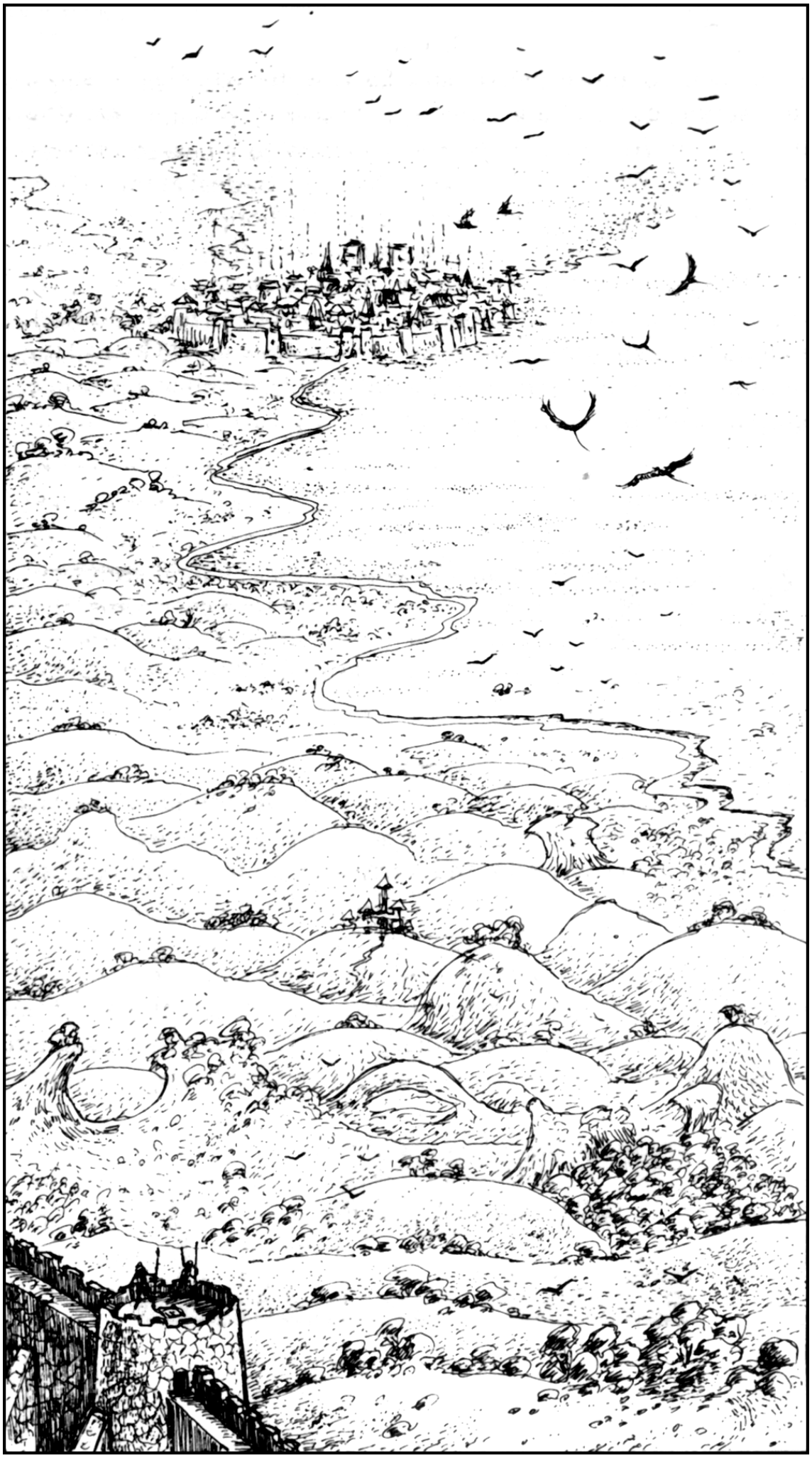
[1342] *The Shamutanti Hills* (1983) paragraph 143.

[1343] *The Shamutanti Hills* (1983) paragraph 147.

[1344] *The Shamutanti Hills* (1983) paragraph 19.

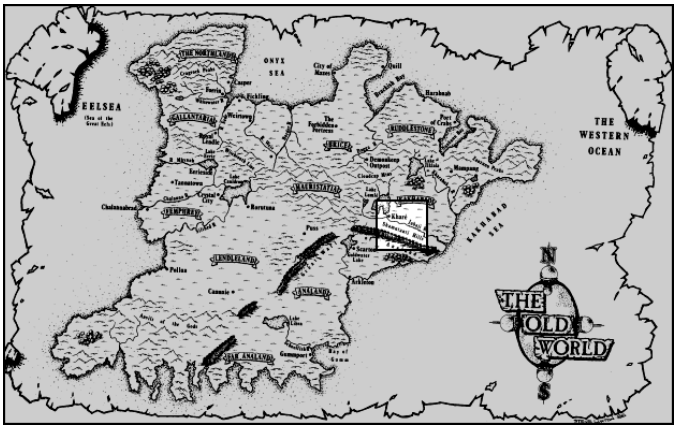
[1345] *The Shamutanti Hills* (1983) paragraph 272.

[1346] *The Shamutanti Hills d20 Module* (2003) page 7.



THE SHAMUTANTI HILLS

Source: *Steve Jackson's Sorcery #4: The Crown of Kings* (paragraph 800)
Author: Steve Jackson
Artist: John Blanche
Year: 1985
Area: Kakhabad



This aerial view of the Shamutanti Hills, Kharé, and the southern Baklands is a Birdman's-eye view, looking northwards from the Cantopani Gate in Analand's Great Wall. Southern Kakhabad is shown to be a bizarre, sparsely-populated country of unnaturally-shaped hills and copses of woodland. The large area of woodland towards the bottom-right of the image appears to be the wood reached by the path that takes "the high way up into the hills" just beyond Cantopani.[1347] The wood is infested with green, squirrel-like creatures, accomplished at stealing food supplies from the inexperienced traveller.[1348] The low way along the valley seems to be shown by the strangely-shaped hills at the leftmost edge of the map, just above the Cantopani Gate. This is the Vale of the Elvin.[1349]

The town shown at the centre of the map atop a high hill seems to be Kristatanti, a two-day hike into the Shamutanti Hills. This small village is set into the hill.[1350] Cantopani, at the base of the Shamutanti Hills, appears to be obscured by the Great Wall and guard post.[1351]

Judging by the number of trees shown atop it, the hill to the left, just beyond Kristatanti, is likely the location of the "woods of gnarled trees"[1352] in the east of which is the hut of the sorceress Alianna.[1353] At the base of the hill, hidden from sight, would be the "small village set on a river."[1354] This would make the peculiarly-shaped hill to the right and just beyond Kristatanti Lea-Ki, the domain of the great ones.[1355] These "great ones" are actually Hill Giants, and their land is enclosed, the pathway leading to it from Kristatanti being blocked by a gate "two or three times" normal size. It is usually open during the day. Beyond the gate, two caves are cut into the hillside, the dwellings of the Giants.[1356]

About halfway up the image, nestling in a vale not too far from the unfordable Jabaji River, is the village of Birritanti, the largest village in the Shamutanti Hills.[1357]

Beyond this, the image becomes too indistinct to make out too much detail, save for "Kharé: the city of chaos—and gateway to the Baklands."[1358] Beyond the Cityport of Traps is the huge Lake Lumlé, stocked with fish and a trading centre, despite being "close on a hundred leagues from the stormy Kakhabad Sea."[1359] Beyond the lake are the forested "lower reaches of the Cloudcap Mountains" where the Mungies dwell with their pilfered gold.[1360]

The birds flying overhead are likely to be either the Goldcrest Eagles "raised and trained in Analand as birds of war",[1361] or, more likely, the black Nighthawks that hunt in the barren wastes of the southern Baklands.[1362]

[1347] *The Shamutanti Hills* (1983) paragraphs 183 and 157.

[1348] *The Shamutanti Hills* (1983) paragraph 168.

[1349] *The Shamutanti Hills* (1983) paragraph 225.

[1350] *The Shamutanti Hills* (1983) paragraph 193.

[1351] *The Shamutanti Hills* (1983) paragraph 178.

[1352] *The Shamutanti Hills* (1983) paragraph 125.

[1353] *The Shamutanti Hills* (1983) paragraph 154 *et al*.

[1354] *The Shamutanti Hills* (1983) paragraphs 54 and 176.

[1355] *The Shamutanti Hills* (1983) paragraph 192.

[1356] *The Shamutanti Hills* (1983) paragraph 178.

[1357] *The Shamutanti Hills* (1983) paragraphs 220 and 171.

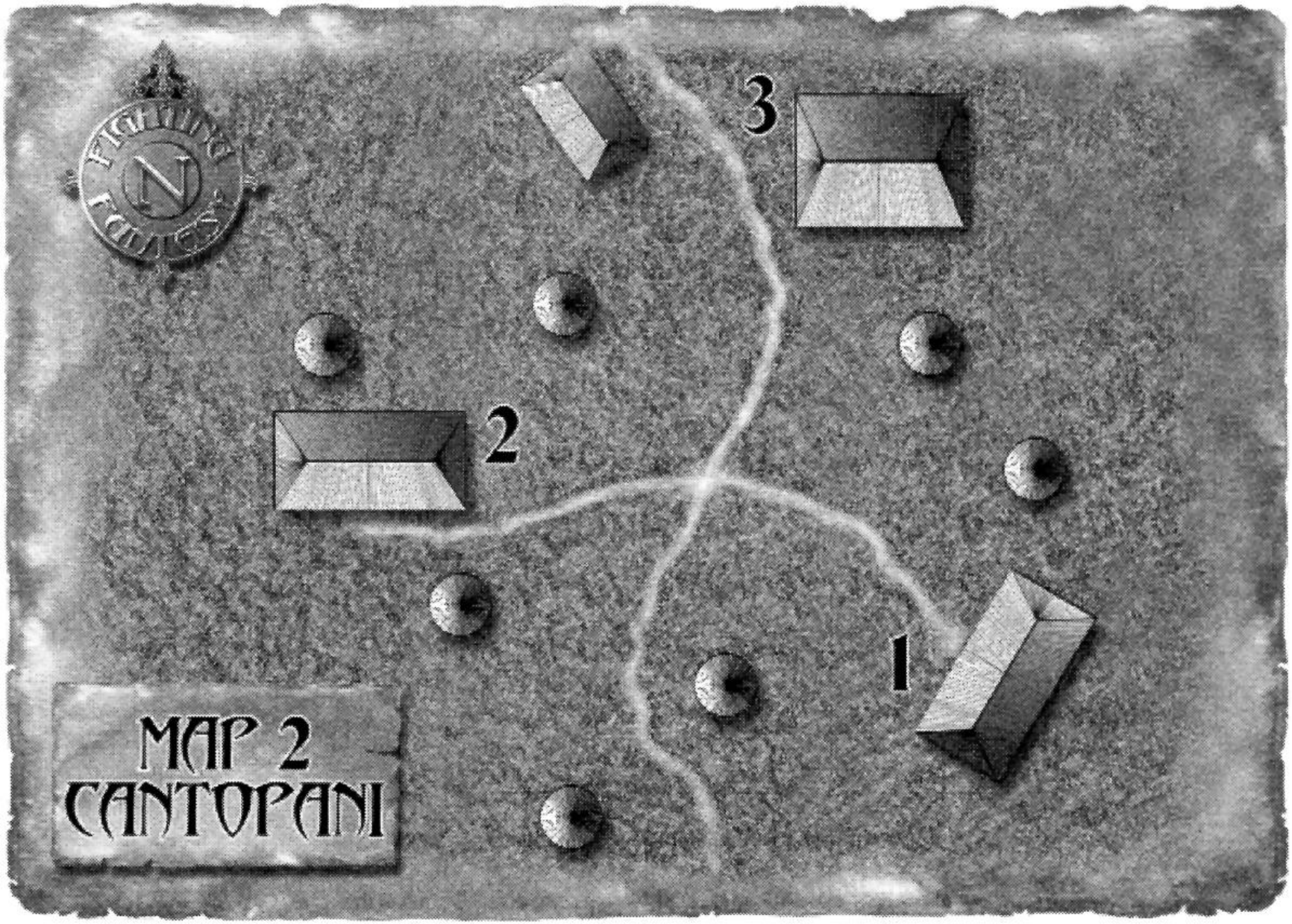
[1358] *Kharé—Cityport of Traps* (1984) paragraph 1.

[1359] *Titan: The Fighting Fantasy World* (1986) page 20.

[1360] *Warlock* #5 (1985) page 6.

[1361] *The Seven Serpents* (1984) paragraph 314.

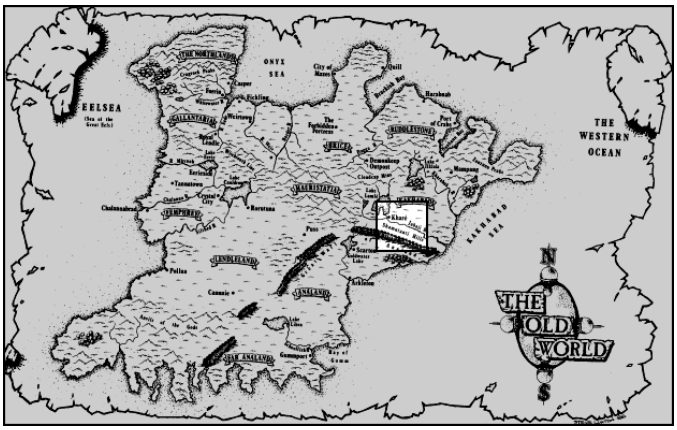
[1362] *The Seven Serpents* (1984) paragraph 1.



1. Farrell the Overseer's House
2. Tharis' Trading Post
3. *The Cantopani Inn*
   (aka *The Great Wall*)

CANTOPANI

Source: *The Shamutanti Hills d20 Module*
Author: Jamie Wallis
Artist: Martin McKenna and Jamie Wallis
Year: 2003
Area: Kakhabad



The village of Cantopani lies at "the base of the Shamutanti Hills." It is linked to Analand's Outpost Settlement at the base of the Great Wall by means of a path that "winds through fields of wild scrubland." Cantopani is a small settlement of "round huts…made of a hard-baked, bright clay with thatched roofs."[1363]

The village overseer is here called Farrell, though this is not a very native-sounding name. Perhaps his parents originally hailed from Analand, or some small Mauristatian principality, since he claims to have never left the village of Cantopani.[1364] He is described as "five feet tall with thick-set arms and thighs half clothed in tattered breeches. His eyes are wild and his long red hair and beard stand out on his face in a wiry tangle."[1365] He also has a son called Aldrich.[1366]

The Trading Post is "a large hut", which is "evidently a storage house." It is run by the quartermaster,[1367] here named Tharis. He's associated with a fat merchant called Ryan of Brice.[1368] As with Farrell, Tharis seems not to be a native of the Shamutanti village of Cantopani, since the initial Th— is not normal in Kakhabadian words and names, nor is the sequence —aris very typical. Perhaps he, too, is Brician, having come to Kakhabad in search of increased safety and rich pickings during the wars between Brice and Gallantaria.[1369]

Although referred to here as *The Cantopani Inn*, the name originally given to this country inn was *The Great Wall*.[1370] The guidebook goes on to caution: "Very strange things go on in some country inns; though it must be said that there are just as many where nothing out of the ordinary ever happens." The inn sits along the road and on the right as one travels toward the Shamutanti Hills.[1371] The inn serves hot meals, but will also prepare cold foods that can be taken along with a traveller at reasonable prices, usually bread and goat's cheese.[1372]

The villagers themselves tend to steer clear of strangers initially, but they quickly become curious about outsiders.[1373] Those dwelling in huts on the edge of the village are an unfriendly sort; their "sly faces disappear from the doorways" making visitors feel decidedly unwelcome. At the northern boundary of the village is a large boulder behind which will lie in wait one or two "rough cut villagers" who will "spring out with swords drawn" to attack any traveller they assume to be wealthy.[1374]

[1363] *The Shamutanti Hills* (1983) paragraph 178.

[1364] *The Shamutanti Hills* (1983) paragraph 33.

[1365] *The Shamutanti Hills* (1983) paragraph 178.

[1366] *The Shamutanti Hills d20 Module* (2003) page 28.

[1367] *The Shamutanti Hills* (1983) paragraph 264.

[1368] *The Shamutanti Hills d20 Module* (2003) page 28.

[1369] *Titan: The Fighting Fantasy World* (1986) page 21; see also *The Tasks of Tantalon* (1985) page 2 and *Moonrunner* (1992) page 21.

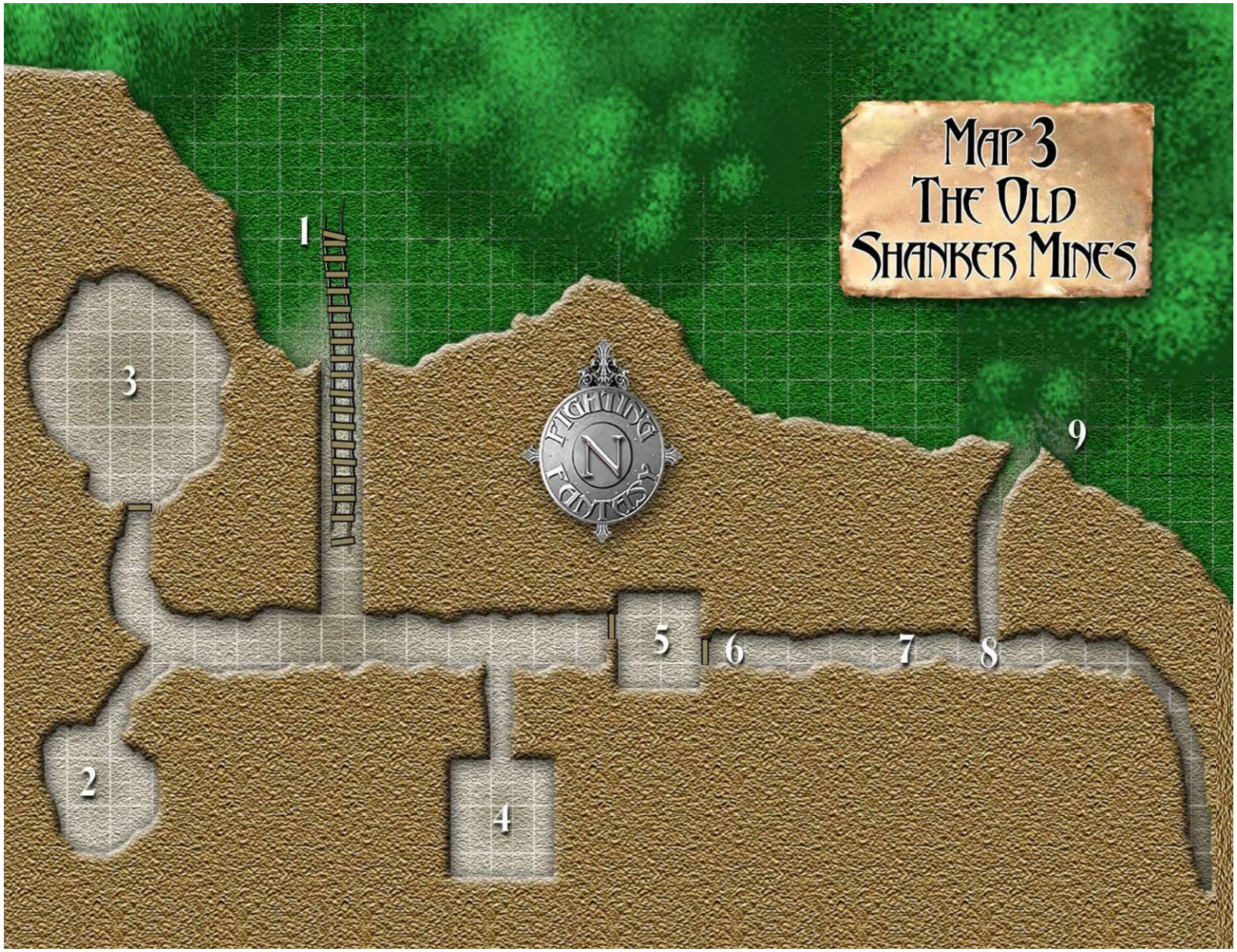
[1370] *Titan: The Fighting Fantasy World* (1986) page 125.

[1371] *The Shamutanti Hills* (1983) paragraph 198.

[1372] *The Shamutanti Hills* (1983) paragraph 257.

[1373] *The Shamutanti Hills* (1983) paragraph 163.

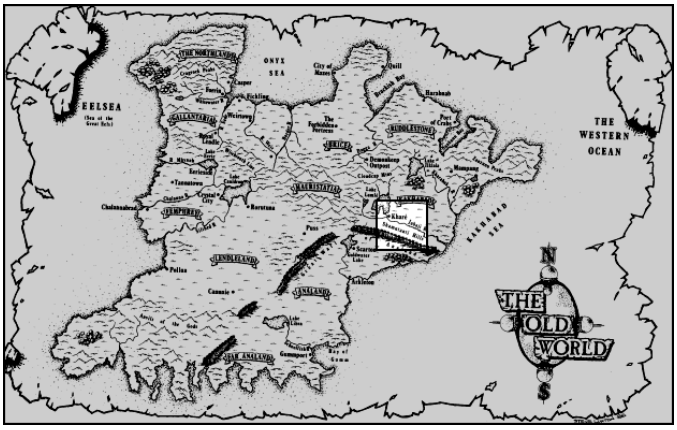
[1374] *The Shamutanti Hills* (1983) paragraph 95; see also the illustration associated with paragraph 308 which depicts two such bandits in the thrall of a JIG spell.



1. Mining Operation
2. Grungore's Room
3. The Mining Ogre
4. Goblin Sleeping Quarters
5. The Goblin Captain's Chambers
6. The Old Mine
7. Cave-in
8. A Shallow Pit
9. Crack in the Hillside

SCHANKER MINES

Source: *The Shamutanti Hills d20 Module*
Author: Jamie Wallis
Artist: Martin McKenna and Jamie Wallis
Year: 2003
Area: Kakhabad



The gem-rich Schanker Mines sit in an area of woodland near the top of a tall hill in the Shamutanti Hills. The mines are reached via a cave in the hillside, set some way back from the pathway from Cantopani to Kristatanti. The area around the mine entrance has been cleared of trees, allowing the Goblin miners to carry out "large bowls full of glistening rocks and dull metallic nuggets."[1375]

This fits in well with the surrounding geology of the Shamutanti Hills, which also has the now-abandoned Bluestone Mines.[1376] Likely, then, the bedrock of the Shamutanti region is igneous in origin rather than sedimentary. If, as surmised earlier in this treatise, the caves of Daddu-Yadu and Daddu-Ley are also rich in mineable resources, it would seem that Kakhabad is a land ripe with opportunities—to anyone with enough strength to protect a mining colony. What other minerals and ores lie untapped at the heart of the Shamutanti Hills remains a mystery.

There seems to be some confusion over the name of the mines. According to the village overseer of Cantopani, it is the Schanker Mines.[1377] Another source consistently labels them the Shanker Mines.[1378] It is likely that the original source is the definitive one here, so, the accompanying image notwithstanding, Schanker will be used as the preferred spelling throughout this work. Although the name of the Schanker Mines sounds at odds with the rest of the townships in the Shamutanti Hills, it is possibly Gallantarian. For example, there is a Gallantarian cargo ship helmed by a Captain Schankerman.[1379]

The stone-crushing machine in location [3] is "a strange-shaped mechanical apparatus." Stones are dropped in at one end, and a metal handle is turned manually, which crunches the rock. The operator of this device is an Ogre.[1380] This Ogre is here named Grungore, which is a reasonable name for an Ogre, though not quite in keeping with the Kakhabadian style. For example, the Ogre torture-master of the Mampang Fortress is called Naggamanteh.[1381] Perhaps Grungore is not a Shamutanti native, but rather hails from foreign parts. He has no love of sorcerers, having chopped the hand from one unfortunate who crossed his path.[1382]

According to one source, the Schanker Mines used to be worked by Dwarfs and Humans but were abandoned and then taken over by Goblins of the Black Skull under the Goblin Captain Waarg.[1383] Again, it would seem these Dwarf and human miners were not natives to the land, backing up the theory that it may have originally been a Gallantarian operation. Dwarfs are quite rare in Kakhabad,[1384] so they would be happy to travel a long way to satiate their "love of precious jewels and metals."[1385]

The Goblin Captain at location [4] sits behind a makeshift desk in a room "dirty and sooty with dust from the mines." The fact that he sniffs the air whenever anyone enters seems to indicate that he is blind.[1386]

[1375] *The Shamutanti Hills* (1983) paragraph 68.

[1376] *Revenge of the Vampire* (1995) paragraph 357.

[1377] *The Shamutanti Hills* (1983) paragraph 225.

[1378] *The Shamutanti Hills d20 Module* (2003); the PDF has been corrected to 'Schanker'.

[1379] *The Tasks of Tantalon* (1985) page 6.

[1380] *The Shamutanti Hills* (1983) paragraph 39.

[1381] *The Seven Serpents* (1984) paragraph 289; *cf. The Crown of Kings* (1985) paragraph 251. For more information on Naggamanteh and his infamous book *Naggamanteh's Book of Tortures*, see *Titan: The Fighting Fantasy World* (1986) page 85.

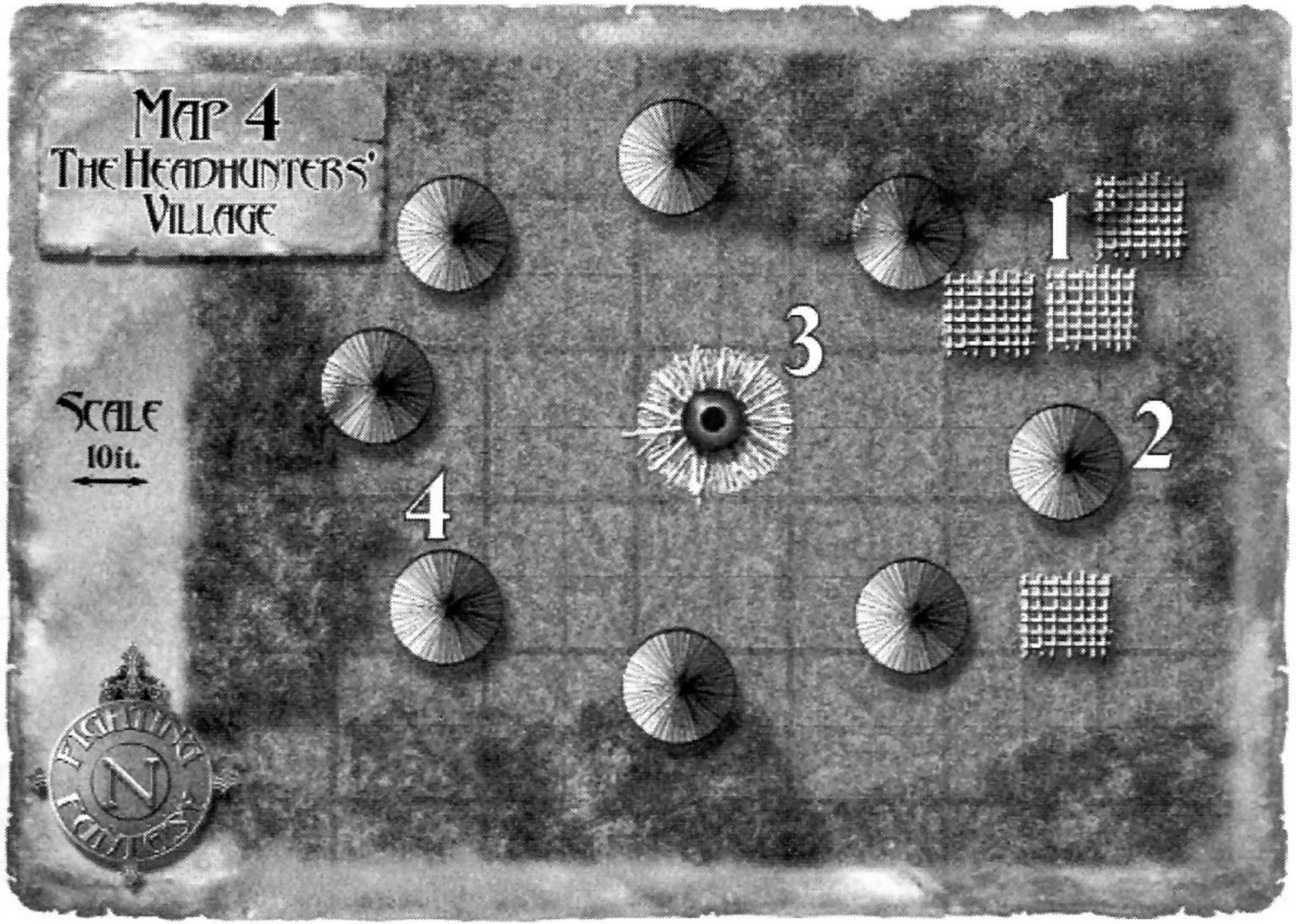
[1382] *Kharé—Cityport of Traps* (1984) paragraph 254.

[1383] *The Shamutanti Hills d20 Module* (2003) page 10

[1384] Save for the 'Dwarf village' in the centre of southern Kharé. (*Kharé—Cityport of Traps* (1984) paragraph 233.)

[1385] *Out of the Pit* (1985) page 43.

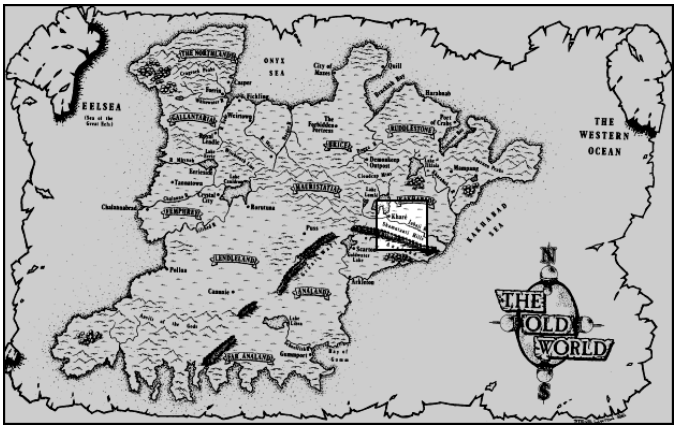
[1386] *The Shamutanti Hills* (1983) paragraph 255. The illustration accompanying this paragraph seems to show the Goblin missing the tips of his second and third fingers.



1. The Cages
2. Storage Hut
3. The Dinner Pot
4. Wattoo Gootoo's House

HEADHUNTERS' VILLAGE

Source: *The Shamutanti Hills d20 Module*
Author: Jamie Wallis
Artist: Martin McKenna and Jamie Wallis
Year: 2003
Area: Kakhabad



Head Hunters are brutish primitives, so-called "because of their grisly habit of boiling and curing the heads of their victims until they have shrunk down to a quarter of their normal size. These are then worn as decoration, tied to their loincloths."[1387]

The pathway to the Shamutanti Head Hunters' village is marked by a clearing at the brow of a hill "in which several poles are firmly planted in the ground. Atop the pole are *heads*…human heads, Goblin heads… all with sewn-up eyes and mouths." A broad tree sports a large X painted on it, "obviously intended as a warning to venture no further."[1388] The village sits on a wooded hillside, downhill of but not far from the Schanker Mines.[1389]

The cages are where live prisoners are held while the Head Hunters "fill a large pot with water to be heated" over the large fire at the centre of the village [3]. Intriguingly, the cages are made from bamboo,[1390] a woody grass that grows in temperate or tropical climes. There is no mention of Kakhabad being particularly hot, so the climate of Kakhabad seems to be temperate, though humid. A strong warrior is detailed to guard the cages when live prisoners are being held there.

"Each tribe of Head Hunters is ruled over by a powerful medicine man, a direct link between the superstitious primitives and their many vengeful gods."[1391] In one source the leader of the Shamutanti Head Hunter tribe is referred to by the name Wattoo Gotooo.[1392] Unlike other shamans, who wear "a ceremonial mask and many pieces of crude jewellery",[1393] Wattoo Gotooo wears a headdress of feathers and leaves.[1394]

The Head Hunters hunt using two different methods. One way they capture an unwary traveller is by digging three-metre deep pitfall traps. The fall usually knocks the prey unconscious.[1395] The unfortunate will then be hauled out, bound hand and foot, and carried back to the village to be boiled alive.[1396] The second means of hunting the Head Hunters use requires the use of a blowpipe and poisoned darts.[1397]

[1387] *Out of the Pit* (1985) page 66.

[1388] *The Shamutanti Hills* (1984) paragraph 246.

[1389] *The Shamutanti Hills* (1983) paragraph 254. Note that heading uphill from the woods surrounding the Head Hunters' village leads to the Schanker Mines (paragraph 68).

[1390] *The Shamutanti Hills* (1983) paragraph 112.

[1391] *Out of the Pit* (1985) page 66.

[1392] *The Shamutanti Hills d20 Module* (2003) pages 28–9

[1393] *Out of the Pit* (1985) page 66.

[1394] *The Shamutanti Hills* (1983) paragraph 112 (accompanying illustration).

[1395] *The Shamutanti Hills* (1983) paragraph 70.

[1396] *The Shamutanti Hills* (1983) paragraphs 139 and 242.

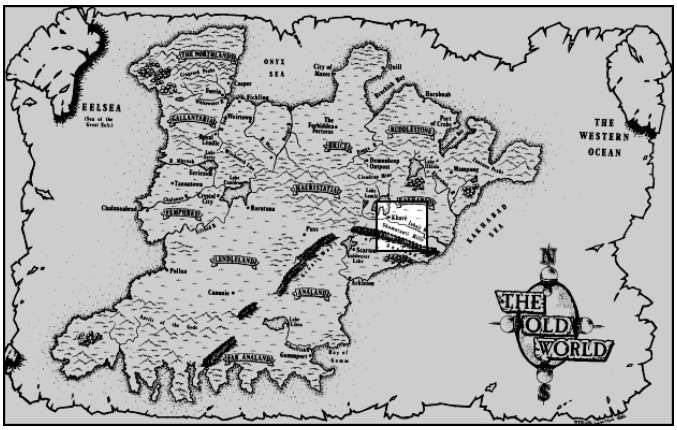
[1397] *The Shamutanti Hills* (1983) paragraph 272.



1. The Settlement
2. *The Kristatanti Ale House*
3. *Travellers' Inn*
4. The Settlers' Chalets
5. External Buildings

KRISTATANTI

Source: *The Shamutanti Hills d20 Module*
Author: Jamie Wallis
Artist: Martin McKenna and Jamie Wallis
Year: 2003
Area: Kakhabad



The small village of Kristatanti is unusual in that it is "set into the hill" on which it was built.[1398] The Hill Dwellers of the village wear rough clothing, and "everyone wears their hair long, but piled up on their heads."[1399] They venerate Sindla, the Goddess of Luck and Fate, the sister of Titan, the Father of the World, and mother of Libra (Goddess of Justice and Truth), Usrel (Goddess of Peace), and Asrel (Goddess of Beauty and Love). Interestingly, according to one source, "She is known by many names in different lands, In wild Kakhabad they call her Cheelah." Presumably 'wild Kakhabad' must therefore not include the Shamutanti Hills, though in truth they are a wild, dangerous place.[1400] Outside the village boundary are tracts and copses of woodland.[1401] As an aside, the use of the word 'chalet' here to describe the domiciles of the Hill Dwellers is misleading. A chalet is a wood-built house, characterised by a sloping roof and large, overhanging eaves, nothing like the Hill Dwellers' underground homes.

An insular folk, they are not interested in the goings-on outside their village. The Hill Dwellers are partial to Goblin jokes, and an exchange of these will often break the ice and lead to a conversation. Many of the Hill Dwellers farm the hills on the outskirts of the village, where they grow Bomba fruits. These nourishing fruits are extremely healthy and contain healing properties.[1402] Other hill farmers grow vegetables in their fields. Some of the fields are quite some distance from the village, and the farmers employ a horse and cart to decrease travel times and to transport the produce back to the village.[1403]

Those too old or too infirm to farm, such as the blind, who have their "eyes painted with a dark dye to indicate blindness", become beggars, asking alms from any passing travellers. They will sit at the edge of the village.[1404] Rumours abound that one particular blind beggar was once a high-ranking gaoler in the city of Kharé, but that he ran afoul of the sinister Red Eyes that dwell within the Cityport of Traps.[1405]

The village ale-house, here referred to as *The Kristatanti Ale House*, contains a roaring fire to warm even the most savage of winter storms. Several rough tables are set around the room, though often the clientele will amount to only a handful of Hill Dwellers, who will sit together around a central table. They are a suspicious lot, and despite any gruff voices coming from inside, the drinkers will often cease their conversation and turn to watch any newcomers suspiciously.[1406] The village has a problem with its young men becoming drunkards.[1407]

The village inn, here named as *Travellers' Inn* serves a hearty Skunkbear stew that is guaranteed to restore strength to any weary traveller. On the other hand, their beds are "not particularly clean", but they are comfortable.[1408] A lifetime of living underground has apparently made the Hill Dwellers of Kristatanti less concerned with cleanliness than their 'neighbours' in Birritanti.

[1398] *The Shamutanti Hills* (1983) paragraph 193.

[1399] *The Shamutanti Hills* (1983) paragraph 28.

[1400] *Titan: The Fighting Fantasy* World (1986) pages 45–6; *cf.* The *Shamutanti Hills* (1983) paragraph 192.

[1401] *The Shamutanti Hills* (1983) paragraph 62.

[1402] *The Shamutanti Hills* (1983) paragraph 192.

[1403] *The Shamutanti Hills* (1983) paragraphs 226 and 129.

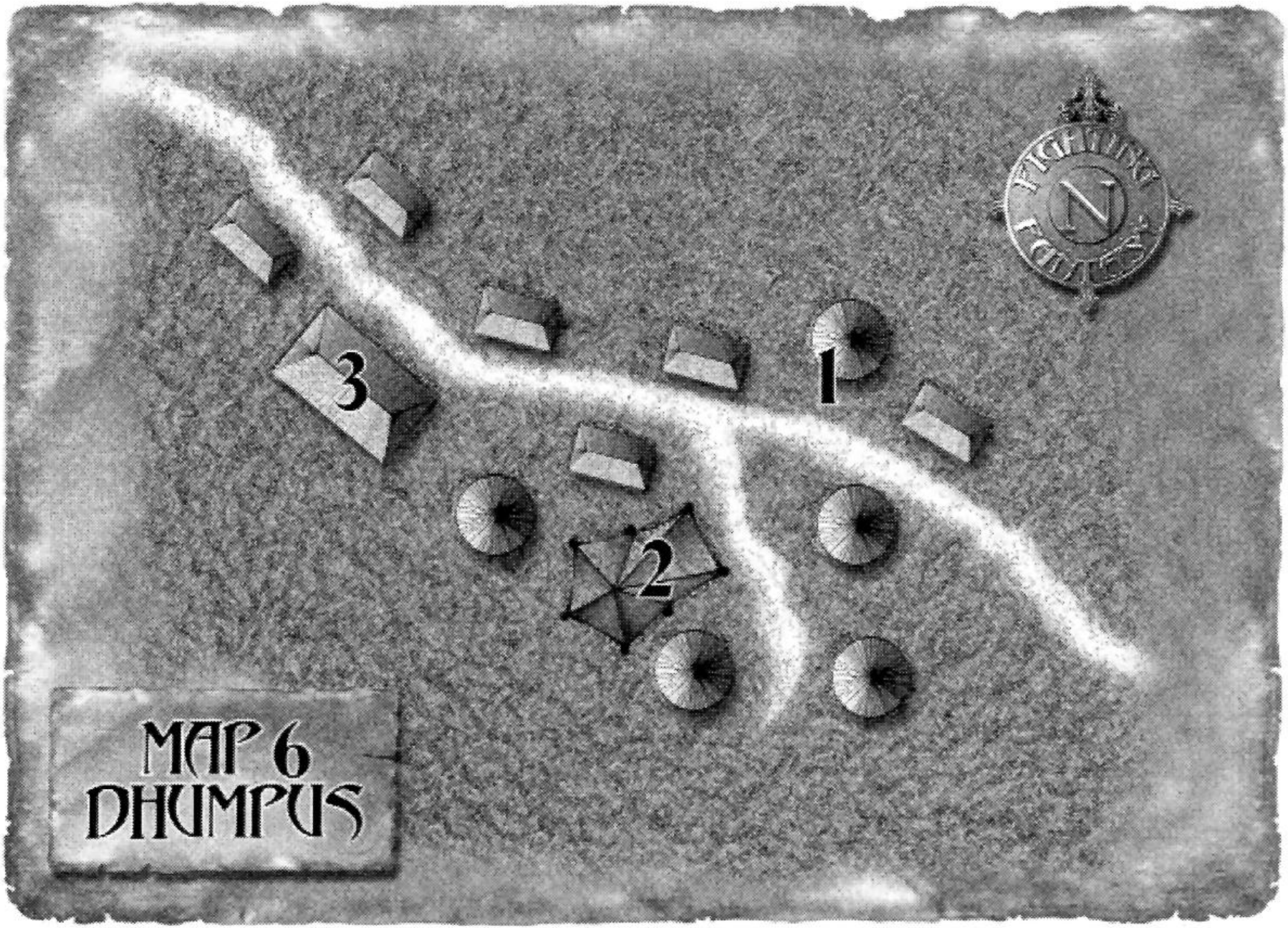
[1404] *The Shamutanti Hills* (1983) paragraph 226.

[1405] *The Shamutanti Hills* (1983) paragraph 244.

[1406] *The Shamutanti Hills* (1983) paragraph 266.

[1407] *The Shamutanti Hills* (1983) paragraph 96.

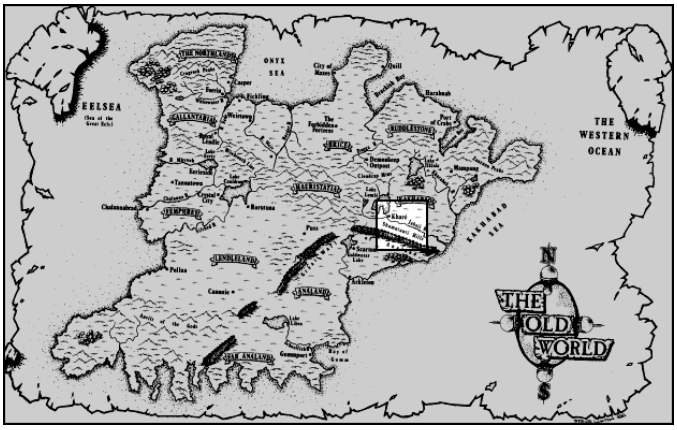
[1408] *The Shamutanti Hills* (1983) paragraph 161.



1. Small Community Gathering
2. The Merchant's Tent
3. *The Wayfarer's Inn*

DHUMPUS

Source: *The Shamutanti Hills d20 Module*
Author: Jamie Wallis
Artist: Martin McKenna and Jamie Wallis
Year: 2003
Area: Kakhabad



The small village of Dhumpus is set on a river,[1409] not that you would necessarily know it from this map. As the village is approached by the road from Kristatanti, a sign proclaims the village's name.[1410]

Despite being the smallest village in the Shamutanti region (the Elvin village[1411] and the plague village[1412] in the hills above Dhumpus notwithstanding), Dhumpus seems to be a trading centre, albeit a small one, of the Shamutanti Hills. There are "a couple of merchants' huts",[1413] and even a merchant's tent is shown on this map at location [2]. However, Dhumpus is the only village on the road between Cantopani and Kharé that can be bypassed, the alternative route leading from Kristatanti to Lea-Ki, and thence along the crest of the hills beyond it.[1414]

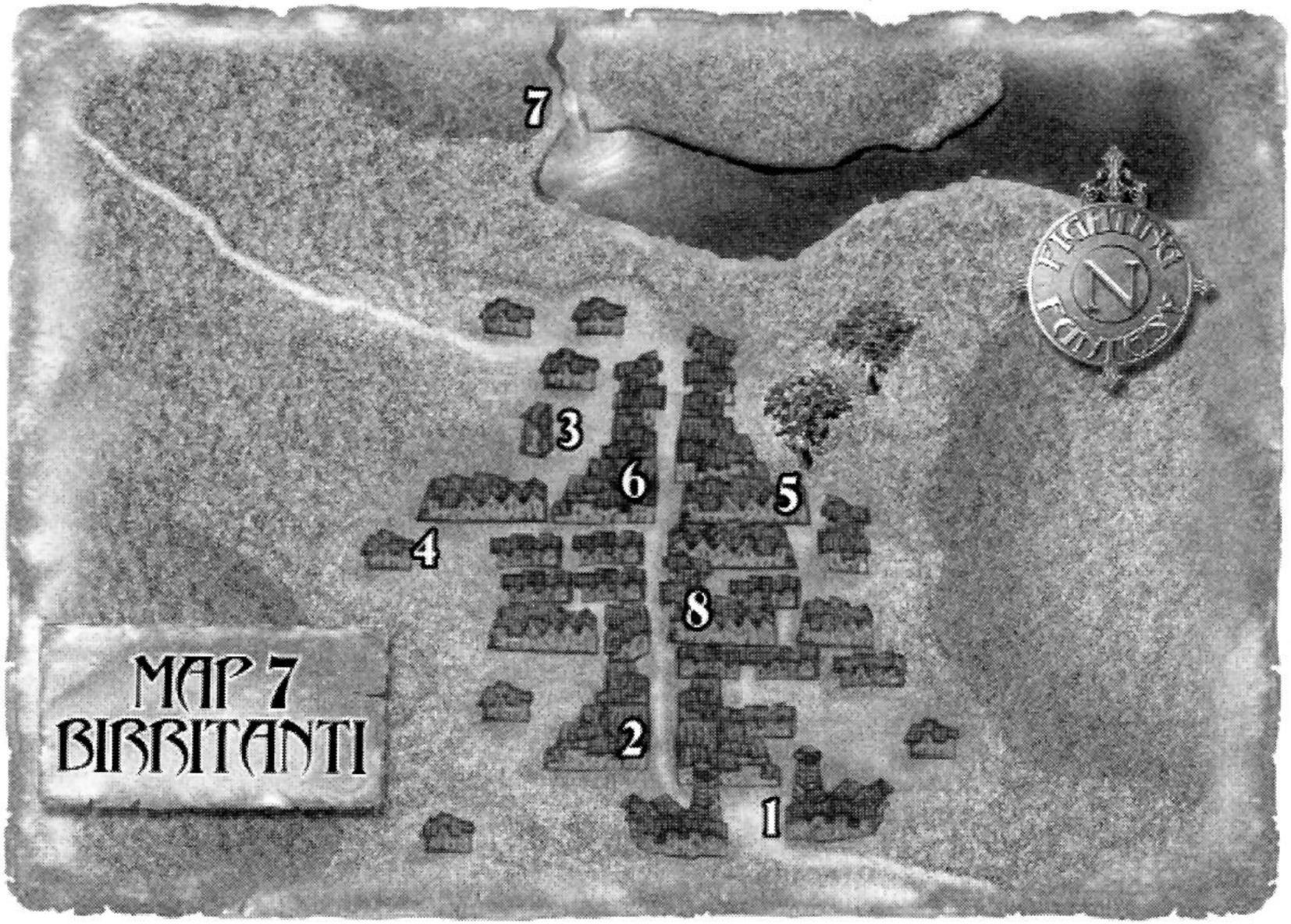
Dhumpus also has its own resting place for travellers, *The Wayfarer's Inn*, perhaps named in 'honour' of the infamous *Wayfarer's Rest*, the den of pirates and ne'er-do-wells in Kharé.[1415] Unlike its city counterpart, *The Wayfarer's Inn* is a quiet little place where a good night's sleep can be had.[1416] It serves such crowd-pleasing dishes as Hillfox broth and rice,[1417] though the prices are somewhat high.

Rice is the starchy grain of an annual marsh grass, which requires a warm climate for cultivation. Although no mention is made of any terraced paddies cut into the sides of the nearby hills, it is possible that such rice production is on a small enough scale that it could be overlooked by a traveller, or even deliberately hidden from them by the villagers. The road to Kharé cuts across rice fields,[1418] so it is likely locally-grown produce. Alternatively, the rice could arrive here via the cityport of Kharé from the distant land of Hachiman, where rice is grown in the plain of the great Hang-Yo river;[1419] or from the Isles of the Dawn, where "a good crop of rice means wealth…and most goes in taxes to the tribunal", possibly to be used in foreign trade.[1420]

The people of Dhumpus are fairly well-to-do, able to pay travellers to perform manual labour.[1421] They are friendly enough, but intimidated by travellers who bear arms.[1422] They are also community-minded people, and have strong ties with the village of Kristatanti.[1423]

Outside the village boundary, the hillsides are heavily wooded, providing some protection from the elements.[1424] Heading downhill into the wooded valley leads to a rope bridge between two hills. Beside this bridge in a small wooden hut, in which lives the riddling hunchback Vancass.[1425] "He is a sly old creature"[1426] whose purpose in guarding the bridge is shrouded in mystery.

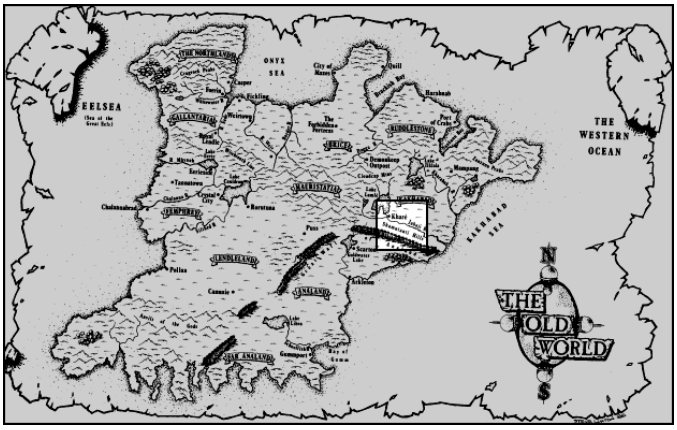
[1409] *The Shamutanti Hills* (1983) paragraph 54.
[1410] *The Shamutanti Hills* (1983) paragraph 176.
[1411] *The Shamutanti Hills* (1983) paragraph 209.
[1412] *The Shamutanti Hills* (1983) paragraph 147.
[1413] *The Shamutanti Hills* (1983) paragraph 106.
[1414] *The Shamutanti Hills* (1983) paragraph 250 *et al*.
[1415] *Kharé—Cityport of Traps* (1984) paragraph 110.
[1416] *The Shamutanti Hills* (1983) paragraph 115.
[1417] *The Shamutanti Hills* (1983) paragraph 134.
[1418] *The Shamutanti Hills* (1983) paragraph 456.
[1419] *Sword of the Samurai* (1986) paragraph 29.
[1420] *The Crimson Tide* (1992) page 18.
[1421] *The Shamutanti Hills* (1983) paragraph 229.
[1422] *The Shamutanti Hills* (1983) paragraph 86.
[1423] *The Shamutanti Hills* (1983) paragraph 185.
[1424] *The Shamutanti Hills* (1983) paragraph 14.
[1425] *The Shamutanti Hills* (1983) paragraph 27.
[1426] *The Shamutanti Hills* (1983) paragraph 262.



1. Barracks/Look-out Towers
2. *Glandragor's Tavern*
3. The Halls of Justice—
   Temple of Libra
4. The Weapon Smith
5. Armour Smiths—Yoin's Armour
6. *The Pleasant Dream Inn*
7. The Crystal Waterfalls
8. The Town Hall

BIRRITANTI

Source: *The Shamutanti Hills d20 Module*
Author: Jamie Wallis
Artist: Martin McKenna and Jamie Wallis
Year: 2003
Area: Kakhabad



The village of Birritanti sits in a vale between three hills.[1427] It is "the largest village in the Shamutanti Hills", and is "a friendly village where all travellers spend at least one night." Consequently, the cost of food and lodgings is rather steep.[1428] According to one source, Birritanti is governed by mayor Aylden Thornwood—surely a mis-transliteration of his actual Kakhabadian name! It is a mostly human settlement, with a smattering of Dwarfs, Elves, and Svinns.[1429]

The look-out towers [1] guard the southern approach to Birritanti, standing either side of a stone archway that is built over the roadway. A permanent regiment of around thirty town militia are stationed in the barracks below them. "The militia dress in Chainmail Armour, Shield, and Coif, and wear a blue and white chequered Tabard over the top with the Crest of Birritanti in the centre." They also perform patrols around the town during the hours of daylight and darkness, making sure that no one is engaging in nefarious deeds.[1430]

On the main road into Birritanti is the famous *Glandragor's Tavern*—a drinking house of some renown. Glandragor is "a kindly type and is always happy to talk to strangers." Living in the expensive village of Birritanti, however, means that he is also a businessman.[1431] Glandragor is now quite old,[1432] but seems to have been an adventurer of no small skill in his younger days. He owns an axe which is carved with the message: "This axe was crafted in the Year of the Ox for Glandragor the Protector. Its powers may be realized only by its owner."[1433] He is well connected in Kharé, and is good friends with Vik "who has power and influence" in the city.[1434]

Down the road from *Glandragor's Tavern* is the village's only inn, known as *The Pleasant Dream Inn*. As everywhere else in the village, it is not cheap, but is well-furnished and a good night's sleep is guaranteed for its high price.[1435]

The village's main attraction is the Crystal Waterfall (mislabelled "Crystal Waterfalls" on this map), "a large natural waterfall" slightly up in the hills from the valley floor. It is "a beautiful sight, with large crystal stalactites hanging from the rocks all the way down" to the waters below. A hut is placed alongside the pathway leading to the Crystal Waterfall "where a ruffian is collecting money"[1436] from anyone wishing to bathe in the water. Although expensive, the cool waters of the Crystal Waterfall are "not only refreshing, but also invigorating." The water is imbued with "magic healing properties" that can heal wounds and cure diseases.[1437] The waters presumably flow north, draining into the wide Jabaji River as it flows towards the Earth End Coastline and the Kakhabad Sea beyond.

[1427] *The Shamutanti Hills* (1983) paragraph 220.

[1428] *The Shamutanti Hill* (1983) paragraph 171.

[1429] *The Shamutanti Hills d20 Module* page 32; *cf.* the image opposite *The Shamutanti Hills*(1983) paragraph 220 to see these towers.

[1430] *The Shamutanti Hills d20 Module* page 32.

[1431] *The Shamutanti Hills* (1983) paragraph 230.

[1432] *The Shamutanti Hills* (1983) paragraph 233.

[1433] *The Shamutanti Hills* (1983) paragraph 72.

[1434] *The Shamutanti Hills* (1983) paragraph 233.

[1435] *The Shamutanti Hills* (1983) paragraphs 92 and 55; and *The Shamutanti Hills d20 Module* page 34.

[1436] *The Shamutanti Hills* (1983) paragraph 102.

[1437] *The Shamutanti Hills* (1983) paragraph 204.



BIRRITANTI

Source: *The Shamutanti Hills* (paragraph 220)
Author: Steve Jackson
Artist: John Blanche
Year: 1983
Area: Kakhabad

(continued from previous page)

The grand Temple of Libra is a reminder that although she is the "patron Goddess of Analand and of a number of smaller lands", "she is a powerful Goddess and is worshipped by many common people, who need her protection."[1438] Libra "is said to understand all aspects of good and evil, law and chaos, and is able to see the reality behind any conflict."[1439] People of the Shamutanti Hills make offerings to her, despite living in such a "wild land, populated by thieves and brigands."[1440]

"The Temple has stood for many years and some say that Birritanti was actually built around it. The Halls of Justice are run by The Priestess Lorana the Justifier." A native of Birritanti despite her non-Birritantian name, Lorana's interest in and fascination for the divine led her to join "the priesthood when she was only aged 10 and by the time she reached 15 years of age she was a fully fledged Acolyte of Libra. As time passed she advanced beyond the other priests in both ability and faith. At the age of 24 she is considered very young to be a high Priestess but she is worthy of the title."[1441]

Birritanti's weapon smith is call Cormin, and he "has recently taken over from his father Azrid, who has now retired. Cormin is kept busy repairing and maintaining all of the militia's weaponry as well as providing services to the town's inhabitants. Cormin himself is a jolly fellow who likes to hear tales, poems and songs from faraway lands."[1442]

"Birin Hammersong the Dwarf and his two brothers Gailin and Vemli, have been Birritanti's armour smiths for many, many years. The three Dwarfs came to the Birritanti when travelling with their uncle from whom they learned their trade of selling and repairing armour. The town council, who had just commissioned a militia, were very impressed with the Hammersongs' craftsmanship and asked them to stay, promising them plenty of work. Their Uncle, Yoin, passed away over 20 years ago now but the three brothers still trade under the name 'Yoin's Armour'."[1443]

The Hammersong Dwarfs may have come down from a colony in the mighty peaks of Mauristatia, or they may even have travelled far abroad from the Dwarf homelands of Fangthane or Stonebridge in Allansia; certainly, their names are not Kakhabadi in origin. Both the Weapon and Armour Smiths must also have good trade links to Kharé, to buy fuel and raw materials, including the expensive enamel pigments for producing the crests on the shields.

The Town Hall is the seat of power in the village—except on the first Highday of the month of Warming, which is the Children's Festival where the children are allowed to "exchange roles with all the adults for a day." They do "exactly as they want for one day", which is "incredibly good fun for the younger participants!"[1444]

In the forefront of this image in Jann, the Minimite. Minimites are related to Sprites, and "have a long and detailed history." They were experienced in the use of High Magic and all sorts of learning. After a shocking use of power to aid the forces of Good, the Minimites agreed to become nomadic, wandering the world alone, "prevented by intricate spells woven into the very fabric of their being from ever joining forces with others of their kind." These spells cause pockets of magical deadness around the Minimite, and any spellcaster unlucky enough to be trapped in the company of a Minimite will find that none but the most potent and powerful magics can be cast in their presence![1445]

[1438] *Titan: The Fighting Fantasy World* (1986) page 46.

[1439] *The Shamutanti Hills d20 Module* page 34.

[1440] *Titan: The Fighting Fantasy World* (1986) page 20.

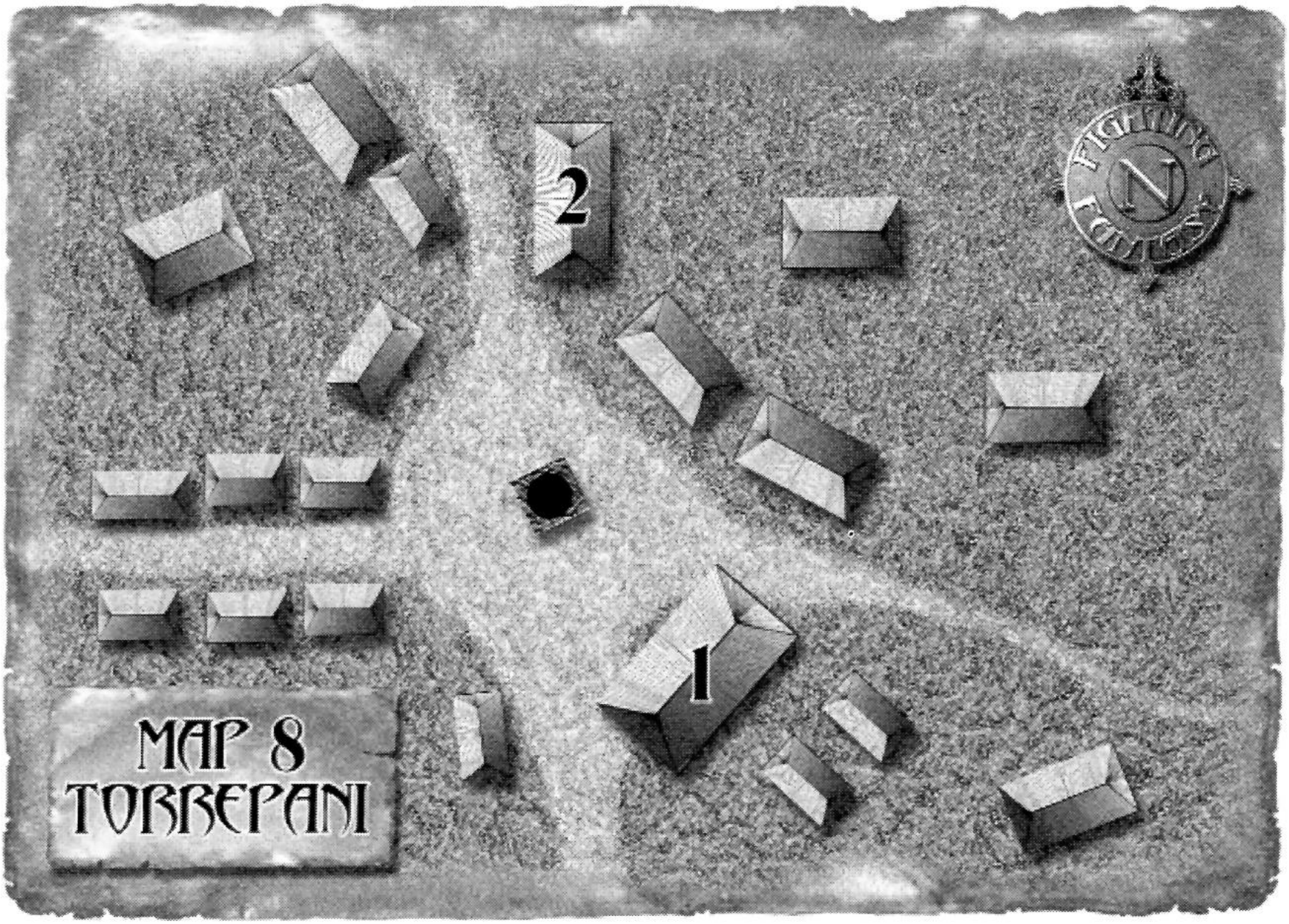
[1441] *The Shamutanti Hills d20 Module* page 34.

[1442] *The Shamutanti Hills d20 Module* page 34.

[1443] *The Shamutanti Hills d20 Module* page 34.

[1444] *Titan: The Fighting Fantasy World* (1986) page 116.

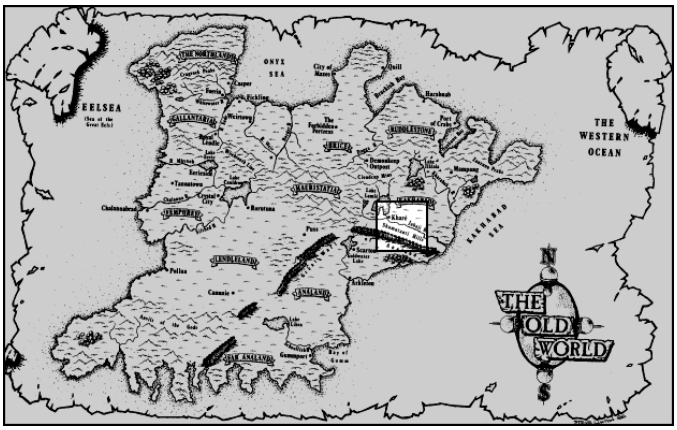
[1445] *Titan: The Fighting Fantasy World* (1986) page 59.



1. Svinn Tavern and Inn
2. Proseus' House

TORREPANI

Source: *The Shamutanti Hills d20 Module*
Author: Jamie Wallis
Artist: Martin McKenna and Jamie Wallis
Year: 2003
Area: Kakhabad



The village of Torrepani sits on the side of a hill, just below the brow, on the path from Birritanti to Kharé. "Torrepani is inhabited by the Svinns, an aggressive-looking race of man-orcs."[1446] Man-Orcs are "the sorry mongrel offspring of Orcs and humans" and are usually "shunned by both races." They "look very much like humans, but much uglier, with large teeth and ears and ruddy-brown skins." The small farming-village of Torrepani is one of the few places on Titan where Man-orcs dwell together in a community rather than eking out a solitary existence.[1447]

At the centre of the village is a tree stump, which serves as an impromptu seat for visitors who wish to take in the local flavour.[1448] Assassins sometimes come silently to Torrepani, taking the life of a seemingly-random Svinn in the night.[1449] These assassins are probably not just travellers, but likely hail from Kharé. One such assassin is Flanker, who unashamedly calls himself "an assassin and thief." He "picks on wayfarers for combat practice" along the wooded pathways of the northern Shamutanti Hills.[1450]

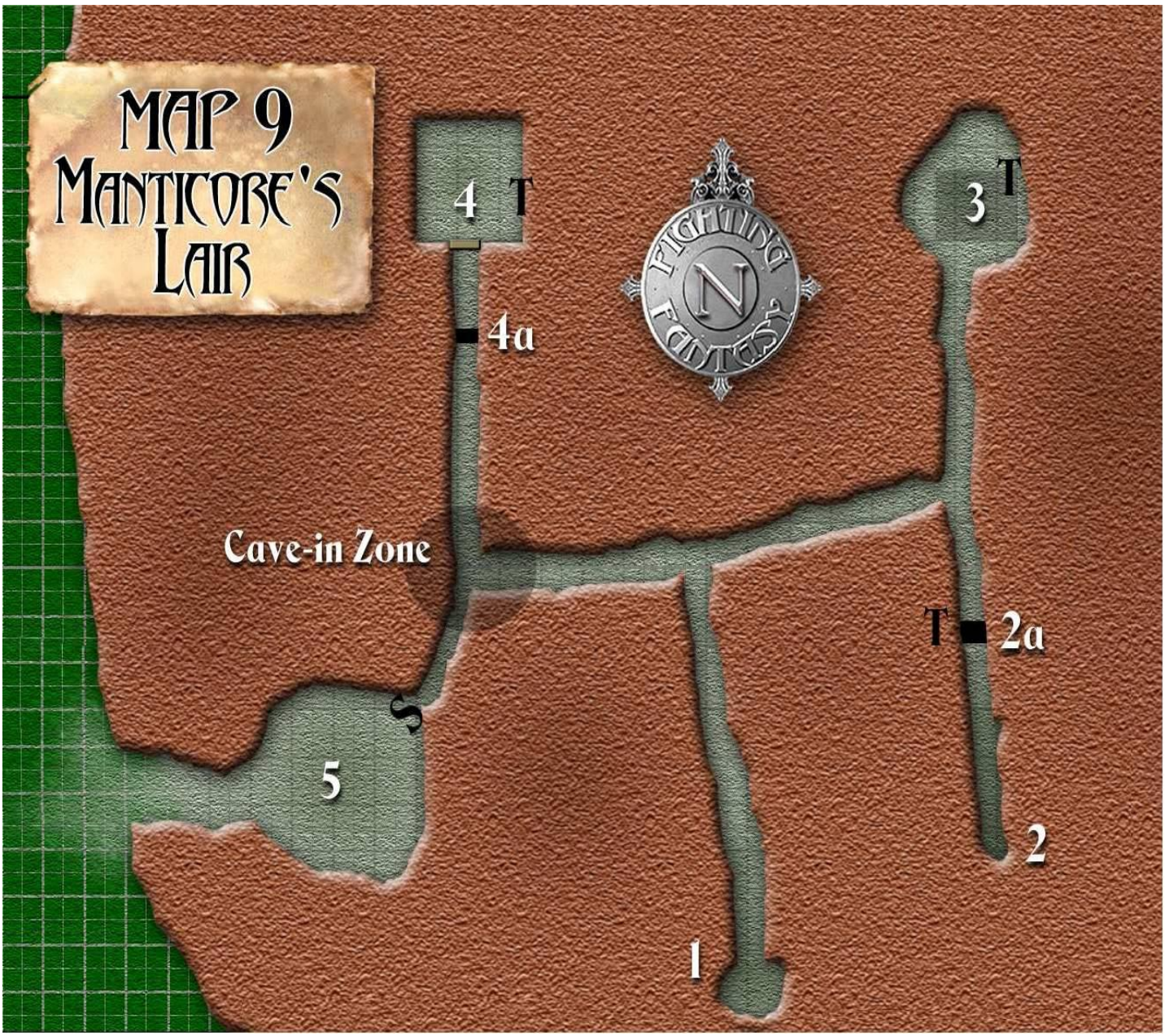
The unnamed inn found in Torrepani is extremely expensive. Meals are 3 Gold Pieces and a room for the night will set a traveller back the princely sum of 5 Gold Pieces.[1451] Perhaps this is partly down to the dislike that Svinns have for humans, "for most of them remember beatings and stoning at their hands."[1452] On the other hand, it could be the close proximity of Kharé, a wealthy cityport, which prompts the Svinns to make the prices very high. There is no easy way for merchants to avoid the village if they are heading to Analand, unless they want to risk the dangerous waters of the Kakhabad Sea.

At the edge of the village is the Chieftain's hut. The Svinn chief is named Proseus. He is "an old man with grey hair and colourful robes."[1453] His daughter "has been captured by a band of marauders and offered as a sacrifice to a powerful cave demon. According to an ancient prophecy, a dreadful scourge will overrun the village if the chief's line ever ends—and his daughter is the chief's only heir.[1454] Opposite this is a small hut used to incarcerate criminals.[1455]

The prophecy regarding the lineage of the Svinn chiefs is intriguing. The riddling hunchback Vancass is clearly aware of the plight of the Svinn chief's daughter, for he offers advice regarding the Manticore's maze to any wise traveller who can answer his riddles and cross his bridge.[1456] Possibly he or one of his forebears uttered the original prophecy. Or perhaps he a servant of Libra, the Goddess of Justice, seeking to save the girl, so unjustly treated.

There is also a Svinn healing-priest in the village, who can treat wounds, cure *any* diseases, and lift curses.[1457] No patron god or goddess is explicitly mentioned.

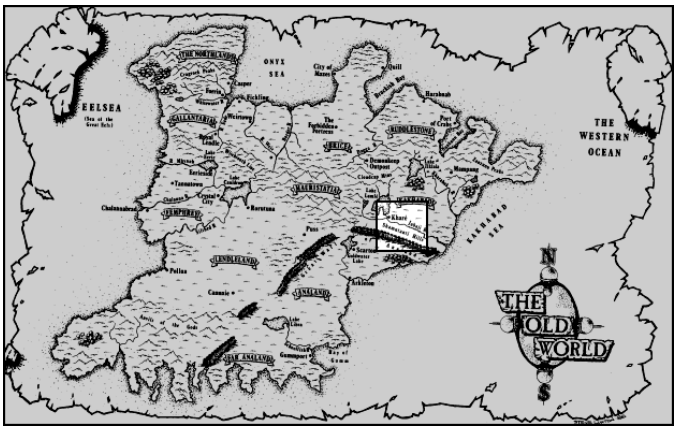
[1446] *The Shamutanti Hills* (1983) paragraph 232.
[1447] *Out of the Pit* (1985) page 78.
[1448] *The Shamutanti Hills* (1983) paragraph 232.
[1449] *The Shamutanti Hills* (1983) paragraph 282.
[1450] *The Shamutanti Hills* (1983) paragraph 187.
[1451] *The Shamutanti Hills* (1983) paragraph 267.
[1452] *Out of the Pit* (1985) page 78.
[1453] *The Shamutanti Hills* (1983) paragraph 222.
[1454] *The Shamutanti Hills* (1983) paragraph 282.
[1455] *The Shamutanti Hills* (1983) paragraph 8 *et al.*
[1456] *The Shamutanti Hills* (1983) paragraph 262.
[1457] *The Shamutanti Hills* (1983) paragraph 456.



1. The Well
2. Rolling Ball Trap
3. The Snake Pit
4. Water Trap
5. The Manticore’s Lair

MANTICORE'S LAIR

Source: *The Shamutanti Hills d20 Module*
Author: Jamie Wallis
Artist: Martin McKenna and Jamie Wallis
Year: 2003
Area: Kakhabad



True indeed are the words of the mysterious hunchback Vancass when he says:

> *Beware the lair of the cave-demon's maze*
> *For traps as deadly as Medusa's gaze*
> *Greet travellers who, of luck bereft,*
> *Take passageways not to the left.* [1458]

Quite how Vancass knows of the Manticore's lair is something that only he can answer. However, his advice can clearly be seen to be accurate by means of this rare find—a map of the cave-demon's maze.

Manticores are the result of an insane warlock "fooling with things that should have been left well alone." It is the mixture of a lion, a scorpion, a bat, and a human. "Their evil natures fester with hatred for all life." Manticores are rare creatures, living in "the most inhospitable parts of the world."[1459] Probably it was for this reason Baron Sukumvit captured one for his original Trial of Champions in the city of Fang in Allansia.[1460]

The hill of the Manticore's lair is reached by "a meandering path up another hill" leading out from the Svinn village of Torrepani. Atop the hill is a hole in the ground, the secret entrance to the lair.[1461] The well descends a long way, and the cavern at the bottom is shrouded in blackness.[1462]

It is unclear who constructed this maze of deadly traps, but it would certainly seem to predate the Manticore, which would not be able to build such traps. Could it have been the marauders who kidnapped the Svinn chieftain's daughter? It is possible, since the chieftain mentions that his daughter "is being offered as a sacrifice" to the Manticore. The marauders do not seem to have waited around, though, since the Svinn girl has escaped the Manticore and has been hiding in the area marked "Cave-in Zone" for at least several days. Time enough has passed so that "several of [the Svinns] have tried to rescue the girl, but so far with no success."[1463] Also, news has reached other parts of the Shamutanti Hills, such as in Birritanti, where tavern-owner Glandragor says "the Svinns that live there seem to be in a permanent state of depression these days."[1464]

The traps in the lair are as follows: At location [2] is the Rolling Boulder Trap, set off by the floor trigger at location [2a]. The large, rounded boulder "is almost a perfect fit in the tunnel", and the speed increases towards the trigger, indicating it is travelling downhill in that direction.

Location [3] harbours a dirt-covered pit trap that drops into a Snake Pit, at the bottom of which is "a mound of the deadly reptiles."[1465] Do enough travellers really fall foul of this trap to feed the snakes, or are they regularly fed by these 'marauders' spoken of earlier?

The door to location [4] is trapped. When opened, "some ominous rumblings start" and a wall rises through the floor at location [4a] to seal off an escape. Then "hundreds of gallons of water come gushing…from within the room"[1466] to drown the poor unfortunate who set off the trap.

The Manticore lair is at location [5]. Beyond the lair, the tunnel leads out to the base of the hill, not far from Torrepani.[1467]

[1458] *The Shamutanti Hills* (1983) paragraph 262.

[1459] *Out of the Pit* (1985) page 79.

[1460] *Deathtrap Dungeon* (1984) paragraph 134.

[1461] *The Shamutanti Hills* (1983) paragraph 222.

[1462] *The Shamutanti Hills* (1983) paragraph 197.

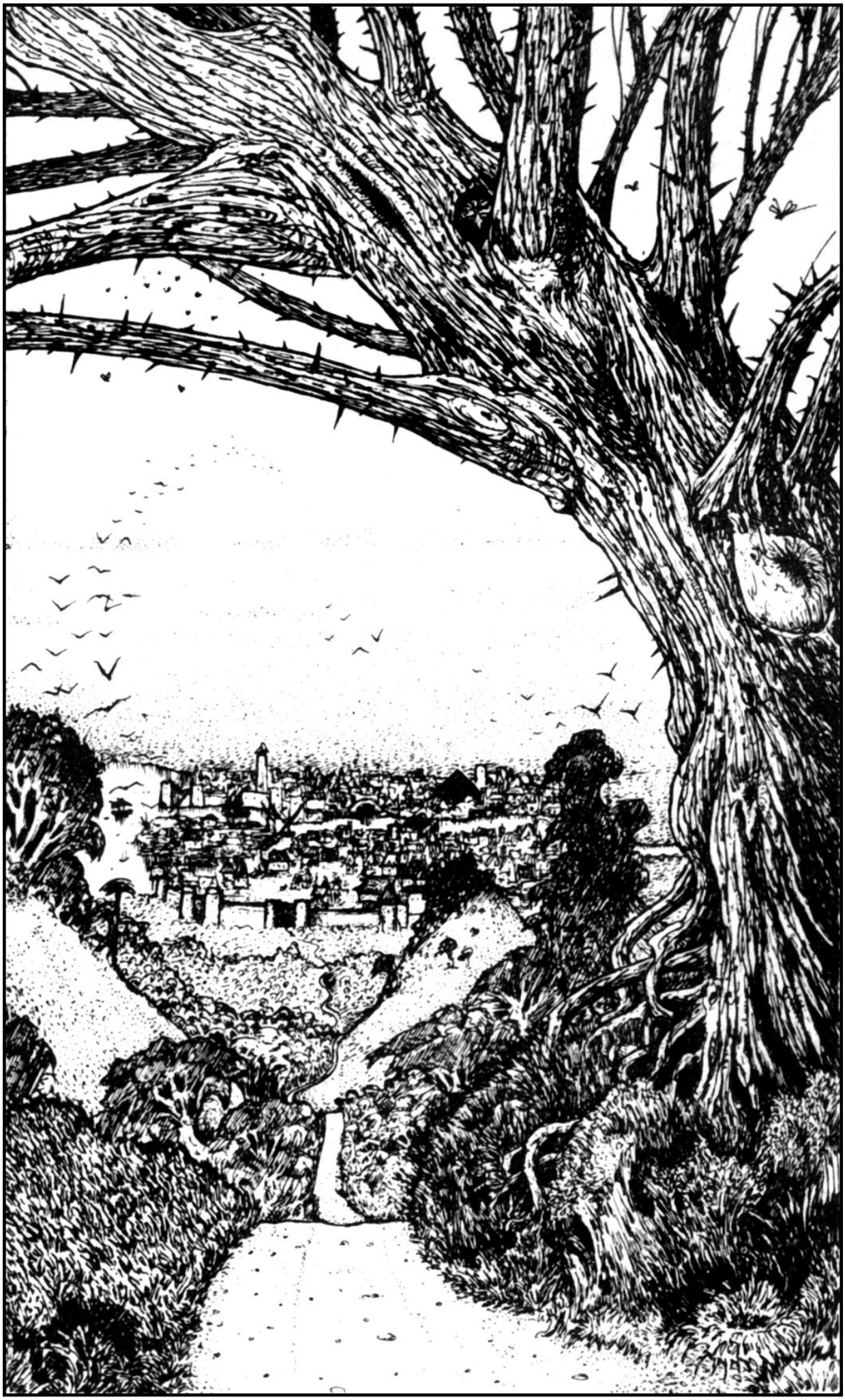
[1463] *The Shamutanti Hills* (1983) paragraph 222.

[1464] *The Shamutanti Hills* (1983) paragraph 191.

[1465] *The Shamutanti Hills* (1983) paragraph 63.

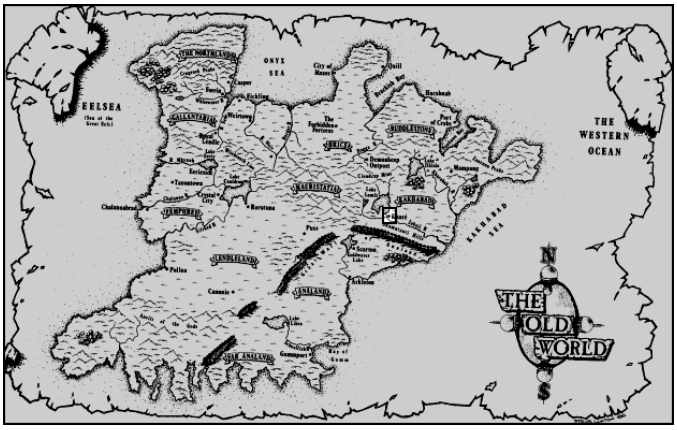
[1466] *The Shamutanti Hills* (1983) paragraph 130.

[1467] *The Shamutanti Hills* (1983) paragraph 456.



THE ROAD TO KHARÉ

Source: *Steve Jackson's Sorcery #2: Kharé: Cityport of Traps* (paragraph 1)
Author: Steve Jackson
Artist: John Blanche
Year: 1984
Area: Kakhabad



The road from Torrepani to Kharé is about a day's journey, but "the going is easy down the hills."[1468] This image shows the warped, twisted nature of the flora of Kakhabad, with the gnarled tree seeming to leer over at any traveller foolhardy enough to take the road to Kharé.

Other strange plants grow in abundance across the land. In the Shamutanti Hills, a meadow of Pilfer Grass grows in the hills above the Vale of the Elvin.[1469] This strange, sorcerous creation grows to about waist height[1470] and will bend towards a traveller, trying to wrap itself around parts of their equipment.

The sweet, intoxicating scent of Black Lotus induces light-headedness and merriment. But in reality it is "a deadly poison" and those ignoring the scent who go blundering into a patch of the Black Lotus rarely ever escape, their skeletons "resting for ever in the fields of the black death."[1471]

Beyond Kharé, the Baklands stretch out interminably towards the Forest of the Snatta. This vast plain can just be seen beyond the cityport from this view of the road to Kharé. Solitary, leafless trees are scattered over this barren waste. These can be used as eyes, ears, and even mouth by the hermit Shadrack of Baddu-Bak, who dwells at Fishtail Rock.[1472]

Beside these few, stunted trees, "the landscape is featureless, devoid of vegetation, creatures, or any structural punctuation to the horizon."[1473] In another source, mention is made that "peculiar plants grow everywhere", though this is probably hyperbole.[1474] Any traveller venturing beyond Kharé will encounter peculiar plants, but they will be few and far between until they arrive at the Forest of the Snatta.

In that dense forest of twisted trees[1475] grow the mysterious Stranglebushes, which tangle up any passing travellers with their protruding vines.[1476] These bushes will attempt to wrap up their prey, constricting them to death, and feeding on the nutrients of the rotting remains.[1477]

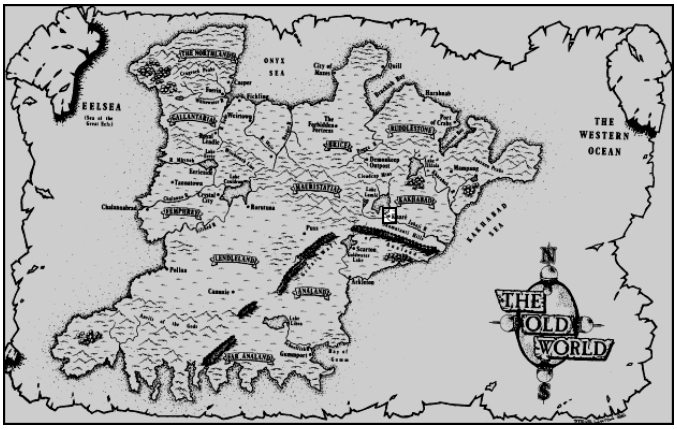
To the left of this view, a ship can be seen sailing the cold waters of Lake Lumlé. These vessels venture out to fish the well-stocked waters of the lake, as well as to travel to the mysterious Cloudcap Mountains of Mauristatia beyond.

[1468] *The Shamutanti Hills* (1983) paragraph 191.
[1469] *The Shamutanti Hills* (1983) paragraph 57.
[1470] *The Shamutanti Hills* (1983) paragraph 2 *et al.*
[1471] *The Shamutanti Hills* (1983) paragraph 73.
[1472] *The Seven Serpents* (1984) paragraph 48.
[1473] *The Seven Serpents* (1984) paragraph 1.
[1474] *Titan: The Fighting Fantasy World* (1986) page 21.
[1475] *The Seven Serpents* (1984) paragraph 274 (illustration).
[1476] *The Seven Serpents* (1984) paragraph 329.
[1477] *The Seven Serpents* (1984) paragraph 305.


WARFARERS
VLADA
LIBRA

KHARÉ: CITYPORT OF TRAPS

Source: *Titan: The Fighting Fantasy World* (inside cover)
Edited by: Marc Gascoigne
Artist: John Blanche
Year: 1986
Area: Kakhabad



This sinister image is the view westwards along the Jabaji River into the heart of the decaying city of Kharé. It perfectly captures the bizarre sense of beauty and serenity—as shown by the beautiful colours of the sunset, reflected in the deep, cold waters of the river—juxtaposed against the violent, unwelcoming Cityport of Traps.

In the foreground, the gaily-dressed gent punting his barge along the river seems almost out-of-place, but is that a wooden pole he is using, or might it be the bone of a prodigiously-sized creature? Above his head can be seen two pieces of graffiti: VLADA and LIBRA. The Gambling Halls of Vlada is really one large hall split into several sections where different games of chance are played for low or high stakes.[1478] Libra is of course the name of the Goddess of Justice, the patron of the country of Analand to the south, beyond the Shamutanti Hills.[1479] Above these words is the entrance to *The Wayfarer's Rest* on the south side of the Jabaji River.[1480]

The bridge in the forefront of the picture must be the Harbour Bridge, the only crossing of the Jabaji.[1481] Tall-masted ships would not be able to pass beneath it, though certain ingenious designers may have devised means of lowering the rigging of a vessel to pass beneath such arches. See, for example, the tall ship in the foreground to the right. Unless it is moored or anchored, it is going to crash into the bridge, losing its mast in the process.

This does pose something of a problem, of course—if there is only one crossing of the river, why are there three bridges shown in this view? After a lot of study, it seems that the two bridges in the forefront of the image are actually *one* bridge with an upper and a lower crossing. The ruffian-types with their knives seem to be at the same scale as the horse-riders crossing the river above them. Perhaps, then, the upper tier is for horses, carts, and the like, and the lower tier is for traffic using 'Longshank's pony'.[1482] Could the other bridge be a *third* tier above the riders, perhaps reserved for nobility? It is difficult to determine, since without traffic the scale cannot easily be worked out; it seems a better alternative than the only other logical solution, though—that it is an error on the part of the artist!

The buildings of Kharé are just as warped and twisted as any in the villages of the Shamutanti Hills. By means of better materials—stone instead of wood—the masons of Kharé have built up high into the air, their buildings towering over the citizens the way a human towers over an insect. Strange creatures fly through the sky, high overhead—Gargoyles, perhaps? Such creatures "are coloured a mottled grey that looks just like stone." Using this camouflage, they "stand motionless on a piece of stone…pretending to be a statue",[1483] waiting to entrap anyone foolish enough to pass within their reach.

This image should be a stark warning to any would-be traveller who intends to savour the exotic delights and dangers of Kharé. The Cityport of Traps is even more depraved and dangerous than this romanticised image portrays. You have been warned!

[1478] *Kharé—Cityport of Traps* (1984) paragraph 56.

[1479] *Titan: The Fighting Fantasy World* (1986) page 46.

[1480] *Kharé—Cityport of Traps* (1984) paragraphs 165 and 110.

[1481] *Kharé—Cityport of Traps* (1984) paragraph 325.

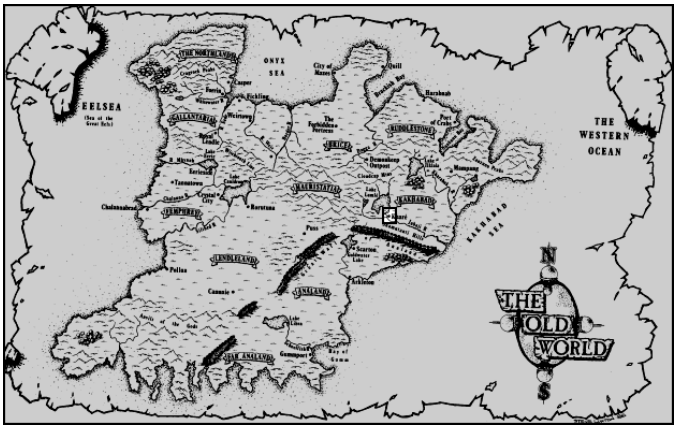
[1482] *Titan: The Fighting Fantasy World* (1986) page 117.

[1483] *Out of the Pit* (1985) pages 55–6.


STEVE JACKSON'S
SORCERY!
KHARÉ - CITYPORT OF TRAPS
STREETMAP 6
STREETMAP 7
THE MERCHANTS GUILD HQ
JABAJI RIVER
STREETMAP 5
STREETMAP 3
STREETMAP 4
STREETMAP 2
STREETMAP 1
FIGHTING FANTASY

KHARÉ

Source: *Kharé—Cityport of Traps d20 Module*
Author: Jamie Wallis
Artist: Jamie Wallis
Year: 2004
Area: Kharé



This idealised map of Kharé seems to portray a city which is much more orderly than Kharé as revealed in previous sources. For example, one source mentions "huts becoming smaller" as the streets become a Dwarf village in the centre of the city.[1484] Beyond this small ghetto, there appears to be a barren wasteland until "a solitary thatched hut" is reached.[1485]

Perhaps this map was designed by the Kharé nobles, hoping to attract wealthier clientele to the city. On the other hand, perhaps it was designed by the cut-throats and vagabonds, hoping to attract wealthier clientele to the city! The latter seems more likely, in view of the misspelling "Merchants Guild" in the top-left corner. The underworld of Kharé have as little liking for grammar and apostrophes as they do for each other. That said, the general layout of the map is reasonably close to previously-published images of Kharé.[1486]

Kharé is not a well organised city. Instead there are fields and waste areas inside the walls. It's almost as if the walls were built in the hope that the space inside would fill up but never did, or that areas of the city were destroyed (perhaps by fire) and were never rebuilt.

Another problem with the map is that the northern half of Kharé seems much too narrow (so that the fairly long journey from the river to the North Gate appears to be in an eastward direction, although nothing in the earlier text suggests that the journey north of the river is directly north.[1487] The area here seems to be inhabited chiefly by the Red Eyes. It is comprised of narrow winding streets passing shops and stalls. The bizarre nature of the architecture, with great overhangs and crooked walls marks this place out as unsafe for a normal traveller.[1488]

Beyond the Red Eye ghetto is "a small graveyard overhung with leafy branches."[1489] One passing beyond this graveyard, is "leaving the centre of the city. The street turns to a dirt track which winds from Kharé past a small settlement of huts and out past a tall building."[1490] The road leading to the North Gate now leaves Kharé proper, passing one final building, standing back from the road: the Temple of Courga.[1491]

Therefore, while the map shows the area surrounding the North Gate to be empty, it doesn't quite convey the great area of abandoned waste ground in front of it, with the odd tree growing, and no buildings nearby.[1492]

Any visitor to Kharé would be advised not to make too much use of a map like this. While accurate in some places, an over-reliance on this map could get the unwary traveller lost, or even lead them into great danger.

[1484] *Kharé—Cityport of Traps* (1984) paragraph 233.

[1485] *Kharé—Cityport of Traps* (1984) paragraph 153.

[1486] *Kharé—Cityport of Traps* (1984) paragraph 1 (illustration); *cf. The Crown of Kings* (1985) paragraph 800 (illustration).

[1487] *Kharé—Cityport of Traps* (1984) paragraph 325 onwards.

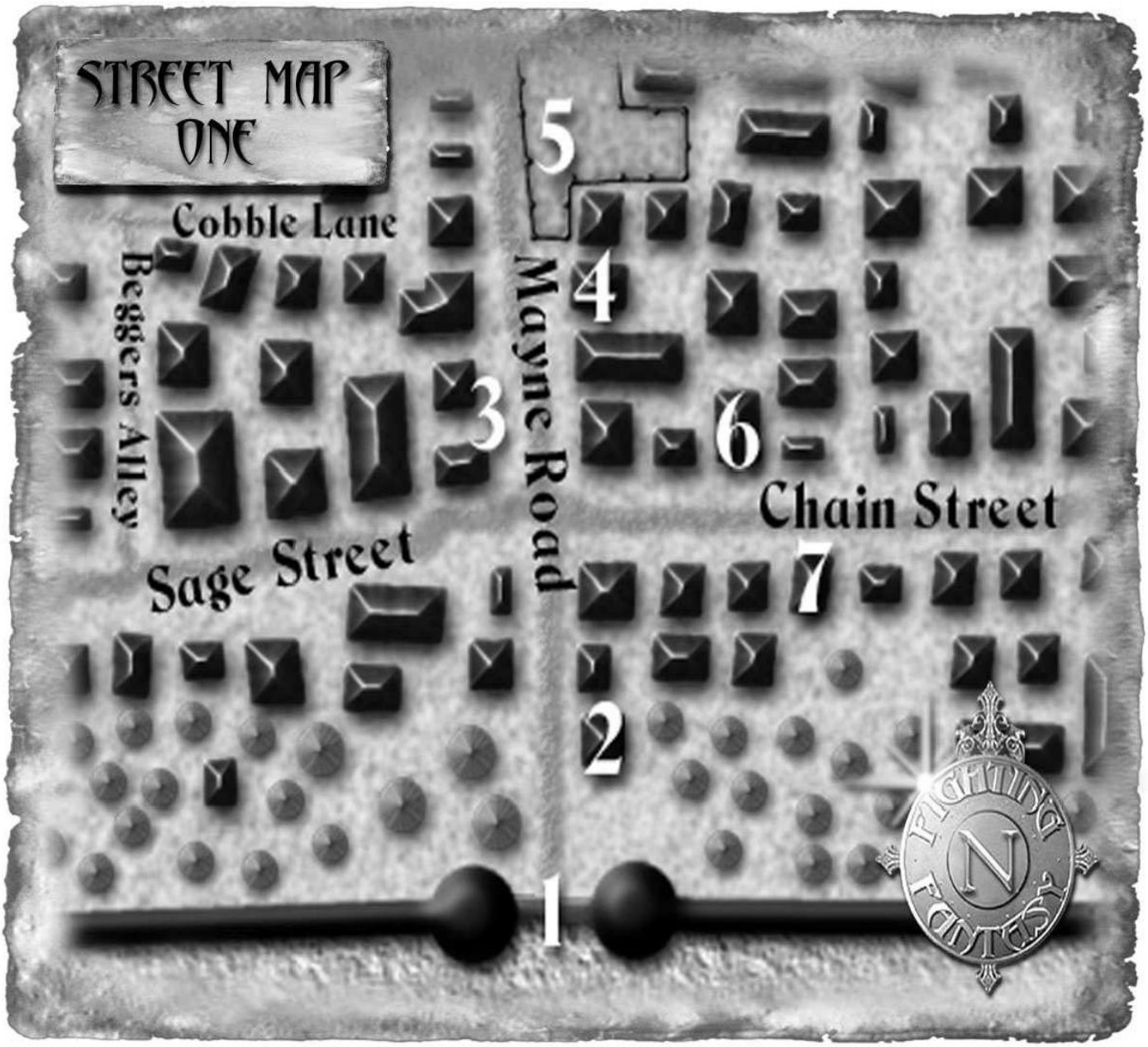
[1488] *Kharé—Cityport of Traps* (1984) paragraph 132.

[1489] *Kharé—Cityport of Traps* (1984) paragraph 83.

[1490] *Kharé—Cityport of Traps* (1984) paragraph 319.

[1491] *Kharé—Cityport of Traps* (1984) paragraph 148.

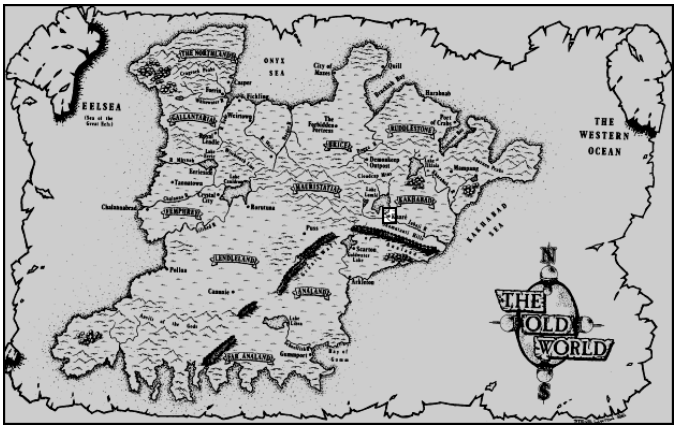
[1492] *Kharé—Cityport of Traps* (1984) paragraph 175.



1. The South Gate
2. South Gate Gaol
3. The Living Corpse
4. Gnomes
5. Poachers' Field
6. The Svinn Chain Maker
7. The Flayer's Kitchen

KHARÉ: SOUTH GATE

Source: *Kharé—Cityport of Traps d20 Module*
Author: Jamie Wallis
Artist: Jamie Wallis
Year: 2004
Area: Kharé



Despite its forbidding appearance, looming over the would-be visitor, the South Gate of Kharé can be unlocked by means of "a large key."[1493] The archway that houses the gate contains an alcove and the first building beyond the archway [2] is "made of stone and the windows are barred."[1494] This is the South Gate Gaol, a one-room cell in which "a bench against one wall is the only furniture." It is a holding cell, where the guards detain anyone coming through the South Gate for a day to determine whether they are "not an enemy of the cityport."[1495]

Despite the encircling wall, this area could be designated "the outskirts of the city" where "huts are grouped loosely about the tracks leading into the cityport",[1496] a reminder of the hotchpotch nature of the structure of Kharé, with great open spaces of wasteland. The door of the house marked [6] is a Chainmaker's shop,[1497] a lucrative occupation in Kharé.[1498] It is run by a Svinn from Torrepani, though he is more gruff and less friendly than those Svinns who remain in Torrepani.[1499]

The hut marked [7] will often have an interesting smell emanating from it,[1500] the fresh scents and aromas of high quality cooking. Inside is a kitchen run by a Flayer,[1501] a race of humanoids with no arms and an octopus-like head, replete with numerous tentacles. Although shy creatures, they "have developed an extraordinary skill at preparing some of the…tastiest dishes."[1502]

The family of Gnomes at [4] are being menaced by a strange "semi-decayed corpse" that can break apart into several distinct sections.[1503] Such Zombie-like creatures are the results of a violent death in battle, not untypical in the Cityport of Traps.[1504]

Along the main road into Kharé, the wasteland has been built up into "a settlement of small huts."[1505] Beyond "this small outskirt settlement is a small field surrounded by a rough wooden fence" containing pigs (marked [5] on this map).[1506] The herd of pigs is regularly reduced in number by a group of poachers, a mixed bunch who are not unfriendly toward strangers.[1507]

Mention must be made for the names given here, and in subsequent maps of Kharé, to the roads and backstreets of the cityport. Beggers [sic] Alley, Chain Street and Mayne Road are not in keeping with the type of names given to other locations across Kakhabad in various sources. They could be poor translations of any actual names the locals might give to these streets for the benefit of Gallantarians, Bricians, Analanders, and those from even further afield, who may have trouble pronouncing the distinctive Kakhabadi names. This backs up the theory proposed earlier that these maps have been produced to attract merchants and traders to the cityport.

[1493] *The Shamutanti Hills* (1983) paragraph 456; *cf. Kharé—Cityport of Traps* (1984) paragraph 12.

[1494] *Kharé—Cityport of Traps* (1984) paragraph 12.

[1495] *Kharé—Cityport of Traps* (1984) paragraph 254.

[1496] *Kharé—Cityport of Traps* (1984) paragraph 81.

[1497] *Kharé—Cityport of Traps* (1984) paragraph 66.

[1498] *Kharé—Cityport of Traps* (1984) paragraph 195.

[1499] *Kharé—Cityport of Traps* (1984) paragraph 280.

[1500] *Kharé—Cityport of Traps* (1984) paragraph 292.

[1501] *Kharé—Cityport of Traps* (1984) paragraph 43.

[1502] *Out of the Pit* (1985) page 52.

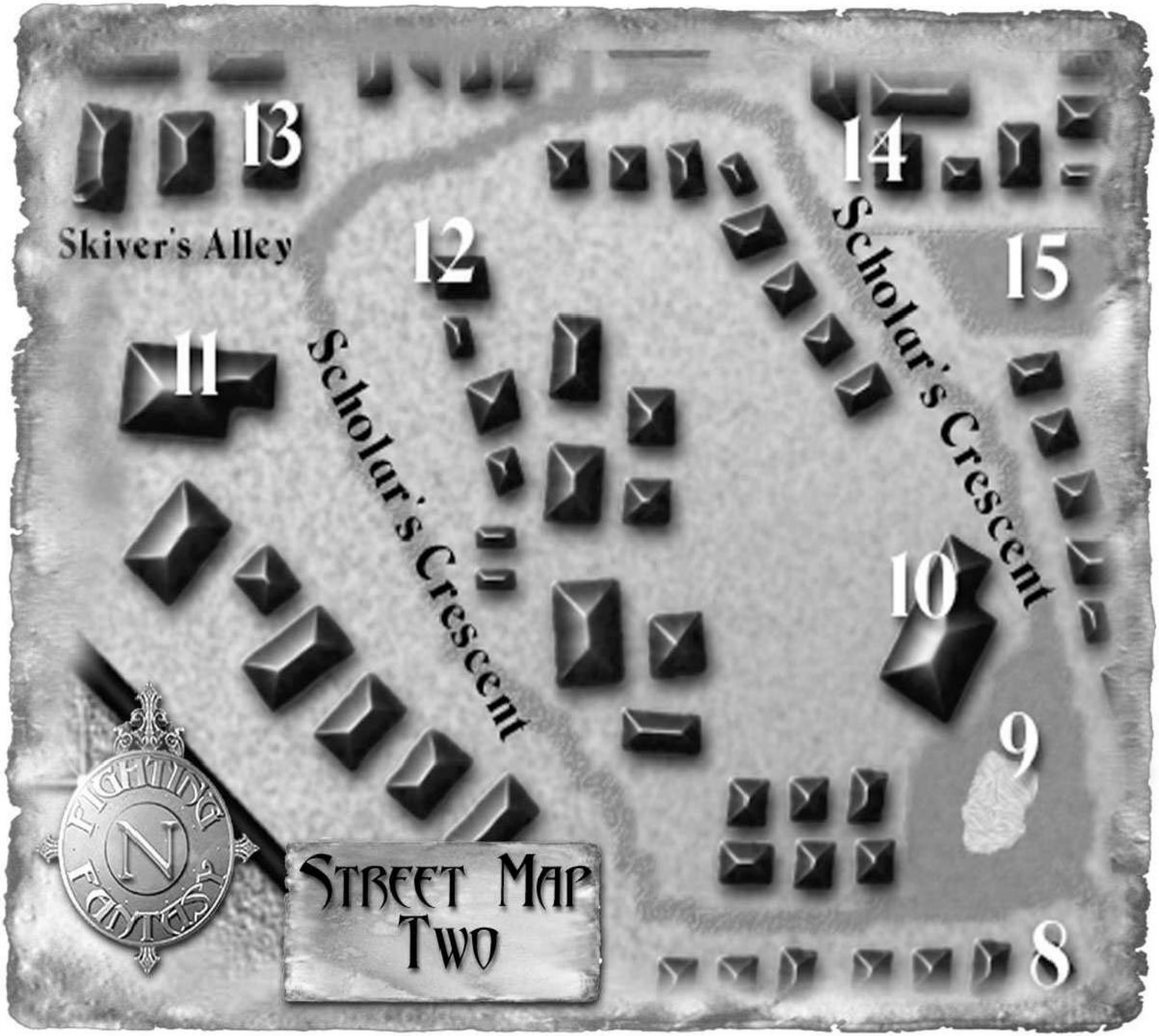
[1503] *Kharé—Cityport of Traps* (1984) paragraphs 256 and 11.

[1504] *Out of the Pit* (1985) pages 74–5.

[1505] *Kharé—Cityport of Traps* (1984) paragraph 138.

[1506] *Kharé—Cityport of Traps* (1984) paragraph 239.

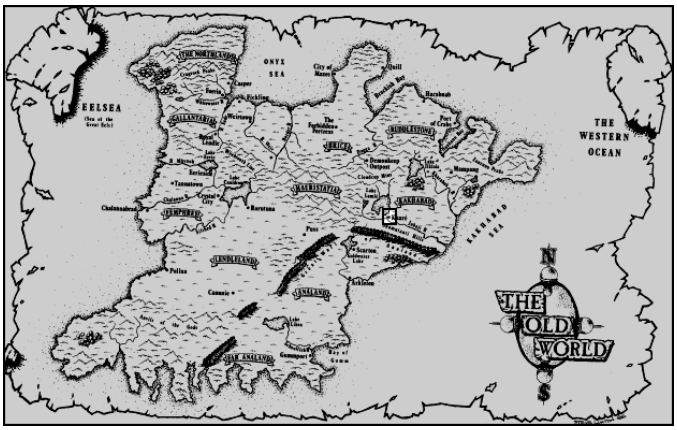
[1507] *Kharé—Cityport of Traps* (1984) paragraph 245.



8. Black Elves
9. The Pond
10. Dwarven Store
11. Lortag the Sage
12. Open Air Traders
13. The Armless Artist
14. The Mantis Man
15. Street Fight

KHARÉ: SCHOLAR'S CRESCENT

Source: *Kharé—Cityport of Traps d20 Module*
Author: Jamie Wallis
Artist: Jamie Wallis
Year: 2004
Area: Kharé



"Homes and hovels line the track" from the junction near the South Gate. A hut by the roadside [8] hides Black Elves, puffing away on smoking weed using their hookahs. The interior room is "untidy and contains little more than a straw mattress and a low table." Whatever these Black Elves like to smoke, it leaves them lethargic and with vacant stares.[1508] Indulgence can lead to some irrational behaviour—it is recommended for a traveller not to partake of such strong Smoking Weed.[1509]

A strange, silver fish dwells in the pond at location [9]. It seems to exhibit a sense of humour, mimicking speech to draw in a passer-by before spitting water at them.[1510]

As the road continues past the pond northwards, the huts become smaller, and "the roadway bustles with Dwarfs and other small fellows." These Halflings are "not kindly disposed towards man-sized outsiders." At the centre of this ghetto is a general store [10].[1511] The proprietor is a Dwarf, who specialises in strange minor magic trinkets or spell components.[1512]

The various Halflings of this area are a brutish lot, and enjoy a good fight. Street fights are not at all uncommon, and attract plenty of attention from gawkers who will place bets on the outcome.[1513]

Beyond the Dwarf village is more wasteland, and the track leads past a "solitary thatched hut." Outside this hut is a 'statue' of a spindly-limbed man, praying.[1514] It is in fact a Mantis Man from the northern Baklands, who lures his victims in by pretending to be a statue. Then his "arms shoot forward to grab its prey." Mantis Men are "attracted to bright and shiny things, and will often hoard any such items found on their victims."[1515]

The road towards location [11] narrows, and visitors will often be accosted by a group of young Orclings asking for money.[1516] The home of Lortag the sage is "a largish home made of stones and mortar", quite unlike the other houses nearby.[1517] The front door is made of solid oak-wood, "decorated with elaborate carvings. In the middle is a great brass knocker." Lortag is an elderly man and usually wears a gown. He has a pet Bristle Beast. He is no fool, and will not let an armed visitor into his house.[1518] Should a visitor submit to entering unarmed, they will find Lortag the Elder "genuinely friendly."[1519] His study is "an elegant room lined floor to ceiling with books." A peaceful, kindly man, he tries to teach the local Orclings and children lessons. He "has had a good life, and wishes to spend the rest of it doing what he can to help civilize the city." As a scholar and sage, Lortag has been entrusted with one of the lines of the North Gate Opening Spell.[1520]

Further along at location [13] is "a tradesmen's area where potters, weavers, and artists are showing their wares outside their huts."[1521] A particularly sinister tradesman operating here is an artist with his magic paint brush.[1522]

[1508] *Kharé—Cityport of Traps* (1984) paragraph 23.

[1509] *Kharé—Cityport of Traps* (1984) paragraph 150.

[1510] *Kharé—Cityport of Traps* (1984) paragraphs 213 and 320.

[1511] *Kharé—Cityport of Traps* (1984) paragraph 233.

[1512] *Kharé—Cityport of Traps* (1984) paragraph 149.

[1513] *Kharé—Cityport of Traps* (1984) paragraph 98.

[1514] *Kharé—Cityport of Traps* (1984) paragraph 153.

[1515] *Out of the Pit* (1985) pages 79–80.

[1516] *Kharé—Cityport of Traps* (1984) paragraph 300.

[1517] *Kharé—Cityport of Traps* (1984) paragraph 316.

[1518] *Kharé—Cityport of Traps* (1984) paragraph 140.

[1519] *Kharé—Cityport of Traps* (1984) paragraph 229.

[1520] *Kharé—Cityport of Traps* (1984) paragraphs 180 and 336.

[1521] *Kharé—Cityport of Traps* (1984) paragraph 133.

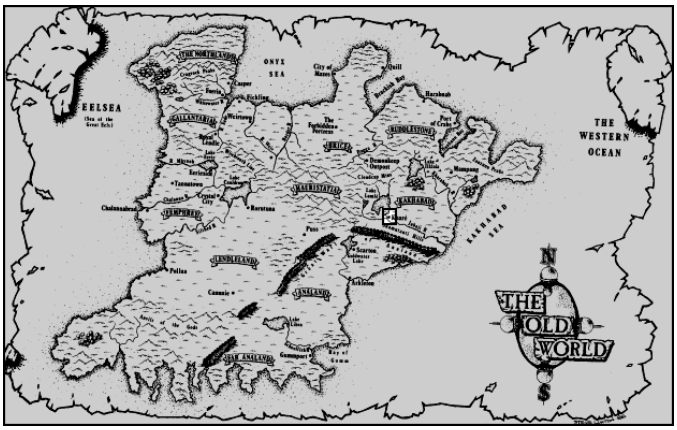
[1522] *Kharé—Cityport of Traps* (1984) paragraph 18 *et al.*



16. Vangorn the Murderer
17. The Chapel of Slangg

KHARÉ: MAYNE ROAD

Source: *Kharé—Cityport of Traps d20 Module*
Author: Jamie Wallis
Artist: Jamie Wallis
Year: 2004
Area: Kharé



The closer one gets to the centre of Kharé, the more densely located the homes and buildings become.[1523] This area of Kharé is the home of one of the Cityport's most infamous citizens—Vangorn the Murderer.[1524]

As his soubriquet suggests, Vangorn is not a character a visitor to Kharé would wish to encounter. He is "a dark-skinned man with a stubbly beard." He is also a notorious confidence trickster, who delights in the murder of innocent visitors to Kharé. Most of the locals are well aware of Vangorn's murderous ways and steer well clear of him, but he will attempt to trick a newcomer to the Cityport into his house (marked at [16] on this map), perhaps pretending to seek company from a fellow human. Do not be fooled. He may seem friendly enough, but the glint in his eye is one of mischief and evil intent.[1525]

Once he has tricked a visitor into his lair, he will attempt small talk, though his mind will not be on the subjects being discussed. His favoured method of murder is by means of a deadly poison, which he will secretly administer to any drink he provides for his 'guest'.[1526]

The small chapel at location [17] has meetings taking place at all hours of the day and night.[1527] Its elaborately-tiled floor is usually half-obscured by the devotees and casual worshippers of Slangg, the god of malice, both children and adults. "At one end, on a platform" will be the priest of Slangg, a "grey-haired man in white robes, who addresses the crowds gathered. As a man of some standing and influence in Kharé, the priest of Slangg holds one of the lines of the spell to open the spell-locked North Gate.[1528]

Slangg is a member of the Dark Lords, imprisoned at the heart of the Void—beyond even space and time. Kharé is one of the few places where he is remembered and worshipped. In his temples, he is depicted as "a grossly fat man with the forked tongue of a snake." Spiteful citizens give offerings to Slangg and his sister Tanit, goddess of envy and jealousy, "and implore them to bring their vengeance down upon others."[1529]

Visitors are free to take the Test of Slangg, but anyone who answers the question posed incorrectly will be forced to renounce any faith they had and become a worshipper of Slangg.[1530] These questions often involve characters from the unholy writings of Slangg, such as the family of Bigfoot the Elder.[1531] The enforced renunciation of faith in any other god or goddess is very real, involving sacred vows made before the gods and men.[1532]

Strangely, despite their bizarre religion, the devotees of the god of malice do not all seem to reflect their evil god's anger. Most are probably waifs and strays, cast adrift in a theological wilderness, looking for some spiritual solace. Should anyone answer the Test of Slangg question correctly, they will be amazed at the answerer's wisdom and be moved to "shout out their good wishes" to him.[1533]

[1523] *Kharé—Cityport of Traps* (1984) paragraph 57.

[1524] *Kharé—Cityport of Traps* (1984) paragraph 223.

[1525] *Kharé—Cityport of Traps* (1984) paragraph 57.

[1526] *Kharé—Cityport of Traps* (1984) paragraph 236; *cf.* paragraph 105.

[1527] *Kharé—Cityport of Traps* (1984) paragraph 139.

[1528] *Kharé—Cityport of Traps* (1984) paragraph 48.

[1529] *Titan: The Fighting Fantasy World* (1986) pages 70–1.

[1530] *Kharé—Cityport of Traps* (1984) paragraph 187.

[1531] *Kharé—Cityport of Traps* (1984) paragraphs 156 and 301.

[1532] *Kharé—Cityport of Traps* (1984) paragraph 248.

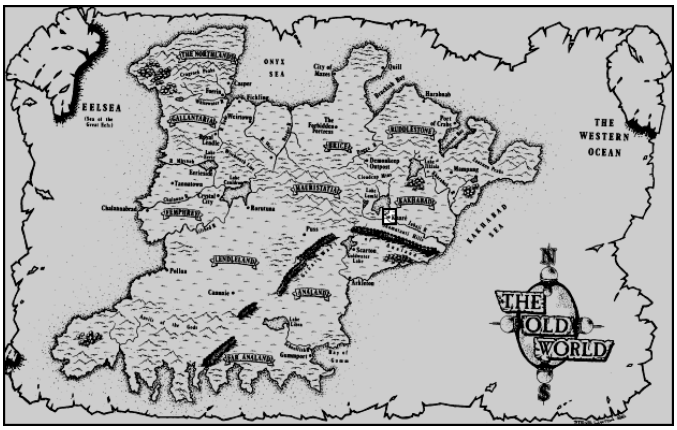
[1533] *Kharé—Cityport of Traps* (1984) paragraph 48.



18. The Street Fair

KHARÉ: FAIRGROUND

Source: *Kharé—Cityport of Traps d20 Module*
Author: Jamie Wallis
Artist: Jamie Wallis
Year: 2004
Area: Kharé



The street fair is surrounded by "crowds of people—and creatures—sprawling across the roadway. Several tents have been erected which are joined by lines of colourful flags." There are various events at the festival. Groups of musicians play merry jigs for troupes of dancers. Dancing bears are all the rage in Kakhabad, led along on a lead. Fighting rings are chalked out on the ground, and all comers are welcomed to take on the champion.[1534]

In truth, such festivals are often used as a front for thieves and pickpockets, so visitors to the festival should make sure to keep a firm grip on their money pouches. One particular Dwarf in Kharé is known to make good use of the festival as a front for his larcenous ways. Leading along a dancing bear, he "holds a small pipe to his lips", playing a lively tune. While the massed crowds look on, laughing at the graceless steps of the dancing bear—in reality, nothing more than an illusion—he will be darting about the crowd, picking pockets and stealing items while the crowd is distracted. Once he has taken all he can carry, he will run off into the tents, dispelling the illusion.[1535]

The dancers of Kharé are experts in their field. The folk dances of Kakhabad are unlike any elsewhere in the Old World. They "step and spin to the musicians' tune." As the pitch builds up, the crowd will clap in time to the music while stomping their feet, urging the dancers on. Be warned, however, that the dancers believe that their art is strictly participatory. Any onlooker standing nearby is liable to get pulled into the circle of the dance.[1536] Anyone refusing to join in will be the subject of challenges, catcalls, and even anger.[1537] Those that do join in may find themselves over-exhausted, perhaps even collapsing, before the tune ends.[1538]

The influential Vik, friend of Glandragor of Birritanti,[1539] frequents the arena.[1540] The current champion is an Ogre named Cagou of Daddu-Ley. His "arms and legs are solid muscle."[1541] Anyone thinking of challenging him should be aware that the ruffian in charge of the arena "secretly casts a healing spell over his man, restoring him to full strength" between bouts![1542]

No visit to the festival in Kharé would be complete without a visit to Honest Hanna's Cabinet of Fortune. Honest Hanna is a "grubby, bearded man," whose tent lies at the western edges of the festival. Sealed with a cabinet filled with "all manner of items: jewellery, books, gold, pouches, and food" is a small mite. This 'pet' of Honest Hanna will randomly select an item and dispense it.[1543] When Hanna presses a small button on the side of the cabinet, the Mite will leap from its perch with a squeal and flutter around over the prizes in the cabinet. Selecting one, it will fly over to a chute at the front of the box and drop the prize in.[1544] You are as likely to receive a bad prize as a useful one, but that is the chance one takes with the Cabinet of Fortune!

[1534] *Kharé—Cityport of Traps* (1984) paragraph 244.

[1535] *Kharé—Cityport of Traps* (1984) paragraph 269.

[1536] *Kharé—Cityport of Traps* (1984) paragraph 261.

[1537] *Kharé—Cityport of Traps* (1984) paragraphs 40 and 230.

[1538] *Kharé—Cityport of Traps* (1984) paragraph 17.

[1539] *The Shamutanti Hills* (1983) paragraph 233.

[1540] *Kharé—Cityport of Traps* (1984) paragraph 352.

[1541] *Kharé—Cityport of Traps* (1984) paragraph 33.

[1542] *Kharé—Cityport of Traps* (1984) paragraph 17.

[1543] *Kharé—Cityport of Traps* (1984) paragraph 240.

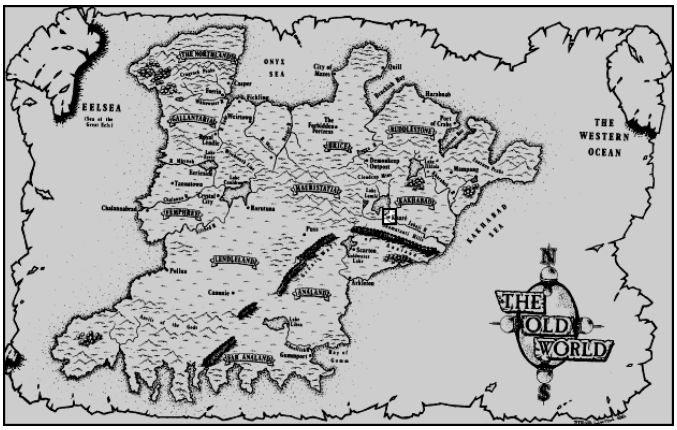
[1544] *Kharé—Cityport of Traps* (1984) paragraph 318.



19. *The Wayfarers' Rest*
20. Docklands

KHARÉ: DOCKS

Source: *Kharé—Cityport of Traps d20 Module*
Author: Jamie Wallis
Artist: Jamie Wallis
Year: 2004
Area: Kharé



As one approaches the docklands, they are nearing "the centre of Kharé", where the roads are dirty,[1545] "the buildings and homes are much more closely grouped together" and "humans and creatures skulk in the streets." Close proximity to the centre of the canker that is Kharé can turn an impressionable man's mind, and some youngsters in the centre of the city become compulsive liars.[1546]

Everyone in Kharé knows of *The Wayfarer's Rest*, Kharé's premier inn. It is located in the port or docklands area, not far from the Harbour Bridge.[1547] There seems to be a discrepancy on this map with regards to the placement of *The Wayfarer's Rest*, since the view of central Kharé from the river places the inn to the east of the Harbour Bridge rather than to the west of it, as shown on this map.[1548]

The inn is "a noisy, bustling place. It is "a local for the sailors of the port", the type of place where "salty types and buxom wenches" laugh together while "singing shanties around the tables. Not all the guests are human, some appearing to be simian.[1549] Flanker the Assassin is a regular guest at *The Wayfarer's Rest*, when he has the money.[1550]

Drinkers in this establishment need to be on their guard against friendly-seeming sailors who will endeavour to get them drunk before clonking them on the head with a stout cudgel[1551] and capturing them to be "crew on a slave galley."[1552] Remember the old adage: "One mug is refreshing, two will make you merry, but three will put you out for the night!"[1553] Any traveller who finds himself captured and in such a desperate situation might want to make use of their influential contacts within the city, such as the famous Vik. Rumour has it that even pirate captains owe him their allegiance.[1554]

The danger does not stop at the clientele of the inn. Rumour has it that the innkeeper, a "surly, bald-headed man"[1555] is really "a torturer with a sadistic imagination" who uses his unsuspecting customers as meat for the day's stew. Whether he does not like to kill himself, or whether he just delights in a prolonged suffering, some travellers have mentioned waking up with a gleaming guillotine hanging over their heads, and a rope held in their own hand.[1556] A swift exit heading in the direction of the Harbour Bridge, only a short distance away from this riverside inn, is advised if such a situation occurs.[1557]

Care must certainly be taken when venturing into the heart of the Cityport of Traps.

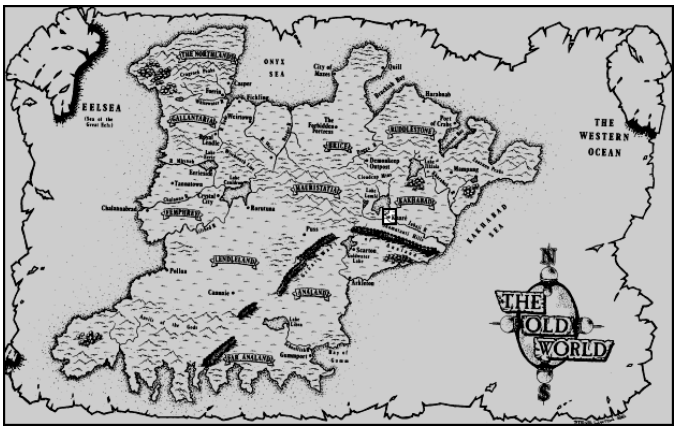
[1545] *Kharé—Cityport of Traps* (1984) paragraph 160.
[1546] *Kharé—Cityport of Traps* (1984) paragraph 297.
[1547] *Kharé—Cityport of Traps* (1984) paragraph 165.
[1548] *Titan: The Fighting Fantasy World* (1986) inside cover.
[1549] *Kharé—Cityport of Traps* (1984) paragraph 110.
[1550] *Kharé—Cityport of Traps* (1984) paragraph 222.
[1551] *Kharé—Cityport of Traps* (1984) paragraph 306.
[1552] *Kharé—Cityport of Traps* (1984) paragraph 312.
[1553] *Kharé—Cityport of Traps* (1984) paragraph 222.
[1554] *Kharé—Cityport of Traps* (1984) paragraph 392.
[1555] *Kharé—Cityport of Traps* (1984) paragraph 110.
[1556] *Kharé—Cityport of Traps* (1984) paragraph 227.
[1557] *Kharé—Cityport of Traps* (1984) paragraphs 15 and 325.



21. Monument Square
22. The Magic Emporium
23. A Huge Bronze Statue
24. The Gambling Halls of Vlada

KHARÉ: MONUMENT SQUARE

Source: *Kharé—Cityport of Traps d20 Module*
Author: Jamie Wallis
Artist: Jamie Wallis
Year: 2004
Area: Kharé



North of the Jabaji, the locals are even less welcoming than their counterparts in the south. "The nobles live on the North Side [of the Jabaji] and protect themselves with magical portals" known as Portal Traps.[1558]

One of these Portal Traps is housed in the monument at [21]. This edifice is "a large arch housing something important, judging by the way the onlookers are peering into it."[1559] These "thin, spindly humanoids" are distantly related to Elves and humans. "They live in small numbers in many border towns and villages across the semi-civilized world." These arrogant beings delight in harassing and playing tricks on their neighbours. They walk around with their eyes tightly closed, as their deadly natural weapon is that they can shoot deadly bolts of energy from their eyes when they are opened.[1560] A few Red-Eyes have even travelled from Kharé to present themselves as servants to the Archmage of Mampang.[1561]

The Red-Eye ghetto is full of "narrow, winding streets" of houses, shops, and stalls. Gangs of Red-Eye males 'patrol' this area, looking to pick a fight. Red-Eyes are as like as not to capture anyone not of their race and lock them in the gaol.[1562] A sure-fire way to deal with the Red-Eyes of Kharé is to tell them you are a friend of the influential and well known Vik.[1563]

The "Magic Emporium" [22] appears to refer to a shady, backstreet alley home of a Gnome Trader who just loves to barter. His living room is "covered in floor to ceiling in trinkets, some piled up on shelves, some hanging from the ceiling, others leaning against the wall." His hut "is lined with weapons, pottery, jewellery, domestic objects, magical items," and more.[1564] Quite why he is allowed to continue trading in amongst the Red-Eye district is unclear; perhaps he pays them off, or perhaps he is so small as to escape their notice.

At a fork in the road [23] stands "a great bronze statue" of one of the gods of Kharé. At its feet is a pot containing many Gold Pieces, deposited as offerings by worshippers.[1565] Should anyone attempt to take the money from the pot, the Bronze Statue will animate and attack the thief. It is near-invulnerable, with only a plate on its left knee being a weak spot.[1566]

Taking the right fork from the junction with the bronze statue leads to a short street that ends in a large building upon which is a signpost reading: "THE GAMBLING HALLS OF VLADA."[1567] Regardless of the time of day, a noisy crowd is always inside the hall, everyone being preoccupied with their games.[1568] The two least dangerous games are the dice game 'Prediction'—a simple game where the gambler must predict (read: guess) what number will be next rolled on a standard six-sided die[1569]—and Wheel of Fortune, where a large wheel is spun for each bet, and a few of the arcs of the wheel have prizes written on them—5, 10, even 20 Gold Pieces.[1570]

[1558] *Kharé—Cityport of Traps* (1984) paragraph 236.

[1559] *Kharé—Cityport of Traps* (1984) paragraph 198.

[1560] *Out of the Pit* (1985) page 97.

[1561] *The Crown of Kings* (1985) paragraphs 159 and 225.

[1562] *Kharé—Cityport of Traps* (1984) paragraphs 50 and 192.

[1563] *Kharé—Cityport of Traps* (1984) paragraph 397.

[1564] *Kharé—Cityport of Traps* (1984) paragraph 324.

[1565] *Kharé—Cityport of Traps* (1984) paragraph 89.

[1566] *Kharé—Cityport of Traps* (1984) paragraphs 221 and 182.

[1567] *Kharé—Cityport of Traps* (1984) paragraph 89.

[1568] *Kharé—Cityport of Traps* (1984) paragraph 56.

[1569] *Kharé—Cityport of Traps* (1984) paragraph 188; *cf.* paragraph 274.

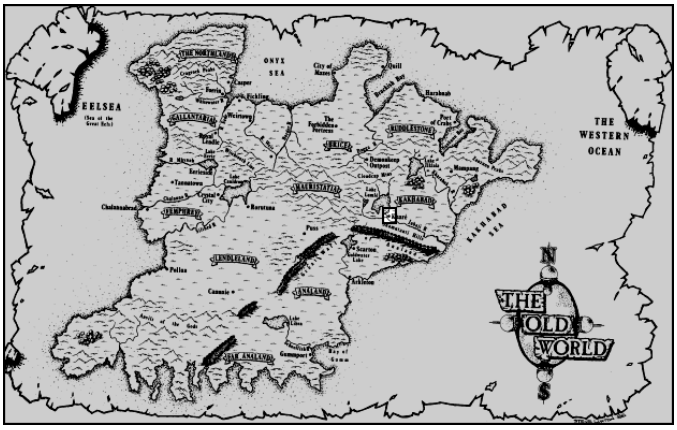
[1570] *Kharé—Cityport of Traps* (1984) paragraph 25.



25. Northside Market
26. Gaol of the Red-Eyes
27. Lord Shivna's Tomb
27a. Exit from the Northside Sewers
28. The Tormented Beggar
29. Courga's Shrine
30. The North Gate

KHARÉ: NORTH GATE

Source: *Kharé—Cityport of Traps d20 Module*
Author: Jamie Wallis
Artist: Jamie Wallis
Year: 2004
Area: Kharé



The Gaol of the Red-Eyes [26] is protected by a Scramble Spell, making any attempt to use magic to escape useless. The Red-Eyes are a spiteful lot, and prisoners are not usually released, being left in their cells to rot.[1571]

The Tomb of Lord Shinva—Fifth Noble of Kharé sits in the centre of "a small graveyard overhung with leafy branches",[1572] and is reached by means of "an overgrown path up to the door of the crypt."[1573] Note that on this map, the name of the Fifth Noble is misspelled Shivna (and at one point in the text just 'Shiva'). For many years, Lord Shinva "has been cursed with the living death" of becoming a Death Wraith who attacks anyone entering his tomb. As an eminent member of Kharé society in life, Lord Shinva has been entrusted with one of the lines of the North Gate unlocking spell.[1574]

By location [28], "the street turns into a dirt track which winds from Kharé past a small settlement of huts." A blind beggar is regularly seen in these parts, asking alms from any passersby.[1575] He is the target of two malicious Harpies who steal any gold he is given.[1576] Harpies are "foul winged creatures that terrorize travellers in desolate lands", with "an almost limitless capacity for tormenting their victims."[1577] The blind beggar was once the Seventh Noble of Kharé, until he fell victim to the black-eyed curse. As such, he was entrusted with one of the lines of the unlocking spell for the North Gate.[1578]

Beyond this area, one is leaving Kharé proper. Only one magnificent temple stands close to the North Gate, standing some way back from the road [29]. It is "pyramidal, reaching high into the sky" and "friezes of gargoyles and sculptures in polished metals ring the temple at each level." "Totems of the ancient gods line the short path to the temple doors." It is the Shrine of Courga[1579] the god of grace. His twin brother is Fourga, god of pride. Both are in the Celestial Court as gods of Good.[1580] Although his shrine in Kharé is all but abandoned, the large idol carved in his image will speak with the voice of Courga himself—if the traditional kissing ritual is properly observed.[1581]

Kharé's impressive North Gate is locked by sorcery and can only be unlocked by means of a spell. Only First Noble Sansas knows all four lines of the spell. Four leading citizens each know one line of the spell, preventing "each one from opening the gate alone", ensuring the security of Kharé.[1582] (According to some apocryphal sources, Sansas has been slain and replaced with someone called "Garin Alderay."[1583]) The North Gate is heavily guarded by troops of city guards patrolling in threes.[1584] The guards come from far afield, some even being Crolians from Mauristatia.[1585]

The Gate itself is guarded by a terrifying apparition, a Sulphur Ghost whose poisonous fumes will quickly suffocate anyone reciting spell lines in the wrong order.[1586]

[1571] *Kharé—Cityport of Traps* (1984) paragraph 143.

[1572] *Kharé—Cityport of Traps* (1984) paragraph 83.

[1573] *Kharé—Cityport of Traps* (1984) paragraph 47.

[1574] *Kharé—Cityport of Traps* (1984) paragraphs 164 and 209.

[1575] *Kharé—Cityport of Traps* (1984) paragraph 319.

[1576] *Kharé—Cityport of Traps* (1984) paragraph 285.

[1577] *Out of the Pit* (1985) page 64.

[1578] *Kharé—Cityport of Traps* (1984) paragraph 207.

[1579] *Kharé—Cityport of Traps* (1984) paragraph 148.

[1580] *Titan: The Fighting Fantasy World* (1986) pages 45–6.

[1581] *Kharé—Cityport of Traps* (1984) paragraphs 73 and 122.

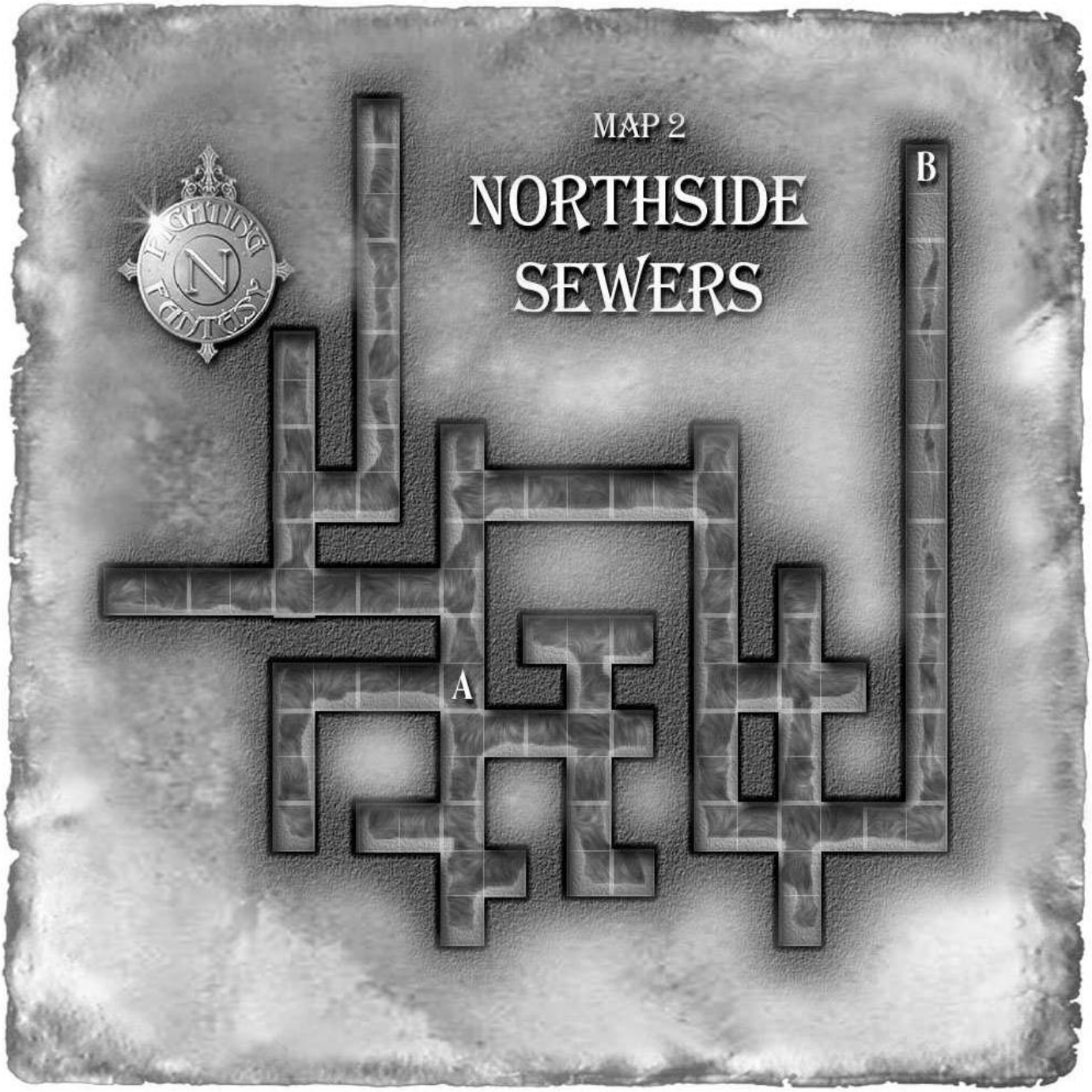
[1582] *Kharé—Cityport of Traps* (1984) paragraph 254.

[1583] *Kharé—Cityport of Traps d20 Module* (2004) page 7.

[1584] *Kharé—Cityport of Traps* (1984) paragraphs 109 and 175.

[1585] *Kharé—Cityport of Traps* (1984) paragraph 483.

[1586] *Kharé—Cityport of Traps* (1984) paragraph 413.

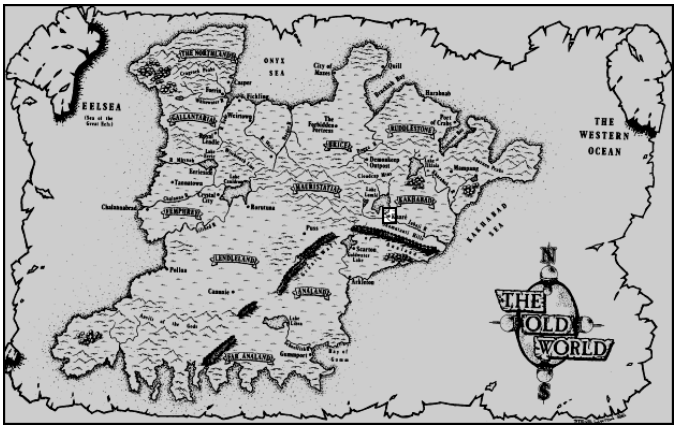


A. Centre of the Sewers—Target of all Teleport Traps

B. Sewer Exit—Leads to Graveyard
(Location 27a on Street Map 7/Kharé: North Gate)

KHARÉ: NORTHSIDE SEWERS

Source: *Kharé—Cityport of Traps d20 Module*
Author: Jamie Wallis
Artist: Jamie Wallis
Year: 2004
Area: Kharé



On entering—or being pushed into—a Portal Trap, time and space seem to lose their meaning. The disorienting motion of turning over and over in thin air while slowly descending into pitch blackness will confuse even the strongest-minded adventurer. Eventually, a pinprick of light will appear below, growing larger and larger, until the truth is finally revealed: the Portal Traps lead to the "sewers deep underneath Kharé." Each of the many Portal Traps will deposit the unfortunate traveller right at the heart of the sewer complex, marked [A] on this map. These ancient tunnels "disappear in all directions", and the stench is unbearable. The tunnels are full of "slime, excrement, sludge, dung, and dregs."[1587] Small openings in the wall allow liquid sewage and pigswill from the nobles' houses to be deposited deep below the ground, where no one need see such unpleasant things.

The ruling class of Kharé have developed an intriguing system of dealing with the huge build-up of waste in the sewers. Rather than flushing it into the Jabaji River, which would lead to foul smells and could affect both the fish stocks and the number of vessels putting in to port, the sewers are full of a pack of Slime Eaters[1588] These disgusting things delight in feeding on the foul gunge that collects in cesspools and sewers, especially under old cities like Kharé. They are "huge, blubbery creatures…with a vast trough of a mouth." Slime Eaters are very sociable creatures, and can often be found wallowing together in muck that fills their tunnels. On finding "a particularly choice slurry of stinking sewage, it will bellow down the echoing tunnels for its fellows to join it for a feast." [1589] These terrifying calls have been known to turn even the most fearless adventurer into a blubbering wreck.

The labyrinth of tunnels will likely seem to go on forever to any traveller unfortunate to get dumped into the sewers of Kharé, but persistence will be rewarded with the discovery of a way out. Although a dead-end passageway, light can be seen "shining into the passage from above." A rope hangs down from a hole in the ceiling at location [B], and a bucket it attached to the end of it. This disused well is clearly unfit for drawing up drinking water, but it is the ideal—and only—way to escape from the sewer. The well sits not far from a small graveyard[1590] in which is a crypt containing the remains of Lord Shinva—Fifth Noble of Kharé.[1591]

[1587] *Kharé—Cityport of Traps* (1984) paragraph 270.

[1588] *Kharé—Cityport of Traps* (1984) paragraph 196.

[1589] *Out of the Pit* (1985) paragraph 105.

[1590] *Kharé—Cityport of Traps* (1984) paragraph 69.

[1591] *Kharé—Cityport of Traps* (1984) paragraph 83.



1. Goldcrest Eagle
2. A Mysterious Tree
3. Centaurs
4. Fishtail Rock
5. The Moon Serpent
6. Baddu-Beetle
7. Black Elf Caravan
8. The Snake Charmer
9. Ruined Temple to Throff
10. Rocky Outcrop
11. Klattamen
12. The Sham
13. The Earth Serpent
14. Evil Spirits
15. Klattamen Village
16. Forest of the Snatta
17. The Fire Serpent
18. The Killing Trees
19. Fenestra's Cave
20. The River's Edge
21. The Kharabak River
22. Vischlami Swamp
23. The Time Serpent
24. On to Mampang

THE BAKLANDS

Source: *The Seven Serpents d20 Module*
Author: Jamie Wallis
Artist: Jamie Wallis
Year: 2005
Area: Kakhabad



"The Plains of Baddu-Bak are unknown to the mapmakers of Analand. Although certainly uncivilized, the Baklands are inhabited by nomadic tribes and solitary creatures." The plains are eerily silent, the landscape featureless, "devoid of any vegetation, creatures, or any structural punctuation to the horizon."[1592] "Day and night in the Baklands are controlled not by the sun but by supernatural forces."[1593] "Streams bubble as they boil, or creak with slabs of floating ice; bizarre creatures wander its rocky wildernesses." Anyone crossing the Baklands will certainly need all their wits about them.[1594]

No one from Analand has ever crossed Kakhabad alone and lived to tell the tale. Finding a friend out on these barren plains is vital. Fishtail Rock [4], is so named because it resembles the tail of a gigantic fish diving down beneath the barren, dusty ground. It sits just a few hours' travel out from Kharé, and is the home of Shadrack the Hermit. He is an old man who rarely receives visitors. He will be happy to talk and exchange news of what is happening in Kharé.[1595]

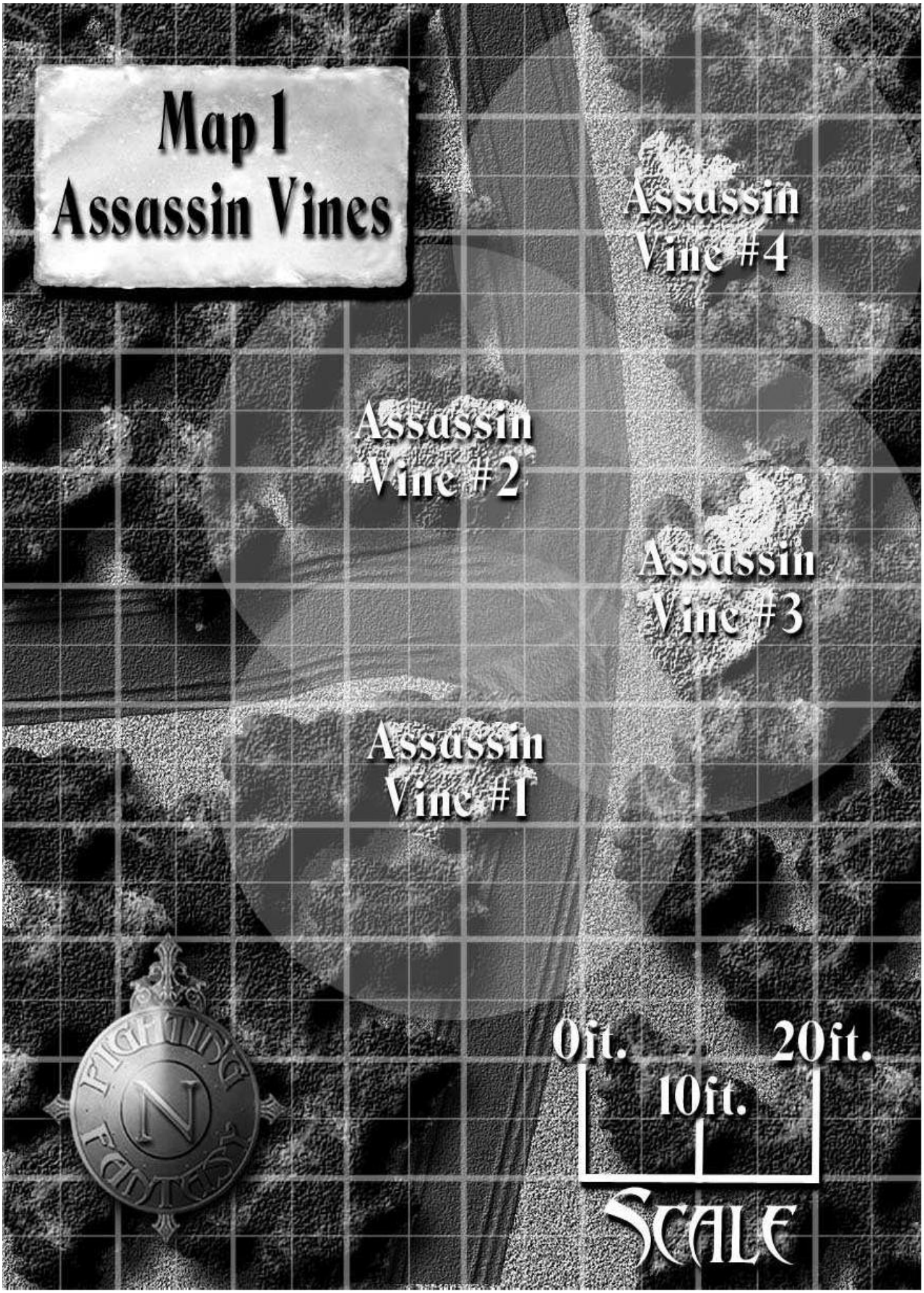
Another potential ally a traveller might run into is Dintainta of the Steppes, also known as "the Sham" due to the illusions she casts upon herself.[1596]

A caravan of Black Elf traders regularly crosses the Baklands, probably from the coastline of the Vanti-Bak Wastes in the east to the Klattamen of the Klatta-Bak Steppes to the west. The Black Elves are unfriendly to those they believe to be penniless vagabonds, but will be happy to provide sustenance and trade to anyone who can afford it. The master of the caravan is an old Elf called Cesstar.[1597] The food prepared in their kitchen tent is simple fare. Whortle soup "is a creamy-grey vegetable soup" that sometimes has a strange effect on people who have not eaten it before, causing red blotches to break out over the body of the one having eaten it. Gloister is a strange, runny cheese-like substance usually served with bread, and an herb tea to take away the awful taste.[1598] It is suggested that a traveller ingratiate himself with the Black Elves with a few Goblin Jokes, as this may encourage the traders to reduce their prices. The trade caravan itself is "a veritable treasure trove of valuables, magic items, and equipment."[1599]

The placement of the ruined temple of Throff [9] on this map is somewhat incorrect. It actually stands on the Klatta-Bak Steppes, not too far from the steep incline that leads downwards to the south to the plains of Baddu-Bak.[1600] The unnatural nature of these inhospitable lands makes this sort of discrepancy to be expected, of course.

The Klattamen live in "a small village" of "loosely grouped huts made from branches and foliage."[1601] They are "a primitive race, adapted to living a semi-nomadic life on the steppes." Their language consists of a series of grunts rather than any intelligible language known to modern scholars. They value strength above all other things.[1602]

[1592] *The Seven Serpents* (1984) paragraph 1.
[1593] *The Shamutanti Hills* (1983) paragraph 1.
[1594] *Titan: The Fighting Fantasy World* (1986) page 21.
[1595] *The Seven Serpents* (1984) paragraph 150.
[1596] *The Seven Serpents* (1984) paragraphs 162 and 22.
[1597] *The Seven Serpents* (1984) paragraphs 259, 215, and 299.
[1598] *The Seven Serpents* (1984) paragraphs 321, 163, 18, and 231.
[1599] *The Seven Serpents* (1984) paragraphs 275, 198, and 315.
[1600] *The Seven Serpents* (1984) paragraph 217.
[1601] *The Seven Serpents* (1984) paragraphs 149 and 19.
[1602] *The Seven Serpents* (1984) paragraph 204.


Map 1
Assassin Vines
Assassin Vine #4
Assassin Vine #2
Assassin Vine #3
Assassin Vine #1
0ft.
20ft.
10ft.
SCALE

SNATTA STRANGLEWEED

Source: *The Seven Serpents d20 Module*
Author: Jamie Wallis
Artist: Jamie Wallis
Year: 2005
Area: Kakhabad



The Forest of the Snatta may seem welcoming after the bleak wilderness of the Baklands, but a traveller can expect no respite there. "Strange noises" emanate from the forest, all the more unsettling after the eerie silence of the Baklands.[1603] "Small animals rustle in the undergrowth, birds call", but the most unusual sound is that of a strange 'soft plop' noise—the deadly Snattacats after which this forest was named![1604] These creatures can turn invisible with a blink of their eyes,[1605] and usually the only warning a traveller will get of an impending attack is "a soft, deep-throated growling" coming from somewhere nearby.[1606]

For some reason, this map calls the Stranglebush [18] encountered in the Forest of the Snatta 'Assassin Vines', a type of plant not encountered anywhere else on Titan.[1607] Stranglebushes will wrap their vines and branches around a traveller and constrict them to death.[1608] Experience has shown that the Stranglebush will only attack animals, and a liberal application of Bark Essence or similar will fool it into thinking you are a plant![1609] Failing this, a sharp axe should help a traveller to cut their way through these man-trap plants of the Forest of the Snatta.[1610]

The Elf sorceress Fenestra makes her home in the Forest of the Snatta. She lives in a cave built into a hillock at the centre of the forest. A stout wooden door keeps out the cold—and the deadly creatures of the forest.[1611] This door leads to a dark passageway leading downwards,[1612] which ends in Fenestra's lair: "a small room lit by a single candle standing on a wooden table" with furniture scattered about.[1613] She will be more likely to receive a visitor into her abode who shares her knowledge of the arcane arts.[1614]

Other inhabitants of the forest include the Wild Bears that crash through the undergrowth after travellers, or sun themselves in forest clearings.[1615]

The undergrowth thins towards the edge of Lake Ilklala, but trees line the shoreline of this vast lake. Standing on the shore of the lake under the canopy of trees, the view is of a "vast expanse of still water which stretches to the horizon."[1616] Tek Kramin,[1617] the Ferrymaster of Lake Ilklala, can be summoned by means of a shrill blast on a special whistle—inaudible to normal human ears.[1618] He "patrols the lake-shore every morning" in case anyone wishes to cross to the Vischlami Swamp and Xamen beyond.[1619] He is "a scruffy, unwashed individual, somewhat overweight but which a broad pair of shoulders."[1620] Crossing the lake is not cheap, and the Ferryman's prices can only be reduced by means of threats and brute force.[1621]

[1603] *The Seven Serpents* (1984) paragraph 55; *cf.* paragraph 1.
[1604] *The Seven Serpents* (1984) paragraph 214.
[1605] *Out of the Pit* (1985) page 108.
[1606] *The Seven Serpents* (1984) paragraph 120.
[1607] *The Seven Serpents* (1984) paragraph 329; *cf.* paragraph 196.
[1608] *The Seven Serpents* (1984) paragraph 329.
[1609] *The Seven Serpents* (1984) paragraph 212.
[1610] *The Seven Serpents* (1984) paragraph 196.
[1611] *The Seven Serpents* (1984) paragraph 119.
[1612] *The Seven Serpents* (1984) paragraph 265.
[1613] *The Seven Serpents* (1984) paragraphs 190 and 282.
[1614] *The Seven Serpents* (1984) paragraph 234.
[1615] *The Seven Serpents* (1984) paragraph 244.
[1616] *The Seven Serpents* (1984) paragraph 234.
[1617] *The Crown of Kings* (1985) paragraph 371.
[1618] *The Seven Serpents* (1984) paragraph 132; *cf.* paragraph 199.
[1619] *The Seven Serpents* (1984) paragraph 221.
[1620] *The Seven Serpents* (1984) paragraph 199.
[1621] *The Seven Serpents* (1984) paragraph 49.



1. The Air Serpent Attacks
2. Bubbling Water
3. The Water Serpent
4. Flying Fish

Lake Ilklala

Source: *The Seven Serpents d20 Module*
Author: Jamie Wallis
Artist: Jamie Wallis
Year: 2005
Area: Kakhabad



From afar, Lake Ilklala seems to be a "vast expanse of still water which stretches to the horizon."[1622] However, dangers lurk in the depths beneath the preternaturally calm surface. The water of this wide lake is "thick and heavy" making rowing across it a tiring exercise.[1623]

"There are Flying Fish in the warm southern oceans", warns one eminent source, "but none are as dangerous or [as] aggressive as those found in Lake Ilklala in Kakhabad."[1624] Those crossing the lake will be liable to ambush by small schools of these Flying Fish which will spring into the air and fly towards a boat. The only warning will be a bubbling in the water towards the centre of the lake.[1625] Although only as long as a man's hand, "their wide mouths brim with teeth which can tear through flesh and bone alike." They are capable of flying for "a few minutes at a time, flapping thin, oversized fins like wings", while "their long tails enable them to turn and swoop quite aerobatically, and they can bite while flying."[1626]

The Flying Fish live in the deeper parts of the lake, so anyone keeping to the shallows will tend to avoid these vicious creatures, though the journey will be several times the distance directly across the lake.

On the marshy north shore of the lake lies Vischlami Swamp.[1627] "Giant leeches live in the swamps" which can attach themselves to an unlucky traveller, feasting on their blood until they have gorged themselves, unless burned off with a tinderbox or a torch.[1628] After some miles, the stagnant water becomes shallower, and further progress can be made on marshy ground. Tall reeds grow in the swamp, obscuring the view on all sides.[1629]

Marsh Goblins dwell in the swamp, "ugly, snub-nosed creatures with webbed hands." Their language is a singularly unintelligible mess of grunts and guttural sounds.[1630] They are thinner than normal Goblins, "with green-tinted, almost scaly skins." Their webbed hands and feet aid them in swimming and crossing marshy, boggy ground. "They spend most of their time skulking in the mud and reeds of their swampland homes."[1631]

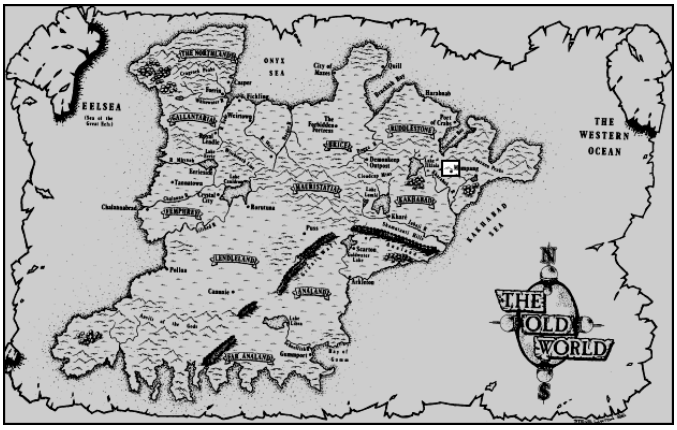
On occasion, the Vischlami Goblins have dealings with Fenestra, the Elf Sorceress that dwells deep in the Forest of the Snatta on the other side of Lake Ilklala.[1632] Although Elves and Goblins do not usually have dealings with one another, they share a common enemy in the Archmage's wicked Seven Serpents, one of whom was responsible for the death of Fenestra's father.[1633]

[1622] *The Seven Serpents* (1984) paragraph 234.
[1623] *The Seven Serpents* (1984) paragraph 293; *cf.* paragraph 213.
[1624] *Out of the Pit* (1985) page 54.
[1625] *The Seven Serpents* (1984) paragraph 36.
[1626] *Out of the Pit* (1985) page 54.
[1627] *The Seven Serpents* (1984) paragraphs 75 and 147.
[1628] *The Seven Serpents* (1984) paragraph 253.
[1629] *The Seven Serpents* (1984) paragraphs 182 and 270.
[1630] *The Seven Serpents* (1984) paragraph 136.
[1631] *Out of the Pit* (1985) page 61.
[1632] *The Seven Serpents* (1984) paragraph 410.
[1633] *The Seven Serpents* (1984) paragraph 183.



LOW XAMEN

Source: *Steve Jackson's Sorcery #3: The Seven Serpents* (paragraph 498)
Author: Steve Jackson
Artist: John Blanche
Year: 1984
Area: Kakhabad



As the soggy swamplands of Vischlami recede, firm ground replaces the muddy, spongy earth. The ground here rises sharply into the foothills of Low Xamen. Several hours' journey into these rocky crags, a traveller will come to a sight that they will remember for the rest of their days—the Mampang Fortress. "Its tall spires and sharp angles give it an intimidating look."[1634]

Travelling toward the fortress should be fairly free of encounters, since "the rocky crags of Xamen are inhabited only by Bird Men"[1635] and Life-stealers.[1636] The indistinct path leads through the Zanzunu foothills "towards the great castle on high", often at least partly obscured by "the billowing clouds which shroud the uppermost peaks of the Zanzunus." The rocky ground sustains plenty of vegetation, partly due to the rainstorms that frequently rage above the mountain peaks.[1637] Caves (such as those illustrated on the following page) abound in the craggy faces of the mountains, though few will not already be used by the weird creatures of Xamen.

The peculiar Jib-jibs are known to live and breed in the mountains.[1638] Their shrill howls are reminiscent of large hounds, but in reality these small creatures possess neither teeth nor claws, and "defend themselves with their tremendous voices, which deceive would-be attackers into believing they are facing" a dangerous beast![1639]

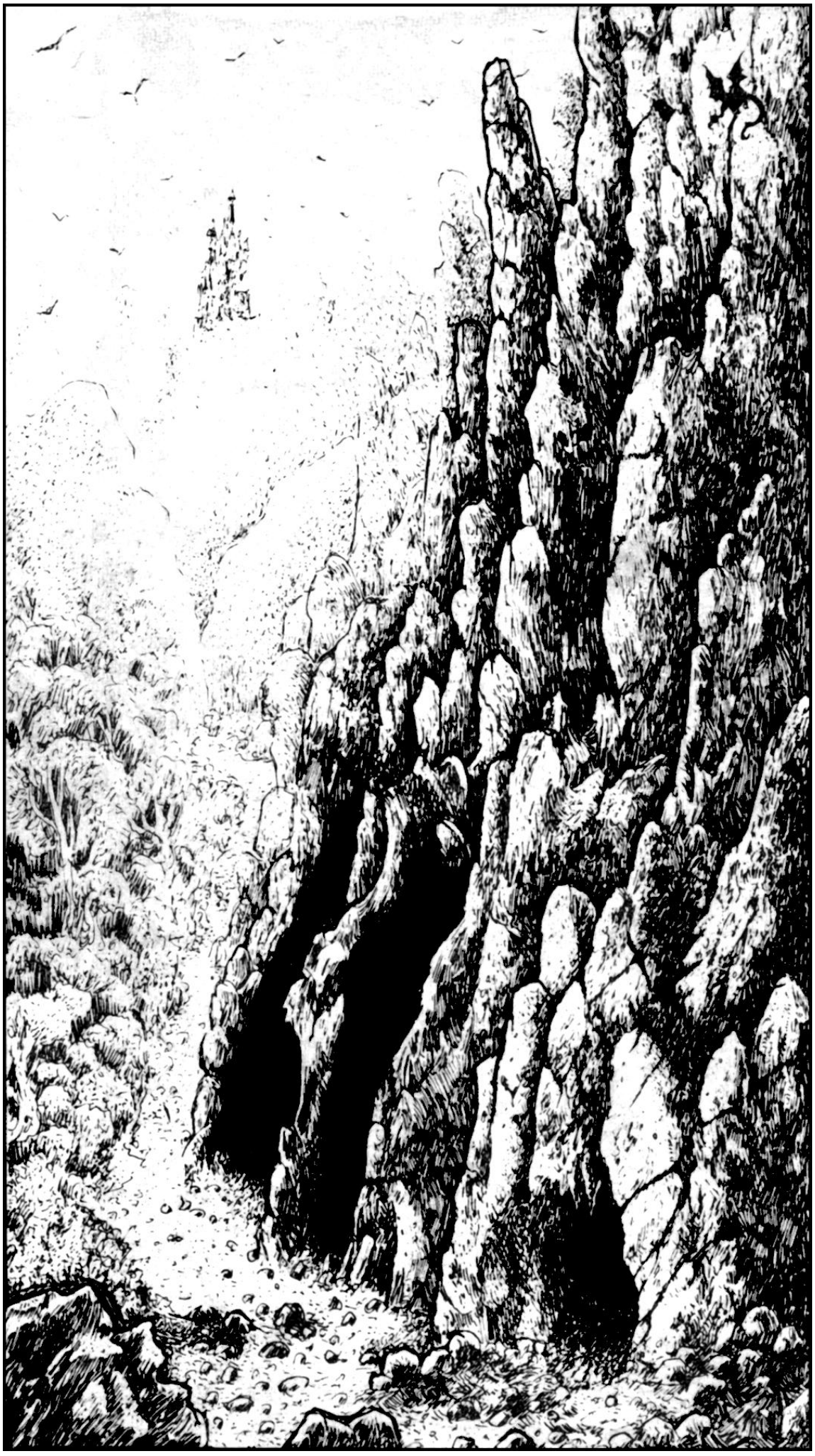
No maps of the sinister Fortress at Mampang exist—except perhaps in the minds of the warped, twisted architects who helped to build it. Although information is scanty, a great deal of research has been focused on unravelling the secrets of the fortress, and some intriguing facts have recently come to light.

The Fortress at Mampang is "set on the inside of a volcano-like peak" meaning that "defence is made easy by the surrounding rock." The trail leads around this rim until it reaches a tunnel cut through the rock leading to the inner plateau. The architecture of the fortress is spellbinding. "Gnarled spires twist upwards towards the sky as if in agonized prayers to the heavens. Sharp angles and jagged points protrude everywhere. Demonic gargoyles line the outside walls." The sight is "enough to break the courage of many a brave soldier."[1640]

"The way through the fortress takes you through the four Throben Doors." Although they appear as heavy double doors, do not be tricked into believing that "they are not protected, for they are deadly to those who try to open them unawares."[1641]

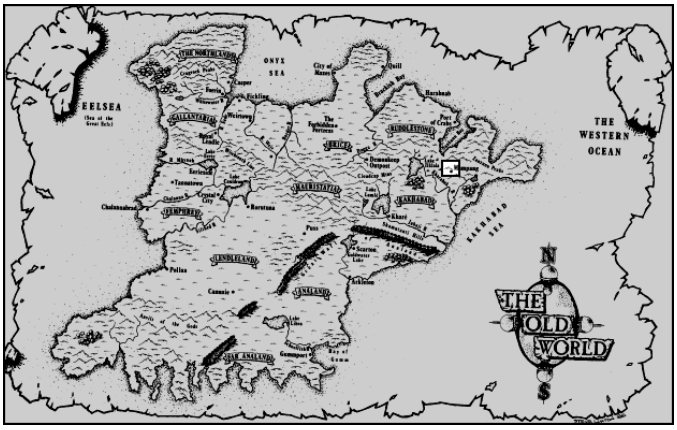
One other danger of Mampang is the fabled Sleepless Ram.[1642] This "large marble sculpture" reputedly comes to life whenever anyone enters its room with abnormally quick speed, despite its considerable bulk. Being on the end of its charge would be most unwise.[1643]

[1634] *The Seven Serpents* (1984) paragraph 498.
[1635] *The Seven Serpents* (1984) paragraph 498.
[1636] *Titan: The Fighting Fantasy World* (1986) page 21.
[1637] *The Crown of Kings* (1985) paragraph 1.
[1638] *The Crown of Kings* (1985) paragraph 286.
[1639] *The Crown of Kings* (1985) paragraphs 222 and 286.
[1640] *The Crown of Kings* (1985) paragraph 411.
[1641] *The Crown of Kings* (1985) paragraph 277.
[1642] *Kharé—Cityport of Traps* (1984) paragraph 209.
[1643] *The Crown of Kings* (1985) paragraphs 580 and 504.



ZANZUNU FOOTHILLS

Source: *Steve Jackson's Sorcery #4: The Crown of Kings* (paragraph 1)
Author: Steve Jackson
Artist: John Blanche
Year: 1985
Area: Kakhabad



The Seven Secrets

"Because the netherworld gods protect Mampang, little is known of its secrets." Even the gods and goddesses of good cannot protect their servants within the fortress.[1644] Yet, by means of a magical artefact—the Serpent Ring—the Archmage's Seven Serpents have been forced to reveal small snippets of information about the fortress, which have been collated here.[1645] Rather than encouragement for a traveller to try their luck in plundering the treasures of the fortress, they are presented as a dire warning about the dangers one can expect to face should they attempt to enter the Archmage's lair.

"*Four guards protect the entrance to the Fortress of Mampang.*"[1646] A small door is set into the huge wooden gate of Mampang.[1647] Anyone wishing to trick their way inside will need to deal with all four of the guards before attempting to enter.

"*Offer no gold to Valignya if you value your life.*"[1648] Valignya is a fat, "brown-skinned man" who wears a turban perched on top of large, bulbous ears. He is the "First Assistant to the Lord Treasurer of Mampang", and chief tax collector. This miser's avarice knows no bounds, and he will kill anyone who gives him gold so that he can steal the rest of their money.[1649]

"*Eat not from the larder of Throg.*"[1650] The Hobgoblin Throg is the cook that oversees food preparation for the Archmage's troops. She rules over her kitchen with a rod of iron. The 'delicacies' of her larder include the terrifying Mutant Meatballs.[1651]

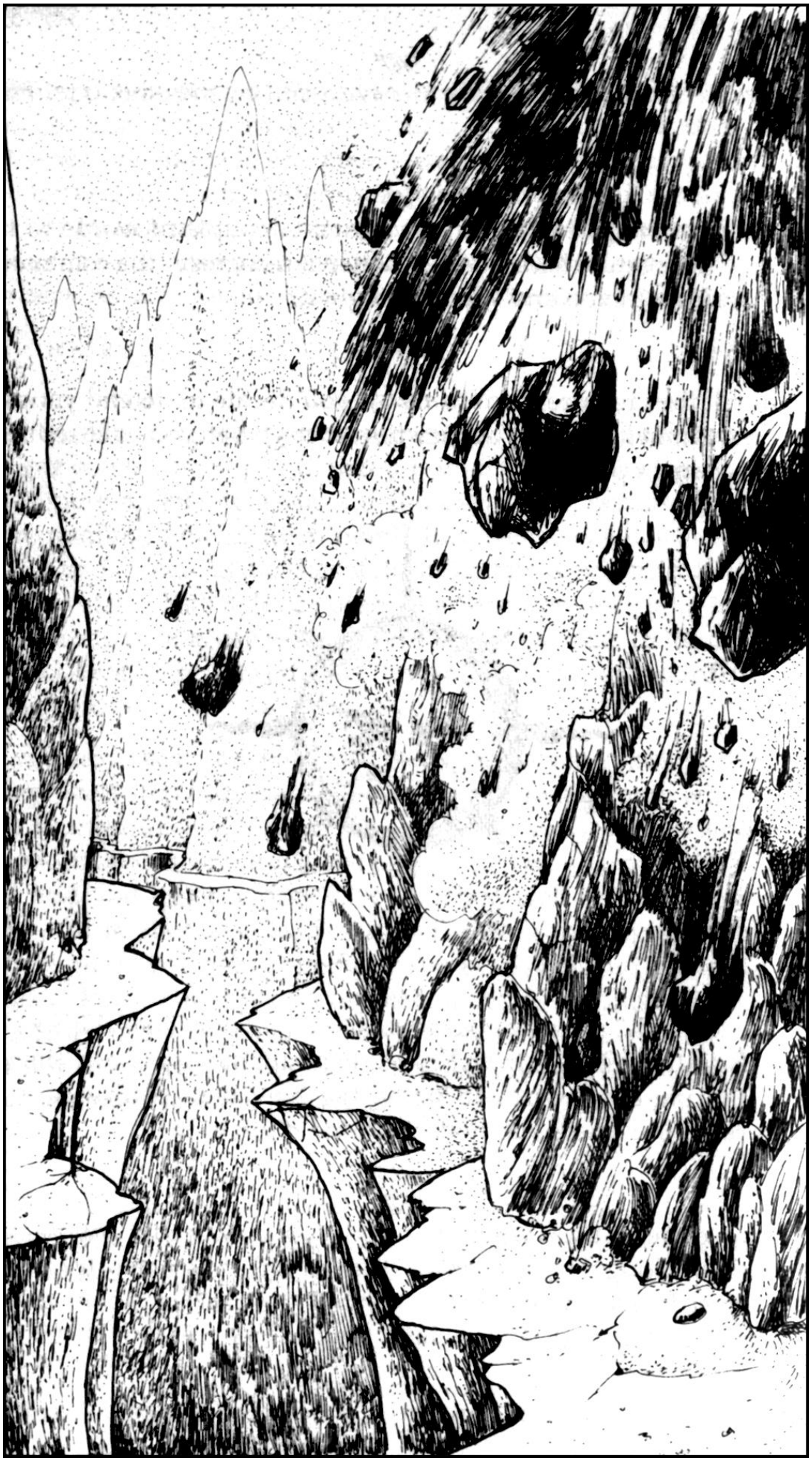
"*Beware the breath of the Mucalyctics.*"[1652] These creatures are "vile, slime-loving things. Vaguely humanoid in shape, but about the size of a bear, they are lumpy, ugly beasts." Their "trunk-like snouts that poke from the front of their faces" are constantly "snorting their air or rooting in the slime", filth, and muck that covers their bodies.[1653] "The breath of a Mucalyctic is deadly to all but its own kind."[1654]

"*In the dark chamber of night, do not light your way with the blood candle.*"[1655] The Chamber of Night is a long room under a spell of darkness. Only certain candles will illuminate the sharp blades that "protrude through the wooden floorboards at irregular intervals." However, the cursed blood candle will go out of its own volition, bringing its owner down on the blades, sating its "lust for the life-blood of its victims."[1656]

"*Pay respect to Naggamanteh the torture master.*"[1657] Naggamanteh the Ogre is the Torture-master of the Fortress at Mampang. Although an ugly creature with a penchant for painful torture, Naggamanteh apparently does not feel valued by his peers in the fortress.[1658]

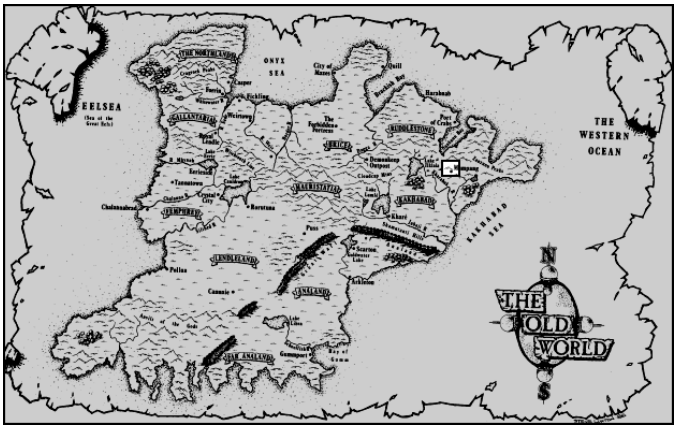
"*The Archmage is not as he seems. He may be disguised in Mampang.*"[1659] This final, chilling warning should be enough to make even the most foolhardy traveller rethink any plans to explore the Fortress at Mampang. Any inhabitant of the fortress could be the Archmage in disguise, even the friendliest of men. And having tricked the unwary adventurer, perhaps he might even coerce them to do his evil bidding, carrying out his vile orders like every other slave of Mampang.

[1644] *The Crown of Kings* (1985) paragraph 439.
[1645] *The Seven Serpents* (1984) paragraph 130.
[1646] *The Seven Serpents* (1984) paragraph 129.
[1647] *The Crown of Kings* (1985) paragraph 113.
[1648] *The Seven Serpents* (1984) paragraph 249.
[1649] *The Crown of Kings* (1985) paragraphs 428, 42, 542, *et al*.
[1650] *The Seven Serpents* (1984) paragraph 109.
[1651] *The Crown of Kings* (1985) paragraphs 179, 26, 375, *et al*.
[1652] *The Seven Serpents* (1984) paragraph 169.
[1653] *Out of the Pit* (1985) pages 84–5.
[1654] *The Crown of Kings* (1985) paragraph 405.
[1655] *The Seven Serpents* (1984) paragraph 209; *cf.* paragraph 279.
[1656] *The Crown of Kings* (1985) paragraphs 150, 13, 72, and 484.
[1657] *The Seven Serpents* (1984) paragraph 289.
[1658] *The Crown of Kings* (1985) paragraphs 251, 211, 361, and 215.
[1659] *The Seven Serpents* (1984) paragraph 39; *cf.* paragraph 89.



ZANZUNU PEAKS

Source: *Steve Jackson's Sorcery #4: The Crown of Kings* (paragraph 551)
Author: Steve Jackson
Artist: John Blanche
Year: 1985
Area: Kakhabad



The foothills of Low Xamen are devoid of any signs of wildlife, probably due to the treacherous terrain.[1660] The deeper a traveller ventures into this region, the more likely they are to be forced to cross gullies spanned by fragile rope bridges that sway in the wind that howls between the peaks.[1661] Rocky plateaus sit between mountain peaks, while short tunnels in the rock lead to ledges around deep crevasses.[1662] Strange structures "made out of twigs, branches, and moss" perch on ledges above the trails, the eyries of Bird Men.[1663] "Bird Men are among the most hated and feared creatures known in the Zanzunus."[1664]

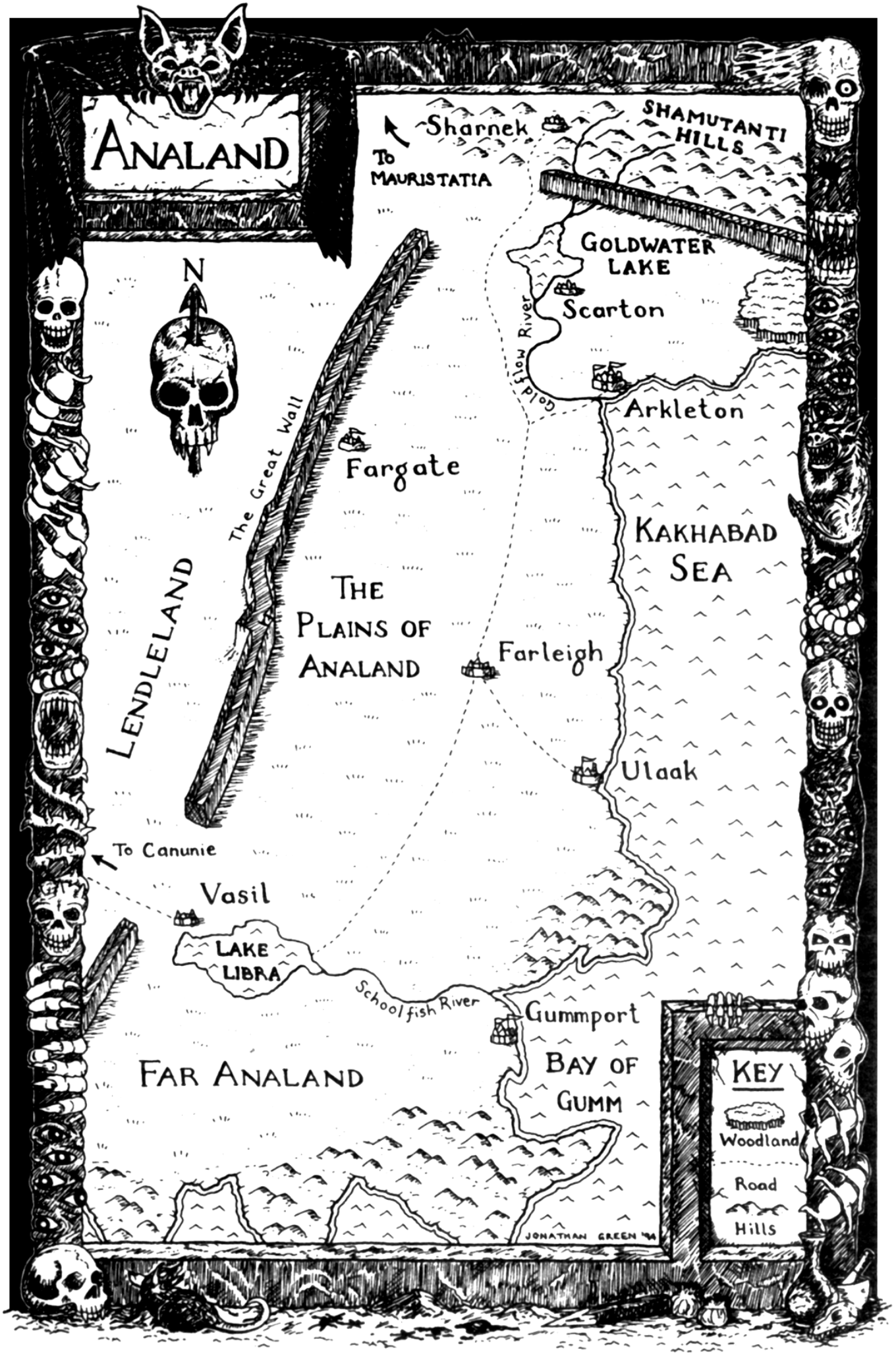
The mountain passes of the Zanzunu Peaks are prone to landslides, such as the one illustrated here. Anyone having been caught in a precarious position, clinging to the side of a narrow trail on the side of a deep crevasse, will testify to the terrifying nature of the rocks crashing down around you.[1665]

The She-Satyrs of High Xamen are a strange breed of creature with goat legs and human torsos. They love to hear stories of the wide world, and "they have a strong ambition to visit lands beyond their own", which ambitions will sadly never be realized, since "they may breathe only the rarefied air of the high mountains."[1666] The She-Satyrs are no friends of the Archmage, but they will not go out of their way to hinder his plans, for they realize his power.[1667] The leader of their tribe is the head woman Sh'houri, who is both wise and generous to those who treat her tribe respectfully.[1668]

Another friendly face in these unfriendly mountains is Colletus the blind holy man. "He serves Throff, the earth goddess, who is also the goddess of healing—for Colletus has the power of healing disease." He "wanders the perilous lands of Kakhabad, tapping every step of the way with his staff", since his blinding at the hands of the Archmage's netherworld patrons when he infiltrated Mampang and tried to kill the Archmage, many years ago. It was the Elf sorceress Fenestra of the Forest of the Snatta who cared for him while he recovered his health.[1669] Colletus' last known whereabouts is high in the Zanzunu Peaks, near the Groaning Bridge, not far from the Fortress at Mampang.[1670] When called, Colletus will appear from his secret alcove below the edge of the chasm, an old, bald man dressed in a long, dirty, brown robe.[1671]

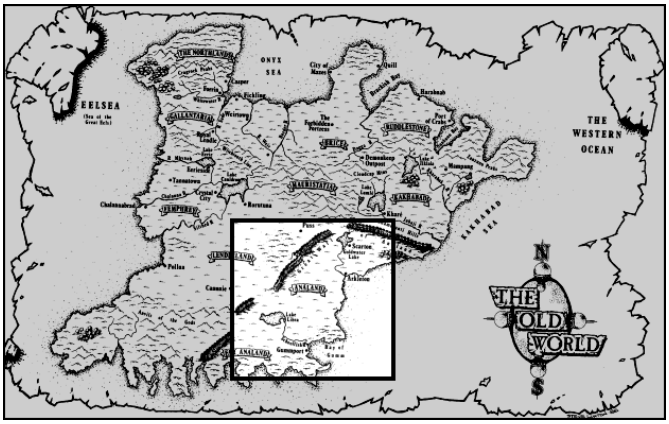
The Groaning Bridge is a wooden structure with a rope handrail. Every step taken on the bridge causes it to moan in a disturbing and unnerving way. Anyone attempting to cross it will find themselves plummeting to the ground, far below, while the moaning turns to a mocking laughter.[1672] The real bridge is actually hidden by a cloak of illusion—a typically Evil trick of the Archmage and his minions.[1673]

[1660] *The Crown of Kings* (1985) paragraph 384.
[1661] *The Crown of Kings* (1985) paragraph 298.
[1662] *The Crown of Kings* (1985) paragraph 539.
[1663] *The Crown of Kings* (1985) paragraphs 380 and 530.
[1664] *The Crown of Kings* (1985) paragraph 477.
[1665] *The Crown of Kings* (1985) paragraph 368.
[1666] *The Crown of Kings* (1985) paragraph 5.
[1667] *The Crown of Kings* (1985) paragraph 155.
[1668] *The Crown of Kings* (1985) paragraph 545.
[1669] *Titan: The Fighting Fantasy World* (1986) pages 60–1
[1670] *The Crown of Kings* (1985) paragraph 350.
[1671] *The Crown of Kings* (1985) paragraph 153.
[1672] *The Crown of Kings* (1985) paragraphs 183 and 424.
[1673] *The Crown of Kings* (1985) paragraph 103.


ANALAND
Sharnek
To MAURISTATIA
SHAMUTANTI HILLS
GOLDWATER LAKE
Scarton
Gold Mollow River
Arkleton
N
The Great Wall
Fargate
KAKHABAD SEA
LENDLELAND
THE PLAINS OF ANALAND
Farleigh
Ulaak
To Canunie
Vasil
LAKE LIBRA
Schoolfish River
Gummport
BAY OF GUMM
FAR ANALAND
KEY
Woodland
Road
Hills
JONATHAN GREEN '96

ANALAND

Source: FF58: *Revenge of the Vampire* (page 28)
Author: Keith Martin
Artist: Jonathan Green
Year: 1995
Area: Analand



"Many monastic settlements throng the" shores of Lake Libra in Analand. These include the Hamaskian Monastery,[1674] dedicated to the god of learning, "the patron of all scholars and sorcerers."[1675] Another is run by the Elders of the Halls of the Stars, who dwell in a small building with "a splendid glass dome." These monks are considered eccentric and "have a reputation for very odd and obscure studies." The door to the monastery sports "a small gargoyle knocker", and their 'comforts' are rather plain.[1676]

Central Analand is an endless plain. The people are mostly farming folk, but they are friendly. Part way along the Great Wall north of Lake Libra is the farming hamlet of Stunkaster.[1677]

About a day's hard walk to the northeast of Stunkaster lies Crab Peak, a cursed, evil place where "long ago in the past, two mighty wizards fought a duel to the death [and] the curses uttered with their dying breaths" turned the place into one of "magic, evil, and treachery. Nobody goes there now."[1678] Crab Peak itself is "an extraordinary, isolated outcrop of rock with almost sheer sides." The "peak of the crag is broken into two distinct and claw-like formations which… resemble the pincers of a crab." The land around it is "very barren, unlike Analand's normal fertile uplands; grass and vegetation are stunted and rank."[1679]

"Only one road leads eastwards from the monasteries of Lake Libra." Several hours' gallop along this road is a coaching inn, where many travellers stop the night.[1680] It is also used for illicit liaisons between married men and their mistresses.[1681]

The dread Vampire Count Reiner Heydrich has recently purchased a mansion on the eastern plains of Analand. Not far from the coaching inn, the road leads to the northeast. After a journey of many leagues, the road passes through a small farming hamlet.[1682] On the eastern boundary of the hamlet is "a secluded house hidden behind very thick, high hedges. A pair of rusted iron gates…give access to a pathway, and just inside the gates are some run-down stables."[1683] This house belongs to Sandar, an expert in "the transmigration of souls" and "spirit possession." He is actually an Elder from the Halls of the Stars, being magically controlled by means of a cursed amulet around his neck.[1684]

Continuing beyond the hamlet, the road leads through a small area of woodland. Wolves hunt in these woods, led by a malicious Werewolf.[1685] Beyond the woods, the trail leads to the village of Farleigh. *The Goblin Hunter* is the best lodging-place in Farleigh.[1686] The sociable scholar Harquar, who "spent some time at Lake Libra" studying at one of the monasteries, can often be found at *The Golden Goose*, "a flashy place frequented by the well-to-do." It even has a half-Troll guard standing at the door to keep out the riff-raff.[1687] Harquar is "a fat man, swathed in rich, pastel-coloured silks." His voice is "a high-pitched squeak", and is a bit of a time-waster. He has a blue-roofed house next to Orchead Square.[1688]

"More wearying days of travel" along the road will eventually deposit a traveller in the village of Fendringham. *The Rat and Bat* "is not an agreeable place, but the food is plentiful…The clientele aren't pleasant company either: most of them seem to be as thick as they are smelly." Mortus Mansion is only an hour's walk from the village.[1689] "A supernatural mist hangs round the forbidding stone walls" of the dismal edifice. Stone gargoyles leer down from the gates, and bats swoop through the twilight. Inside the encircling wall is the mansion, as well as a coach house and a set of stables.[1690] The mansion is "a well-constructed building with thick stone walls and slit windows with iron bars across to prevent entry."[1691]

The Ghoulcrypts lie beyond the Great Wall, near the village of Sharnek. The village is the home of the Gatekeeper, "a man with a hard-lined face, short black hair, steely grey eyes, and plain brown robes."[1692] To the north of the village, "a long, winding path leads down to the old lead mines." These are the abandoned Bluestone Mines, and deep within lie the Ghoulcrypts.[1693]

[1674] *Revenge of the Vampire* paragraph 1.

[1675] *Titan: The Fighting Fantasy World* (1986) page 46.

[1676] *Revenge of the Vampire* paragraphs 351 and 205.

[1677] *Revenge of the Vampire* paragraph 57.

[1678] *Revenge of the Vampire* paragraph 226.

[1679] *Revenge of the Vampire* paragraph 151; *cf.* paragraph 155.

[1680] *Revenge of the Vampire* paragraphs 87 and 189.

[1681] *Revenge of the Vampire* paragraph 122.

[1682] *Revenge of the Vampire* paragraphs 155 and 279.

[1683] *Revenge of the Vampire* paragraphs 358 and 5.

[1684] *Revenge of the Vampire* paragraphs 268 and 348.

[1685] *Revenge of the Vampire* paragraphs 162 and 66.

[1686] *Revenge of the Vampire* paragraph 148.

[1687] *Revenge of the Vampire* paragraphs 100 and 123.

[1688] *Revenge of the Vampire* paragraph 52.

[1689] *Revenge of the Vampire* paragraphs 198 and 67.

[1690] *Revenge of the Vampire* paragraphs 49 and 299.

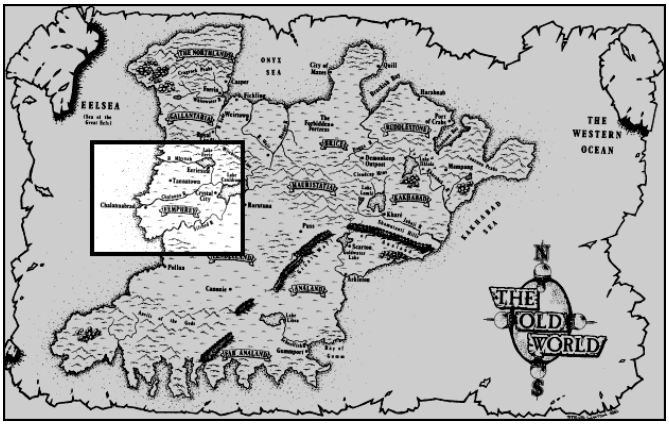
[1691] *Revenge of the Vampire* paragraph 46.

[1692] *Revenge of the Vampire* paragraphs 298, 262, and 357.

[1693] *Revenge of the Vampire* paragraphs 134 and 255.

FEMPHREY

Source: FF63: *Stormslayer*
Author: Jonathan Green
Artist: N/A
Year: 2009
Area: Femphrey



The four elements of Earth, Air, Fire, and Water are at their strongest in Femphrey. Out into the Eelsea, at a distance of about a day's voyage, is Blackcoral Reef. The Sunken Temple of Hydana, God of the Sea lies down there at the edge of the Devilfish Rift. It "is a magnificent building that would not look out of place among the sacred buildings that line the Street of Holies in Chalannabrad." Its grand entrance "supports a pediment carved with mermen riding seahorses" while "a grand cupola dome projects from the roof." At the temple's heart is "an imposing statue" of Hydana himself, "a four-metre-tall fishman—with tail, scaly skin, the torso and arms of a man, and a face that is somewhere between the two." One of the treasures in this temple is said to give its owner power over Water Elementals.[1694]

To the far northeast is the Witchtooth Line, mountains that form the border between Femphrey and Gallantaria. The mountains form "a forbidding wall of black rock", and many of the jagged peaks are permanently covered with snow. In the shadow of these mountains is the village of Clast, not far from the Fathomdeep Mine, a Dwarf mine which reputedly unleashed a fearsome Earth Elemental. In a cavern at the heart of the mine, where "crystalline seams within the walls sparkle with phosphorescence", the "strange light-emitting minerals [bathing] the caverns in an eerie milky light", lies a plinth, atop which is a crude, ugly clay figurine that contains the power over Earth Elementals. A half-day's journey from Clast is the home of Brokk, a former Dwarven miner, now a master brewer. His "copper and stone building stands nestled in a mountain valley pass where it is fed by a clear mountain stream, tumbling from the cold mountain peaks in a series of dramatic waterfalls." The front door is reached via "an ornate stone bridge that spans another roaring cascade."[1695]

To the south of the Witchtooth Line, the wildly varying terrain of Femphrey "passes from the rocky escarpments of the Witchtooth foothills, through ancient woodland, to gently rolling dales and scrubby plains." Beyond this lie the foetid Eerieside Marshes that "spread out from the eastern shore of Lake Eerie." They are "one of the few truly lawless areas of the kingdom", playing host to wanted brigands and evil creatures that hide in its "hidden bogs and deadly sinkholes." Beyond the swamp, the dirt roads "pass through apple orchards and carefully tended turnip fields on the way to Chalannabrad."[1696] At the heart of the swamp, about three days' journey northeast from Chalannabrad is the town of Eerieside. To the north of the town is rough terrain, and "a tall crag that looks down" over the far-distant town. Near the top is a cave mouth, the home of a brood of deadly Stormdrakes. Rumours tell of a strange, long-necked leviathan that dwells within the waters of Lake Eerie—the Eerieside Beast.[1697]

The city of Chalannabrad is a beautiful and well-designed one, with "open, tree-lined avenues, stunning parks, and monumental public buildings." It also boasts the "ancient and impressive College of Mages—a building of soaring spires, sparkling crystal domes, and myriad labyrinthine passageways." The markets are always very busy.[1698] The Brotherhood of Alchemists, run by Mendelev Quicksilver is located in the city, as is the Academy of Naval Sorcerers, the latter being affiliated

[1694] *Stormslayer* paragraphs 286, 359, and 222.

[1695] *Stormslayer* paragraphs 250, 273, and 57.

[1696] *Stormslayer* paragraphs 360 and 271.

[1697] *Stormslayer* paragraphs 157, 357, 246, and 195.

[1698] *Stormslayer* paragraphs 286 and 91.

with the College of Mages. The Guild of Artificers is a series of workshops where the most gifted craftsmen and inventors come together to design and build strange machines.[1699] Chalannabrad docks are impressive, and the grand harbour is surrounded by buildings. All manner of ships put in here, from merchant galleys to freebooter galleons.[1700]

Heading inland from Chalannabrad on a rough bearing of east by northeast will bring a traveller to "Femphrey's second largest settlement—Crystal City", a stop on "the Pollua to Royal Lendle trade route that crosses the old world." As a result, many and varied items from the mundane to the magical can usually be bought here—for a price. Although "every day is market day in Crystal City", a canny adventurer will know that once a week on Highday, the worshippers of the gods of commerce in the city will sell items more cheaply than on other days of the week.[1701]

South of Crystal City is the pleasant village of Tumbleweir, which lies in a "valley of managed woodland and green wheat fields" in the shadow of a huge dam. The dam was built centuries ago by Dwarf craftsmen, who built a complicated set of sluices and overflows into the dam. Unfortunately, the villagers no longer remember how to operate the dam properly, and fear flooding their village if they try to adjust the levels of the river that flows through their settlement.[1702] On the edge of Lake Cauldron is the trading post town of Shard Wharf, which has grown up in recent times. The River of Fire carries the steaming waters from Mount Pyre, deep within the mountains of Mauristatia, and empties into the lake. Rugged terrain borders the gently simmering waterway, desolate wilds known to the locals as Goblin Country. Beyond this lie the craggy slopes of Mount Pyre. Towards the top of the active volcano, the landscape becomes "nothing but black rocks and steaming volcanic vents." Steam rises from the ground. An incongruous carved archway of black rock is set into the side of the volcano—"the entrance to the Fire Tunnels." At the heart of the mountain, hewn steps lead down to "a vast chamber", at the centre of which lies a lake of boiling magma. This is the home of the Burning One, a massive Fire Elemental.[1703]

To the south of Femphrey "beyond the expanses of fertile farmland", lie the Howling Plains, "a barren no man's land between the kingdoms of Femphrey and Lendleland. Little grows here and much of the time howling gales blow across the plains, bringing dust storms." It is "a parched and desolate land, home to wild animals and tribes of war-like Birdmen." To the east of the Howling Plains is the village of Quartz. A day's journey across the plains leads to the Screaming Canyon, where "the scouring winds that sweep across the Howling Plains are channelled through the maze-like chasms of the rift, producing eerie howls and screams." On the far side of the canyon is "an imposing stack of sand-scoured and wind-carved rock" that "rises up vertically from the valley floor, a column of narrow ledges, treacherous overhangs and sheer rock faces." Near the top of this, "a natural archway" leads into "a domed space within the rock itself." It is the home of the Keeper of the Four Winds, who has control over Air Elementals.[1704]

On the southern border of Femphrey sits the village of Vastarin, currently "little more than a storm-ravaged ruin."[1705] The most pleasant resting place in the village is *The Traveller's Rest*.[1706] A day-and-a-half's journey south of Vastarin is the Siltbed River, lying in the centre of a wide, grassy plain, the natural boundary between Femphrey and the troublesome country of Lendleland.[1707]

The sallow-skinned folk of Lendleland are master horsemen, and many dwell in camps of animal-hide tents amidst "corrals of horses." The hordes are led by Battle-Khans, "proud men, whose lives are ruled by a strict warrior's code." To the south of Lendleland, Ogre Shamans dwell hidden in the hills and mountains and forests.[1708]

Ranges of scrub-covered hills characterise the northern borderland, growing increasingly rocky the further south one travels. A curious tower sits atop a rocky crag like "an accusing finger pointing at the vast blue bowl of the sky." A fast-flowing river "descends via waterfalls and descending rapids from the top of the peak", while a boulder-strewn path leads up the side of the hill. The lonely tower is "built right on the edge of the rocky outcrop, where it overhangs the valley below." It is a precarious construction, "each level built on the one below in a higgledy-piggledy manner." Its flat roof has crenulated battlements open to the weather, and "a lightning conductor runs half the length of the tower." The Lightning Tower is home to the strange Weather Mage Balthazar Sturm.[1709]

[1699] *Stormslayer* paragraphs 121, 151, 221, and 181.

[1700] *Stormslayer* paragraph 252.

[1701] *Stormslayer* paragraphs 22, 41, and 70.

[1702] *Stormslayer* paragraph 4.

[1703] *Stormslayer* paragraphs 189, 232, 109, and 245.

[1704] *Stormslayer* paragraphs 83, 223, 263, 166, and 256.

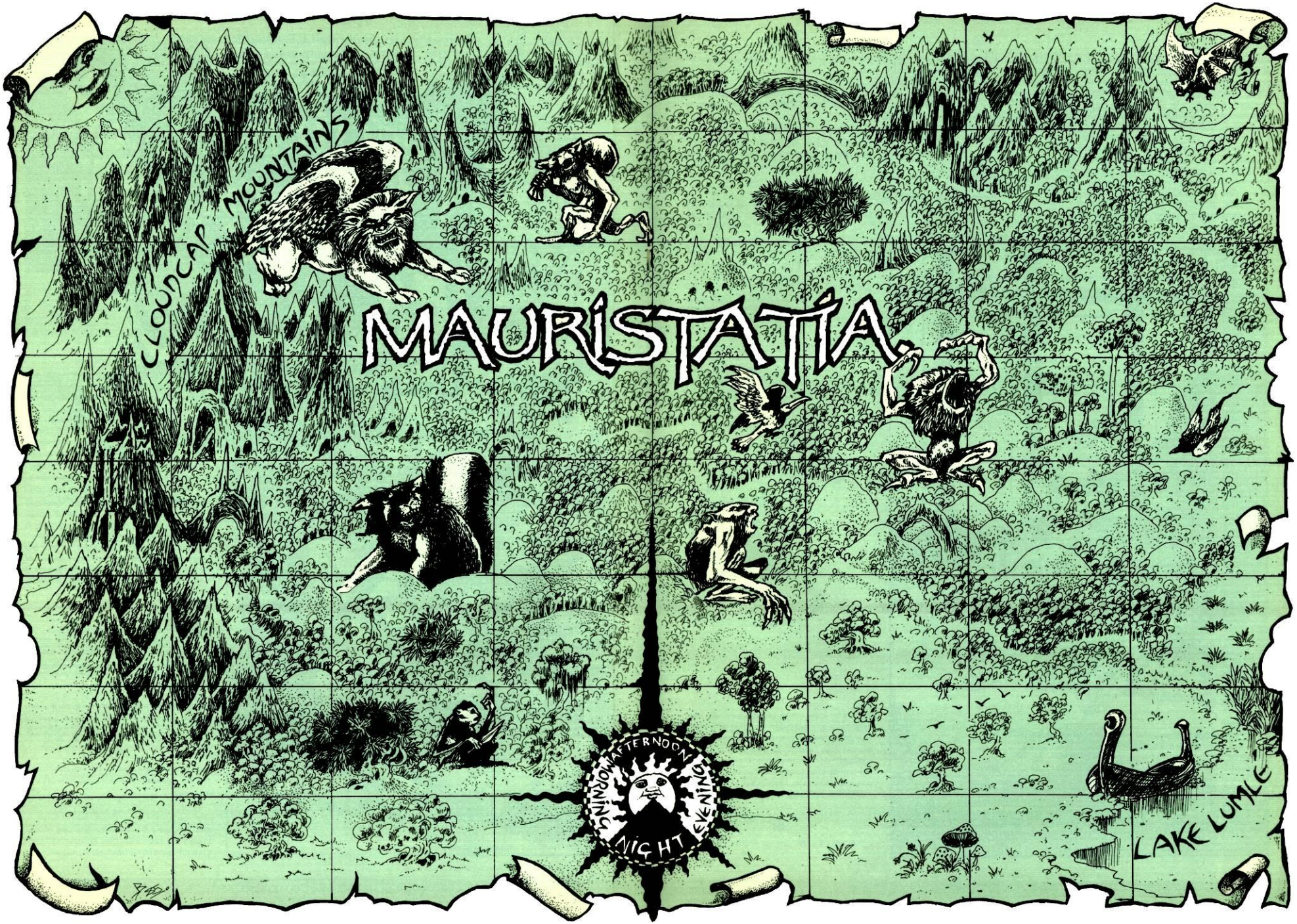
[1705] *Stormslayer* paragraph 62.

[1706] *Stormslayer* page 12.

[1707] *Stormslayer* paragraph 111.

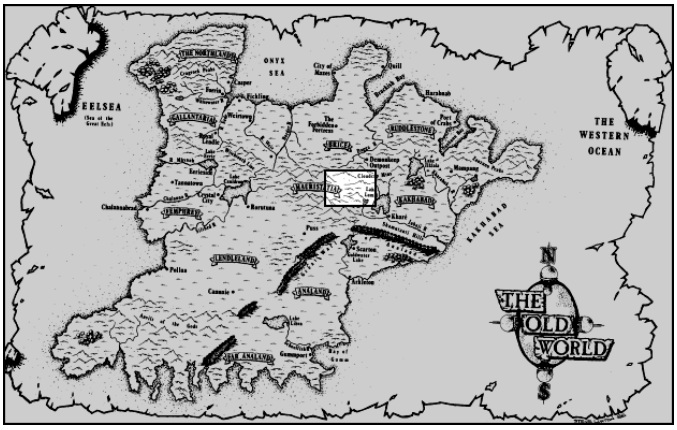
[1708] *Stormslayer* paragraphs 158, 307, and 286.

[1709] *Stormslayer* paragraphs 158, 142, 51, and 397.


CLOUDCAP MOUNTAINS
MAURISTATIA
AFTERNOON
MORNING
EVENING
NIGHT
LAKE LUMLE

MAURISTATIA

Source: *Warlock #5: In Search of the Mungies' Gold* (pages 26–27)
Author: Steve Jackson
Artist: John Blanche
Year: 1985
Area: Mauristatia



Here on a torn and tattered parchment is laid bare the "cloud-capped, frostbitten realm of unforgiving mountain peaks and brooding forests that is Mauristatia"[1710] in all its savage glory! "Four species of Great Ape dominate Mauristatia",[1711] each of which is depicted on this map: Mungies, Howl Cats, Wraith Apes, and the Champaque. Also shown on the map are two other *Sorcery!* favourites—the Skunkbear and the Manticore.[1712] It takes on average forty-eight hours to travel from one side of the map to another, each square representing six hours' travel.

Mungies love gold, and their lair, high in the forested mountains of Mauristatia, is said to contain treasure fit for several kings. However, Mauristatia is a wild land, and only the very brave, or the very foolish, would enter this forbidding country in search of their gold. There are precious few inhabitants of this land: a Woodcutter, a Witch, a Sage, a Hermit, three Black Elves, and a small tribe of Elvins.[1713] There are no settlements in this part of Mauristatia, the closest being the city of Kharé, downstream of the eastern rim of Lake Lumlé, where the wide Jabaji River flows out towards the Earth End Coastline and the Kakhabad Sea.

The highest peaks of the Cloudcap Mountains, at the northwest of this map, are home to a number of dangerous species such as Life Stealers[1714] and Bird Men,[1715] and perhaps even the odd Minimite may be seen flitting about.[1716] The ruined castle of the evil sorcerer who carried out "grisly experiments" to create the Fish Men is also located somewhere in this region.[1717]

Mauristatia extends beyond the north and west edges of this map. The human population of those regions is somewhat greater than this southeastern corner of Mauristatia, though what few "wretched native folk" there are in those lands "struggle to eke out even the meanest living from its thin soil and regularly suffer the predations of wild animals."[1718]

"The petty feuding principalities of [this] deadly land" include Mortvania, Lupravia, Crolia (likely located near Lake Ilklala, or between Ilklala and Lumlé[1719]), the principality of Vannan and its Vampire Lords[1720] (likely allies of Count Reiner Heydrich in Mortvania), and probably the Duchy of Skeln.[1721] Also of note are the lawful Shield Maidens of Lumlé,[1722] who protect the few peasants along the shores of the lake from attack by pirates and creatures of the night.

The small country of Bathoria[1723] is also located in Mauristatia. It is home of the dreaded Bone Shamans,[1724] and may or may not be the location of the "Forgotten Temple of Daemos"[1725] and the "fallen city of Angevin".[1726] More recently, it has drawn Knights from other lands in Crusade against the forces of darkness that dwell in the land.[1727]

[1710] *Howl of the Werewolf* (2007) page 17.

[1711] *Warlock* #5 page 4.

[1712] *The Shamutanti Hills* (1983) paragraphs 13 and 195.

[1713] *Warlock* #5 page 7.

[1714] *Out of the Pit* (1985) page 74; *cf.* colour illustration #5.

[1715] *Out of the Pit* (1985) pages 20–21.

[1716] *Titan: The Fighting Fantasy World* (1986) page 59.

[1717] *Out of the Pit* (1985) page 52.

[1718] *Howl of the Werewolf* (2007) page 18.

[1719] *Kharé—Cityport of Traps* (1984) paragraph 483.

[1720] *Moonrunner* (1992) page 7; *cf.* paragraph 340.

[1721] *The Dark Usurper* (*White Dwarf* #61–63, Jan–Mar 1985).

[1722] *Kharé—Cityport of Traps* (1984) paragraph 392.

[1723] *Howl of the Werewolf* (2007) pages 17–18. Mortvania has its Vampires, Lupravia its Werewolves, and Bathoria is famous for its "death-cults."

[1724] *Stormslayer* (2009) paragraph 368. Note that the book uses the incorrect pluralisation 'Shamen'.

[1725] *Moonrunner* (1992) page 7.

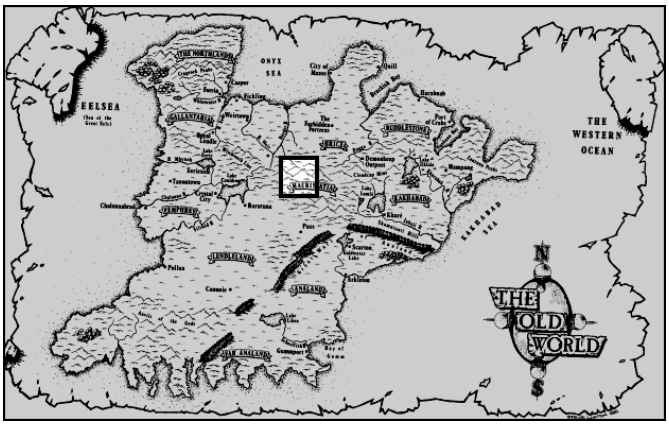
[1726] *Moonrunner* (1992) paragraph 130.

[1727] *Night of the Necromancer* (2010).


Castle
Heydrich
R. Bloodsedge
Forest
of
Phantoms
track
path
to
Jurghöfen
Leverhelven
Saarven
to
Pritzbad
MORTVALIA

MORTVANIA

Source: FF38: *Vault of the Vampire* (inside cover)
Author: Keith Martin
Artist: Steve Luxton
Year: 1988
Area: Mauristatia



Mortvania, home of the Heydrich clan, is a bleak, barren principality hidden away in the mountains of Mauristatia. While Mauristatia is known as the "home of unscalable peaks clad in ice and snow",[1728] this map shows that some of Mortvania lies on hilly rather than mountainous terrain. The choice of brown for the grassland fits well with the heath-like nature of the land hereabouts. Likely, this area of Mortvania lies on a vast Mauristatian plateau, highly elevated above sea-level, surrounded by towering peaks.

The Forest of Phantoms is comprised of trees "twisted and contorted into grotesque shapes", and it is known that owls, wolves, and bears make it their home,[1729] though there is "almost no birdsong and little sign of life."[1730] Since Snivel the Gnome operates a ferry service across the Bloodsedge, it would appear that the villagers of Leverhelven (and perhaps from elsewhere) visit Castle Heydrich on a fairly regular basis, probably to deliver foodstuffs and other more esoteric equipment to the inhabitants of the castle. It takes a full day's journey on foot to travel from Leverhelven to Castle Heydrich.[1731]

While the exact location of Mortvania cannot be exactly determined, there is strong information we can use to help us estimate its position. Lupravia and Mortvania are some of the "pettily feuding principalities" of Mauristatia. Lupravia is "a chill place of primeval mountains, dark forests and mist-shrouded moorland",[1732] very reminiscent of the descriptions of Mortvania. Both countries are largely agricultural and very sparsely populated. Travelling east into Lupravia, the first settlement is the tiny village of Strigoiva in the far southwest of the country. The path heading northeast from Strigoiva through a forest of "gnarled and twisted trees"[1733] leads to the town of Vargenhof. The path from Vargenhof continues northeast through a forest of "towering dark pines"[1734] until it finally ends in the town of Wulfenstein, at the most northeasterly point of Lupravia, high in the Orsov Mountains.[1735] Wulfenstein, the seat of Count Varcolac of Lupravia, clings "to the edges of the Garou Gorge, a great rift that drops hundreds of feet…to the Raging River." To the north of Wulfenstein are impenetrable "snow-capped mountains."[1736] Two other settlements of note are Balci to the north of Strigoiva, and Maun to the east of Strigoiva.[1737] To the northwest of Strigoiva is the Fenmoor, upon which barren heath sits the Shrine of Saint Crucius.[1738]

It is possible to reach Strigoiva by travelling east from the forested road between Pritzbad and Saarven.[1739] These two towns are in the principality of Mortvania, indicating that Lupravia is to the east of Mortvania. This being the case, it would seem likely that the Raging River near Wulfenstein is the tributary to the River Bloodsedge shown on the map. Since the River Bloodsedge appears to flow from east to west according to the map, it is likely that it is the unnamed river shown flowing into Lake Cauldron shown on the map of the Old World.[1740] (Alternatively, it has been postulated that the River Bloodsedge is the unnamed tributary to the Border River.[1741])

This would place Mortvania in the western portion of the mountains of Mauristatia. This is borne out by the fact that you can travel "[east] of Femphrey…to the forbidding land of Mauristatia", but from there you head "north towards Mortvania."[1742]

The fact that a coach service runs between Pritzbad in the south and Jurghöfen in the northwest indicates that these towns are large enough to maintain and run horse-drawn transport through the bleak, mountainous, and largely forested lands, though Leverhelven is described as a "little coaching village",[1743] and Saarven looks no larger going by its depiction on the map. There seems to be no such level of outside interest in Lupravia, possibly indicating it is not on a route to another country, but is blocked off on nearly all sides by impassable mountains.

[1728] *Vault of the Vampire* page 20.

[1729] *Vault of the Vampire* paragraph 148.

[1730] *Vault of the Vampire* paragraph 383.

[1731] It is evening in paragraph 146, dawn has broken by paragraph 13, and you travel for "some hours" according to paragraph 383. You must sleep at some point of the journey. Finally, paragraph 228 states that you arrive at the castle after "afternoon has darkened to evening."

[1732] *Howl of the Werewolf* (2007) pages 17–18.

[1733] *Howl of the Werewolf* (2007) paragraph 8.

[1734] *Howl of the Werewolf* (2007) paragraph 62.

[1735] *Howl of the Werewolf* (2007) paragraph 369.

[1736] *Howl of the Werewolf* (2007) paragraph 140.

[1737] *Howl of the Werewolf* (2007) paragraph 132.

[1738] *Howl of the Werewolf* (2007) paragraph 157.

[1739] *Howl of the Werewolf* (2007) paragraph 116; *cf.* paragraph 200.

[1740] *Titan: The Fighting Fantasy World* (1986) page 18.

[1741] It does bear noting, however, that the map shows huge mountains to the north of Caste Heydrich, indicating that Mortvania is not at the very northern edge of Mauristatia, but lies within the towering, forbidding peaks of that region.

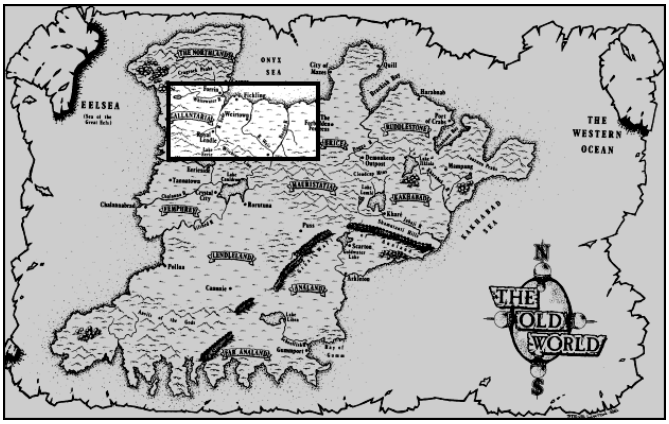
[1742] *Vault of the Vampire* page 20. The original text reads "west of Femphrey", but this is geographically impossible—west of Femphrey is the Eelsea!

[1743] *Vault of the Vampire* page 20.


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78
THE LAND OF GALLANTARIA
CRAGROCK PEAKS
CASPER
KLISDON
CHESSOG
THE HAM
RIVER GREENBECK
FORRIN
ONYX SEA
WHITEWATER RIVER
FICKLING
CYGNET
RIVER EEDE
HAMBLEHILL CASTLE
WEIRTOWN
STINN
BORDER RIVER
BRIDGE
RIVER DEIR
ROYAL LENDLE
AIKEN
CUMBLESIDE
RIVER TASS
MAURISTAVIA
SHATTUCK
WITCHTOOTH LINE
56
12

GALLANTARIA

Source: *The Tasks of Tantalon* (inside cover)
Author: Steve Jackson
Artist: Stephen Lavis
Year: 1985
Area: Gallantaria



Gallantarian history "began when Orjan the Builder halted the great roaming of his tribe, to build a village which he called Lendle…[His] son, Regulus, led the people into a new age of wealth, and forged the eight largest towns into the nation of Gallantaria, with Royal Lendle as its capital." To the south was "the nation of Femphrey, and to the east the country of Brice." The Bricians grew jealous of Gallantaria's wealth and prepared an invasion. Gallantarian colonies in the Northlands also rebelled and sent an army to attack its erstwhile mother-nation. Femphrey and Lendleland also got caught up in these events which came to be known as "the War of the four Kingdoms."[1744]

The treacherous Baron Tag murdered the Gallantarian monarch, King Constain, and it was only by the wisdom of the court magician Tantalon that the nation did not collapse. He "seized the throne 'in the name of the people'," and "using a mixture of cunning, wizardry, and brilliant strategy, [he] brought the war to an end single-handed." He devised the Twelve Tasks, which he declared only the true successor to King Constain would be able to solve."[1745]

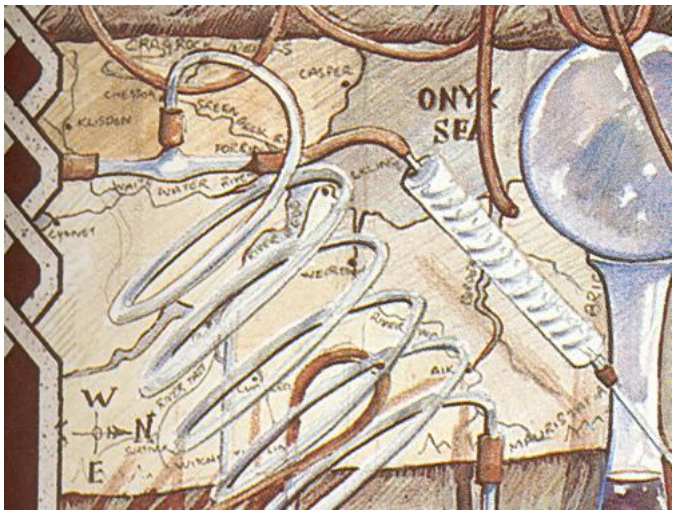
The dungeons at Stinn Castle were the holding place for Sir Dunstable, captured by Brician river-pirates as he sailed the Border River.[1746]

The town of Klisden is "the last outpost of civilization before the Dark Cliffs" of the Cragrock Peaks. The *Pig and Goblet* inn provides shelter and succour for a reasonable price. The Cragrock Peaks are the home to the Brimstone Dragon, as well as the ancient race of Netherworld Sorcerers. [1747]

"Unsavoury creatures from throughout Gallantaria have been drawn to Weirtown and its dark ways." It is the vermin-pit of the kingdom, home to the Hag-Witch.[1748] Conversely, Fickling is "a fortified town at the mouth of the Eede," and its "tall castle, high in the Rise, overlooks the sea." Just down from the castle on the sea shore is a small fishing village.[1749]

Parts of Gallantaria are not shown on this map, including the area of the Glaydon Forest[1750] and its border with the Northlands, but this is the most important part of the country, where the War of the Four Kingdoms touched everyone, turning ordinary men into soldiers and heroes. Today, it is "generally a peaceful land of peasant farmers and more wealthy townsfolk."[1751]

One intriguing anomaly is the map found on the wall of Morpheus the alchemist, owner of the Ting Ring which was stolen from the Netherworld Sorcerers of the Cragrock Peaks by Zarl, a necromancer from the town of Casper. According to this map, the Cragrock Peaks are actually to the *west* of Gallantaria, rather than to its north.[1752]



The reason for this is unclear. All other sources clearly place Brice to the east of Gallantaria rather than to its north, including Ernst Kandermann's epic *Life on Titan*.[1753] If Brice is to the east of Gallantaria, the Cragrock Peaks must be to its north. The map on Morpheus' wall is therefore clearly wrong.

[1744] *Legend of the Shadow Warriors* (1991) page 21.

[1745] *Legend of the Shadow Warriors* (1991) page 22.

[1746] *The Tasks of Tantalon* page 6.

[1747] *The Tasks of Tantalon* pages 14 and 20.

[1748] *The Tasks of Tantalon* page 10.

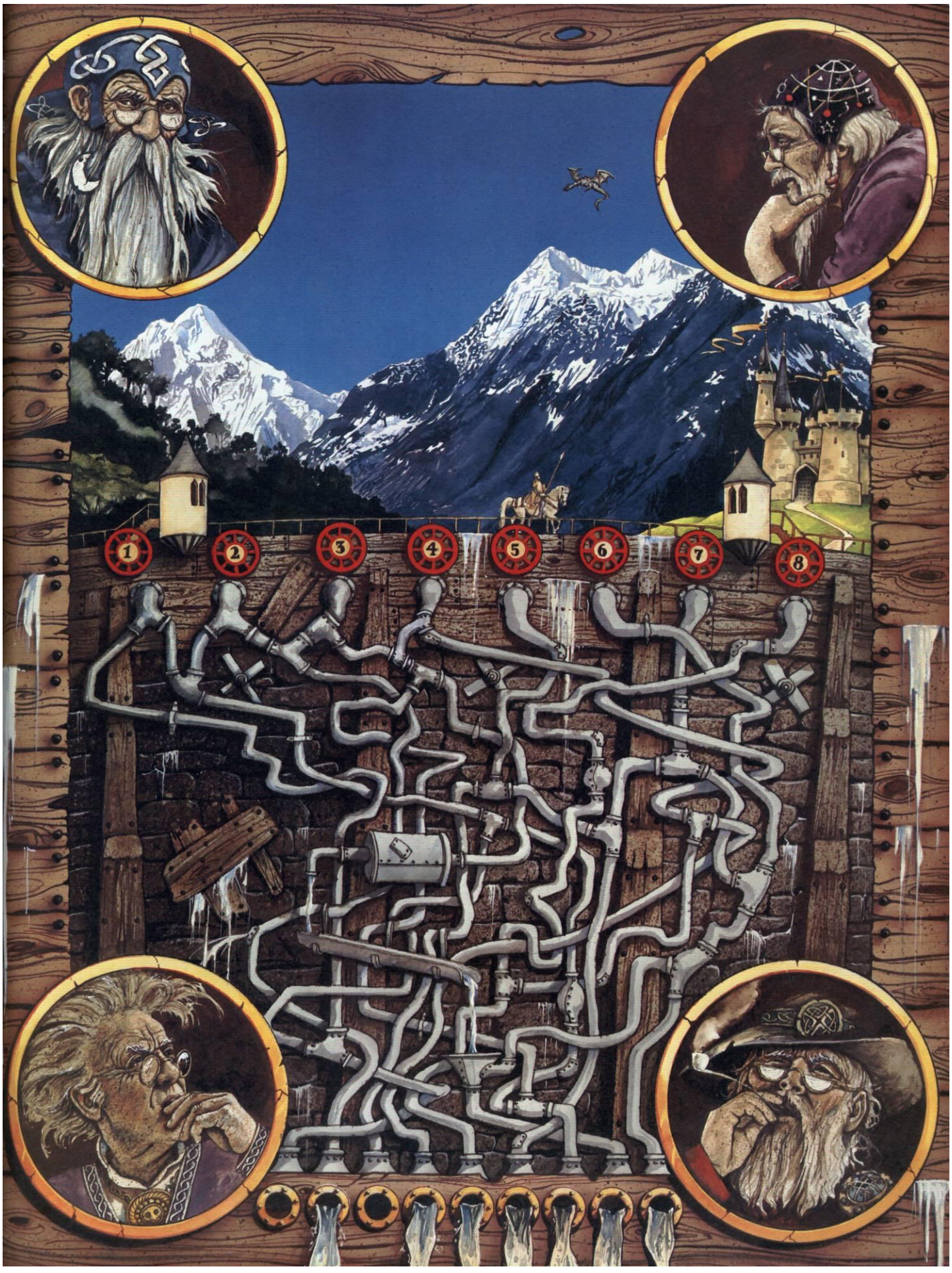
[1749] *The Tasks of Tantalon* page 8.

[1750] *Dead of Night* (1989) colour map.

[1751] *Titan: The Fighting Fantasy World* page 21.

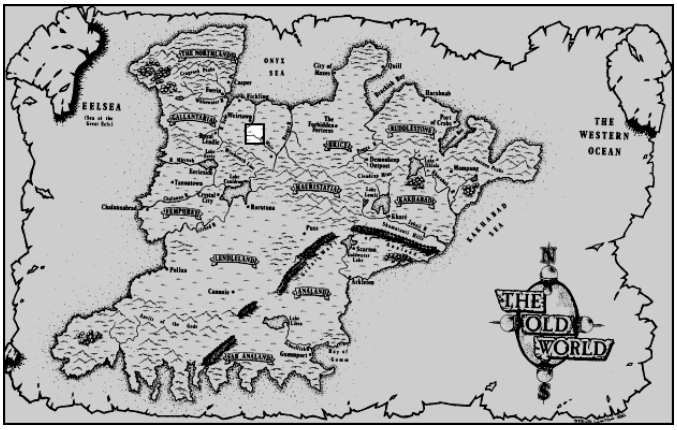
[1752] *The Tasks of Tantalon* pages 20–1.

[1753] *Legend of the Shadow Warriors* (1991) page 21.


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THE EEDE DAM

Source: *The Tasks of Tantalon* (page 13)
Author: Steve Jackson
Artist: Stephen Lavis
Year: 1985
Area: Gallantaria



This is the great dam on the River Eede in the mountains north of Royal Lendle. It is protected by a fortified castle manned by men loyal to the crown, and is patrolled by mounted Knights on a regular basis. It can be seen that the high, snow-capped mountains are densely forested on their lower slopes, and the air is crisp and clean.

The River Eede is subject to a massive ebb during spring called the Eedetide. This has the unfortunate effect of flooding the most productive cropland in Gallantaria, ruining the autumn harvest. The solution devised was a huge dam in the mountains some miles downstream of the capital city of Royal Lendle.[1754]

"The various attempts to dam the Eede have all been unsuccessful", all of them being destroyed by "the force of the great spring floods." In an effort to prevent the latest dam being swept away so quickly, "some of the kingdom's greatest minds in engineering, agriculture and even wizardry have been set to work preventing the annual floods which continually ruined otherwise fertile cropland."[1755]

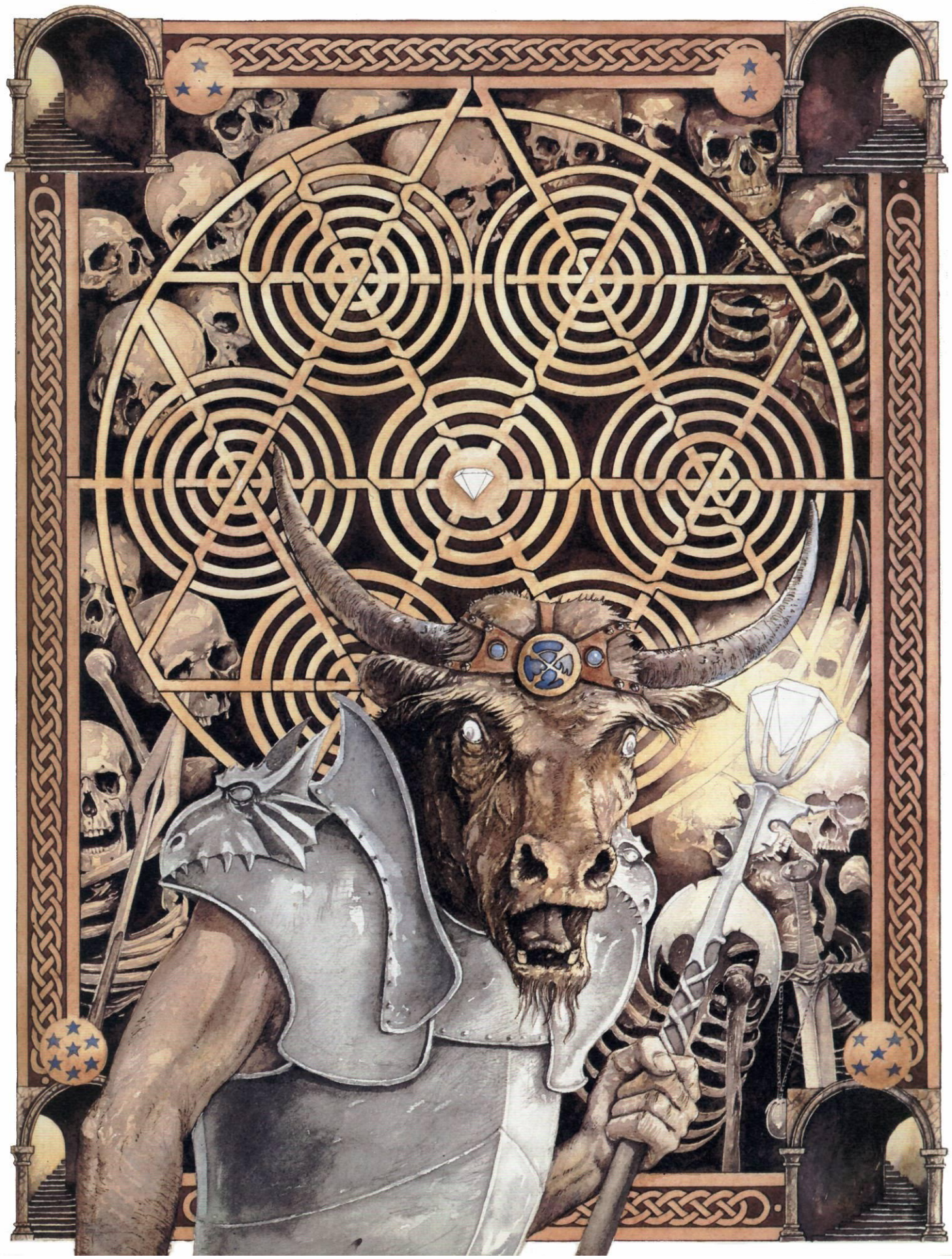
The theory of the new dam is sound: rather than cutting off entirely the river's flow, the new dam is designed to control it. Typically for a group of aged, myopic, opinionated men, the master plans have been mislaid, and they are currently unable to remember how much of a limit to the flow each valve provides. Their only alternative is to dismantle the entire dam and start again—unless a wise adventurer were to come along and deduce for them which three valves must be turned off to stop the flow of the River Eede entirely.

This tricky problem became the fourth of the Tasks of Tantalon, after rescuing Sir Dunstable from the Stinn Dungeon, defeating the terrifying Demon Fish off the coast of Fickling, and apprehending the fearsome Hag-Witch of Weirtown.

The four sages will never come to any agreement by themselves. It is imperative that the Eedetide not be allowed to ruin another year's crops; the dam must be operational before the coming spring or many will die from starvation.

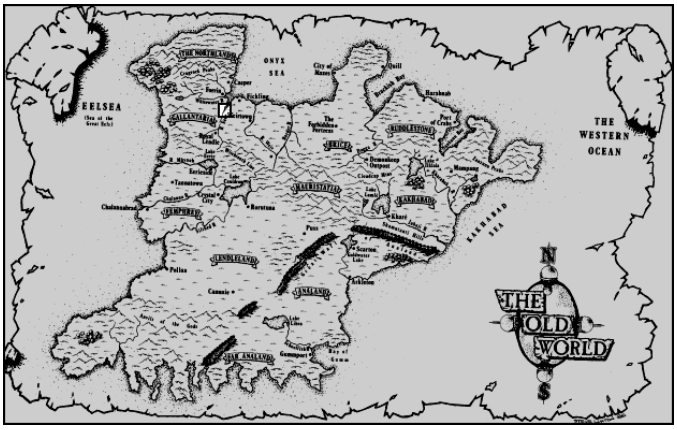
[1754] *The Tasks of Tantalon* page 3.

[1755] *The Tasks of Tantalon* page 12.



THE MINOTAUR'S MAZE

Source: *The Tasks of Tantalon* (page 19)
Author: Steve Jackson
Artist: Stephen Lavis
Year: 1985
Area: Gallantaria



The fearsome maze of the equally fearsome Minotaur is hidden underground near to the widest point of the River Eede. The labyrinth itself is clearly designed along a repeating circular motif, and is therefore unlikely to have been hewn from the rock by the Minotaur itself. There are no clues as to who may have designed and built the labyrinth, or how old it is.

At the centre of the maze lies the stolen Crystal of Supremity. "Pilfered in the Ham on its way to [Royal] Lendle, the regency jewel had fallen into the hands of the wicked man-bull when the plundering thieves unwittingly chose the minotaur's labyrinth as a hiding place."[1756]

Solving the Minotaur's Maze became the seventh of the Tasks of Tantalon, following stealing the treasure back from the Brimstone Dragon in the foothills of the Cragrock Peaks, and rescuing the four Princes of Ham from the Moon-Worshippers of Phlanx on the banks of the River Greenbeck.

Fagorn the blind Seer lives in a hovel less than a day's journey from the maze and knows some of its secrets. He is well-known to the Princes of Ham, and with just the mention of the name of the oldest of the Chessog Princes—Prince Hanna—he is pleased to offer food and shelter to any traveller.

"Four paths lead into the maze. But only one path is unguarded. The others are all lain with deadly traps. If you choose the correct path you will be able to surprise the creature and defeat him. I know not which is the safe route but I can tell you this. The Orb of Shantos, fashioned in blue crystal, knows the secret of the Minotaur's passages. Its advice will lead you safely to the creature."[1757]

This map is a copy of a parchment in Fagorn's possession, which he will happily give to anyone wishing to defeat the Minotaur. This perhaps suggests that his loss of sight is in some way related to the Minotaur, though nothing definite can be gleaned from the available sources.

Still, Tantalon has spoken: "This heirloom of Gallantaria's regency must be returned to court."[1758] Will anyone be able to defeat the Minotaur and complete this mission?

[1756] *The Tasks of Tantalon* page 3.

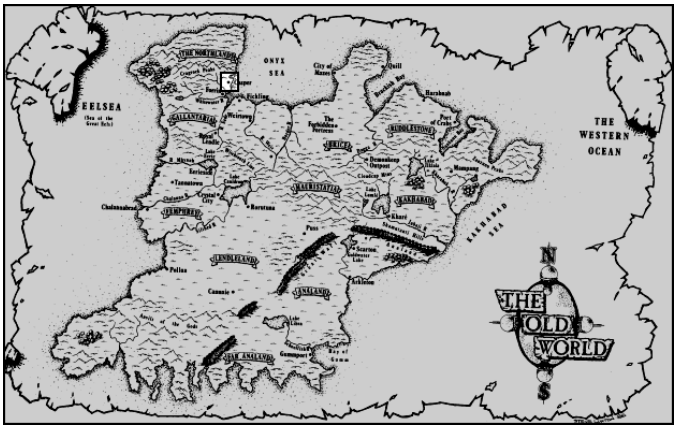
[1757] *The Tasks of Tantalon* page 18.

[1758] *The Tasks of Tantalon* page 3.


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Mount Cusp
Disused Mines
Carps Gate
Town of Casper
Gambit Castle
The Sink Hole Inn
Catgrapes Vineyard
Village of Eacham
Greyelod Manor
Eacham Abbey
GAT
CHESSOG
FORRIN
Healing Well
Hill Top Rise

CASPER

Source: *The Tasks of Tantalon* (page 23)
Author: Steve Jackson
Artist: Stephen Lavis
Year: 1985
Area: Gallantaria



At first glance, the countryside to the south of Mount Cuspid, tallest of the Cragrock Peaks, seems one of peaceful, verdant prosperity. The now disused mines to the north are an evidence of the wealth of mineral deposits in the land, though now Casper is most famous for the Catgrapes Vineyard that lies towards the Greenbeck River in the west. The Greenbeck then sweeps in a lazy arc to the southeast before flowing into the Onyx Sea, forming a natural barrier to these gently rolling hills. To the southwest, beyond the Greenbeck, is The Ham; beyond this region lies the coastal town of Forrin bordered by Windswept Moor.

On a clear day the view from Hilltop Rise, the tallest hill in the area, gives a panorama of picturesque beauty. The charming village of Eacham site on the side of a hill to the north, and to the northeast is the port town of Casper. From west to east, the hills slope down towards the sea, ending in low, wave-battered cliffs. The land is watched over by the Knights of Gambit Castle, and the Knight of Eacham provides support from his home in Greycloud Manor. From its precarious perch on a high cliff above the wave-tossed sea sits the Sink Hole Inn. Eacham Abbey and the Healing Well are reminders of divine providence.

However, the downs surrounding Casper hide many secrets.

To the north of Casper is the hidden laboratory of Morphus the Alchemist, a powerful man whom "the folk of Casper seem to hold [in] fear."[1759] He has possession of the chameleonic Ting Ring of Zarl, a lost treasure of Gallantaria, the finding of which is the eighth of the Tasks of Tantalon.

After "Gallantaria's own King Constain and his Queen [were] ambushed and butchered by the Northlanders in Narrow Pass" leaving no heirs,[1760] one of the kingdom's nobles, Sir Tag of Casper, declared himself King. However, it was his treachery that led to the assassination of the rightful King and Queen—in fact, "it was Tag himself who dealt the death blow to Constain"[1761]—and "even two years of war had not wiped the memory of Tag's treachery at Narrow Pass" from the minds of the Gallantarian people.[1762]

Thus it came about that the search for the traitor Tag 'The Betrayer' became the ninth of the twelve Tasks of Tantalon. Rumours abound as to where Tag and "his ailing wife Davina"[1763] are now hiding. It is known that the Bishop of Eacham, "their friend and spiritual guide" escorted them to "Greycloud Manor, home of Sir Neibling, Knight of Eacham." However, "a band of loyalist vigilantes were scouted to the north", forcing Tag and Davina to flee into hiding somewhere between Casper and the [River] Greenbeck.[1764]

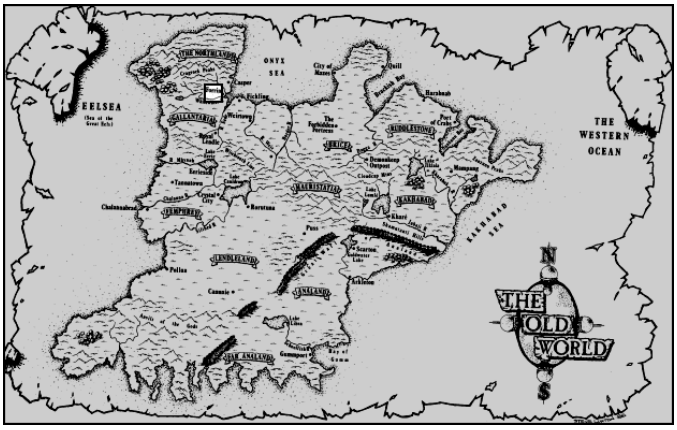
The aged wizard Tantalon himself has declared that "the traitor must be brought to justice"[1765]—it just remains for an adventurer who is brave and wise enough to discover the hiding place of Tag 'The Betrayer'.

[1759] *The Tasks of Tantalon* page 20.
[1760] *The Tasks of Tantalon* page 2.
[1761] *The Tasks of Tantalon* page 22.
[1762] *The Tasks of Tantalon* page 4.
[1763] *The Tasks of Tantalon* page 14.
[1764] *The Tasks of Tantalon* page 22.
[1765] *The Tasks of Tantalon* page 4.


FROM THE TALLEST TREE ON WINDSWEPT MOOR, WALK TOWARDS
THE NEAREST PATH. FOLLOW IT TO THE RIGHT UNTIL YOU REACH A BRIDGE
WALK UPSTREAM UNTIL TWO BUILDINGS ARE DIRECTLY IN LINE. THEN
TURN EASTWARDS AND CONTINUE UNTIL YOU REACH A PATH.
HALFWAY BETWEEN THIS POINT AND THE NEAREST BUILDING, DIG UNDER A BUSH.
If you can locate the treasure, you will be able to answer this question:
How many trees grow next to the tallest tree on Windswept Moor?
THE SPIRIT OF HORNHELM
WILL HAUNT FOREVER THOSE WHO DIG FOR SELFISH GAIN. WHATEVER
IS TO BE FOUND BELONGS RIGHTFULLY TO THE PEOPLE OF FORRIN

WINDSWEPT MOOR

Source: *The Tasks of Tantalon* (page 24)
Author: Steve Jackson
Artist: Stephen Lavis
Year: 1985
Area: Gallantaria



Windswept Moor is located near the town of Forrin in Gallantaria. In winter it is a bleak, barren region with snow-covered grass and icy-cold streams. Its few trees—of both coniferous and deciduous varieties—stand tall and thin against the howling winds that come down from the Cragrock Peaks to the north, scouring and blasting the moor with bitter winds. As such, it is the ideal place to site a windmill, and the people of Forrin are unlikely to run short of bread.

There are few shrubs dotted across the moor, and rocky pinnacles and standing stones litter the landscape, lending it an otherworldly sense of detachment from the rest of Gallantaria. Few who visit remain unmoved by the stark beauty of Windswept Moor.

Windswept Moor is also the home to several fortified chateaux, and even in the bleakest midwinter knights can be seen riding across the moors on their sturdy steeds, lances in hand,[1766] chivalrously seeking out adventure, protecting the land from monsters such as the great Brimstone Dragon of the Cragrock Peaks.[1767]

Strange tales have been told about the waters of the streams of Windswept Moor. It has been rumoured at a person looking into the pure waters will see, not their own reflection, but a reflection of their very soul.

Windswept Moor is best known for being the place where "gallant commander in war" Hornhelm buried his treasure, including the fabled Golden Cross, for safekeeping.[1768] Hornhelm, "champion of Forrin", was "a fearless warrior, bowing neither to beast nor magic-user." Still, it was a wise move to hide his treasure, for "while his bravery at the Battle of Skynn had won Gallantaria the day [it had] cost the man of bronze his life."[1769] After his untimely death, only his widow Serenda, who dwells in Forrin, has any clue as to where the treasure can be located. She holds only one clue to Hornhelm's secret—"a scroll which bears a map and a message."[1770]

The finding of the Golden Cross became the tenth of the twelve Tasks of Tantalon, labours designed "to search out the wisest, most intelligent and courageous minds of the kingdom" to determine the next King of Gallantaria.[1771] Following this are just two more tasks: releasing Lady Cassandra, gentlewoman of the Court of Cumbleside, from the Gremlins of the Witchtooth Line; and defeating the Gorgon to the east of Shattuck and freeing the petrified Sir Duke.

Any who would attempt this Task beware Hornhelm's final warning: "The Spirit of Hornhelm will haunt forever those who dig for selfish gain. Whatever is to be found belongs rightfully to the people of Forrin!"

[1766] *The Tasks of Tantalon* page 25 (illustration).

[1767] *The Tasks of Tantalon* pages 3 and 14.

[1768] *The Tasks of Tantalon* page 24.

[1769] *The Tasks of Tantalon* pages 3–4.

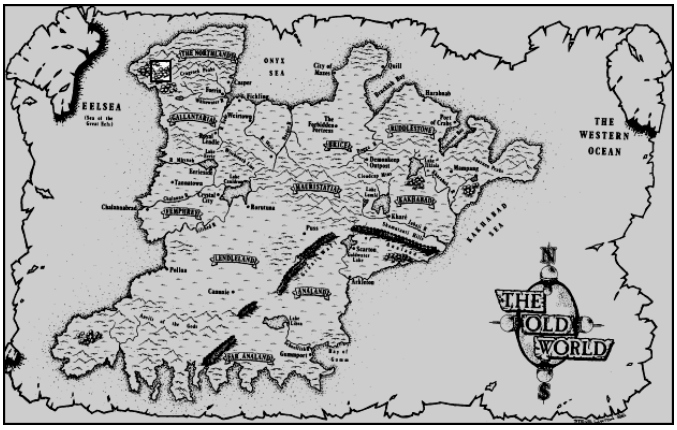
[1770] *The Tasks of Tantalon* page 24.

[1771] *The Tasks of Tantalon* page 5.


NORTH
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N
CRAGROCK PEAKS
Dunningham
Acmoor
Stanford
INN
RIVER MERTON
Astonbury
Weddonbridge
Colton-on-the-Marsh
FENLAKE
WAY
RIVER
HORNED HILLS
INN
Sharleena's Abode
Oakhill
GLAYDON FOREST
Crowford
WEST
EAST
GALLANTARIA
Leo Hartas
Inn.
Swamp.
Road.
River.
Village.
Border of Glaydon Forest.
Bridge.
Hills.
Mountains.
SOUTH

GLAYDON FOREST

Source: FF40: *Dead of Night* (inside cover)
Authors: Jim Bambra & Stephen Hand
Artist: Leo Hartas
Year: 1989
Area: Gallantaria



Travellers might consider having seen one village as having seen them all. Such a narrow view of the world is to be discouraged, since every place upon Titan is different, having its own feel and dangers. The Gallantarian backwater shown here is actually a hotbed of adventure, and each of the villages has its own individual character.

The **Glaydon Forest** appears to be part of the woodland shown at the northwest tip of the Old World, where the Cragrock Peaks form a natural border between Gallantaria and the barbarous Northlands. The forest is renowned for sinister, unearthly goings-on, and travellers should watch their every step. To the south of the forest, the village of **Crowford** nestles in a vale. On the road to the village stands a wooden scaffold supporting gibbet irons—a deterrent to all would-be highwaymen.[1772] The sinister-looking village scarecrow, known as Black Jack to the locals, stands over the crops in all weathers. As elsewhere in this region, mist and fog frequently obscures the land, making travel more treacherous.[1773] Harak is the landlord of the only tavern.[1774] Outside the village, a blasted oak is a regular meeting place for friends and lovers.[1775] The church stands in the centre of a graveyard. The priest's name is Anson, though he has not served long in Crowford. His predecessor was Branner, a well-loved member of the community.[1776]

Despite its reputation, the Glaydon Forest is filled with birdsong. About an hour's journey from Crowford, the road splits, with a track winding away westwards into the **Horned Hills**. The seer Sharleena lives in a cottage at the end of the track.[1777]

Although it is not clear from this map, ***The Hanged Man Inn*** lies "a couple of hours" along the road to Colton. "It's an eerie-looking place with an old battered sign, depicting a hanged man." The landlord is a half-Orc called Kremper.[1778]

"**Colton-on-the-Marsh** is aptly named, as the collection of farms and unusually well-preserved houses is ringed by a vast, mist-shrouded bog which extends for miles around." The "colourful village square" is a stark contrast to many of the villages in the area. On an island a quarter of a mile out into this marsh stands a single tower, an abandoned mill, connected to the mainland by a long, narrow causeway of compacted earth. This tower is now the home of Magrand, a necromancer who "performs endless experiments in the evil arts."[1779]

On the road to **Weddonbridge** is "a holy monument where travellers…stop for a moment's divine contemplation." Weddonbridge itself is a small village of wooden and stone buildings. The roads here can become treacherous with heavy rain.[1780]

Barges frequently moor at the log bridge to the south of **Astonbury**, and many bargees are happy to ferry a traveller along the River Merton as far as Axmoor. Surrounding Astonbury is a hilly region within a "deep, dark forest." Currently, there is a virulent plague there, and blockades across the roads prevent access.[1781]

"A small, ruined tower" lies along the road from Weddonbridge to Axmoor, and it provides a useful spot for travellers to spend the night. **Axmoor** itself currently lies in ruins, "a barren, smoking landscape", at the centre of which is "a huge and repulsive edifice constructed out of organic matter."[1782]

"Ringed by low, wooded hills, **Stanford** is little more than a small market area that stands in the middle of a number of fields and outlying farms."[1783]

The village of **Dunningham** lies in the hills at the base of the Cragrock Peaks. At the centre of the village sits a stone cross. The village also contains a pond with a temple close by it, and a Courthouse.[1784]

In the forbidding **Cragrock Peaks**, Myurr himself is said to have a tower, though this could just be local superstition.[1785] Another local belief is that "unless a suicide is laid to rest in a special manner beneath crossed roads, he may rise as a creature of the night!"[1786]

[1772] *Dead of Night* paragraph 1.

[1773] *Dead of Night* paragraphs 327 and 51.

[1774] *Dead of Night* paragraph 378.

[1775] *Dead of Night* paragraph 244.

[1776] *Dead of Night* paragraphs 353 and 14.

[1777] *Dead of Night* paragraph 148.

[1778] *Dead of Night* paragraphs 9 and 72.

[1779] *Dead of Night* paragraphs 153 and 321.

[1780] *Dead of Night* paragraphs 58 and 105.

[1781] *Dead of Night* paragraphs 265 and 295.

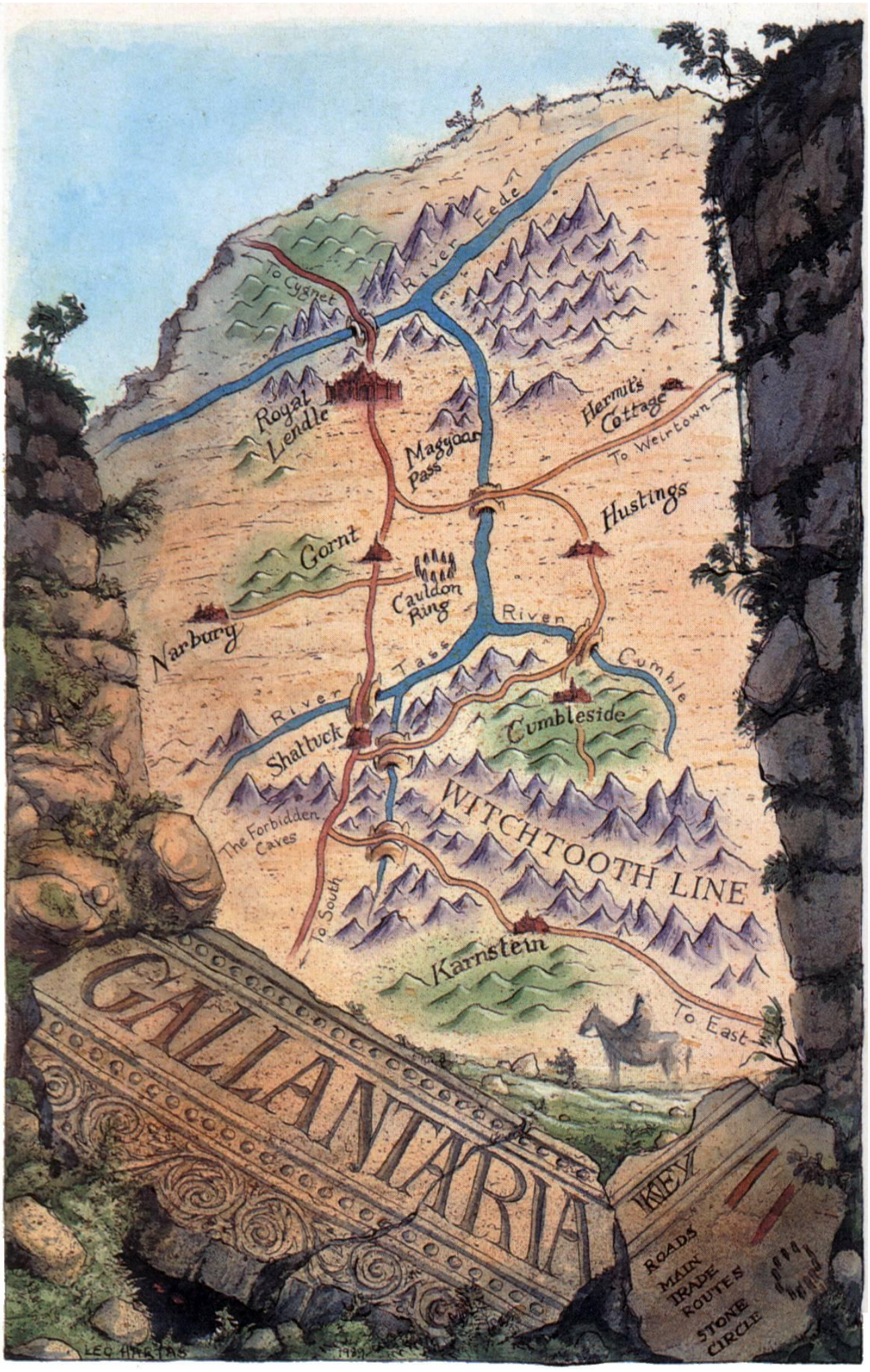
[1782] *Dead of Night* paragraphs 113, 339, and 130.

[1783] *Dead of Night* paragraph 24.

[1784] *Dead of Night* paragraphs 240 and 253.

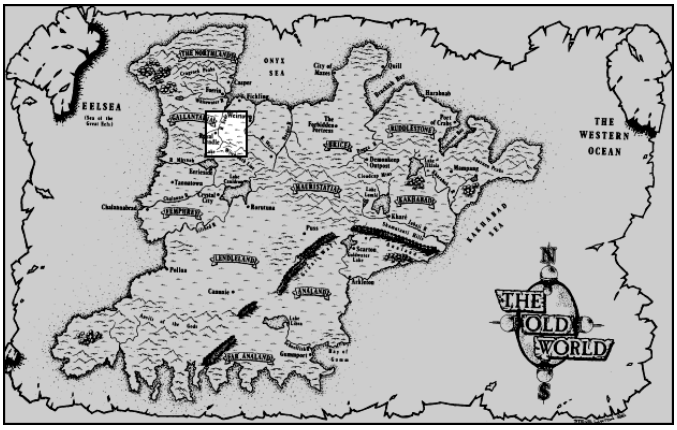
[1785] *Dead of Night* paragraph 241.

[1786] *Dead of Night* paragraphs 142 and 4.


River Eede
To Cygnet
Royal Lendle
Maggoar Pass
Hermit's Cottage
To Weirtown
Hustings
Gornt
Cauldon Ring
Narbury
Riven Tass
Cumble
Cumbleside
River Shaltuck
The Forbidden Caves
WITCHTOOTH LINE
To South
Karnstein
To East
GALLANTARIA
KEY
ROADS
MAIN TRADE ROUTES
STONE CIRCLE
LEO HARRIS
1929

Central Gallantaria

Source: FF44: *Legend of the Shadow Warriors* (inside cover)
Author: Stephen Hand
Artist: Leo Hartas
Year: 1991
Area: Gallantaria



According to Ernst Kandermann's book *Life on Titan*, "Gallantaria was once the most civilized land on the face of Titan", though its wealth bred jealousy on the parts of the neighbouring kingdom of Brice and the rebellious colonies in the Northlands."[1787]

The capital, **Royal Lendle**, "is home to many sages."[1788] A typical tavern would be the *First Step*, which serves a local brew called Lendale. The infamous gambler Bartolph can often be found here.[1789] The city's sprawling market district "stands next to Royal Lendle's poorest district, a warren of dilapidated buildings housing beggars and thieves."[1790] Gallantaria's chief tax collector, Quinsberry Woad, can often be found strutting around the city, looking for anyone he considers to have evaded their duty. He doubtless has a small army of informants to help him.[1791] Not far from the market is 'Hegmar's Sanctum', a magic shop run by the mage Hegmar.[1792] Within a small park surrounded by a low wall is the Temple of Geomancers, the earth-priesthood who worship Titan.[1793] Ranters' Corner is a round court where "people stand on boxes and make speeches on any subject they like."[1794]

South of the city, the Trade Route travels through **Magyar Pass**, a narrow stretch of the road, "little more than a rocky path." To the left "looms a sheer rock face, and on the right runs a deep crevice, about six metres wide" and more than thirty metres deep. "By common agreement, all traffic from Lendle" using this path, while traffic going to the city uses the path on the other side of the crevice.[1795]

On the road to **Weirtown** is "a region of low, wooded hills", "an area renowned for highwaymen!" A winding trail leads northwards to a famous landmark, the Wizard's Well, "an old wizardly face carved in a low overhanging moss-covered rock" overlooking a magic spring.[1796] Beyond this is the small cottage where Hammicus, the Hermit lives. He is a friendly soul, always willing to impart his knowledge to travellers.[1797]

The road to **Hustings** is "little more than a track as it winds its way across the infamous Hustings Moors." In heavy rain, parts of it becomes mire, and the area surrounding the track contains pits of quicksand.[1798]

"**Gornt** is actually much further south than it appears" on this map. It has a high encircling wall. It is currently in a state of confusion, as Mandrakes from the Circus of Dreams have infiltrated the town.[1799]

On the road to **Narbury** is *The Burning Balrog Inn*. It is a regular haunt for Femphreyans since the end of the War of the Four Kingdoms.[1800] The other direction from the crossroads leads to the Cauldron Ring, "a grassy hill crowned by a circle of ancient standing stones." It is "the heartland of the elemental gods."[1801]

A large stone bridge leads across the River Tass into **Shattuck**. It is a "refreshingly quiet and untroubled" town with plenty of stores and taverns. "The town square is a cobbled area" with an old cross at its centre. "Wool-spinners, farmers, masons, artisans, merchants, drunkards, travellers, simple peasants", and anyone else go about their business in peace.[1802]

Not far from Shattuck are the **Forbidden Caves**, where a Gorgon is said to live. A narrow path leads southwest from Shattuck "higher and higher into the mountains" which ends at the mouth of a cave leading into the warren of tunnels below the mountains.[1803] The mountain caves also provide shelter to the Throttled Skull tribe of Orcs, led by King Yargaas Skull-splitter.[1804] Other Orc tribes in the Witchtooth Line include the Orcs of the Black Scorpion.[1805] Deep in the Witchtooth Line are the remains of strange behemoth creatures of immense age, dating back to the Godtime.[1806]

Cumbleside "was abandoned long ago, its residents weary of having to guard themselves against the constant stream of malice which descended on them from the Witchtooth Line." A tall tower lies on the outskirts of the town.[1807]

[1787] *Legend of the Shadow Warriors* page 21.

[1788] *Titan: The Fighting Fantasy World* (1986) page 21.

[1789] *Legend of the Shadow Warriors* page 24; *cf.* paragraph 1.

[1790] *Legend of the Shadow Warriors* paragraph 30.

[1791] *Legend of the Shadow Warriors* paragraph 321.

[1792] *Legend of the Shadow Warriors* paragraph 105.

[1793] *Legend of the Shadow Warriors* paragraph 164.

[1794] *Legend of the Shadow Warriors* paragraph 118.

[1795] *Legend of the Shadow Warriors* paragraph 130.

[1796] *Legend of the Shadow Warriors* paragraph 113.

[1797] *Legend of the Shadow Warriors* paragraph 349.

[1798] *Legend of the Shadow Warriors* paragraph 135.

[1799] *Legend of the Shadow Warriors* paragraphs 398 and 158; see also paragraphs 300 and 147.

[1800] *Legend of the Shadow Warriors* paragraph 227.

[1801] *Legend of the Shadow Warriors* paragraph 90.

[1802] *Legend of the Shadow Warriors* paragraphs 9, 197, and 27.

[1803] *Legend of the Shadow Warriors* paragraph 48.

[1804] *Titan: The Fighting Fantasy World* (1986) page 77; *cf. Legend of the Shadow Warriors* paragraph 334.

[1805] *Legend of the Shadow Warriors* paragraph 35.

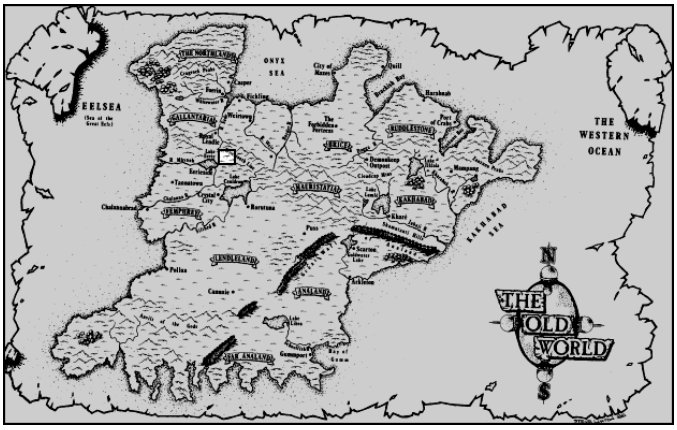
[1806] *Legend of the Shadow Warriors* paragraph 80.

[1807] *Legend of the Shadow Warriors* paragraph 393.


Witchtooth Line
Caves
Dark Mountain
Dale
N
W
E
S
West Road
Village of Karnstein
Dragon Bane Rocks
Fields
Fenmar Graveyard
East Road
Battle Plains
Brook
No Man's Land
Zarrikiz Shrine
Cairn of the Ancient Kings

KARNSTEIN (HISTORICAL)

Source: FF44: *Legend of the Shadow Warriors* (paragraph 282)
Author: Stephen Hand
Artist: Martin McKenna
Year: 1991
Area: Gallantaria



The village of Karnstein nestles "beneath the mountains of the Witchtooth Line." This once pleasant village has been razed to the ground by the servants of the Voivod, the unearthly Shadow Warriors.[1808]

The Shadow Warriors are merely bogey-men to most Gallantarians, "used by mothers to make naughty children behave; every Gallantarian child knows the nursery-rhyme that tells of them."[1809]

Shadow Warriors
On steeds infernal,
Riding ever faster,
Uprooting tree and breaking stone,
Searching for their Master.[1810]

"Over two thousand years ago, there existed one Voivod, whose very name was a byword for cruelty. His power threatened life itself; but the world took shape in the form of the Earth-mother and the Horned God." Unable to defeat Voivod, they imprisoned him in a secret place. Voivod's five lieutenants disappeared, but they returned in the shape of the Shadow Warriors. They are "seeking Voivod's prison in the hope of freeing him, so that he may embark upon a new reign of terror", as predicted in the book *Astrakaans Numeris*,[1811] which reads in part:

Set upon the world of Titan did the Voivod commit atrocities and cast he down the fortress of Megeiron, to the wails of the forgotten and the damned on the Eve of Lost Souls. Cruelly sis he tear down the walls and take the tribes of Megeiron to the Plain of Shabban where he subjected them to many miseries and torments, and the earth shook with his wrath.[1812]

The Shadow Warriors themselves are "shrieking phantoms" riding upon hellish steeds. Each of the Shadow Warriors has a special ability, or method of combat. One is a master of the martial arts of unarmed combat. Another carries "a multitude of finely crafted daggers, slung in bandoliers across its chest." The third is "a master swordsman, wielding with consummate ease a pair of razor-edged broadswords, one in each hand." The fourth wields "a mighty, multi-headed mace: each of its steel faces is covered with pyramid-shaped spikes" designed to destroy an opponent's weapon. The final Shadow Warrior "carries a number of deadly throwing stars which are cast in a magical substance called Cruel-metal." Wounds inflicted by these throwing stars do not heal.[1813] Although they cannot be killed, they *can* be banished, according to legend. After being bested in combat, if their facemask is torn off they will be doomed to limbo for a hundred years."[1814]

The tome *Ur-Mythalia* has much to say about Karnstein. "The area was once called Assur-Na-Menes, the site of a massive battle in which ten thousand men died. The task of burial was so great that the victors merely turned the soil of the battle plain over, covering the bodies where they lay." Another legend tells of "the Waster, a cruel tyrant whose very tread could despoil the earth. After seven days of this, the suffering soil arose and trapped the Waster, imprisoning him at a place now called the Zarrikiz Shrine."[1815]

However, it is more likely that Voivod will attempt to raise an army of the dead from the Battle Plains.[1816]

[1808] *Legend of the Shadow Warriors* paragraph 282.

[1809] *Legend of the Shadow Warriors* page 24.

[1810] *Legend of the Shadow Warriors* page 20.

[1811] *Legend of the Shadow Warriors* paragraph 349.

[1812] *Legend of the Shadow Warriors* paragraph 16.

[1813] *Legend of the Shadow Warriors* paragraph 28; *cf.* paragraphs 8, 394, 259, 183, and 245.

[1814] *Legend of the Shadow Warriors* paragraph 76.

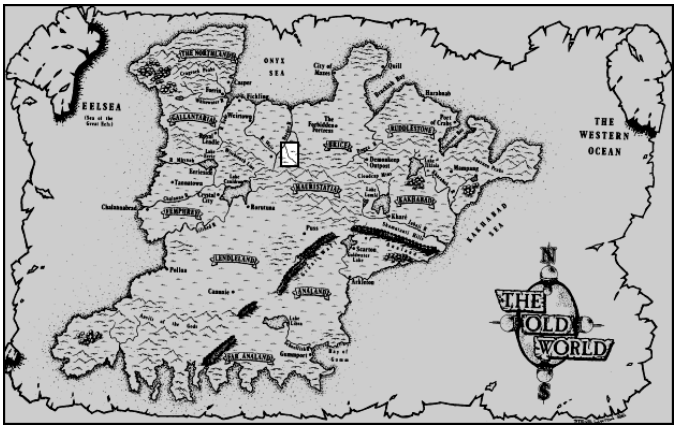
[1815] *Legend of the Shadow Warriors* paragraphs 192 and 79.

[1816] *Legend of the Shadow Warriors* paragraph 41.


BLACKHAVEN
Penkhull
PRIESTSGATE
Old Gaol
Ferry
Border River
Guard Post
Ingolstadt
Dexter Street
The Last Octopus
CROSS KEYS
Berman Street
Craven Asylum
Kiennar's Curiosity Shop
Malt Lane
Gallows Square
Meinster Cemetery
Divils Lane
Sanger's Beacon
The Three Broken Fingers
Weathern Mill
To Aiken
To Hanford
Stinn
Hope's End
BRICE
GALLANTARIA
Penkhull
Ingolstadt
BLACKHAVEN
Aiken
Hanford
MAURISTATIA

City of Blackhaven

Source: FF48: *Moonrunner* (page 6)
Author: Stephen Hand
Artist: Martin McKenna
Year: 1992
Area: Gallantaria



The Badlands of Gallantaria is a region to the southeast, where the three lands of Gallantaria, Brice, and Mauristatia meet. "At the heart of this notorious region, standing on the Border River, is the sprawling city of Blackhaven, a place so dangerous that the City Guards have to go around in groups of ten"![1817] Currently, the city "is in the grip of a secret society called the Cabal of the Werewolf."[1818]

In **Priestsgate** is the forge of Alcham Lugosh, "a local armourer renowned for the craftsmanship he brings to vile an unusual weaponry." He lives "behind a magically protected door at the end of a nondescript alley. His door is trapped, dropping unwanted guests into a cylindrical pit with a duct "to admit tidal waters from the nearby Border River."[1819]

The Olde Gaol (erroneously labelled 'The Old Gaol on the map) is a ruined structure not far from Priestsgate. Three years ago, an invincible Demothrax named Argolis was buried alive beneath the prison. Seven days later the gaol collapsed in an earthquake."[1820]

"The **Cross Keys** area of Blackhaven is also known as the 'square of delights' for it is richly populated with dubious places of 'entertainment'." The most disreputable den is Gustav Hollmann's Chamber of Horrors, "an ever-popular waxworks devoted to the macabre."[1821]

"**Craven Asylum** for the chronically insane is the most popular of Blackhaven's tourist attractions." It is "a squat grey block of stone, its blank face broken here and there by a few barred windows" and a fortified doorway.[1822]

"**Kiennar's Curiosity Shop** stands in a quiet alley near busy Newham Market." Inside the shop is "a forgotten world of arcane antiquity." The aged proprietor Kiennar is a friend of Professor Van Heldenghast.[1823]

"The few criminals who are actually brought to justice in Blackhaven meet their fate in **Gallows Square** where, on market days, crowds gather to watch grisly public hangings." After death, the bodies are suspended on gibbets until the next day, "a warning to all would-be villains."[1824]

Divil's Lane is "an unfrequented avenue that lurks in unbroken seclusion beneath a permanent veil of mist." The Necromancer Mawn Pretoragus makes his abode here.[1825]

The Last Octopus "stands in the heart of Blackhaven's docklands, a sprawl of wharfs and warehouses infested with merchants, beggars, sots, and thieves!" The docks are "currently being terrorized by an unknown fiend, nicknamed the Shocker, who frightens victims to death."[1826] The tavern hosts gambling as well as Koszak spirit.[1827] Also in this district is Harbour Row, along which may be found lodgings. It serves as the temporary home of Professor Van Heldenghast.[1828]

Malt Lane is a poverty-stricken area of Blackhaven, "where whole families and complete strangers are crammed into over-priced tenements."[1829]

Sangers Beacon, "the highest part of Blackhaven, is a grassy hill topped with a crude gritstone obelisk. In times of great danger, a bonfire is lit atop the obelisk to send out a warning to all Gallantaria."[1830]

Anyone entering the ***Three Broken Fingers Tavern*** had better watch their back. It is the frequent haunt of Kilmarney and Hogg, two accomplished body-snatchers. They take freshly-buried bodies from **Meinster Cemetery** and sell them to doctors, necromancers, or worse.[1831]

Weathern Mill is "an impressive tower which stands alone on a low hill, above a shanty town on the southern edge of the city." Inside is "a single open room, cluttered with bales of hay, farming tools, and mill machinery" while a ladder runs up to a loft near the roof of the mill. A closed hatch also leads down to a cellar. It the home of Conrad Zaar, the traitorous spy for the Cabal who has infiltrated the City Guard.[1832]

To the south of the city, on the road to Aiken, but unlabelled on the map, is the **Wayside Shrine of Belthegor**, "an ancient deity associated with the power of second life." It looks "little more than a pile of overgrown bricks", but it is really "a window into a distant past when savage mutant beings gave sacrifice to the god of second life."[1833]

To the north, along the Border River stands the tiny village of Hope's End. A few broken walls here mark the remains of Karam Gruul's Tower of Inquisition.[1834]

[1817] *Moonrunner* page 21.

[1818] *Moonrunner* paragraph 1.

[1819] *Moonrunner* paragraphs 12 and 64.

[1820] *Moonrunner* paragraph 385.

[1821] *Moonrunner* paragraph 10.

[1822] *Moonrunner* paragraph 393.

[1823] *Moonrunner* paragraph 340.

[1824] *Moonrunner* paragraph 245.

[1825] *Moonrunner* paragraphs 110 and 344.

[1826] *Moonrunner* paragraph 23.

[1827] *Moonrunner* paragraph 399.

[1828] *Moonrunner* paragraph 200.

[1829] *Moonrunner* paragraph 207.

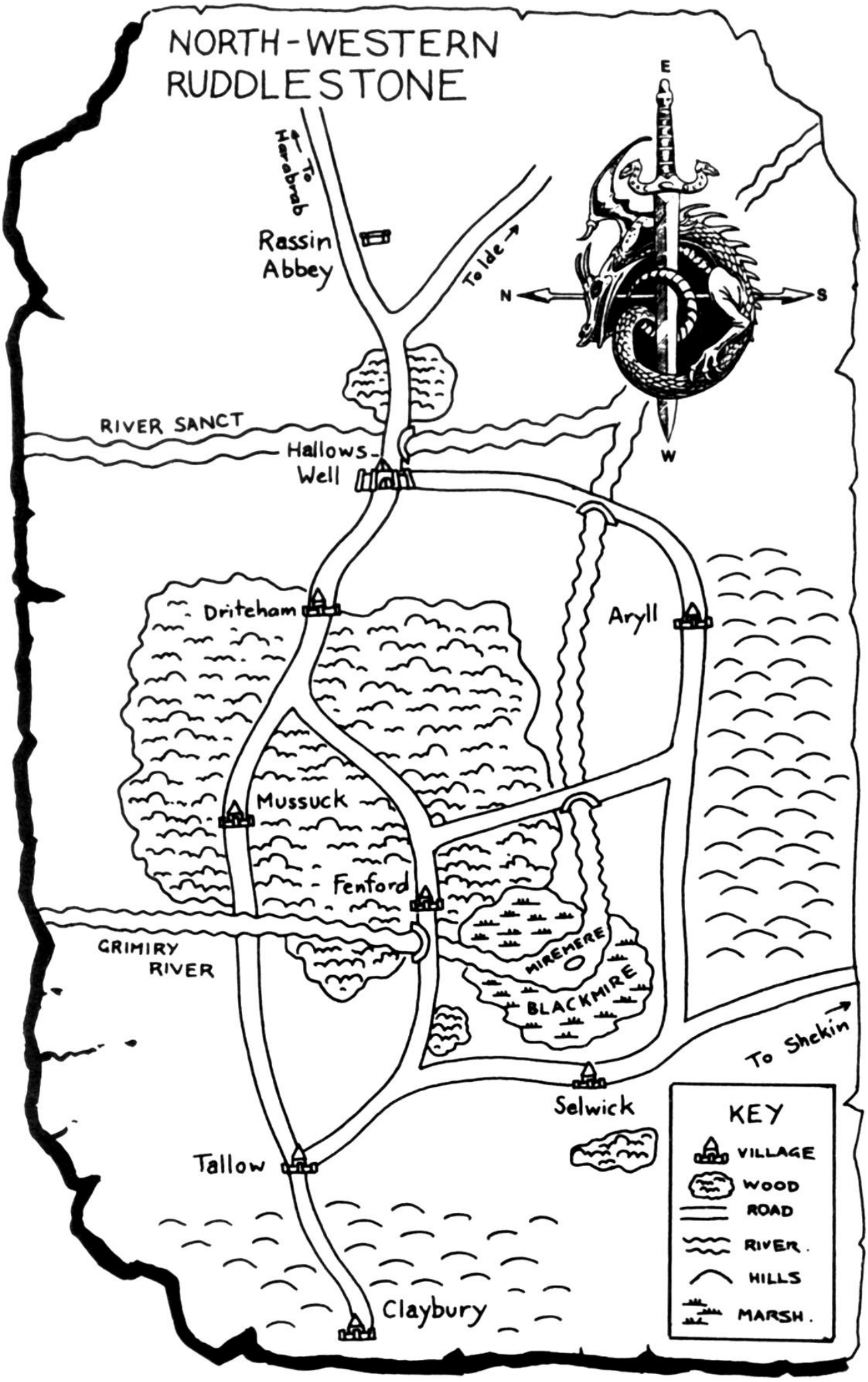
[1830] *Moonrunner* paragraph 380.

[1831] *Moonrunner* paragraphs 61 and 38.

[1832] *Moonrunner* paragraphs 189 and 93.

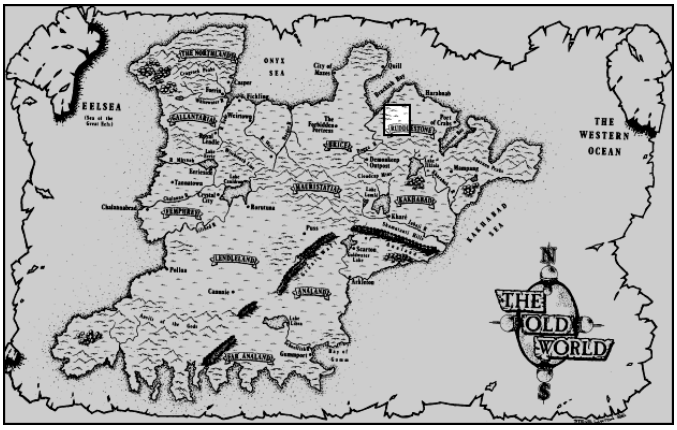
[1833] *Moonrunner* paragraph 334.

[1834] *Moonrunner* paragraph 19.


NORTH-WESTERN
RUDDLESTONE
To Harebrad
Rassin Abbey
To Ide
E
N
S
W
RIVER SANCT
Hallows-Well
Driteham
Aryll
Mussuck
Fenford
GRIMIRY RIVER
MIREMERE
BLACKMIRE
To Shekin
Selwick
Tallow
Claybury
KEY
VILLAGE
WOOD
ROAD
RIVER
HILLS
MARSH

NORTHWESTERN RUDDLESTONE

Source: FF53: *Spellbreaker* (page 23)
Author: Jonathan Green
Artist: Jonathan Green
Year: 1993
Area: Ruddlestone



Rassin Abbey is built upon "a blasted heath", "a barren moor" upon which grow a few trees, huddled together. Wolves roam these moors, and these copses of trees provide the best protection against both them and the thunderstorms that frequently sweep the area in the spring and autumn.[1835] The abbey itself comprises several "small, dark, stone buildings" in the valley between two rises. Behind the bolted door lies "a low-ceilinged hall" full of brown-robed monks, a community of Priests of Enkala.[1836] The library of the abbey holds the *Black Grimoire*, "a book of dark magic." Abbot Dunstan is the head monk, and together with Prior Alwyn, he endeavours to make sure that the *Black Grimoire* never leaves the abbey.[1837]

The men and women of Ruddlestone make pilgrimages to **Hallow's Well**, west of the River Sanct. The road from Rassin Abbey wends through a small area of woodland heading towards the river, a favourite haunt of brigands.[1838] The shrine town of Hallow's Well is "a mixture of timber and stone houses competing for space within the confines of the old town wall." The Pilgrim's Gate is in the eastern wall of the town, by the bridge over the River Sanct. The narrow street leads to the Market Square.[1839] Along a crowded back-street is *The Pilgrim's Rest*, a three-storey stone building. "The interior of the inn is one of traditional oak beams and whitewashed walls. Tables are set out round the bar-room, with a large fireplace in the far wall."[1840] *The Brass Farthing* and *The Baited Bear* are just two of the many taverns that surround Market Square.[1841] The actual Healing Well is at the top of the hill to the north of Market Square. It is "an unassuming stone building.[1842]

Beyond Hallow's Well, the road splits in two. The main road continues west to **Driteham**, "a cluster of buildings at the edge of the forest."[1843] Several hours journey beyond this hamlet leads to another junction. Heading roughly west leads to **Mussuck**, a village with a stone cross in the centre.[1844] It is cursed by the Wodewitch, "a mad old hag who lives a few kilometres into the forest. Her wooden hovel, covered in moss and bracken, leans precariously against one side of a rocky knoll between two trees.[1845] The village well is located "at the edge of Mussuck where the ground begins to descend steeply towards an abandoned watermill."[1846] West of Mussuck, travellers leave the forest by means of a rope secured to opposite banks of the Grimiry River, allowing them to pull themselves over on a raft.[1847]

The other road from Hallow's Well leads eventually to the village of **Aryll**, in the hills. There is currently a plague there.[1848]

Heading southeast from the junction west of Driteham leads to the quiet village of **Fenford**. Travellers will want to visit the sole inn, *The Brindled Cat*. A path not shown on this map leads from Fenford to Selwick through the **Blackmire**, a treacherous place where "many rare plants grow in its foetid hollows."[1849] "The marshes lie under a murky haze through which a dim half-light filters."[1850] The peculiar Fen Folk dwell in the swamp.[1851] The Tomb of Enthus the Martyr "is located on an island in Miremere, the lake at the heart of the swamp."[1852]

"The people of **Selwick** know that many evil things stalk the hours of darkness." Still, the farmers of this village are particularly friendly and will provide hospitality for the weary traveller.[1853]

A half-day's journey westwards is the village of **Tallow**, "at the foot of the western hills."[1854] A few hours' journey further leads a traveller to **Claybury**. At the edge of the village is a circular stone tower. The door to it is "at the top of a flight of steps that has been built into the round wall."[1855] Around the village are several sites of interest: a stone circle, the Withered Wood, and the ruined monastery. In the ruins are "a flight of worn stone steps" leading down to "the heavy double doors of the crypt."[1856]

[1835] *Spellbreaker* page 18.

[1836] *Spellbreaker* pages 20–1.

[1837] *Spellbreaker* paragraph 322.

[1838] *Spellbreaker* paragraphs 166 and 153.

[1839] *Spellbreaker* paragraph 191.

[1840] *Spellbreaker* paragraph 85.

[1841] *Spellbreaker* paragraph 332.

[1842] *Spellbreaker* paragraphs 131 and 261.

[1843] *Spellbreaker* paragraph 37.

[1844] *Spellbreaker* paragraphs 383 and 3.

[1845] *Spellbreaker* paragraphs 38 and 74.

[1846] *Spellbreaker* paragraph 242.

[1847] *Spellbreaker* paragraph 264.

[1848] *Spellbreaker* paragraph 57.

[1849] *Spellbreaker* paragraphs 100 and 48.

[1850] *Spellbreaker* paragraph 333.

[1851] *Spellbreaker* paragraphs 59 and 307.

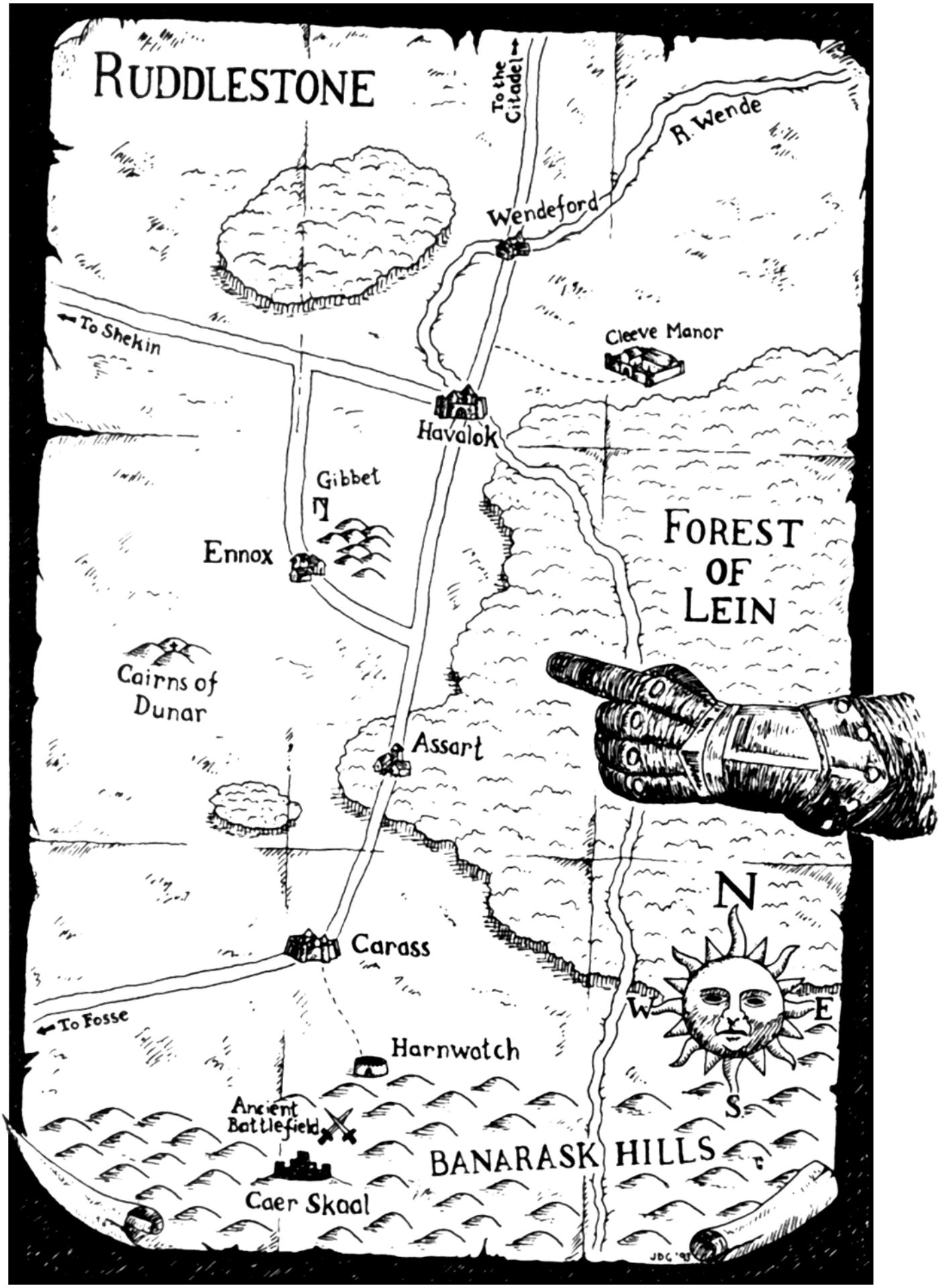
[1852] *Spellbreaker* paragraph 236.

[1853] *Spellbreaker* paragraph 19.

[1854] *Spellbreaker* paragraph 280.

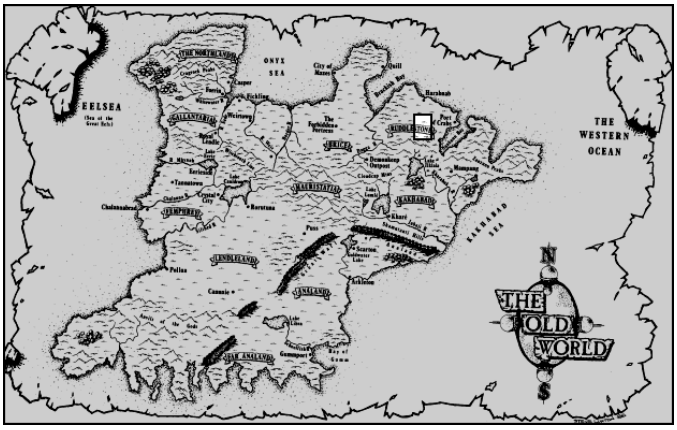
[1855] *Spellbreaker* paragraphs 28 and 336.

[1856] *Spellbreaker* paragraphs 217 and 159.


RUDDLESTONE
To the Citadel
R. Wende
Wendeford
To Shekin
Cleeve Manor
Havalok
Gibbet
Ennox
FOREST OF LEIN
Cairns of Dunar
Assart
N
Carass
W
E
To Fosse
Harnwatch
S.
Ancient Battlefield
BANARASK HILLS
Caer Skaal
JDC '93

FOREST OF LEIN

Source: FF56: *Knights of Doom* (page 19)
Author: Jonathan Green
Artist: Jonathan Green
Year: 1994
Area: Ruddlestone



The town of Havelok lies along the main south road, two days' ride from the Citadel of Ruddlestone. The scenery is "well-cultivated fields and pleasant hills." Along the route are a number of small hamlets and farmsteads. By mid-morning of the second day of the ride, a traveller will enter "a pleasant valley, at the bottom of which nestles the settlement of **Wendeford**. To the west of the village is a small expanse of woodland. "Wendeford's only inn is *The Bristling Boar*", a dark, musty place, though the locals are friendly.[1857] In the woodland is the small round stone cell of Herluin the Sage. The start of the track leading to his home is "marked by two stone posts."[1858]

Beyond Wendeford are "many kilometres of bleak moorland."[1859] High on the moors to the east of the road is **Cleeve Manor**. It is "served by a small hamlet, including a smithy, and is surrounded by a number of small farms." Its great hall is "a picture of bustle and activity", with long trestle tables laid with food and drink. "Large tapestries cover the wall of the hall", and behind the lord's table "hang decorative shields and the coats-of-arms of several noble families, while at the opposite end of the chamber are mounted the trophies of hunting expeditions." The current Lord of the Manor is Taris Varen.[1860]

"The vast expanse of woodland" known as the **Forest of Lein** "is a mysterious place protected by ancient elemental powers."[1861] The wood from the trees is equally magically protected, and chests and jewellery boxes owned by the nobles of Ruddlestone are carved from it.[1862] The forest is "an ancient, shadowy tangle of trees" and any paths in it are almost completely overgrown. Several hours' ride into the forest from Cleeve Manor is "the moss-covered stone statue of an armoured warrior." Runes at the base identify him as "Candraz the Bold."[1863]

The town of **Havelok** is not a large town, but it is protected by both wall and gate. A good lodging-place is *The Red Herring*, "a large inn, popular among the adventuring fraternity." Havelok has several markets that run most days.[1864] It is also blessed with The Mind's Eye, run by a wizened old woman. The Mistress of the Sight, "a beautiful, pale-skinned young woman with black hair" offers prognostications from her well-appointed chamber at the back of the shop.[1865] Another shop worth visiting is that of "Aureus Pyritees—Alchemist. Purveyor of Potions and Elixirs."[1866] Frequent visitors to Havelok are travelling performers, thieves, mostly, such as Oddfellow's Mummers.[1867]

The road crosses desolate moorland, with only a gibbet as a macabre landmark. Behind the gibbet are a small range of hills. In a cave in these hills lives an old hag, whose knowledge of herbs and potions-making allows her to cure almost anything.[1868] The Dwarf blacksmith Torrin Silverblade has his forge near "the lonely village of **Ennox**" where "a number of farms and other buildings huddle together round the village square, in the middle of which stands a stone cross."[1869] Out on the moors stands 'the Maiden', "a single standing stone rising up out of the otherwise featureless landscape.[1870] The best part of a day's ride further southwest are the **Cairns of Dunar,** "four tumuli constructed round a central ring of stones with one at roughly each point of the compass."[1871]

The village of **Assart** is "built in a huge clearing inside the border of the forest." To the west is the ruins of the village of Myrton, where a Necromancer is said to be buried. Local legend has it that the ruins are haunted.[1872]

"The walled town of **Carass**" lies to the north of the Banarask Hills.[1873] Not far from there is "the ruined outpost of **Harnwatch**." It has been deserted for over a century. All that remains of it is "a crumbling stone stockade."[1874]

The ruins of **Caer Skaal** sit on the Banarask Hills. One hundred years ago the castle belonged to Belgaroth, brother of the King, Chivalras IX, and Knight of Telak. Jealousy for the throne caused him to "worshipping the Dark Gods of Chaos", and he "founded an order of Chaos Knights" to storm the Citadel. The plans were uncovered, prompting the "Crusade against Chaos", and war raged "for several months until the Knights of Telak" besieged and overran Belgaroth's castle. "From that time, the ghost-haunted ruins of Caer Skaal were left to the inhabitants of those wild lands."[1875] "Beyond the forest on the eastern edge of the Banarask Hills" is the **Shrine of the Templars**, the exact location of which is a closely guarded secret.[1876]

[1857] *Knights of Doom* paragraphs 80, 285, and 317.

[1858] *Knights of Doom* paragraphs 362 and 102.

[1859] *Knights of Doom* paragraph 49.

[1860] *Knights of Doom* paragraphs 325 and 40.

[1861] *Knights of Doom* paragraph 200.

[1862] *Spellbreaker* (1993) paragraph 191; *cf. Knights of Doom* paragraph 130.

[1863] *Knights of Doom* paragraphs 125 and 112.

[1864] *Knights of Doom* paragraph 241.

[1865] *Knights of Doom* paragraphs 334, 367, and 123.

[1866] *Knights of Doom* paragraph 248.

[1867] *Knights of Doom* paragraph 188; *cf.* paragraph 62.

[1868] *Knights of Doom* paragraphs 283, 327, and 135.

[1869] *Knights of Doom* paragraphs 219 and 379.

[1870] *Knights of Doom* paragraph 323.

[1871] *Knights of Doom* paragraph 263.

[1872] *Knights of Doom* paragraph 332.

[1873] *Knights of Doom* paragraph 48.

[1874] *Knights of Doom* paragraph 306.

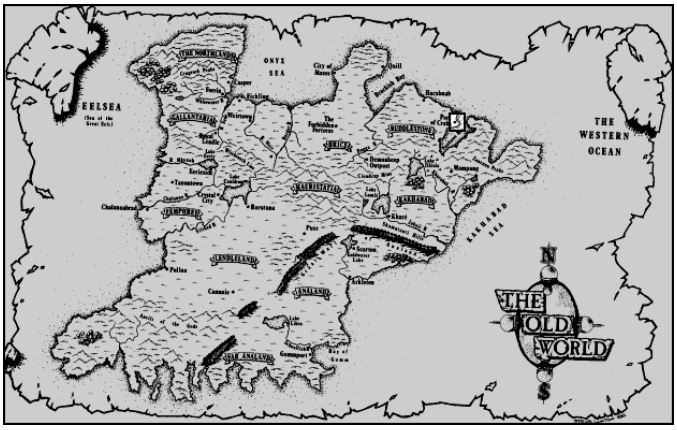
[1875] *Knights of Doom* pages 23–4.

[1876] *Knights of Doom* paragraph 378.


PORT OF CRABS
E
S
To Clam Beach
To Harabnab
GOLD GATE
To the Citadel
MERCHANT QUARTER
Barnacle Tavern
Bazaar
OLD TOWN
Markets
NANKUNU BAY
Mandrakes Lane
DOCKS
The Old Fort
The Jolly Roger
TEMPLE QUARTER
MALLAN'S POINT
RUDDLE GATE
Grand Temple of Vinar
THE CLAWS
Gambling Pits
KAKHABAD GATE
DEAD MEN'S GATE
To Lobster Sands
To Crun
Cemetery
Transcribed by
Mundi Pelago 285AC
JONATHAN GREEN 1996

THE PORT OF CRABS

Source: *Bloodbones*
Author: Jonathan Green
Artist: Jonathan Green
Year: 2006
Area: Ruddlestone



The village of Clam Beach sits "on the northern coast of Ruddlestone, halfway between the two major ports of the kingdom: Harabnab, home to all lawful adventurers and sailors, and the sinister Port of Crabs."[1877] "The port of Crabs is the home to every pirate, buccaneer and freebooter who ply their trade off the coast of the kingdom of Ruddlestone." On the quayside is "a large, old stone building", *The Jolly Roger*. It has "a spacious bar, and is usually "packed with all manner of scurvy-looking sailors and lowlifes."[1878]

"The seediest drinking establishments in the city" include *The Cat and Cockroach*, *Angar's Mutiny*, and ***Barnacle Tavern***.[1879]

"The port's sprawling **markets** lie within the **Merchant Quarter**, which runs from Farthing Lane to Moneylender's Street." In addition to the mundane markets is the Port's lively **Bazaar** "with its more exotic—and expensive—wares." With its colourful stalls and the sounds and smells of far-off countries, the Bazaar entices all who visit the Port of Crabs. Aside from expensive rolls of silk and baskets of spices can be found the odd Talismonger—traders "in artefacts that are allegedly magical."[1880] Pirates seek to accost big spenders at the markets along Traders Street its junction with Lobster Alley.[1881] The famed cartographer Mundi Pelago has set up shop in the area of Traders Street. He is a bespectacled old Dwarf who practises his skills in "a quaint, tidy workroom."[1882]

"**The Old Fort**, residence of the Governor of the Port of Crabs stands at the top of the hill on which most of the **Old Town Quarter** of the city is built." It is a grim stone building, several centuries old. Inside, Governor Montago can usually be found in his audience-chamber, "sitting behind a large oak desk in a high-backed chair." He is "a dignified but bored-looking man, with close-cropped grey hair and wearing the uniform of a military commander."[1883]

During the day, the Street of Holies in the **Temple Quarter** is "packed with beggars, supplicants, and worshippers." Men of differing religious groups sit cross-legged beside the road, asking for donations. "The Overpriest holds court within the most magnificent temple in the city—the **Grand Temple of Vinar**." Petitioners queue up in the pillared marble hall, seeking an audience with "his Excellency the Primate of the God of Pride."[1884]

"The **Gambling Pits** lie within an area of the city known as **The Claws**—the poorest and most dangerous part of the port. The pits themselves are housed in a vast, stone building with a large, iron-studded oak door." Inside, the air is thick with pipe-weed smoke, and is "packed with the unsavoury and roguish clientele" one would expect.[1885] Situated "on a dingy back-street within The Claws is *The Silent Donkey*, an inn filled with suspicious characters who ask no questions.[1886]

Beyond the **Kakhabad Gate** lies the ruined lighthouse at **Mallan's Point**. This crumbling tower helped ships into harbour in the rough seas of Nankunu Bay "in more prosperous and peaceful times." These days, Wreckers, "felons who deliberately cause shipwrecks for their own gain, scavenging the booty washed up from the sunken vessels," lure ships onto "the treacherous jagged rocks, which line this stretch of coast." Their den is inside the ruined tower.[1887]

Dead Men's Gate lies at the end of Corpse Way. "Just outside the city walls lies the **Cemetary**. Its pillared entrance is decorated with disturbing statues" while "weathered tombs and mausoleums" surround a grim sepulchre.[1888]

[1877] *Bloodbones* page 16.

[1878] *Bloodbones* page 18.

[1879] *Bloodbones* paragraph 150.

[1880] *Bloodbones* paragraphs 365 and 42.

[1881] *Bloodbones* paragraph 111; *cf.* paragraph 282.

[1882] *Bloodbones* paragraphs 17 and 288.

[1883] *Bloodbones* paragraphs 103 and 195.

[1884] *Bloodbones* paragraphs 209 and 315.

[1885] *Bloodbones* paragraph 303.

[1886] *Bloodbones* paragraph 101.

[1887] *Bloodbones* paragraphs 146, 184, and 296.

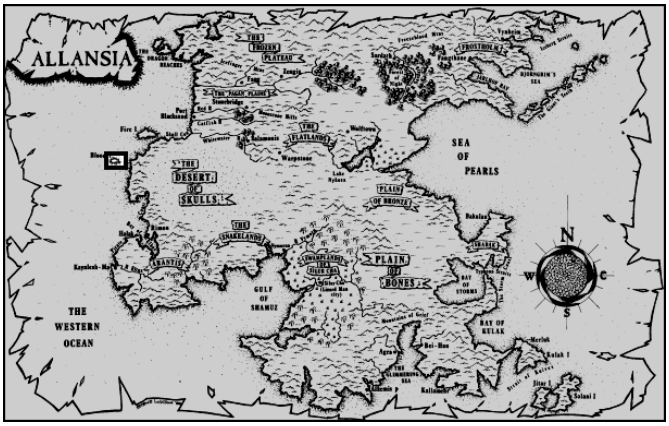
[1888] *Bloodbones* paragraphs 83 and 119.



1. Port Wintersholm
2. Lord Carnuss Charavask's Castle
3. The Arena of Death
4. Chalad River (freshwater)

BLOOD ISLAND

Source: *Trial of Champions d20 Module*
Author: Jamie Wallis
Artist: Jamie Wallis
Year: 2004
Area: Blood Island



According to one source, "Blood Island[1889] is situated 75 miles off of the Skull Coast of Old Allansia. The island is saturated in history dating back many years, mostly revolving around its pirate inhabitants. The island is now mainly deserted with the largest population being the giant turtles that are most frequently seen on the Ebony Coast and on the beach named Turtle Bay."

Nothing specific is known about these Giant Turtles after which the bight is named; presumably they are not overtly hostile to passing ships, though they may get rather 'frisky' in the mating season. It certainly behoves a traveller to know their months and seasons! Sadly, the population of these creatures is falling with each passing year.[1890] Rumours abound of a third incarnation of Sukumvit's Trial of Champions "where giant albino turtles serve as moving platforms to get from one part of the underground complex to another."[1891]

A dreadful typo appears to the north of Dhuran Island: 'Pirate Straights'. In nautical terms, a *strait* may be either a narrow passage of water connecting two large bodies of water; or, a narrow strip of land, bordered on both sides by water, connecting two larger bodies of land. Here, neither is the case, so no only has Strait been inaccurately spelled, it seems to be in the wrong place! A more likely location would be the isthmus where lies Devil's Cove.

"Fresh water is sparse on Blood Island", the main source being "the Chalad River whose source flows out as a waterfall from beneath Lord Carnuss' castle." Edible, non-poisonous food is also scarce on the islands. "Most of the fruits and berries that grow here are poisonous to Humans." Off the coast of Dhuran are the Death Hawk Islands, named after the large colony of birds that live there. These mighty hunters of the skies "are responsible for the demise in the rabbit and fowl populace although fish is in abundance."[1892]

"Lord Carnuss Charavask, the youngest brother of Baron Sukumvit Charavask, ruler of Chiang-Mai, has set up his home here. His small but effective army of followers have almost completely rebuilt the crumbling ruins of Port Wintersholm, a once thriving port that was home to one of the islands most famous naval captains, Chalad Dhurang." This captain "spent almost two years sailing the surrounding waters with his Carsepolis Navy in an attempt to subdue the pirate threat to merchant vessels. He was very successful and almost wiped the pirate threat out completely."[1893]

Clearly, from Captain Dhurang we get the corruption to Dhuran, which is how the eastern island got its name. Less clear is why a city on an island on a tropical latitude would be called Port Wintersholm; perhaps it was where the sailors of the fleet would put in to spend the winter months, far from the inhospitable and unpredictable Carsepolean weather.[1894]

Lord Carnuss' reason for being on Blood Island is very straightforward: he wants revenge on his brother. Carnuss hates his older brother's fame and popularity. As children, Carnuss felt that his older brother was receiving "far too much of his father's attention." Much of the young Sukumvit's time "was spent accompanying his father to learn the task of rulership: they were together on state visits, at the court hearing complaints from citizens, hawking or hunting, and on the training fields."[1895]

[1889] Not to be confused with the archipelago called the Blood Islands in the Western Ocean.

[1890] *Trial of Champions d20 Module* (2004) page 29.

[1891] *Deathtrap Dungeon Computer Game* (1998) by Eidos.

[1892] *Trial of Champions d20 Module* (2004) page 29; *cf. The Forest of Doom* (1983) paragraph 231 and *Out of the Pit* (1985) page 65.

[1893] *Trial of Champions d20 Module* (2004) page 29.

[1894] *Titan: The Fighting Fantasy World* page 12.

[1895] *Titan: The Fighting Fantasy World* page 104.



1. Port Wintersholm
2. Lord Carnuss Charavask's Castle
3. The Arena of Death
4. Chalad River (freshwater)

BLOOD ISLAND

Source: Unpublished
Author: N/A
Artist: Dave Holt
Year: 2004
Area: Blood Island

(continued from previous page)

By way of contrast with the treatment his brother was receiving, Carnuss "was being taught a great many very tedious things by a court sorcerer, Zaragan the Wrinkled." Even from such a tender age, Carnuss nurtured the jealousy of his brother into a festering hatred "that would last for many decades."[1896]

Baron Arkat Chjaravask, the father of Sukumvit and Carnuss, died when his oldest son was just twenty-one. Sukumvit "was immediately proclaimed Baron of Fang. Carnuss, only a year younger, felt angry that his brother should acquire so much wealth and power" overnight. "He began mixing with thieves and assassins in the seedy bars in the slum areas of Fang", bemoaning his lot. Eventually, he was offered his brother's death—for the princely sum of a thousand gold pieces. Naively, he agreed—and "the 'assassins' went straight to Sukumvit and told him of the plot, for they were members of the palace guard whom the Baron had hired to watch over his foolish brother. Carnuss' plotting were publicly exposed", forcing him to flee the city in disgrace. His name became a laughingstock wherever he went. Drawing in on himself, he eventually retreated to Blood Island "where he built a massive castle."[1897]

Under his tyrannical rule, the island once more plays host to scurvy buccaneers who spend their time making merry, drinking grog, starting (and finishing) fights, and having an all-round jolly good time. He is on fairly friendly terms with "the notorious pirate and mass murderer captain 'Skully' Bartella." This ugly, scarred, gruff-voiced pirate 'procures' slaves for Carnuss' main goal in life.[1898]

When the original Trial of Champions was defeated, "Sukumvit's reputation suffered greatly", much to Carnuss' pleasure. However, Sukumvit "was undeterred, and immediately made plans for a few changes. When he had finally redesigned and rebuilt his 'Trial of Champions'…, he sent messengers to every town and village for tens of leagues around, declaring that no one would *ever* pass through it alive!"[1899]

Carnuss has heard of his brother's improved dungeon and the increased reward of 20,000 gold pieces for surviving.[1900] "His plan is to send a slave into the Trial of Champions as an incognito representative of himself. Should the slave survive, the money will belong to Carnuss, but he will release the slave as a reward." His main priority and concern is to find a worthy slave. "One of the large stone coliseums has been rebuilt to house Lord Carnuss' plan to filter out the weak and worthless as an Arena of Death."

"Just down the hill from the castle, Lord Carnuss' army has been busy rebuilding the largest of the island's ancient coliseums. This huge arena, now named The Arena of Death, is well over [three hundred feet] long and stands two [storeys] high. New, deadly contraptions have been imported to furnish the arena, designed with the sole purpose of ending the life of a poor slave whose dexterity and strength doesn't match that of the stronger and faster inmates."[1901]

This second map of Blood Island is particularly interesting because of the addition of a scale. From this, it becomes apparent that the two separate islands are approximately eighty miles from southwest to northeast. The label for Mermaids [sic] Bluff does not appear on the previous map, and Turtles [sic] Bay was changed to Turtle Bay. Key location 1 is irrelevant since Port Wintersholm is labelled on the map. Pirate Straights [sic] is still incorrectly labelled and misplaced.

Do Mermaids really visit Mermaid's Bluff? It is a possibility. But since the island only plays host to vicious, violent pirates, it would seem to indicate that if they do, some of the beautiful maidens of the sea have a really poor taste in men!

[1896] *Titan: The Fighting Fantasy World* page 104.

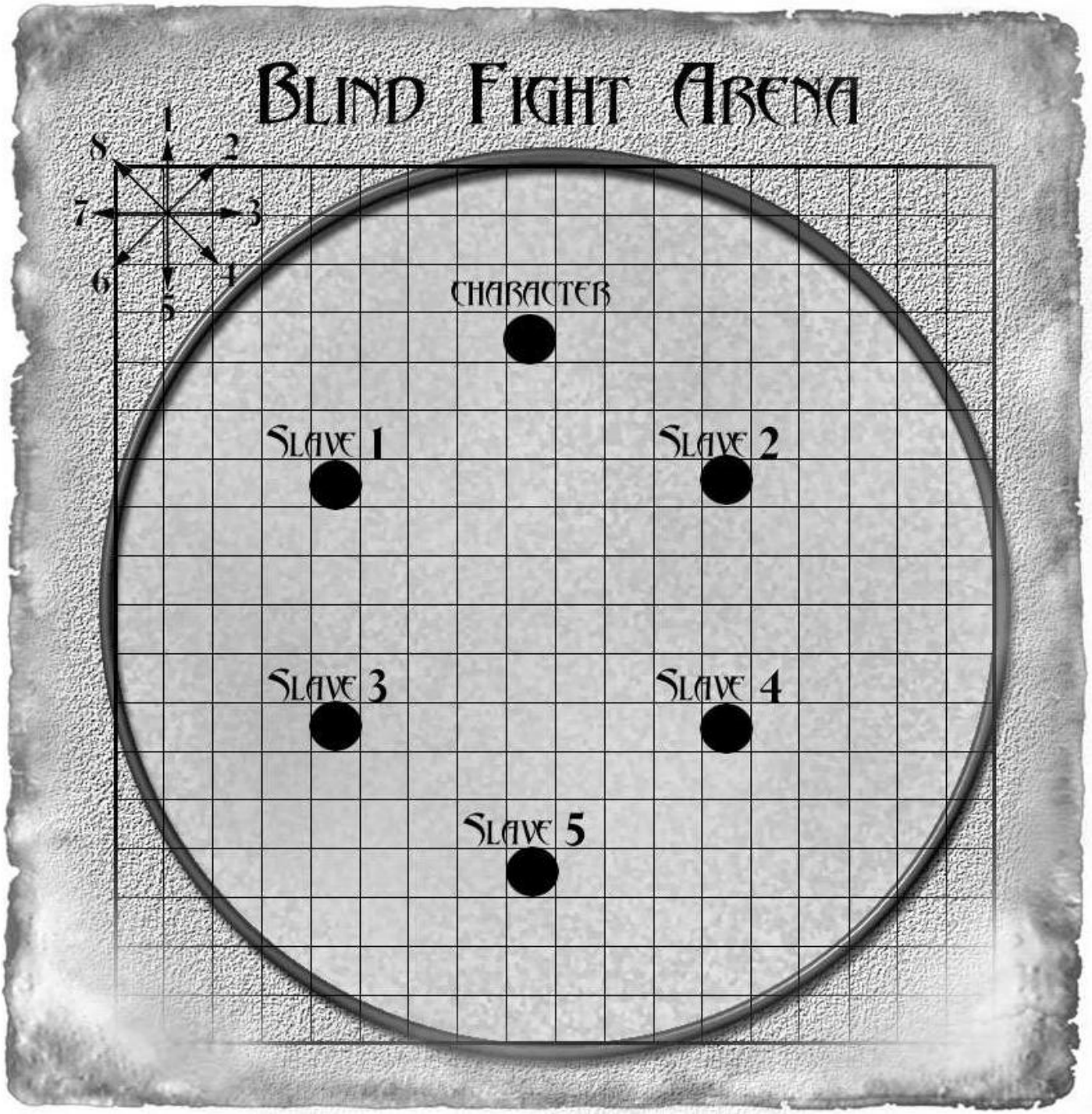
[1897] *Titan: The Fighting Fantasy World* page 104.

[1898] *Trial of Champions* (1986) page 19.

[1899] *Titan: The Fighting Fantasy World* page 104.

[1900] This has been raised to 50,000 gold pieces according to some sources; *cf. Trial of Champions d20 Module* (2004) page 2.

[1901] *Trial of Champions d20 Module* (2004) page 29.


Blind Fight Arena
1
2
3
4
5
6
7
8
Character
Slave 1
Slave 2
Slave 3
Slave 4
Slave 5

Blind Fight Arena

Source: *Trial of Champions d20 Module*
Author: Jamie Wallis
Artist: Jamie Wallis
Year: 2004
Area: Blood Island

Lord Carnuss' Arena of Death on Blood Island exists for one sole purpose: to train a warrior who can enter the modified and deadly labyrinth known as the Trial of Champions and win the reward of 20,000 Gold Pieces. Lord Carnuss hates the fame his brother, Baron Sukumvit, has, and he will stop at nothing to destroy his reputation. Forty-two slaves are taken there by ship, captured by pirates and reavers, and only one will survive, with the dubious reward of "entry to a deadly dungeon."[1902]

The slaves are kept in cramped conditions, with four or five to a cell. This is likely to breed resentment between the prisoners, making them more likely to want to kill each other in the arena. To maximise the chance of a skilled warrior who can survive the Trial of Champions, Lord Carnuss' pirates scour the seas and coasts of western Allansia, looking for the best. So the cells will contain a mixture of races and genders: stout Dwarfs, Man-Orcs, sinewy Easterners, [1903] Elves, Northmen, Ogres,[1904] warrior women, Barbarians, and dark-skinned Southerners.[1905] Age, race, and gender mean nothing to Lord Carnuss—he wants to prove himself better than his brother!

The sole victor will have to survive four days of forced battle against his fellow slaves. The trials and tests of the Arena of Death are as follows.

Day 1: On the first day, a race to test strength and stamina is held. "A crude sack, containing several heavy rocks, is strapped to" the slaves' backs. "Burning coals are brought into the arena and poured over a section of the makeshift racetrack", forcing slaves to jump over the burning coals. This continues until one of the slaves is lapped or collapses.[1906] The loser of each of the races is "quickly put to death."[1907]

Day 2: After being fed, the slaves are led away to the arena one by one. Upon reaching the door to the arena, they will be offered a choice of weapon: broadsword and shield or trident and net.[1908] As they enter the arena, another door in the arena wall opens to allow entry to a Bonecrusher beast. These dreaded creatures have tough, leathery skin, and two small, narrow, near-blind eyes sit in its ugly head. Tendrils hang from beneath its fat nose over its taut mouth, "and its long arms are dauntingly powerful."[1909] The only way to slay a Bonecrusher "is to make it fall to the ground, whereupon its delicate balance will be totally destroyed, and it will be impossible" for it ever to stand again.[1910] It is unclear what other creatures Carnuss keeps for these arena battles. On arriving back at their cells, the slaves will doubtless find that there are now only two slaves in each cell. That evening, the guards will issue a chilling ultimatum: "There are now two of you left in each cell. I only want one to come out in the morning for tomorrow's combat.."[1911]

Day 3: The first test of the day involves a deadly machine, a pole fixed to a heavy base with two sharp blades sticking out "from either side of the pole, one at head height and one at ankle height." The pole is spun by the guards, and "the slave alternately has to duck under one blade and jump over the other to avoid being badly cut."[1912] As it slows to a stop, the survivors immediately have a spiked ball and chain lashed to each of their sword arms, and a small shield lashed to their other hand. "They are then blindfolded and ordered to commence battle against one another until there is only one left standing."[1913]

Day 4: After being well fed and having their wounds bandaged, the last two slaves get to sleep before the ultimate duel to the death. Each of them is given a dagger and a studded glove, and the final arena battle commences.[1914]

[1902] *Trial of Champions* (1986) pages 20–1.

[1903] *Trial of Champions* (1986) page 21; *cf.* paragraph 113.

[1904] *Trial of Champions* (1986) paragraph 22.

[1905] *Trial of Champions* (1986) paragraph 94; *cf.* paragraph 61.

[1906] *Trial of Champions* (1986) paragraph 22.

[1907] *Trial of Champions* (1986) paragraph 360.

[1908] *Trial of Champions* (1986) paragraph 136.

[1909] *Trial of Champions* (1986) paragraph 275.

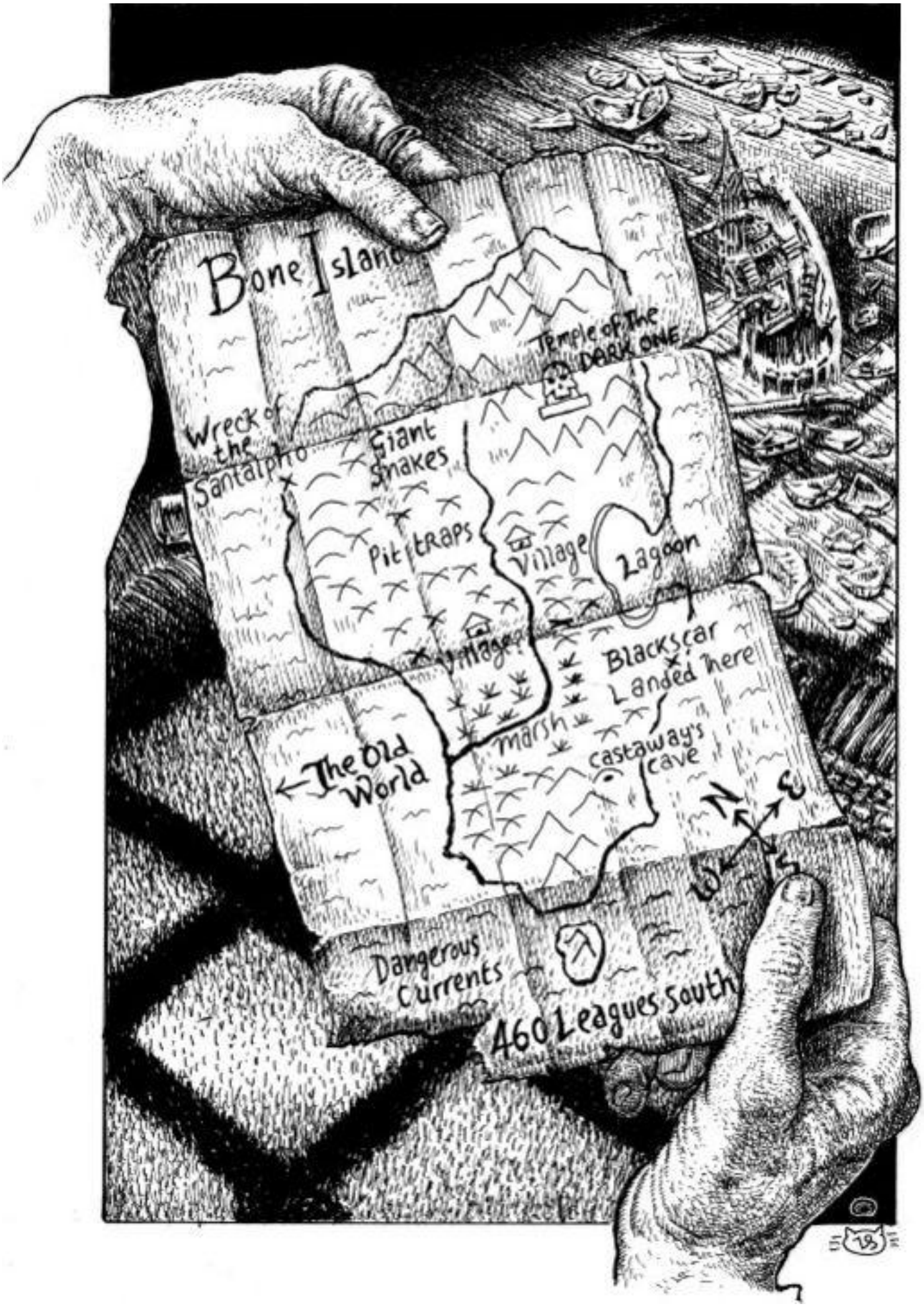
[1910] *Trial of Champions* (1986) paragraph 56.

[1911] *Trial of Champions* (1986) paragraph 113.

[1912] *Trial of Champions* (1986) paragraph 237.

[1913] *Trial of Champions* (1986) paragraph 94.

[1914] *Trial of Champions* (1986) paragraph 61.


Bone Island
Temple of The DARK ONE
Wreck of the Santalpho
Giant Snakes
Pit traps
Village
Lagoon
Village?
Blackscar Landed here
marsh
castaway's cave
The Old World
Dangerous Currents
460 Leagues South

BONE ISLAND

Source: *Bloodbones*
Author: Jonathan Green
Artist: Tony Hough
Year: 2006
Area: The Giant's Teeth

Bone Island is a tropical island reputedly inhabited by cannibals. It lies 370 leagues east of the Port of Crabs and 460 leagues south.[1915] The western shore of the island is bordered by lush, steaming jungle. To the east and southwest are mountains. A river runs southwest from the eastern mountains to a swamp, and on the eastern side of the islands is a large lagoon.[1916]

Not far into the jungle is "a small stone building in a clearing…partially submerged in the earth." This was the home of the wizard Erasmus and his servant Balinac.[1917] In the southern jungle is "a low valley" with a large clearing, in which sits a tribe's village, recently razed to the ground.[1918]

South of the village, the trees thin "at the edge of an expanse of marshland" formed by "a river delta where it meets the sea."[1919] Beyond the marsh is "a range of low, scrub-covered hills" where "a skinny old man with a long, straggly white beard and a large straw hat." This is Scrimshaw the Castaway, and he lives in a cave in these hills.[1920]

To the northeast of these hills is "a wide cave entrance at the foot of a rocky escarpment." Vampire Bats live in "a high ceilinged chamber, with stalactites pointing down from the roof" in these tunnels.[1921] A pool of freezing water and an underwater tunnel give access to an enclosed cavern lit by glowing crystals. A fabulous horde of gold coins and precious jewels is said to lie here—the cursed treasure of the dread pirate Blackscar.[1922]

To the north of this cavern, deep in the jungle, is "a group of mud huts in a large clearing." The leader of the Usai tribe is Queen Zyteea, "a lithe, beautiful woman" who wears an elaborate headdress.[1923] They are friendly, but wary of strangers. They may demand proof that a traveller means them no harm, such as the test of walking blindfolded across a log crossing a pool of bubbling, sulphurous mud.[1924] Despite rumours to the contrary, the Usai are not cannibals, but are a "peaceable, intelligent, civilized people."[1925] The Tribesmen live in fear of the Giant Praying Mantises that dwell in the depths of the boiling jungle.[1926]

To the southeast of the village are "the sparkling waters of a large lagoon, linked to the sea by a narrow channel on the far side." It is the ideal place to anchor a ship.[1927]

To the northeast, the ground rises into the foothills beyond "the jungle, with its rank smells of rotting vegetation." "Almost no vegetation grows in the dusty, windswept highlands." A step gully is "lined with stakes upon which are human skulls, picked clean by the vultures. At the top of the gully is the edge of a "precipitous gorge, at the bottom of which, one hundred metres below, is a fast-flowing river." The gorge is crossed by a rope bridge that "leads directly into the side of a cliff into which has been carved a massive skull with a feathered headdress." Through this tunnel, surrounded by rocky crags, is "a stepped stone building"—the Temple of Quezkari.[1928]

[1915] *Bloodbones* paragraphs 156 and 293.

[1916] *Bloodbones* paragraphs 300 and 325.

[1917] *Bloodbones* paragraph 24.

[1918] *Bloodbones* paragraph 68.

[1919] *Bloodbones* paragraph 197.

[1920] *Bloodbones* paragraphs 262 and 41.

[1921] *Bloodbones* paragraphs 110 and 80.

[1922] *Bloodbones* paragraphs 228 and 71.

[1923] *Bloodbones* paragraphs 397 and 113.

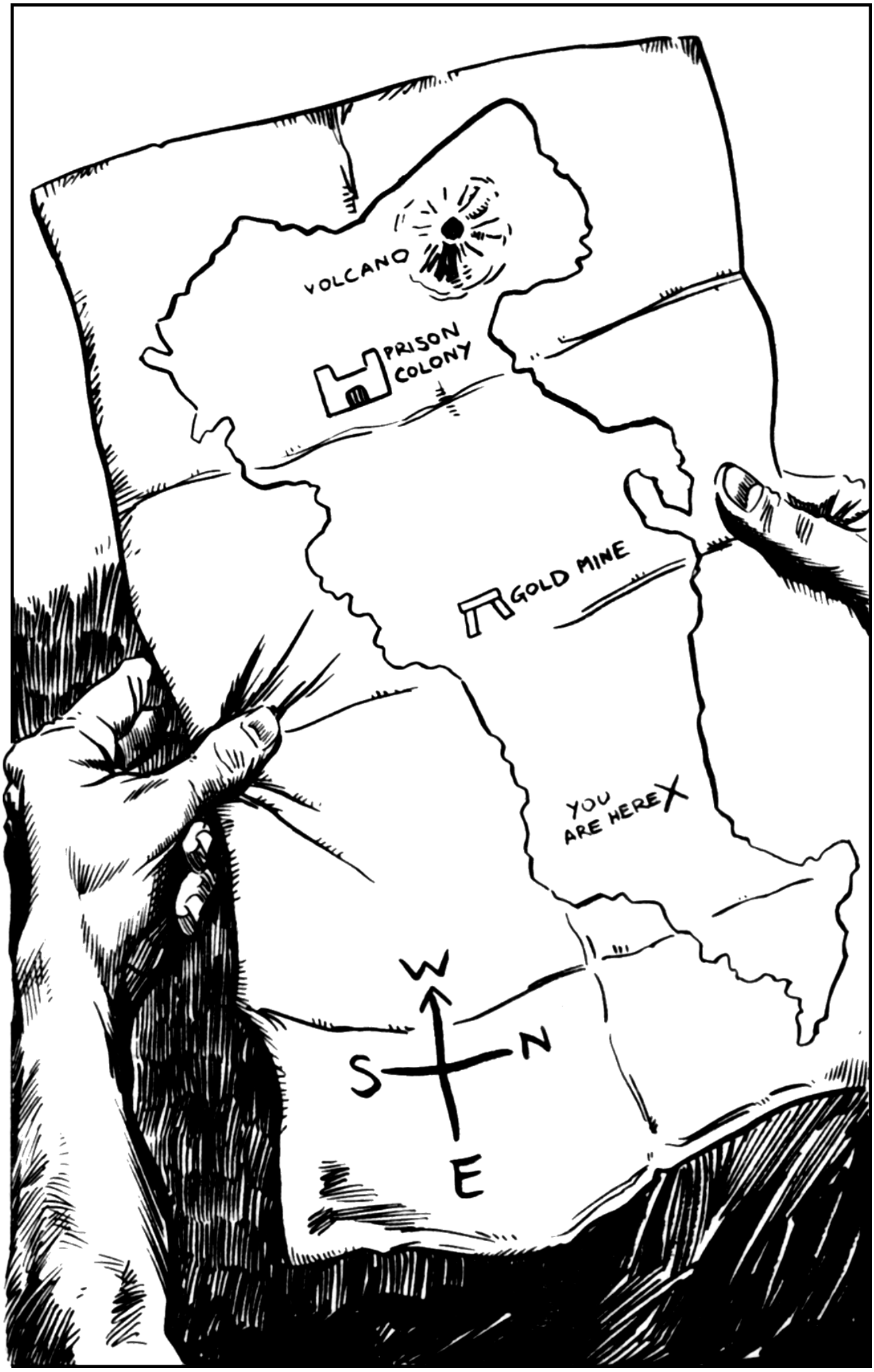
[1924] *Bloodbones* paragraph 50.

[1925] *Bloodbones* paragraph 142.

[1926] *Bloodbones* paragraph 320.

[1927] *Bloodbones* paragraph 10.

[1928] *Bloodbones* paragraphs 115 and 283.


VOLCANO
PRISON COLONY
GOLD MINE
YOU ARE HERE X
W
S
N
E

FIRE ISLAND

Source: FF7: *Island of the Lizard King* (paragraph 149)
Author: Ian Livingstone
Artist: Alan Langford
Year: 1984
Area: Western Ocean



Fire Island lies off the western coast of Allansia, to the northwest of the Desert of Skulls. It has a long history of occupation. Recently, the Lizard Men that dwell there have been raiding the towns and villages along the coast, kidnapping the young men and enslaving them, forcing them to work in chain gangs in the gold mines.[1929]

The penal colony on Fire Island was founded by Prince Olaf Twohorse, ruler of Blacksands Town (now Port Blacksand) in 192 AC to "cope with the great numbers of criminals sentenced under his harsh laws."[1930] It used to be guarded by a tribe of paid Lizard Men. Prince Olaf was forced to abandon his prison colony when the good prince realized "it would have been simpler to put his lawful citizens on Fire Island and leave the evil-doers on the mainland; there were just too many of them." When they received no pay, the Lizard Men took out their vengeance on the prisoners, and "the island became a place of terror ruled by a Lizard Man prison-guard who proclaimed himself King.

"In order to assert his authority, the Lizard King began practising voodoo and black magic. He also started genetic experiments in an attempt to breed an invincible race of Lizard Men", most of which went wrong. "Grotesque mutants were created", and "the local flora and fauna were affected", creating giant beasts and man-eating plants."[1931]

The seas around Fire Island are "a silvery-blue" and "the island sits on the sea like a green cushion, with a jagged mountain protruding from it. Smoke gently curls up from its top: a volcano's fuming anger waiting to explode." On the eastern coast is an inlet to a rocky cove.[1932]

To one side of this cove is a small beach "covered in golden sand." At the far end of it is "a tiny hut made of white stone", long deserted. It was once the home of the hermit Baskin, who went to Fire Island for peace and solitude." Giant Crabs patrol this small inlet.[1933] The cove is a notorious hotspot for Pirates and their ilk.[1934]

At the edge of the beach, "the undergrowth between the trees is dense; plants with long or broad leaves, some with spiny tips, vines, creepers, fungi, roots, and flowers of all sizes, shapes, and colours fighting for light and space in the humid jungle thicket."[1935]

Head Hunters dwell in these jungles, dark-skinned men wearing only loincloths, each of whom wears a belt of shrunken human heads. They live in a village in the southwest jungle, "several bamboo huts in a circle around the edge of" a clearing. They beat their drums of doom as they prepare to sacrifice anyone they have captured.[1936]

To the north of the Head Hunter village is "a crude platform and a vine hanging down from it." A former thief sentenced to the penal colony by Prince Olaf, lives here. "After the Lizard Men began their rule of the island, he was forced to work in the gold mines", before he managed to escape. It is he who sketched this map of the island.[1937] Some way beyond this impromptu home is a "small clearing, completely free of vegetation", at the centre of which lies a large green healing crystal, glowing and radiating heat."[1938]

The Pygmies who dwell nearby are enemies of the Head Hunters. Although they do not speak the common tongue, they will be friendly toward anyone who offers them gifts.[1939]

[1929] *Island of the Lizard King* page 21.

[1930] *Blacksand!*(1990) page 119.

[1931] *Island of the Lizard King* paragraph 22. This does not square exactly with *Titan: The Fighting Fantasy World* (1986) page 93 which describes Fire Island as 'an outpost of the Lizard Man Empire', as centred in Silur Cha. Did the Lizard Men of Fire Island merely pretend subservience to Prince Olaf? Or perhaps they were only too happy to be freed from the tyranny of the Lizard Man High King (p.91), and used their remote posting to sate their own desire for gold, even if that meant working for a hated human ruler.

[1932] *Island of the Lizard King* paragraph 1.

[1933] *Island of the Lizard King* paragraphs 24, 354, and 211.

[1934] *Island of the Lizard King* paragraph 33.

[1935] *Island of the Lizard King* paragraph 391.

[1936] *Island of the Lizard King* paragraphs 81, 229, and 337.

[1937] *Island of the Lizard King* paragraphs 105, 46, and 149.

[1938] *Island of the Lizard King* paragraphs 224 and 232.

[1939] *Island of the Lizard King* paragraphs 71, 276 and 243.


Western Ocean
Pirate Cove
Bay of Crabs
Volcano Blood Mountain
Gold Mines
Lizard Rocks
Prison Colony
Port Twohorse
Granit Beach
Fire Island
0
20
40
Scale of Miles

FIRE ISLAND

Source: *Island of the Lizard King d20 Module* (Unpublished)
Author: N/A
Artist: Dave Holt
Year: 2004
Area: Western Ocean



(continued from previous page)[1940]

Further west, the ground becomes wetter and softer. The trees thin out to reveal a "thick black mire" of marshland stretching as far as the eye can see. The ground becomes softer and softer until "with each step you are sinking into black mire up to" the knees.[1941]

Eventually, the ground becomes firmer and the watery mire turns to black mud. This muddy plain gradually firms towards a gorge between two hills. Here, "grass and flowers make the island appear lush and beautiful." The gorge heads between several hills in a westerly direction, though where the gorge narrows, it is prone to landslides.[1942]

Further through the gorge, "the ground underfoot becomes rockier" before it "widens out to become a grassy plain", in which sits a pond of cool, refreshing water.[1943] The plain is bisected by a bushy-banked river running slowly southeast from the Volcano. On the western bank, the "ground is quite steep and tree-covered."[1944]Upriver, "the river meanders gently through the low hills." A group of mud huts are clustered together on the west bank, populated by "tall reptilian creatures wearing armour and carrying whips and curved swords—Lizard Men!" They are the guards for the gold mines.[1945]

"Behind the huts, a path leads through the trees to the rocky face of a steep hill. In the centre of the rock-face [is] the square shape of a mine entrance leading into the hill." The mine tunnels are lit by "torches which cast eerie shadows all around."[1946]

Progress further upriver by raft is slow, "as the river narrows and the water runs faster." The terrain around the bank is "tree-covered hillside with plenty of rocks and bushes to make walking quite arduous."[1947]

The temperature rises the closer one travels to the volcano. There are no signs of life.[1948] Halfway up the side of a hill is the entrance to a cave. "The rocks all around the mouth of the cave are painted in bright colours, but each one has a skull resting on top of it." It is the home of a barbarous Cave Woman, who wishes to be left in peace.[1949]

The volcano is named as 'Blood Mountain' on this map. Looking up from its foot, the "gigantic black mountain reaching up towards the sky" really seems impressive. Around the base of the volcano are giant pools with "thick yellow mud with large gas bubbles breaking through its surface and making unpleasant plopping sounds." The air here is unpleasantly sulphurous.[1950]

Partway up the volcano dwells the Shaman, "the island's medicine man." Before he will share any of his secret magic and knowledge with anyone, they must first earn the right by means of a series of tests designed to break the unready.[1951]

Walking southeast from the volcano will bring a traveller to "the edge of a ravine which is too wide" to jump over. The detour to the east will lead to "a stone arch traversing the ravine", though it is likely to be guarded by a lackey of the Lizard King. Continuing southeast, the land is little more than sand and rock.[1952] Over this scrubland and one more hill is a view along a green valley, with a stone fortress lying in the middle of it—the prison colony.[1953] A copse of trees stands not far from the wooden gates of the prison.[1954]

[1940] According to *Island of the Lizard King* paragraph 1 *et al*, the Bay of Crabs and the Pirate Cove are adjacent locations. Presumably, then, the Pirate Cove here refers to some encounter not mentioned in the original book

[1941] *Island of the Lizard King* paragraphs 7 and 158.

[1942] *Island of the Lizard King* paragraphs 37, 362, and 40.

[1943] *Island of the Lizard King* paragraphs 325, 196, and 92.

[1944] *Island of the Lizard King* paragraph 170.

[1945] *Island of the Lizard King* (1984) paragraphs 14 and 63.

[1946] *Island of the Lizard King* (1984) paragraph 147.

[1947] *Island of the Lizard King* (1984) paragraphs 363 and 376.

[1948] *Island of the Lizard King* (1984) paragraphs 212 and 65; see the illustration accompanying paragraph 30 for a view of the volcano.

[1949] *Island of the Lizard King* (1984) paragraphs 269 and 59.

[1950] *Island of the Lizard King* (1984) paragraphs 303 and 355.

[1951] *Island of the Lizard King* (1984) paragraphs 249, 199, and 397.

[1952] *Island of the Lizard King* (1984) paragraphs 168 and 139.

[1953] *Island of the Lizard King* (1984) paragraph 350. Note Raquel Welch in the accompanying illustration!

[1954] *Island of the Lizard King* (1984) paragraph 279.


ISLE OF DESPAIR
DAWNMIST MOUNTAINS
THUNDER HILLS
IRONCAP MOUNTAINS
LAKE SILVER
SKULL BAY
JUNGLE
GREAT MARSH
LEO HARTAS

THE ISLE OF DESPAIR

Source: FF34: *Stealer of Souls* (inside cover)
Author: Keith Martin
Artist: Leo Hartas
Year: 1988
Area: Ocean of Tempests

The Isle of Despair is "a small island just off the eastern coast of the Isle of Scars."[1955] The island hosts numerous different landscapes including two different mountain ranges, the Dawnmist Mountains to the northwest and the Ironcap Mountains to the east.

The best place to put ashore is the place known as Skull Bay, though "there is no natural harbour here." The bay is named after the Giant Skull Crabs which dwell in the shallow water beneath the green and purple seaweed.[1956] From the beach, a trail leads off westwards towards the hilly interior, while "to the south there is a tall white cliff."[1957]

In a hillside of the Ironcap Mountains overlooking the shoreline is a cave, the home of a friendly Sea Giant, "almost sixteen feet tall, clad in green, and his hair a tangle of kelp and shells that he wears for decoration."[1958] This is unusual, since most Sea Giants, who are the largest of all Giants, "dwell not on the land, but underwater" and "never venture on land."[1959] Possibly, then, the Giant on the Isle of Despair is either an unusual member of his own race, or a species of Giant unknown in other parts of the world.

Heading inland, the prevailing winds tend to bring squalls and mist.[1960] After a half-day's journey inland, a spur leaves the trail heading northwards into the Thunder Hills. The hilly terrain here is covered with bracken. There is the odd cave in the increasingly rocky land which can be used to spend the night. About a day's journey from the main trail, this spur peters out amidst the increasingly steep hills.[1961] Intelligent lizards live here, basking in the sun. Higher in the peaks are the nests of Giant Stormbirds, though they are rare at such latitudes, and they may have been drawn to the island by magic.[1962]

The main trail continues westwards past "a small copse of trees nestling against the rock face", the home of at least one Tree Sprite.[1963] Beyond this, the trail splits, with spurs leading off in all the cardinal directions. "By the side of the path to the north, there stands a wooden pole with a skull atop it. By the southern path, there is a bloodied fistful of bird's feathers on a pointed stick."[1964]

The trail north leads through "overgrown scrubland" and "the ground is loping downwards" into woodlands. Here "there are many pools of stagnant water, and clouds of buzzing insects swarm around."[1965] These insects bite and spread disease, and travellers visiting the isle would be advised to have either tough skin or ointment to soothe these bites lest they become inflamed.[1966] Amongst the trees nestles a wooden cottage, the home of a herbalist who is searching for rare medical herbs. Hobgoblins also dwell in the woods.[1967]

The trail south becomes more overgrown "as it descends into thick, verdant vegetation: masses of bushes, ferns, vines, and trailing roots." The climate here is "very warm and humid." The tribesmen of the Kiaraboo tribe that dwell here are "dark-skinned and wear loincloths." They live in a village of mud-and-wattle huts. Their High Shaman is a learned, though crafty, man called Alkandi.[1968]

The final trail from the crossroads leads westwards "into undulating low foothills." To the north are craggy peaks, and the trail turns northwest towards them. A small building of grey rock lies off the trail to the west.[1969] It is an evil shrine, the home of a Dark Priest. The altar emanates evil, while dread wall-paintings show scenes of horror.[1970] A trapdoor in the floor leads down to the Iron Crypts. The trail leads "towards the higher peaks" of the Dawnmist Mountains, and ends at "an entrance into the hillside rather than continuing into the mountains." A skull, crafted from iron plaques and spikes, is set into the hillside above this entrance to the Iron Crypts.[1971]

Deep in the Iron Crypts[1972] is the lair of Mordraneth: "Dark mage, a man of guile and cunning, one who has mastery of arcane secrets shunned by good magicians, a dealer in death and destruction who smiles as he slays."[1973]

[1955] *Stealer of Souls* page 21.

[1956] *Stealer of Souls* paragraph 249.

[1957] *Stealer of Souls* paragraph 102.

[1958] *Stealer of Souls* paragraph 118.

[1959] *Out of the Pit* (1985) pages 59–60.

[1960] *Stealer of Souls* paragraph 257; *cf.* paragraph 1.

[1961] *Stealer of Souls* paragraphs 38, 238, and 10.

[1962] *Stealer of Souls* paragraph 86; *cf.* paragraphs 167 and 223.

[1963] *Stealer of Souls* paragraph 349.

[1964] *Stealer of Souls* paragraph 103.

[1965] *Stealer of Souls* paragraph 327.

[1966] *Stealer of Souls* page 21.

[1967] *Stealer of Souls* paragraphs 191 and 71.

[1968] *Stealer of Souls* paragraphs 128 and 208.

[1969] *Stealer of Souls* paragraph 181.

[1970] *Stealer of Souls* paragraph 117.

[1971] *Stealer of Souls* paragraph 339.

[1972] *Stealer of Souls* paragraph 143.

[1973] *Stealer of Souls* page 18.


TAKIO
SOLACE
AVEN
SUNARA
Traole
TO THE SOUTH
ISLE OF TURA
ISLES OF THE DAWN

ISLES OF THE DAWN

Source: FF42: *Black Vein Prophecy* (inside cover)
Author: Paul Mason
Artist: Leo Hartas
Year: 1990
Area: Isles of the Dawn

The capital city of the Isles of the Dawn, the seat of the God-King, is the sprawling city of Shoudu. It still bears the scars of the civil war that threatened to destroy both the city and the peoples of these islands. It is built along the banks of the Red River, and has an extensive docks. At the God-King's palace are queues of townspeople waiting to bring their pleas before the king. The evil king Bezenvial had two sons, Maior and Feior. Fortunately, the black blood of their father did not run in Maior's veins, and he now rules benevolently, with the former-freedom fighter Merzei as his Grand Councillor of the Isles.[1974] The rightful king, Poo Ta, was just a boy when the civil war broke out. By all accounts, it was fortunate that the spoiled brat did not survive the war, paving the way for the saviour of the Isles, Maior, to be crowned King.[1975]

A typical village consists of a few simple baked-mud houses surrounded by "the vast watery expanses of rice paddies, interspersed here and there by pastures." Separating the rice fields are the low earth barriers known as the polder, which can also be used as impromptu pathways. The rice paddies are the centre of village community. "Rice is a luxury; a good rice crop means wealth…and most goes in taxes to the tribunal." Bandits and foreign mercenaries still roam the land, taking advantage of the confusion that still exists in outlying territories now the war is over. They steal the rice that villagers work so hard to plant and cultivate, and hack down any who oppose them.[1976]

Yenshu is a town that sits in a range of hills in the south of the Isles. Its houses are "gaudily painted", though it is dominated by a grey tower which rises from the magistrate's tribunal.[1977]

The enormous city of Traole, provincial capital of the area, is surrounded by vine-covered hills. "There are plenty of inns in Traole", while its main temple "is a huge building, a complex of shrines and altars." Inside is the Altar of Earnest Entreaty.[1978]

The many Monasteries are home to very strict monks who devote themselves to their tasks of study, meditation, and training. The Baochou Monastery is in the Golden Crane Mountains to the north of Traole. Many of the orders of monks revere Arn, the god of the Isles of the Dawn. Despite the fame of their 'martial arts', the monasteries are quiet, tranquil places.[1979] Another monastery in the southeast of the Isles "stands high on a hillside, a narrow track wending a tortuous path up to" the rounded buildings. Within its gates is "a sparse but neatly tended garden and, in it, several buildings."[1980]

A strange cultural phenomenon of the Isles are the 'itinerant puzzlers'. "Scholars who fail the bureaucratic examinations often find it hard to secure employment, and may opt for the life of a puzzler. According to tradition, a puzzler may ask a question of anyone he meets on the road. If he does not receive the correct answer, custom dictates that the puzzler is entitled to charity—at the very least, the price of a meal."[1981]

Politically, the Isles of the Dawn have not always had a harmonious relationship with the nearest mainland neighbours on Khul, the country of Hachiman. Ambassador Ai has recently travelled to the Isles to negotiate trade agreements, though so far with little success.[1982]

The magic used on the Isles is most peculiar and bears a brief mention here. Rather than the usual structured magic of spells used elsewhere on Titan, the magic is formed by strange words of power, and the end results of such use are often as much accidental as deliberate. Such words include *Tiaohe*—the power of Harmonization; *Shangsuo*—the power of Locking; *Baopo*—the power of Disruption; and *Biantai*—the power of Mutation.[1983]

One use of such weird magic is to imprison criminals. They are trapped within huge translucent balls of a strange, pliant membrane (actually the inflated bladder of a Shael-beast) and then sent out to sea on the wind. These enormous, bizarre, blubbery creatures live deep within clearings in the dense forests of the Isles.[1984]

Off the coast of the small island of Takio live the Pelagines, an "amphibious race, equally at home on land or under water. Their fish-like heads belie cunning and intelligence, and the scales that cover their humanoid bodies are like armour plating." The scarlet pearl in the seas around the coral reefs of Takio are sacred to the Pelagines, and worth huge amounts of Gold to anyone brave enough to steal one.[1985]

[1974] *The Crimson Tide* (1992) paragraphs 289, 198, 372, and 83; *Black Vein Prophecy* paragraphs 202, 176, and 71.

[1975] *Black Vein Prophecy* paragraphs 3 and 61.

[1976] *The Crimson Tide* (1992) pages 18–9 and paragraph 1.

[1977] *The Crimson Tide* (1992) paragraphs 345 and 226.

[1978] *The Crimson Tide* (1992) paragraphs 18, 377, 36, 258, and 33.

[1979] *The Crimson Tide* (1992) paragraphs 365, 241, 109, and 374.

[1980] *Black Vein Prophecy* paragraphs 261 and 43.

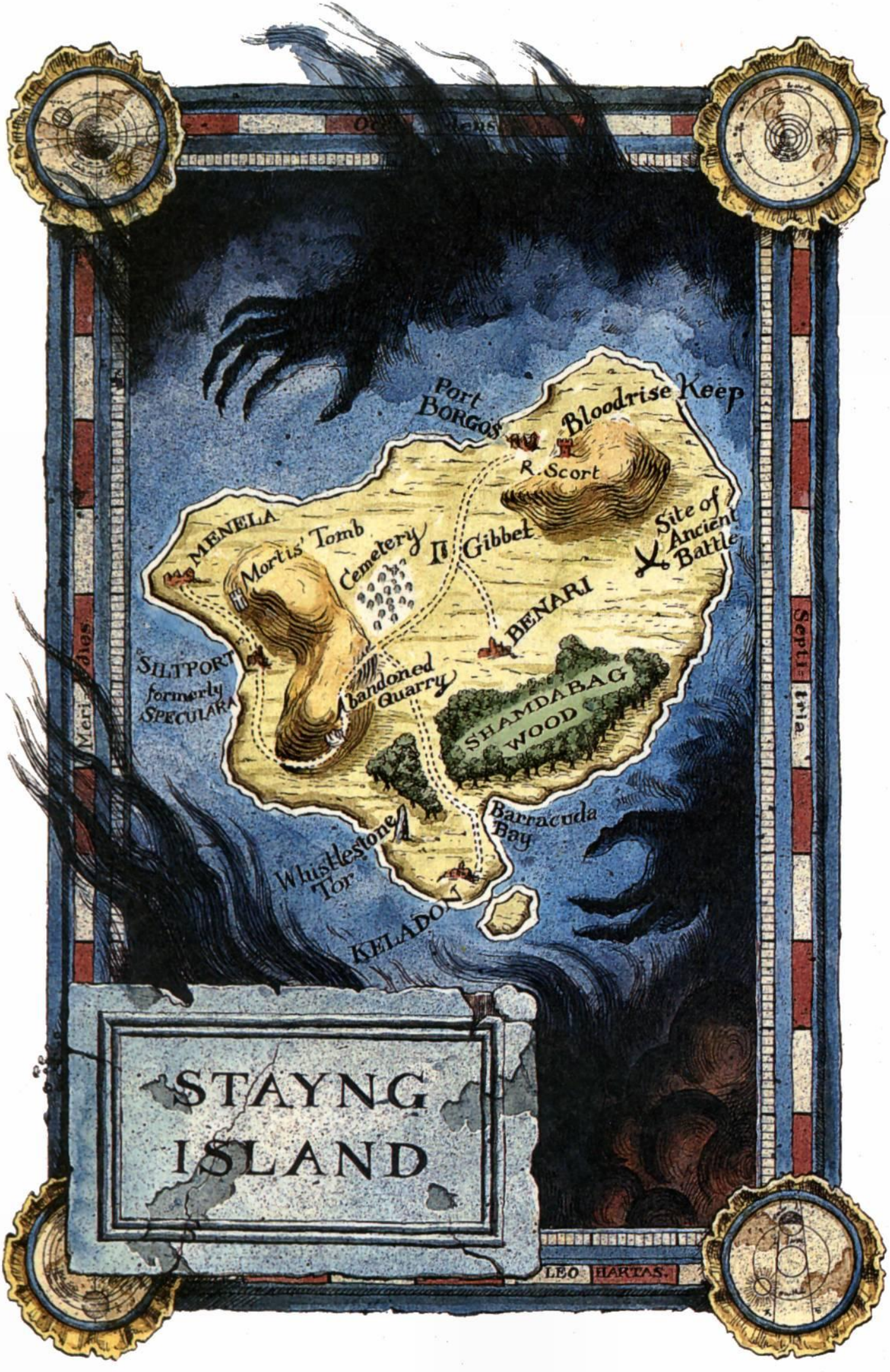
[1981] *The Crimson Tide* (1992) paragraph 166.

[1982] *The Crimson Tide* (1992) paragraph 111.

[1983] *Black Vein Prophecy* paragraphs 118, 281, 105, and 397.

[1984] *Black Vein Prophecy* paragraphs 220, 392, 34, 35, and 182.

[1985] *Deathmoor* (1994) paragraph 388.


Port
BORGOS
Bloodrise Keep
R. Scort
MENELA
Mortis' Tomb
Cemetery
Gibbet
Site of
Ancient
Battle
BENARI
SILTPORT
formerly
SPECULARA
Abandoned
Quarry
SHAMDABAG
WOOD
Barracuda
Bay
Whistlestone
Tor
KELADON
STAYNG
ISLAND
LEO HARTAS.

Stayng Island

Source: FF43: *Keep of the Lich-lord* (inside cover)
Authors: Dave Morris & Jamie Thomson
Artist: Leo Hartas
Year: 1990
Area: Arrowhead Islands

Stayng Island is the easternmost of the Arrowhead Islands, "a V-shaped line of verdant islands set in [the] azure sea" of the Black Ocean. The White Tiger Regiment of mercenaries is based in the capital of this archipelago, the city of Vernale. It is ruled by "the Triumvirs—the council of three who rule the Varadian Alliance." This alliance of the various city-states of the islands is "the outer bulwark of civilization against the reavers of Blood Island."[1986]

Stayng Island has had a chequered history. It was once ruled by Lord Mortis of Balthor, a tyrant who "tried to conquer the eastern provinces" of the Varadian Alliance. He fell in battle two hundred years ago, though rumours tell of his return in search of revenge.[1987]

"**Siltport** is a dilapidated old town which was once prosperous but which has now fallen on the hardest of times. The harbour is shallow and heavily silted, making the docking of any large ship impossible—hence its name and its lack of prosperity." It has "few shops and even fewer taverns; the place is almost a ghost town." The most popular inn is *The Sword of the Samurai*, where "several ex-sailors and townspeople" gather to drown their sorrows.[1988]

The "dusty, unmade road" north from Siltport leads past "a column of rocky crags and low hills before terminating at the village of **Menala**. It has a wooden outer stockade to protect the villagers against a hideous monster called the Thrasher that has made its lair in the hills above the village. The village headman Belar is offering a princely sum to rid the village of this terror.[1989]

The approach to **Mortis' Tomb** is "over rough ground and along a tortuous mountain trail." The entrance to it is a set of jet-black double doors set in a broad rock face, "adorned with a large skull imprinted into the wood in silver." On a lintel above the portal are words cursing Mortis for his evil necromancy. Inside is "a large black sarcophagus" with a heavy stone lid.[1990]

The road south of Siltport "turns east, rising up into the rocky hills" to "a shallow pass between two peaks." It then leads past "an old **quarry**, long disused, which has been dug out of the foothills." Hidden here in a cave is 'The Temple of Lhyss, Goddess of Luck and Fortune'. An ancient alter stands here, dedicated to the goddess.[1991]

The *Down Among the Dead Men* **inn** stands at the three-way crossroads beyond the hills overlooking **Stayng Cemetery**. The inn has "a snug, well-lit, and cosy" main room. The locals and the barkeep prefer to call it *The Traveller's Respite* due to "the coven of Vampires [that has] taken over the cemetery." The cemetery is ringed by a granite wall. The Vampires are led by Lady Lotmora, once Mortis' wife. Behind the inn "untended fields of corn stretch out" towards the hills.[1992]

The road to **Shamdabag Wood** "snakes among the thick and ancient oaks" and is "dimly lit by a sun that struggles to penetrate their heavy branches."A few Elves still live in the wood. They worship "the goddess Iatro, She who Heals and Succours." Iatro loathes the undead as travesties of life. Their leader is Pelagon the Speaker.[1993] A few Centaurs also dwell in the wood, such as Lord Salesh.[1994]

The village of **Keladon** has recently been attacked by Chaos Pirates. Only a few of the larger houses, the village hall, and the temple are still standing. The village's wooden quay is located outside the village, "down a rocky hillside that leads to the beach" of the cove known as **Barracuda Bay**.[1995]

To reach **Whistlestone Tor** one has to pass through the western edges of Shamdabag Wood, an area over which the Wood Elves hold no sway." "The craggy rock, over five metres high, stands motionless…like some primordial leviathan of stone. It is heavily eroded, pitted, and scarred by wind and rain. It is also known as the Finger of Lhyss.[1996]

The journey "along the featureless road to Borogos" is punctuated only by a **Gibbet** standing at the crossroads. "Hanging from it is a cage in which some poor unfortunate is trapped." Wheeling high above are crows, "their cries filling the sky with despair."[1997]

The village of **Benari** has also recently been attacked. The alchemist Hlassamon makes his home here.[1998]

The **Old Battle Site** is "a wide green meadow with an old standing stone near by, inscribed with the history of this ancient battle." The battle was fought between "the hero Qadarnai and his knights" and "the necromancer Mortis and his undead servants."[1999]

The gates of **Port Borgos** lie in splinters, and the town is currently deserted. At the centre of the town is an open courtyard with a well. Dwelling in the town is a vile Skullbeast from the Lands of the Dead.[2000] On the beach beside the town, the Spirits of the Drowned call to the living, filling their minds with dread.[2001]

The **River Scort** has been dammed with bodies and bones, rendering "the moat round the castle stagnant and still."[2002]

Bloodrise Keep lies high up in the hills overlooking Borogos. According to recent rumours, it has been overrun with the undead. Great walls enclose the inner keep, "where twin towers stand like grim sentinels."[2003]

[1986] *The Keep of the Lich-Lord* pages 16–7.

[1987] *The Keep of the Lich-Lord* page 18.

[1988] *The Keep of the Lich-Lord* paragraphs 1 and 41.

[1989] *The Keep of the Lich-Lord* paragraphs 181, 321, and 192.

[1990] *The Keep of the Lich-Lord* paragraphs 352 and 312.

[1991] *The Keep of the Lich-Lord* paragraphs 61, 141, and 17.

[1992] *The Keep of the Lich-Lord* paragraphs 94, 5, 327, and 40.

[1993] *The Keep of the Lich-Lord* paragraphs 40, 325, and 153.

[1994] *The Keep of the Lich-Lord* paragraph 27.

[1995] *The Keep of the Lich-Lord* paragraphs 165, 383, and 11.

[1996] *The Keep of the Lich-Lord* paragraphs 19 and 134.

[1997] *The Keep of the Lich-Lord* paragraph 46.

[1998] *The Keep of the Lich-Lord* paragraphs 223 and 25.

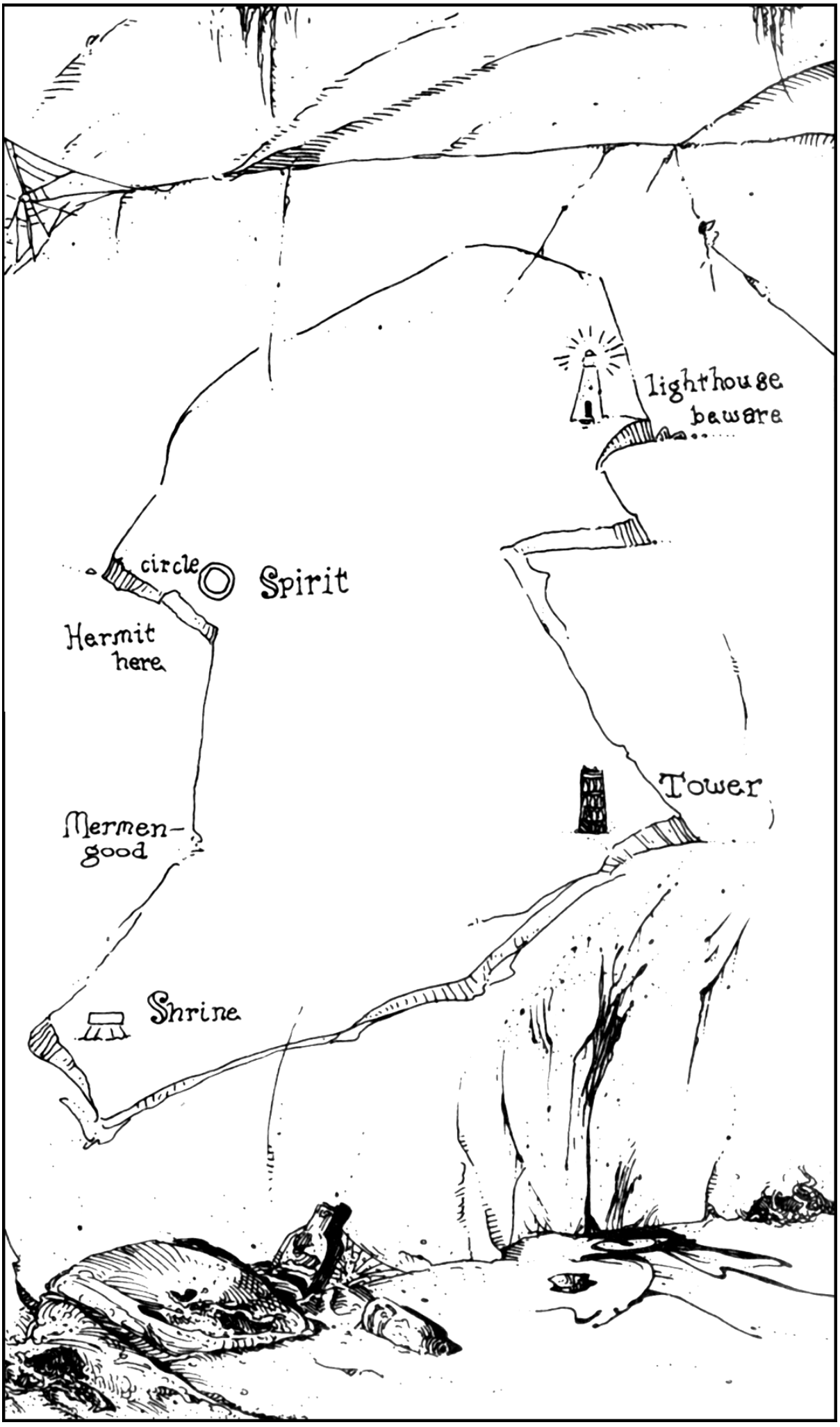
[1999] *The Keep of the Lich-Lord* paragraph 370.

[2000] *The Keep of the Lich-Lord* paragraphs 85, 337, and 389.

[2001] *The Keep of the Lich-Lord* paragraph 193.

[2002] *The Keep of the Lich-Lord* paragraphs 194 and 2.

[2003] *The Keep of the Lich-Lord* paragraphs 2 and 144.


lighthouse
beware
circle
Spirit
Hermit
here
Tower
Mermen-
good
Shrine

SOLANI ISLAND

Source: FF51: *Island of the Undead* (paragraph 313)
Author: Keith Martin
Artist: Russ Nicholson
Year: 1992
Area: Allansia

"Life isn't easy in the small fishing towns along the coast facing the Strait of Knives in Allansia. The poor soil of the land, together with the heat and droughts, doesn't yield much in the way of crops." However, "the fishing here is good" despite the howling winds periodically whipping the sea into waves and whirlpools along the coastline, and violent storms that can brew up in an hour or less.[2004] For some time, a group of elemental wizards on Solani Island "used their power to calm the elements", but these have recently disappeared, and their protections have gone with them.[2005]

Along the northeast coast are small bays and a shoreline with sandy inclines travelling inland. To the east is "an expanse of barren, high moorland with jagged rocky outcrops scattered here and there." To the south is "a fair expanse of woodland… [extending] well into the centre of the island and a western promontory." On the eastern edge of these woods, towards the centre of the island, is a hillock. Finally, on the eastern coast is "the white tower of a lighthouse."[2006]

Travelling northeast "through scrub grass and thick-leaved plants that are hardy enough to resist the heat and the salt spray which whips in from the bay", the coast slowly ascends along cliffs. At a high point, above a bay, "a steep pebbled path leads down the cliff-face" to a shore where sharp rocks lie just under the sea, waiting to wreck the unwary.[2007]

The moorland is very heavy underfoot. To its southeast is "a large stone building "apparently surrounded by a thick hedge of dark green vegetation." This is a monastery, standing "behind a heavy thicket of tanglebriar." The head of the order of monks here is Father Honorton. Scrawled on a wall in the extensive cellars of this monastery is the map reproduced here.[2008]

The sturdy wooden door to the lighthouse stands "at the base of a white stone tower with a glass cupola on the top if it." In "a bright, airy chamber at the top" of a flight of steps "there is a spinning glass globe close to the roof." This globe flashes with brilliant radiance, a beacon protecting seamen from the hazards of the rocks around the island.[2009]

In the deciduous woodland are the sounds of "quiet birdsong and the scurrying of small creatures in the thick undergrowth." Partway through the forest, the trail forks, with a northern spur and a southern one. The northern trail "grows narrower and finally emerges into a circular clearing." Growing here are unusual purple fungi with "strange, pink tendrils hanging down" from the caps, looking like rats' tails. When this Rat's Tail Fungus is combined with olive oil, the resulting mixture, while looking and smelling awful, is a powerful restorative.[2010] Some way along the southern fork lives Ralsteen the Hermit.[2011] Also in this tract of woodland is "an almost perfectly circular clearing…where only lush green grass and some woodland flowers grow." At the centre of the clearing is "a simple stone archway." At night, "the crescent moon above the stone arch radiates a soft white light and within the clearing" a circle of standing stones appears. "Enclosed within the ring are three barrows of earth, each with a darkened entrance."[2012]

"The grassy hillock…stands in almost the exact centre of the island." From atop it can be seen almost all of Solani Island.[2013]

To reach the south of the island, one has to traverse the swamp, as "the bay to the west isn't navigable." The southern reaches of Solani Island are almost entirely covered in marsh, "with a small rivulet meandering from a bay to the southwest." The area is dangerous, with "poison and nasty, creeping insects" with venomous bites, "hostile monkey-like things, and Lizard Men."[2014] At the edges of the marsh is a scrub margin. There is a track leading through it, around and above "inky pools and channels of brackish water that periodically release stinking bubbles of marsh gas." "Fronds of mangarel trees blot out the sunlight…and the swamp has an aura of sickness and disease about it.[2015]

To the southeast of the swamp lies "an expanse of barren plain, dust, and rock" and "to the south, a black tower rises, stark and forbidding." It "stands on the cliffs overlooking the Ocean of Tempests," and its spire "reaches far into the sky." It is the Tower of the Wizards. It is guarded by two-headed, Mutant Lizard Men, but there is a secret way into the tower partway down the cliffs.[2016]

The Plain of Swords in the south of Solani Island "is utterly desolate. Yellowed bones, smoothed by wind and dust, stick up through the dusty ground; here and there a rough cairn of stones has been erected to mark a grave."[2017]

"On the western side of the southern half of the island, a large expanse of bare and blasted ground with scrubby plant growth extends." The ground becomes increasingly rocky here, and built on the southwest tip of the island is a modestly-sized building "of grey stone and with a green-tinged, tiled roof and a solid door of reddish-brown wood." It has a few opaque windows. It is a shrine to five gods, each of whom is represented by a statue: Cheelah, goddess of luck; Hamaskis, god of learning; Telak, the lion-god of courage; and Galana, goddess of health and fertility. The fifth is an unnamed, faceless, strong human figure made of crystal.[2018]

When compared to the map of Allansia presented earlier in this work,[2019] it seems that either this map or that has Solani Island completely out of scale. Travel across the island presented here takes far less time than it should. However, the ways of wizards, particularly ones who twist the elements, are very strange. Possibly, this map *is* to scale with the one presented earlier, but the wizards warped time or space so that travel across the island takes far less time than it should. This seems to be borne out by the fact that in the woodland, the trail is "magically warped or distorted."[2020]

[2004] *Island of the Undead* page 22.

[2005] *Island of the Undead* page 23.

[2006] *Island of the Undead* paragraph 1; *cf.* paragraph 387.

[2007] *Island of the Undead* paragraphs 351 and 221.

[2008] *Island of the Undead* paragraphs 90, 18, 354, and 313.

[2009] *Island of the Undead* paragraphs 333, 376, and 100.

[2010] *Island of the Undead* paragraphs 57, 8, and 311.

[2011] *Island of the Undead* paragraphs 43 and 94.

[2012] *Island of the Undead* paragraphs 141 and 26.

[2013] *Island of the Undead* paragraph 186.

[2014] *Island of the Undead* paragraphs 183 and 186.

[2015] *Island of the Undead* paragraph 6.

[2016] *Island of the Undead* paragraphs 393, 334, 245, 128, and 24.

[2017] *Island of the Undead* paragraph 201.

[2018] *Island of the Undead* paragraphs 186, 365, and 245.

[2019] *Titan: The Fighting Fantasy World* (1986) page 13.

[2020] *Island of the Undead* paragraph 294.

MERFOLK RAIDING PARTY



= MERMAN

= DOLPHIN

= MOUNTED MERMAN

= SEA-HORSE

Merfolk Raiding Party

Source: *Titan: The Fighting Fantasy World* (page 111)
Edited by: Marc Gascoigne
Artist: Steve Luxton
Year: 1986
Area: The Oceans

"This is a typical Merman war-band in the formation they take while out patrolling for sharks or raiding Sea Trolls. At the front, scouts swim with the fastest dolphins and seals, looking out for likely threats. Behind them come the forward guards, riding dolphins or sea-horses, followed by the main band of warriors again riding sea-horses or swimming. The rear is taken up by several more dolphins and seals. All the Mermen are armed with spears and nets."[2021]

The Mermen were created by Hydana, who captured a boat of humans and changed their lungs to gills. They "began to enjoy their new life under the waves with Hydana, and built their own towns and cities, and farmed seaweed and other crops." Hydana also brought other beings to his undersea realm: Elves, Trolls, and Giants.

During the First Battle, Hydana was "so sorely injured that he retired to the deepest part of the oceans, from where he rarely emerges now."[2022] In his absence, his children fell to squabbling, which ultimately led to war. Since then there has been "unceasing conflict between Merfolk and Sea Trolls", whom the Merfolk have named 'Sharadrin', or 'Deep Ones'.[2023]

Sea Trolls can live either in the briny waters of the oceans, or in deep freshwater lakes. "They have scaly green skins, webbed hands and feet, and gills in their necks." Their chief source of food is fish, though they "occasionally manage to overturn a boat or pluck a tasty human from a river-bank."[2024]

The Mermen and Mermaids have themselves been changed over long eons of underwater life. Their skin now has a blue-green tint. Gone are their lower limbs, and from the waist downward "each has a tail like a fish, covered in scales." The Mermen are "the warriors of the race", usually fighting with spears or tridents. Mermaids "have a different view of the world beyond the waters" than their male counterparts. A lone Mermaid may often be found "basking on a rock in a secluded part of the sea-shore, singing to herself. The song of a Mermaid is so enchanting that all males who hear it will immediately fall in love with her", and "they will dive beneath the waves together to live under the sea."[2025]

Allies of the Mermen include the cheeky Water Sprites that love to dwell in "places of extraordinary beauty" such as coral reefs, surrounded by "thousands of brightly-coloured fish…flitting about between the branches of green and white coral."[2026]

An underwater character who is a friend to the Merfolk is the charming Cyrano the Swordfish, "the greatest sword-master of all the oceans!" He is roughly human in height and build, save for having the face of a giant swordfish. He dresses elegantly, and for a nominal fee, trains right-hearted travellers in the arts of swordplay, in which he is very skilled.[2027]

Greedy Sea Dragons are also a bane for the Merfolk. They can usually be found in a cavern on the seabed, curled up around the treasure they have collected. Their scary eyes are as large as cannon balls![2028]

The most fearsome creature of the deep strikes terror into the heart of all Merfolk: the Kraken. This legendary creature is an octopus large enough to sink a ship! It has ten huge tentacles, and a great beak for a mouth which it opens and closes threateningly. It makes all other monsters seem puny in comparison![2029]

[2021] *Titan: The Fighting Fantasy World* page 111.

[2022] *Titan: The Fighting Fantasy World* page 110.

[2023] *Titan: The Fighting Fantasy World* page 111; *cf.* Demons of the Deep (1986) paragraph 333.

[2024] *Titan: The Fighting Fantasy World* page 116.

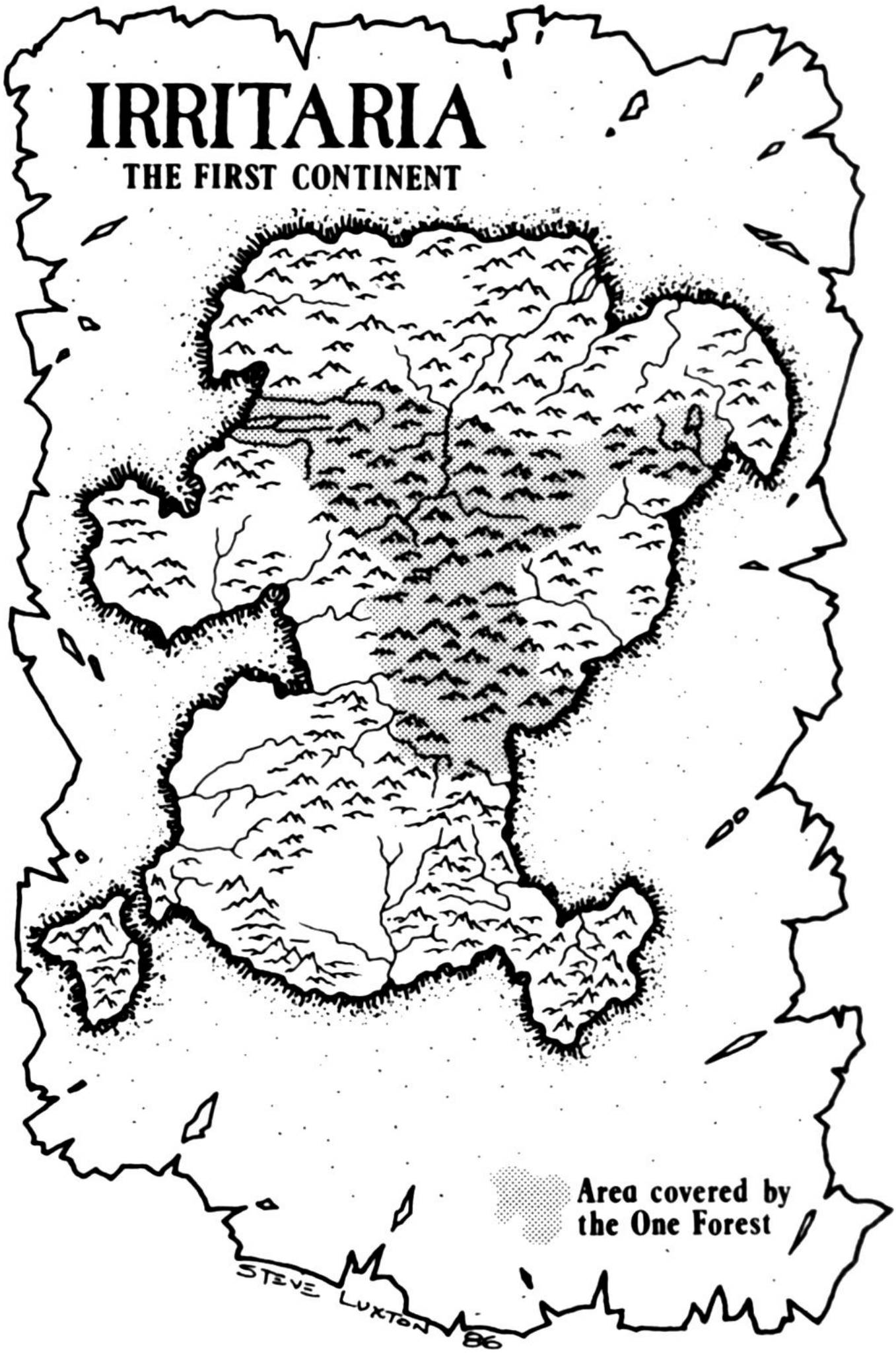
[2025] *Out of the Pit* (1985) pages 81–2.

[2026] *Demons of the Deep* (1986) paragraph 160.

[2027] *Demons of the Deep* (1986) paragraph 244.

[2028] *Demons of the Deep* (1986) paragraph 62.

[2029] *Demons of the Deep* (1986) paragraphs 87 and 253.


IRRITARIA
THE FIRST CONTINENT
Area covered by the One Forest
STEVE LUXTON 86

IRRITARIA: THE FIRST CONTINENT

Source: *Titan: The Fighting Fantasy World* (page 32)
Edited by: Marc Gascoigne
Artist: Steve Luxton
Year: 1986
Area: Historical

"After the gods had departed from the world in the aftermath of the First Battle", the earthly races returned to their respective homelands. "At this time, all the lands of the world were still joined together into one massive continent", which early records call Irritaria.

With the gods gone from Titan, "Men regressed from the Golden Age of the utopian cities…and now struggled to survive in competition with the teeming Orcs, Trolls, Goblins, and (after a few hundred years) the first foul Chaotic Ogres."

The Dwarfs had retreated to their underground domains, "where they were digging ever deeper into the earth in search of riches." The first tentative bores of what would become the underground city of Fangthane were being dug out by Hangahar Goldseeker.

Meanwhile, the Elves had "returned to their beloved forests", and were beginning to make progress in understanding the world by means of their own powers of magic and intellect. At this time, the Elf population was at its peak, and ever since, "their decline has always been in direct relation to the destruction of their forest homes." The One Forest stretched right across the continent.[2030]

"Gradually, the wandering tribes began to settle down throughout the continent, for agriculture took over from hunting as the main source of food." As time passed, "mankind gathered itself together into small villages, which grew into towns, and then into small cities, and finally into nations." Trade and commerce began as these fledgling nations began to communicate, and nations fell to warring with each other, "as is the way with humans who compete for the best things, be they land, precious metals, or whatever."[2031]

During the gradual civilization of the many tribes across the supercontinent of Irritaria, "the tyrant Faramos XXII", really Myurr in disguise, rose in Atlantis. This massive island was "promptly sunk beneath the waves by the combined actions of the outraged gods." The gods also "split the lands and formed three continents."[2032]

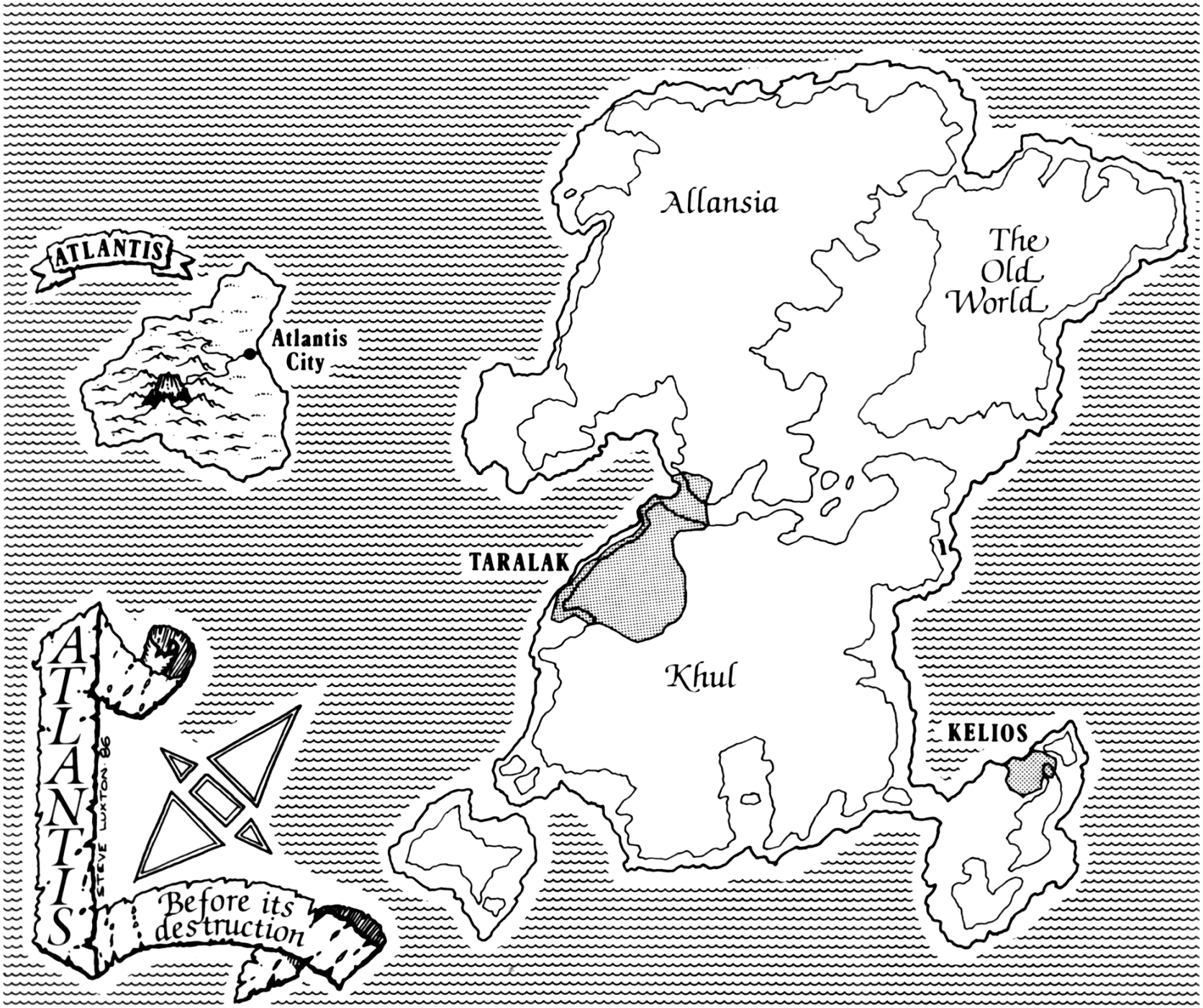
The point is, despite the rise of the great Elven Sorcerers with the White Lord, and the human heroes of the time that are still celebrated in song today, such as Rerek and Myzar Halfhand,[2033] this ancient time was not an idyll of peace and prosperity. The problems of Titan today are not really so much different to those of the people dwelling before the cataclysm that resulted in the splitting of ancient Irritaria into the modern world.

[2030] *Titan: The Fighting Fantasy World* page 32.

[2031] *Titan: The Fighting Fantasy World* page 33.

[2032] *Titan: The Fighting Fantasy World* page 33.

[2033] *Titan: The Fighting Fantasy World* page 32.


ATLANTIS
Atlantis City
Allansia
The Old World
TARALAK
Khul
KELIOS
ATLANTIS
STEVE LUXTON 86
Before its destruction

ATLANTIS

Source: *Titan: The Fighting Fantasy World* (page 113)
Edited by: Marc Gascoigne
Artist: Steve Luxton
Year: 1986
Area: Historical

"Once there was a large island in the centre of what is now called the Western Ocean." This island was known as Atlantis, named after Atlan, the messenger of the gods, "and it was the greatest centre for wisdom" on Titan. "In its capital, Atlantis City, the wisest scholars of the day would gather to discuss deep philosophical questions about the nature of life."

The mountains that made up around half the land area of the island were abundant in gold, providing a seemingly inexhaustible supply of it. This made the islanders very rich, and they bought "the finest goods the world could offer and lived in extreme luxury." Poorer nations on the mainland made infrequent attempts to attack Atlantis,[2034] but the rich Atlanteans could always afford the best mercenaries, so these invasions were quickly repulsed.

Atlantis "quickly became the centre for trade and learning for all the western lands." This continued for many years until its greatest king, Faramos XXII, "died after reigning for eighty-one years without leaving a son." After a four-year search, a 16-year-old son of a second cousin of the king was found in "the small kingdom of Kelios (now part of the Isles of the Dawn)." He was declared king, and took the name Faramos XXIII in memory of his noble predecessor.

The power of absolute rule over the richest and most powerful land on Titan appeared to go to Faramos' head. He soon "launched an invasion against the last nation to threaten Atlantis, a large merchant-governed democracy called Taralak." Taralak soon fell, "and the victorious mercenary armies swept on into the lands beyond, which fell almost as rapidly." In eight months of his acceding to the throne, "the armies of Faramos had carved a massive swath across the whole of the centre of the continent, and were busy putting most of the northlands to the torch.

The gods could not allow this to be borne any longer. They had guessed that this Faramos was really Myurr in disguise, and their retribution was swift and decisive. During the most spectacular thunderstorm in history, "Hydana the god of the waters rose from his secret domain at the bottom of the ocean, and blasted Atlantis with a monumental tidal wave." Simultaneously, "Throff, goddess of the earth, caused Atlan's Beacon to erupt, and the nation was destroyed amid raging torrents of lava and water, before sinking to the bottom of the ocean. The fury of the storms gouged great channels also into Irritaria, turning it into three separate land masses. "These gradually drifted apart, creating the three continents" upon Titan today.[2035]

The world of Titan was almost a thousand years old when the three continents were divided in the drowning of Atlantis. Even so, many years later, the ruins of Atlantis still lie on the bed of the Western Ocean.[2036] Buildings, arenas, even galleries of art and sculptures, are said to exist down there still.[2037]

As a geographical note, it would seem that as far as maps of Irritaria go, the one on the previous page is more accurate, with this one being a guide to show roughly how the three current continents once fit together into the supercontinent of Irritaria. The placement of Atlantis on this map is key, however, so its value should not be overlooked, even if some of the detail is a little inaccurate.

Almost directly east of Atlantis City was the desert realm of Djarat, home of the evil Akharis, worshipper of Sithera, the Goddess of Evil.[2038] The realm was famous for its propensity of mummifying its dead rulers.[2039]

[2034] *Titan: The Fighting Fantasy World* page 112.

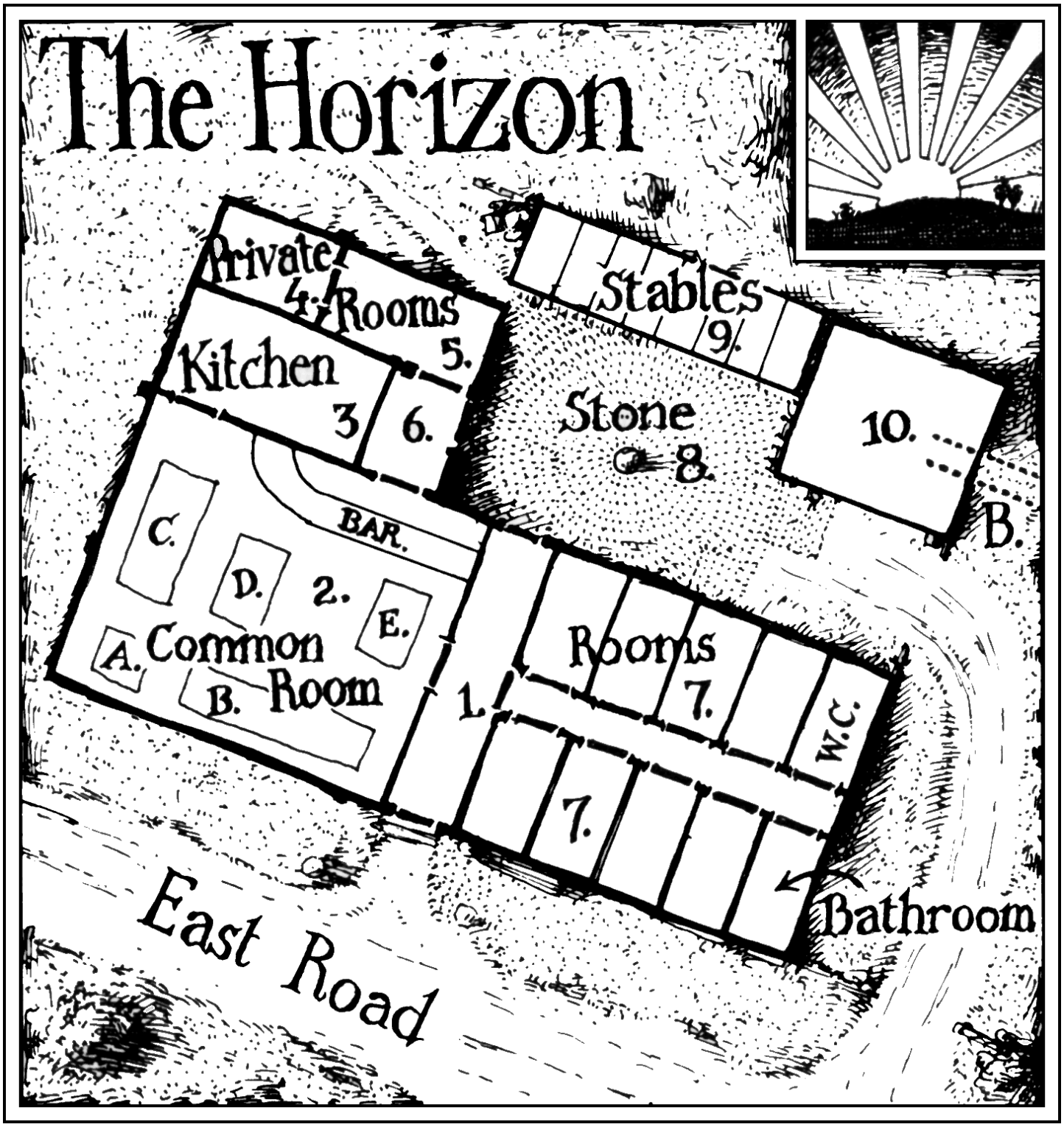
[2035] *Titan: The Fighting Fantasy World* page 113.

[2036] *Titan: The Fighting Fantasy World* page 32.

[2037] *Demons of the Deep* (1986) paragraphs 311, 223, 340, and 232.

[2038] *Curse of the Mummy* page 19.

[2039] *Curse of the Mummy* page 20.



1. The Threshold
2. Common Room
   - 2A. Ar Gadayon's Henchmen
   - 2B. Locals
   - 2C. Adventuring Party
   - 2D. Gambling Pixies
   - 2E. Grunch's Table
3. The Kitchen
4. Barney's Bedroom
5. Barney's Study
6. Hallway
7. Guest Rooms
8. Courtyard
9. Stables
10. Store

THE TOWER OF HADES *(overleaf)*

11. Guarded Cavern
12. Narrow Passageway
13. Central Entrance Chamber
14. Torture Chamber
15. Acidic Chamber; Portrait
16. Crystal-encased Mutants
17. Power Room
18. Store Room
19. Conditioning Room
20. Mosaic Room
21. Clothing Room
22. First Floor Central Chamber
23. Altar Room
24. Lower Order Dormitory
25. Upper Order Dormitory
26. Prism Room
27. Orcs' Dormitory
28. Orcs' Feast Room
29. Store Room
30. Dining Hall
31. Second Floor Central Chamber
32. Ar Gadayon's Menagerie
33. Ar Gadayon's Bedroom
34. Ar Gadayon's Study
35. Prism Room
36. Treasury
37. Ar Gadayon's Dining Room
38. Ar Gadayon's Arboretum
39. Ar Gadayon's Workshop

THE HORIZON INN

Source: *Warlock* #8 (pages 18–22)
Author: Dale Ashman
Artist: Leo Hartas
Year: 1986
Area: The Horizon Inn

The Horizon Inn is a "long, single-storied, thatched building"[2040] run by the innkeeper Barney,[2041] a secret disciple of the evil wizard Ar Gadayon. This evil wizard is "in the process of creating a mutant army, with which he hopes to attack and subdue the lands around the inn."[2042] The inn is a front for this vile sorcery, and guests often disappear in the night, never to be seen again. The room marked [10] on the map contains a secret tunnel beneath a hidden trapdoor that leads down to the underground Tower of Hades.[2043]

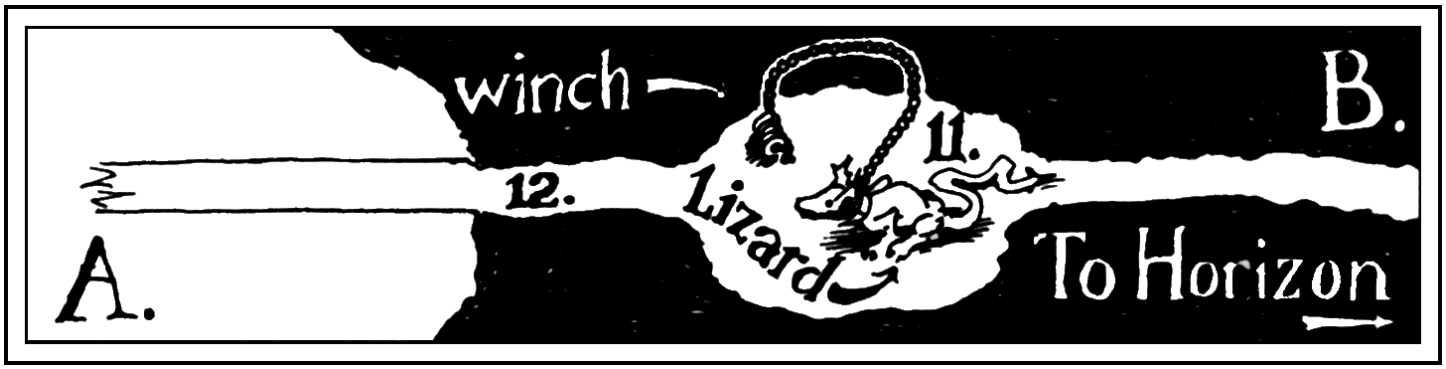
A lone "East Road" leads from an unnamed city and through the countryside past the inn; at least one old well stands beside this road. *The Horizon Inn* itself stands atop a hill, below which, the road travels past an area of woodland. It sits at the edge of "the Lowlands", and is "a few days' journey into the Outlands."[2044]

The clientele of the Horizon are typical folk: Humans, Dwarfs, and the odd Elf.[2045] More strangely, Pixies also frequent the inn, though likely this is only to indulge in gambling; they probably dwell elsewhere in the countryside in a Pixie community.[2046] Many of the customers enjoy the potent local speciality ale known as Dragon Fire.

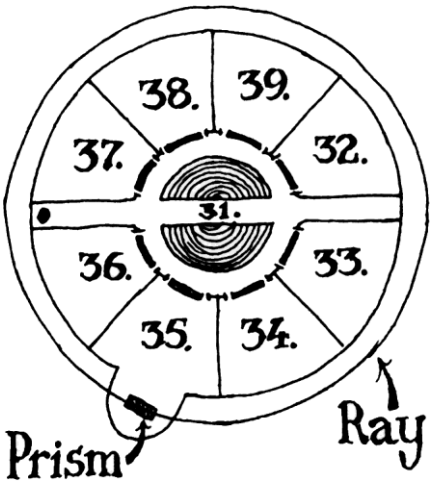
The location of the inn is not clearly defined, but either of two locations upon Titan would seem to fit. The first potential site for *The Horizon Inn* is in Khul. Although not renown for a high Dwarf population, Dwarfs are found in the wastelands south of Ashkyos, some mutated beyond belief.[2047] Presumably there must be overland trade links between Ashkyos and Arion, which 'east road' would be too northerly to pass through The Battlegrounds, but would pass close by that "barren, sandy heath dotted with ruined towers."[2048] This area could conceivably be colloquially referred to as 'the Outlands'. Additionally, a range of hills does descend southwards toward the line of this presumed road, indicating high land and 'Lowlands'.

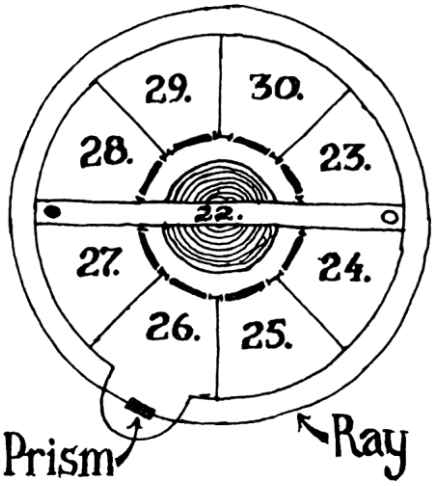
An alternative and more likely location would be in southeastern Gallantaria, near the mountains of the Witchtooth Line. Although few in number, there are Orcs in Gallantaria,[2049] and lone inns do dot the roadsides.[2050] Also, during the war with Brice, Inquisitor General Karam Gruul tortured prisoners in his Tower of Inquisition.[2051] He also used his foul sorcery—*notura*—to change innocent men into the Moonrunners, nocturnal creatures with strange powers but no will of their own.[2052] Gruul set up the Cabal of the Werewolf,[2053] which is reminiscent of Ar Gadayon and his cultists in the Tower of Hades. It seems likely that the two are related somehow. Perhaps Ar Gadayon was a lieutenant of Gruul? Furthermore, the Order of Arzochollies—"a movement dedicated to keep evil at bay…more through stealth and secrecy than by open conflict"[2054] are keeping their eyes on the Horizon Inn, and it seems more likely that such an organization would exist in The Old World than in Khul. A similar organization that also operates in Gallantaria is the "order of Warrior-Priests and Priestesses" that live in the Sacred Citadel of the Templars in Royal Lendle.[2055] If this is so, then the East Road that passes the Horizon may be the one that travels from Royal Lendle to Aiken, on the banks of the River Weir.

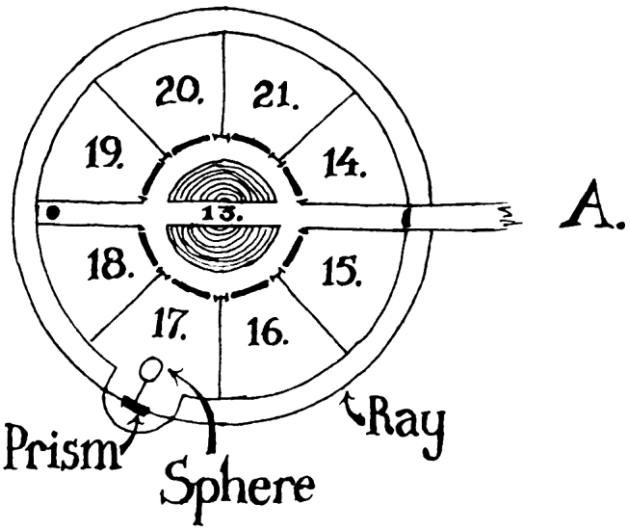
[2040] *Warlock* #8 (1986) page 17.
[2041] *Warlock* #8 (1986) page 18.
[2042] *Warlock* #8 (1986) page 16.
[2043] *Warlock* #8 (1986) page 19.
[2044] *Warlock* #8 (1986) pages 16–17.
[2045] *Warlock* #8 (1986) page 18.
[2046] *Out of the Pit* (1985) page 94.
[2047] *Master of Chaos* (1990) paragraph 276.
[2048] *Titan: The Fighting Fantasy World* (1986) page 24.
[2049] *Dead of Night* (1989) paragraph 179.
[2050] *Dead of Night* (1989) colour map.
[2051] *Moonrunner* (1992) pages 21–22.
[2052] *Moonrunner* (1992) paragraph 30.
[2053] *Moonrunner* (1992) paragraph 1.
[2054] *Warlock* #8 (1986) page 16.
[2055] *Dead of Night* (1989) page 9.


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The Tower Of Hades

Source: *Warlock* #8
Author: Dale Ashman
Artist: Leo Hartas
Year: 1986
Area: The Tower of Hades

Following the trapdoor down from *The Horizon Inn* leads to "a torch-lined passage" which opens out "into an immense cavern." A Giant Lizard is restrained by means of a large chain around its neck, attached to a winch. A member of Ar Gadayon's flock stands guard here, and will release the Giant Lizard should the wrong password be given. Past the Giant Lizard, a tunnel continues through the rock "to a point where it opens out into an enormous cavern, about a mile wide and several hundred feet high." A narrow bridge leads out from the tunnel towards the doors of a great tower, built on a spur of rock jutting from a mighty river, raging "at least a hundred feet" below the bridge.[2056]

The inside of the tower is rank with the smell of death, issuing from a cage suspended a hundred feet above the entrance level.[2057] It is filled with the rotting corpses of other unfortunates."[2058] It is hollow, with a deep abyss on either side of the narrow stone 'paths' which curse around the inside of the tower and cross the centre of it. It is divided into three levels: the entrance level, or second floor, "is where most of the experiments are carried out and the results kept; the top floor [is] used as living quarters for the Orcs and Brothers; and the bottom level [is] where the wizard has his private rooms."[2059]

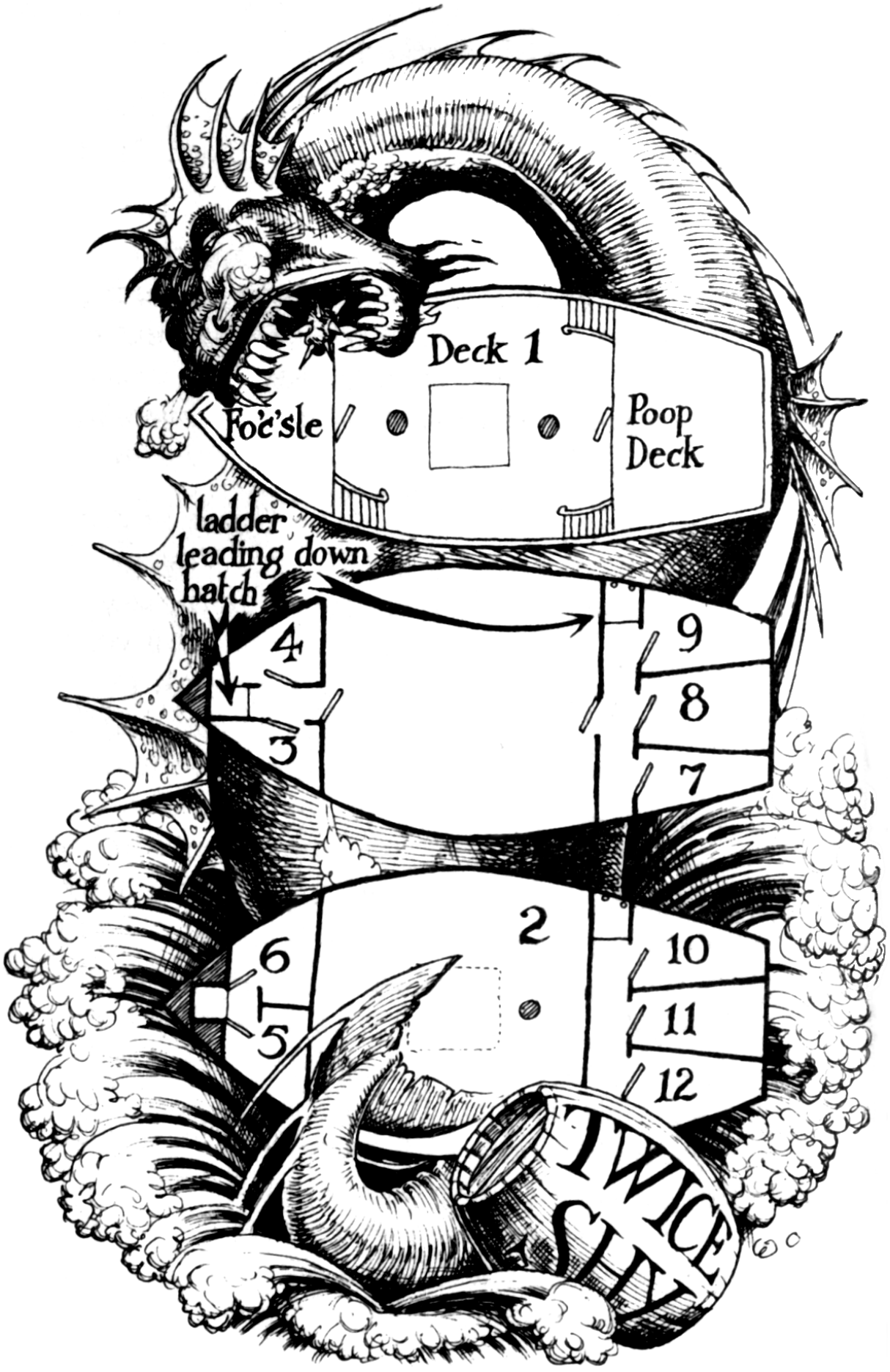
The second floor is replete with many gruesome sights. A torture chamber at [14] contains racks "used to stretch people in a most painful manner." It is "the first stage of the process that leads to the transformation of beings into mutants." Acid drips from the centre of the roof at [15], creating a deadly pool. At [16] "the walls are lined with crystal-encased mutants, each with unnatural growths on their bodies." The shelves of the storeroom at [18] is well stocked with "jars and herbs of all varieties—enough to keep a magician or alchemist supplied for months." Around a central fire in [19] are mutants, being hypnotised by a deep voice from somewhere above.[2060]

On the top floor, location [23] is an unholy shrine to some evil god or other. On an altar, sacrifices are carried out here, the murder of any who try to oppose Ar Gadayon's thirst for power. The halls of the lesser brethren [24] are full of evil or misguided men, dressed in black robes. Next to it at [25] is "the dormitory of the Brothers of the Upper Order", vicious, red-robed butchers loyal to Ar Gadayon.[2061] The Orcs' sleeping quarters are at [27], the room being "littered with beds, blankets, and drunken Orcs." Their feast room is next door at [28], at the centre if which stands "a long table, littered with bones and scraps of food." This stands in stark contrast to the dining area of the Brothers at [30], where "beautiful tapestries adorn the high walls." Between the two, at [29], is the main food stores for the tower. "Sacks of grain, and flour, tubs of salted meat, and barrels of ale fill the room with a strange aroma."[2062]

On the lower floor below the entrance level are the true horrors. The Guardians of the wizard's level at [31] are hooded skeletons with "white, unblemished skulls." Ar Gadayon's menagerie is in location [32]. On each of the "brass-coloured cages" is "a small plaque bearing the name of the animal inside…Bear, Goblin, Hill Troll, Werewolf, Cyclops." Alongside this room at [33] is Ar Gadayon's bed chamber, "one of the greatest rooms in the tower…From the walls hang large, rainbow-coloured tapestries", while a great four-poster bed and a fountain complete Ar Gadayon's comfort. His study at [34] contains "an old desk on which are piled many large, leather-bound books" while "along the walls are great shelves filled with countless books" about magic and human anatomy.[2063]

Ar Gadayon's Treasury at [36] is guarded by two living Statues, while his personal refectory at [37] is where he "eats his meals while pondering the day's events. As well as being a cruel wizard, he is also a noted art collector", as attested to by the "dusty paintings with heavy gold-coloured frames" that hang from the walls. The oppressively hot gardens at [38] are filled with all sorts of plants, from massive palm trees to humble flowers. The paths that criss-cross the gardens are carefully tended and lead past four fountains bringing forth waters of differing colours: "one red, one clear, one black, and one green." Location [39] is where Ar Gadayon spends most of his waking hours. He is "an old man" with "a badly burnt face" and a vile temperament.[2064]

[2056] *Warlock* #8 (1986) page 19.
[2057] *Warlock* #8 (1986) pages 19–20.
[2058] *Warlock* #8 (1986) page 21.
[2059] *Warlock* #8 (1986) page 20.
[2060] *Warlock* #8 (1986) page 20.
[2061] *Warlock* #8 (1986) page 21.
[2062] *Warlock* #8 (1986) page 22.
[2063] *Warlock* #8 (1986) page 22.
[2064] *Warlock* #8 (1986) page 23.



1. Main Deck
2. Cargo Hold
3. Casket of Visions Cabin
4. Shrinking Room
5. Dining Room
6. Bhorriz the Seer's Cabin
7. Poltergeist's Cabin
8. Map Room
9. Art Gallery
10. Taxidermy
11. Stuffed Crew's Cabin
12. The Riddle Room

THE TWICE SHY

Source: *The Riddling Reaver* (page 72)
Authors: Paul Mason & Steve Williams
Artist: Leo Hartas
Year: 1986
Area: —

The *Twice Shy* is unlike any other ship that cuts through the waves of Titan's seas. It is the property of the Riddling Reaver, servant of the Trickster gods. No crew walk its decks; "its sails hang lifeless from its masts"; and it floats *above* the water![2065]

The deck of the *Twice Shy* is "made entirely from black pine, one of the strongest and rarest woods in Allansia." "To the right of the forward door [shown next to the fo'c'sle on the diagram] is a large brass plaque, on which is inscribed '*Twice Shy*'."[2066]

The "smallish, sparsely furnished cabin" at [3] contains a sturdy hammock, and dangling from the ceiling are "various types of fish…all neatly stuffed, and tied to the rafters with pieces of string." The cabin also contains a Casket of Visions.[2067]

The entrance to cabin [4] is really a Portal of Darkness that will shrink anyone going through it to the size of a beetle.[2068]

At the lower level of the ship's prow is a small dining-hall [5]. "A long table runs along the middle of the chamber", set for dinner with "cuts of meat, fine breads, soups and dips", all provided by the Riddling Reaver. Beware his tricks, though, for the centrepiece, a "huge silver platter with domed lid" conceals a huge swarm of Flesh Grubs.[2069]

Opposite the dining hall is a cabin furnished and painted blue, containing "a comfortable-looking bunk" and "a writing desk with a stool." The ghost of Bhorriz, "a wise seer whom the Reaver befriended" and subsequently murdered resides here.[2070]

The cargo hold [2] is "beneath the lower deck of the boat." Barrels are littered across the floor, containing salted fish, while rats scuttle around in the dark recesses of the hold.[2071]

At the deck-level of the stern of the *Twice Shy* is the well-furnished cabin where everything is covered in a thick layer of dust [7]. The cabin contains "thick silk tapestry and ornamental armchairs"—not surprising, since it was the cabin of the ship's former captain, a brutal pirate. "On the walls hang a selection of cutlasses, a cat-o'-nine-tails, and various torture implements." Also in the cabin is the captain's skeletal remains.[2072]

Cabin [8] is the quarters of the navigator, "and contains assorted maps, charts, sextants, and other navigational paraphernalia." A Jib-jib has made this room his home. It is the pet of a Genie,[2073] a servant of the Trickster Gods of Luck and Chance. Genies "delight in manipulating the aims of both Good and Evil for their own amusement."[2074]

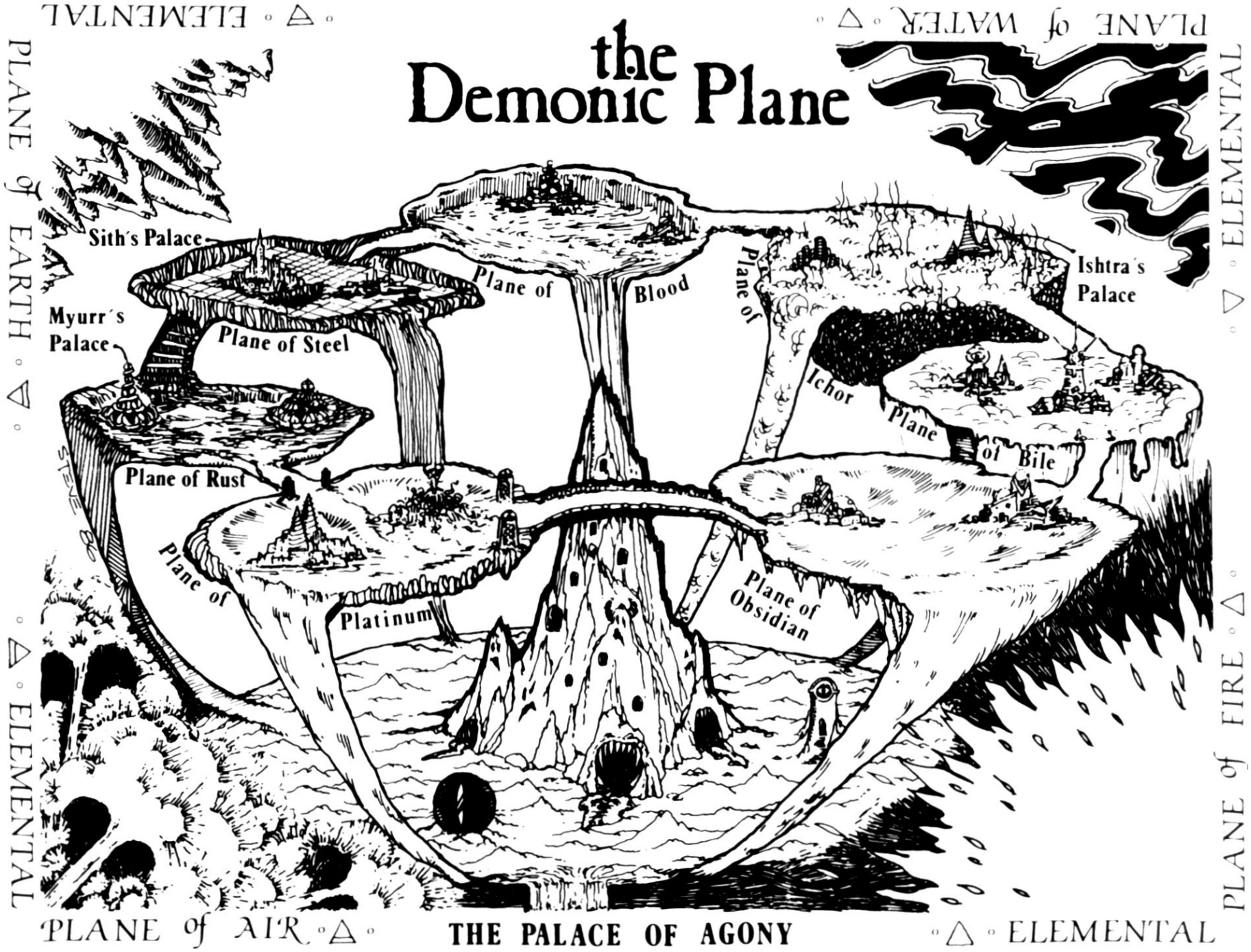
The gallery of paintings [9] is not as innocent as it seems. The Reaver's painting has a tendency of coming to life and magicking any traveller into one of the sinister paintings that hang from the walls.[2075]

Another Portal of Darkness guards the cabin at [10], preventing anyone entering from seeing the "pendulum axe, swinging from the ceiling." The cabin itself is small, "with a hammock slung from the rafters, and a desk set against the wall." The cabin is full of "a menagerie of stuffed animals—cats, exotic birds, snakes, and deep sea fish." Taxidermy is one of the Riddling Reaver's hobbies, "and he has perfected it to a fine art."[2076]

The walls of cabin [11] "are lined with double-bunks", clearly "the living-quarters for the ship's crew." They sit around a central table playing cards, though the Reaver has "set up this happy little scene for his own amusement", since the crew have actually been stuffed! The Reaver surely takes his hobbies too far.[2077]

The door to cabin [12] is magically sealed and can only be opened by answering a riddle. The sparse furniture in the cabin is of high quality, but everything, even the sumptuous bed at the far end, is "buried under huge piles of scrolls." "The room is the Reaver's private sanctum", so "the scrolls, naturally, are covered in riddles."[2078]

[2065] *The Riddling Reaver* page 73.
[2066] *The Riddling Reaver* page 75.
[2067] *The Riddling Reaver* page 85.
[2068] *The Riddling Reaver* pages 89–90.
[2069] *The Riddling Reaver* pages 92–3.
[2070] *The Riddling Reaver* pages 95–7.
[2071] *The Riddling Reaver* page 81.
[2072] *The Riddling Reaver* pages 98–100.
[2073] *The Riddling Reaver* pages 101–4.
[2074] *Out of the Pit* (1985) pages 56–7.
[2075] *The Riddling Reaver* pages 105–8.
[2076] *The Riddling Reaver* pages 109–11.
[2077] *The Riddling Reaver* pages 112–3.
[2078] *The Riddling Reaver* pages 114–7.


the Demonic Plane
PLANE of WATER
ELEMENTAL
PLANE of EARTH
ELEMENTAL
PLANE of FIRE
ELEMENTAL
PLANE of AIR
ELEMENTAL
Sith's Palace
Myurr's Palace
Plane of Steel
Plane of Blood
Plane of
Ishtra's Palace
Ichor
Plane of Bile
Plane of Rust
Plane of
Platinum
Plane of Obsidian
STEVE 80
THE PALACE OF AGONY

THE DEMONIC PLANE

Source: *Titan: The Fighting Fantasy World* (page 72)
Edited by: Marc Gascoigne
Artist: Steve Luxton
Year: 1986
Area: The Planes

The servants that Death chose are "dangerous in the extreme." These "immortal monstrosities…rule the Demonic Plane, using insanity, depravity, and true Chaos to perpetuate their reign over the forces of Evil and Chaos." Actually, the term 'Demonic Plane' is something of a misnomer, since there are in fact many levels. "Their teeming inhabitants just call it the Pit."

The Pit is ruled over by seven Demon Princes, "informally split into two groups:" the Snake Demons Ishtra, Myurr, and Sith; and the Night Demons Kalin, Relem, Shakor, and Vradna. "The former are the true rulers of the Abyss, and are served on occasion by the other four."[2079] "The three ruling princes sit together in judgement over the souls of the damned" in the Palace of Agony at the centre of the Pit.[2080] Despite being "high-ranking members" of the Pit's nobility, they "are somewhat lacking in the appropriate courtly airs and graces, and their discussions often end up in one of them declaring war against the others."[2081]

Sith is the patron of the Caarth, "the desert-dwelling snake people" of the Snakelands. Her appearance is that of an immense four-metre-tall snake with the torso of a beautiful Giantess, six claw-tipped arms, and a head that is halfway between a woman's and a viper's. She dwells in "a castle built entirely of snake scales, perched on the edge of a seemingly bottomless ravine near the centre of the Plane of Steel."[2082]

Ishtra has the form of "a goat-headed, humanoid crocodile." "His great love is fire", and loves to use it to torture lesser life-forms. His palace lies at the heart of the Plane of Ichor.[2083] Ichor is said to be the fluid that flows through the veins of the gods, so perhaps this plane was built upon the wounds inflicted during the First Battle.[2084]

Myurr likes to work through "lies, rumours, and other forms of deceit." His embodiment is typically that of an enormous toad, or sometimes a sweet, innocent little boy. His palace is upon the Plane of Rust.[2085]

The legions of the Pit are commanded by Kalin, Relem, Shakor, and Vradna. "They sit in the war-room of the Palace of Agony, huddled in carved thrones around a deep, misty pool set into the cold stone floor. This pool allows them to watch the results of their plans on the Earthly Plane."[2086] They "stand almost three metres tall" and have "human bodies, thickly muscled and tanned to a deep red-brown colour" while "their hands and feet are covered in tough, lizard-like scales" ending in sharpened claws. "They have two heads, black and dragon-like", and can fly "using their large, bat-like wings."[2087]

Recently, Ishtra has been gathering "a vast force of damned, chaotic, and evil creatures" beneath the Affen Forest in Khul. His plans are "to overrun the entire world." His rule over his troops is "so cruel that even his foul minions would rebel if they could, but Ishtra holds them in his sway by magical power." The only hope for the free world is that "Demons are fixed: they cannot grow or change", meaning a powerful force for Good who can grow, change, and adapt might defeat him.[2088]

Myurr, too, has been busy, waging a vendetta against a Demon-Stalker of the Witchtooth Line in Gallantaria who has been instrumental in "thwarting the plans of Myurr" for some years.[2089]

The Abyss was also part of the Demonic Planes at one time, but appeared to lack any significant Demonic presence by the time Bythos took over. The continued presence of Anemorus and Ectovults suggests that this exodus was limited only to full Demons, rather than the indigenous inhabitants.[2090]

[2079] *Titan: The Fighting Fantasy World* page 71.

[2080] *Titan: The Fighting Fantasy World* page 72.

[2081] *Out of the Pit* (1985) page 107.

[2082] *Titan: The Fighting Fantasy World* page 72.

[2083] *Titan: The Fighting Fantasy World* page 73.

[2084] *Titan: The Fighting Fantasy World* page 30.

[2085] *Titan: The Fighting Fantasy World* page 73.

[2086] *Titan: The Fighting Fantasy World* page 74.

[2087] *Out of the Pit* (1985) page 88.

[2088] *Phantoms of Fear* (1987) page 22; *cf.* paragraphs 201 and 212.

[2089] *Dead of Night* (1989) pages 9 and 25–6.

[2090] *Slaves of the Abyss* (1988) paragraphs 302, 135, and 400.


N
NORTHERN SKIES
THE GARGOYLE
THE HUNTER
THE DWARF LORD
THE HAWK-LORD
W
E
THE WHALE
KILMARNOCK BARON KING
THE BEHEMOTH
horizon
S
N
SOUTHERN SKIES
THE CENTAUR
AR HALLOGEN SPIDER KING
THE VEILED SORCERESS
THE BASILISK
W
E
XIMAGA THE HORNED SNAKE
THE ELVEN PRINCE
THE MANTICORE
THE SOUNDER OF THE FINAL HORN
THE ORC CHAMPION
horizon
S

THE SKIES OF TITAN

Source: *Titan: The Fighting Fantasy World* (page 26)
Edited by: Marc Gascoigne
Artist: Russ Nicholson
Year: 1986
Area: —

Since time immemorial have the intelligent races of Titan looked up to see the vast, starry night skies above their world and wondered whether, somewhere far out there, other worlds just like theirs might sit in the inky blackness. Research by scholars from Salamonis and elsewhere has actually led to the discovery of a myriad different worlds, each of which looks up on different combinations and arrangements of the stars.

This star map shows the arrangements of the constellations familiar to Titan's inhabitants. Indeed, "the skies overhead are packed with stars and other celestial phenomena." [2091] Although known by various names to the different races and in the different countries, the major constellations are clearly shown. A brief discussion of several of them can shed light on the cultures and beliefs of the peoples of Titan. It is believed by some that the constellations really are the Gods, who "look down on the planet from the sky every night, forever frozen as the stars in the poses they took up while trying to protect the world from the effects of Time."[2092]

To the centre-east of the northern skies can be seen one of the most majestic constellations, that called by Kilanirax, the Dragon God and Lord of the Animal Court.[2093] His tail ends in the northern Pole Star, the brightest star in the night sky of the northern hemisphere. He rode at the rear of the forces of Good in the First Battle, leading "a host of gleaming golden Dragons, Glantanka's own creations, prepared especially for the battle." It was around this time that Kilanirax, once Glantanka's servant, came to be known as the "Dragon king."[2094]

To the north and east of the constellation of the Dragon King is the constellation of the Hawklord. He is subservient to Kilanirax in the Animal Court, but is himself the lord of all the innumerable minor Bird Deities. [2095] He too rode with the forces of Good at the First Battle, leading "eagles and other birds of prey" which swooped above the four races—Man, Dwarf, Elf, and Giant—"crying out warnings to their opponents in anticipation of the coming hunt."[2096]

Rogaar the Lion-lord sits to the southwest of the northern skies. His involvement in the Animal Court is as an equal to the Hawklord, though his influence extends over all mammals: feline, canine, lupine, ursine, and beyond.[2097] Since lions and tigers fought for Good at the First Battle, he was also presumably present, as was Lord Whale, for he too is in the northern skies.[2098]

In the southern skies, the Elven Prince and the Centaur are both Good deities, similar to the Dwarf Lord (the Goddess Throff?) in the northern skies. The Veiled Sorceress refers to the gentle Goddess Galana, who stood beside the massed armies of Good, her face "veiled, so that none should see the fear in her eyes."[2099]

The most central constellation of the southern skies is that of Death's Messenger. Not to be confused with the malevolent assassins known as Messengers of Death,[2100] Death's Messenger is known to be active in worlds other than Titan, such as Orb.[2101]

The Wolf is Almor, the Wolf Lord. Although a member of the Animal Court and therefore neutral, he and his minions were tricked into siding with Evil for the First Battle, being the mount of the Orc Champion.[2102] Other Gods of Evil that are said to dwell in the stars include the Gargoyle and the terrifying Behemoth in the northern skies, and Arhallogen the Spider King, Xiarga the Horned Snake, the Sea Monster, the Manticore, the Orc Champion, and the Basilisk in the southern skies.

One final constellation is that of the Sounder of the Final Horn. This "skeletal warrior", a Champion of Evil, was the sounder of the horn that began the First Battle, "a harsh, discordant note."[2103] As indicated by his name, superstitious belief seems to have it that he will also sound the one, final horn blast that will bring to a conclusion the sun and stars, the world of Titan, life, time, and all things.

[2091] *Titan: The Fighting Fantasy World* (1986) page 26.

[2092] *Titan: The Fighting Fantasy World* (1986) page 31.

[2093] *Titan: The Fighting Fantasy World* (1986) page 69.

[2094] *Titan: The Fighting Fantasy World* (1986) page 30.

[2095] *Titan: The Fighting Fantasy World* (1986) page 69.

[2096] *Titan: The Fighting Fantasy World* (1986) page 30.

[2097] *Titan: The Fighting Fantasy World* (1986) page 69.

[2098] *Titan: The Fighting Fantasy World* (1986) page 69.

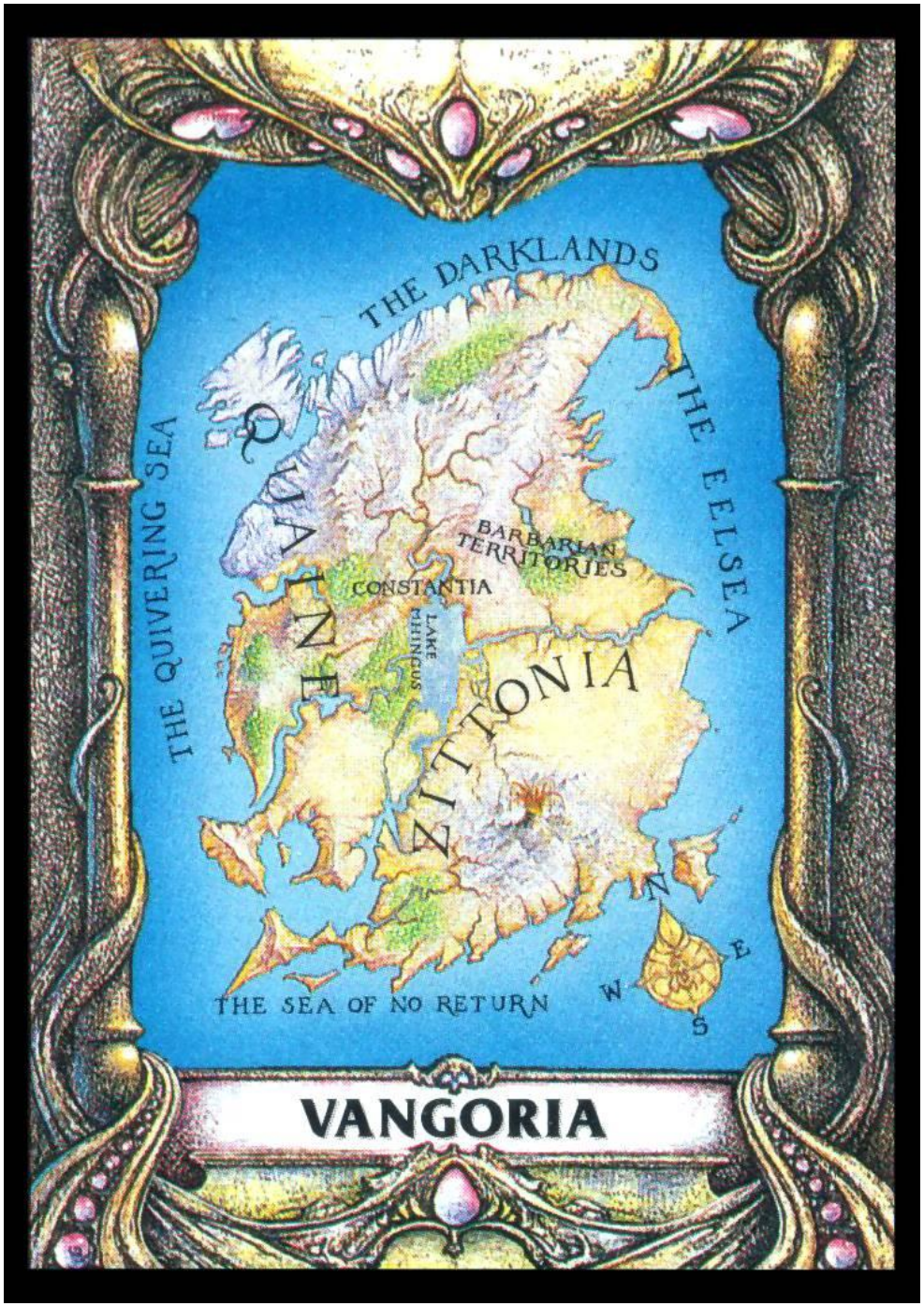
[2099] *Titan: The Fighting Fantasy World* (1986) page 30.

[2100] *Out of the Pit* (1985) page 82; see also *Temple of Terror* (1984) paragraph 140.

[2101] *Talisman of Death* (1984) paragraph 130. Note the use of the definite article: "I am *the* envoy of Death."

[2102] *Titan: The Fighting Fantasy World* (1986) page 69.

[2103] *Titan: The Fighting Fantasy World* (1986) page 30.


THE DARKLANDS
THE EELSEA
THE QUIVERING SEA
QUAINE
BARBARIAN TERRITORIES
CONSTANTIA
LAKE MHINGUS
ZITTONIA
THE SEA OF NO RETURN
N
E
W
S
VANGORIA


1
VANGORIA
As if mirroring its war-torn history, Vangoria's geography portrays a landscape deeply scarred by rivers and mountains. Years ago, the land was ruled by the mighty Sorceror-Emperor Vangor from his palace at Constantia. Though he was not a merciful man, it was a time of relative peace. But Vangor's jealous heirs - triplet sons - schemed for the Emperor's throne. Each sought his own power base by aligning himself with one of the dominant forces in Vangoria: Justice, Evil and Chaos. Vangor's death lit the fuse of war as the various factions battled for power. Order broke down. Each of the triplets was forced into hiding and took on a new identity. Constantia was reduced to rubble. Vangor's crown was flung contemptuously into Lake Mhingus by rampaging Battle Orcs. Vangoria's natural boundaries have subsequently divided the land into four provinces. In the north, **The Darklands** are dominated by the Lord of Darkness to the east and the wild Hill Goblin tribes to the west. South-west of The Darklands lies **Quaine**, where the noble Prince Gallant continues his crusade against Lord Vengeance and his creations of evil. The eastern plains are home to the Barbarian Warriors who remain locked in continual tribal wars. **The Barbarian Territories** are a wilderness of demonic creatures and savage warlords. And in the south, **Zittonia** is a province of malice, ruled over by Zheena Nightshade, High Priestess of Gargantua, god of evil. But Aragon Trueblade's forces of truth have begun to weaken her hold. Welcome to Vangoria.
The Conflicts, Creatures, Quests, and Sorcery which will shape its future are now yours to command...
ARTIST
?
SEAL
BATTLE CARDS
BATTLECARDS © 1993 STEVE JACKSON & MERLIN PUBLISHING INTERNATIONAL PLC

VANGORIA

Source: *Steve Jackson's Battlecards* (card #1)
Author: Steve Jackson
Artist: Unknown
Year: 1993
Area: Vangoria

The land of Vangoria was once "ruled over by the mighty Sorcerer-Emperor Vangor from his palace in Constantia." His three sons, triplets, schemed for the Emperor's throne. "Each sought his own power base by aligning himself with one of the dominant forces in Vangoria: Justice, Evil, and Chaos." After the death of the Emperor, the "various factions battled for power", and the lands has been divided into four provinces by means of the natural boundaries: The Darklands in the north; Quaine to the west; the central and eastern Barbarian Territories; and Zittonia in the south, "ruled over by Zheena Nightshade, High Priestess of Gargantua, god of evil."

There are a number of similarities and coincidences about Vangoria that provide links to the world of Titan, such as the artwork used to portray certain aspects of the battle for Vangoria.[2104] Other links also exist. For example, Vangoria bears a striking resemblance to the Old World,[2105] which is compounded by the fact that one of the seas lapping the shores of both continents is The Eelsea. However, the Eelsea of Titan is on the other side of the Old World, indicating that, if Vangoria was a "lost continent" of Titan, its only remnants are the Isle of Scars and the Isle of Despair.

Further links include The Orb of Shantos [2106] which formed part of the twelve quests comprising the Tasks of Tantalon[2107] despite being named as one of the eight treasures of Vangoria. This seems to add more weight to the theory that Vangoria, the setting for BattleCards, was formed after the splitting of Irritaria as that portion of the supercontinent that separates what became Allansia and The Old World.[2108] It was long ago lost beneath the oceans separating those two continents.

Titan and Vangoria even seem to share the same flora and fauna. For example: "Two tall moonweed plants grew on either side of the doorway, their round, white flowers swaying gently in the breeze."[2109] This can be compared with The Cursewitch's Quest: "Moonweed is one of four potion ingredients (along with Redfern, Starwort, and Tiger Flower) needed by Griselda Troone, the Cursewitch of Stillwind Wood."[2110] Cursewitch is also a term used in certain sections of western Allansia to denote any sort of hag or crone with magical powers.[2111] However, in the area surrounding Trolltooth Pass, it is the term applied to the undead, snake-tongued creatures that live in coffins in one of the central chambers of Zharradan Marr's dungeon complex.[2112]

[2104] *Titan: The Fighting Fantasy World* (1986) page 30.

[2105] Some of Iain McCaig's illustrations from Ian Livingstone's *Casket of Souls* are actually reproduced on certain cards.

[2106] *BattleCard* "The Orb of Shantos."

[2107] *The Tasks of Tantalon* (1985) page 18.

[2108] *Titan: The Fighting Fantasy World* (1986) page 32.

[2109] *The Trolltooth Wars* (1989) page 54.

[2110] *BattleCard* "The Cursewitch's Quest."

[2111] *The Trolltooth Wars* (1989) page 126.

[2112] *Creature of Havoc* (1986) paragraph 217. When translated, the creature says: "Who disturbs the rest of the Cursewitches? Foul creature, you dabble with what you do not understand. None may interfere with our peace save for Zharradan Marr, the Master. You must be taught to respect the sleep of the undead, and you must be made to feel the wrath of the Cursewitches."


THE GREAT OCEAN
NORTHERN WASTE
KALAMDAR
DRAGON HOUSE
RIVER SCAMDER
GUNDOBAD
N

GUNDOBAD

Source: *Clash of the Princes* (inside cover)
Authors: Andrew Chapman & Martin Allen
Artist: Dave Andrews
Year: 1985
Area: Gundobad

The city-state of Gundobad lies "in the centre of the great empire of the Pasha Vulfolaic the Vicious, an exceptionally rapacious emperor." The "golden city of Gundobad", ruled by King Gunderbock XVI from his golden throne, has some strange rules for monarchical accession. Before either of the twin princes Lothar the Warlock or Clovis the Warrior can be crowned King following their father's ritual abdication, they must set out on a quest to discover one of the thousand Sacred Gems of Gundobad, thereby proving themselves worthy to rule.[2113]

Heading out of the city, a narrow track leads into a thick forest. On the fourth day of travel through these sparsely inhabited lands is a small hut with ivy covering its rotten timbers. "It has one sagging door and a small shuttered window." Eventually, a traveller will arrive at the banks of the River Scamder. "The only way over this wide and rapid water is by an ancient, crumbling, fortified bridge" that "looks like a castle set on several stout buttresses, has long been deserted by its original occupants."[2114] There is also a toll bridge over the Scamder further downriver, guarded by a Troll who lives in a hovel next to it.[2115]

Downriver, a rough track follows the southern bank for some leagues until the river empties into "a wide, still lake, formed by the River Scamder spreading across an extremely flat plain." The waters are clear, and "the lake probably never gets deeper than two or three feet across its entire width. This is the Lake of Death, populated by highly venomous and invisible fish. Puntmen ferry travellers across the lake for a steep fee.[2116]

To the north of the lake, two paths disappear into the thick forest which lines the shore. Faeries live, dance, and make music in clearings in this untamed wood, led by the beautiful Faerie Queen. They are menaced by an evil Wight who lives in a cave in a high, rocky hill, denuded of all trees.[2117] Several days' travel will bring a traveller to a "wide, circular clearing with standing stones in a large ring" where robed, hooded Druids carry out bizarre religious ceremonies.[2118] Several more days' travel, and "the forest thins out a bit to one side of the path, in the direction of some craggy hills." Beyond this, the "surrounding forest steadily gives way to marshland." In this "dark, gurgling marsh" are dim lantern-like glows. The odd cottage, homes of the marshmen, are dotted throughout this damp region.[2119]

The rolling hills to the north of the marsh are "rolling lowlands" crossed by well-worn goat tracks. They eventually lead into the same craggy hills beside the forest some leagues to the south. "The hills through which the trail leads surround [a traveller] like shattered fingers of stone, which once pointed skyward, but now lie in great screes down steep slopes." The narrow valleys contain "wide, steaming rock-pools." On a nearby peak is "a large white villa with numerous spires." It is guarded by "warthog-like guards." In "a sumptu-

[2113] *The Warlock's Way* pages 9 and 24–5.
[2114] *The Warlock's Way* paragraphs 287 and 9.
[2115] *The Warlock's Way* paragraph 212.
[2116] *The Warlock's Way* paragraphs 350, 293, and 13.
[2117] *The Warlock's Way* paragraphs 209, 377, and 45.
[2118] *The Warlock's Way* paragraphs 340, and 52.
[2119] *The Warlock's Way* paragraphs 2, 257, 171, 292.

ous feat-room, which is strewn with oriental rugs, hookahs, turbaned guests—and corpses" dwells the master of the house, a capricious Djinn.[2120]

Further into the hills is "a small but crowded inn, run by an ill-tempered and dishevelled publican called Sweeney." To the north of this, a tribe of Amazons roam the hills, looking for slaves.[2121]

A more easterly track through the forest will leave the trees, cut across a barren plain, and eventually turn into a road. A day's travel further is a crossroads, "with a large gallows set up beside it. Further along the northwest spur, the track splits again, heading back into forest, or into the rocky hills as detailed earlier.[2122]

The port of Kalamdar has docks and a safe harbour, though the seas around it are patrolled by bloodthirsty pirates. Not shown on this map is "a small harbour dominated by a bleak and towering castle" some way north of Kalamdar. It "is the kingdom of Peleus, who, because of long suffering and frequent illness, has neglected his land." Beyond it is the Northern Wastes.[2123]

Bypassing the port of Kalamdar will bring a traveller to "the shore of a wide blue lake which lies between towering hills." Growing around the shore is a grove of "pungent flowering trees" about twenty feet high and "covered with pink, many-petalled blooms, each as big as a fist." Beneath these trees sit "glassy-eyed, emaciated people" living in squalor, addicted to the mind-altering blooms.[2124] Beyond the grove is "a dry wasteland which soon turns into a formidable desert of red dunes and tumbleweed." The dunes are "nothing but thick, burning sand on the peaks and wiry grass in the valleys." A winding path leads through this desert, eventually petering out at an oasis.[2125]

To the northeast of Gundobad, a narrow, muddy track continues for several miles to "the gates of an ancient, ivy-clad monastery" It is long-abandoned, though "two towers still stand defiantly on either side" of the opening where the wrought iron gates once stood. Near the top of the tower is a marble balcony overlooking "a beautiful terraced garden, within which is a sparkling pool of" Holy Water. Werewolves now live in the ruins.[2126]

Beyond the monastery, the winding track splits, leading both east and west. The road west leads to a north–south junction beside an old, round well. "What little water has not seeped out through the cracks in the old, brown bricks is now muddy and choked with thick green slime." It is a wishing well. In a clearing along the southern path lives a Witch.[2127] The road heading east to the north of the monastery leads to a village.[2128]

To the north are mountains. Dwelling in these peaks known as Dragon Hove are vile beasts who carry away their victims as prey. They live in dark caves high up the mountainside. At the back of the cave are "roughly hewn steps, which wind through the mountain in many broad spirals, before arriving at an exit" near the base of the peak.[2129]

Trudging further through the wilderness, the mountains become more defined, with caves to provide shelter for travellers. Inside one such cave is a vast and ancient cavern, "chiefly occupied by the still, glazed waters of a wide pool. Great stone monoliths and broken stalagmites, some of which have been carved into the shapes of grotesque beings, stand in the pool", while "many twisted stalactites jut from the ceiling high above, like the gnarled fingers of a mad god." A long, steep staircase descends into the earth, finally ending "at a room thousands of feet beneath the mountain ranges." "The floor is made from huge, flat-topped columns of frozen earth, and between each column

[2120] *The Warlock's Way* paragraphs 429, 167, 484, 300, and 288.

[2121] *The Warlock's Way* paragraphs 25 and 12.

[2122] *The Warlock's Way* paragraphs 214 and 63.

[2123] *The Warlock's Way* paragraphs 227, 28, and 433.

[2124] *The Warlock's Way* paragraphs 223, 273, and 358.

[2125] *The Warlock's Way* paragraphs 366, 401, and 462.

[2126] *The Warrior's Way* paragraph 309 and 252.

[2127] *The Warrior's Way* paragraphs 100, 175, 312, and 168.

[2128] *The Warrior's Way* paragraph 19.

[2129] *The Warrior's Way* paragraphs 75 and 307.

is a chasm, wide and deep." Entombed within one of the blocks of solid ice that are the walls is "a tall, red-bearded warrior."[2130]

Above the frozen warrior and at the end of these Dwarf-built tunnels is a hole, "high up in the mountainside, facing east." The air here is crisp but very thin, and the uneven ground is covered in snow, while far below are beautiful green fields. Nestling in the foothills of a range of mountains to the north is "a small but rowdy inn."[2131]

To those fortunate enough not to get snatched by the winged beasts, the track continues roughly northwards "along the edge of a wide, rushing river." The air here is "crisp with the scent of pines, cedars and oaks." However, "at dusk, when the jagged western peaks are set aglow by a crimson sun", a traveller should beware of Wolves. Continuing along the valley, the river here becomes fordable, and on the far bank, a small, stony hill gives a clear view of the nearby lands. From this vantage point, "the meandering waters" of the river "take on the appearance of a long blue and silver serpent, snaking its way through the green valley." Soon the track leads to a "huge granite face" at the base of the mountains, with an enormous cave bored deep into it. Following the tunnels will lead into the Dwarf tunnels. A small well stands near its entrance.[2132]

However, following the river upstream instead of fording it leads through "a grassy clearing" where "the ground is very soft" with sticky, grey mud. "Swarms of hornets and countless oversized flies" buzz about. The track then leads up into the same snow-capped mountains before descending to the lowlands on the other side.[2133]

North of the mountains, an old wooden bridge with badly-rotted planks crosses a river. "On a nearby green hill is a small stone chapel", defiled by three Wraiths. The priest's assistant is called Mortimer. Beneath the chapel, a coven of thirteen Witches currently carry out foul rites and summonings.[2134]

North of the chapel, the track splits again. One is somewhat wider that the other, and has been deeply grooved by wagon wheels. The other spur is little-used, "although it is roughly cobbled in patches."[2135] The rutted track follows "a rickety wooden fence" before passing through an old gate into a cemetery. The track winds among the lines of parallel grey headstones. An ancient mausoleum stands overgrown with shabby plants and surrounded with prickly bushes, yellowed with age." Beyond the cemetery is "a formidable desert of red dunes and tumbleweed."[2136]

The other track travels through "hospitable countryside near the mountains." A leafy forest grows here, and a trail leads beneath the overhanging branches to a brook, in which sit six stepping stones. On the far side of the stream is "a clearing filled with the whistling of birds and the humming of bees." In this clearing grow magic healing mushrooms.[2137] "A tall, though well-kept, hedge, which runs as straight as an arrow through the wood" blocks the way forward. A low brick tunnel leads through the hedge.[2138] An old goat track leads deeper into the forest, coming to an abrupt end at "a needle-like obelisk, twenty feet high." Touching this curious pillar will teleport a person to the desert wasteland south of the Great Ocean.[2139]

After many, many days of travel, the desert meets the cliff-lined shore of the Great Ocean. "An immensely long, narrow rope bridge hangs between the" Isle of Orcmoot—"misty in the distance—and the cliffs of the coast." The bridge is over a mile long, and terminates in "a gate set in a tall tower." A Sacred Gem of Gundobad lies on the Isle of Orcmoot at the end of the Northern Lands."[2140]

[2130] *The Warrior's Way* paragraphs 256, 93, and 166.

[2131] *The Warrior's Way* paragraphs 423, 432, and 96.

[2132] *The Warrior's Way* paragraphs 6, 207, and 157.

[2133] *The Warrior's Way* paragraphs 233, 87, and 137.

[2134] *The Warrior's Way* paragraphs 4, 52, 220, 318, and 412.

[2135] *The Warrior's Way* paragraph 430.

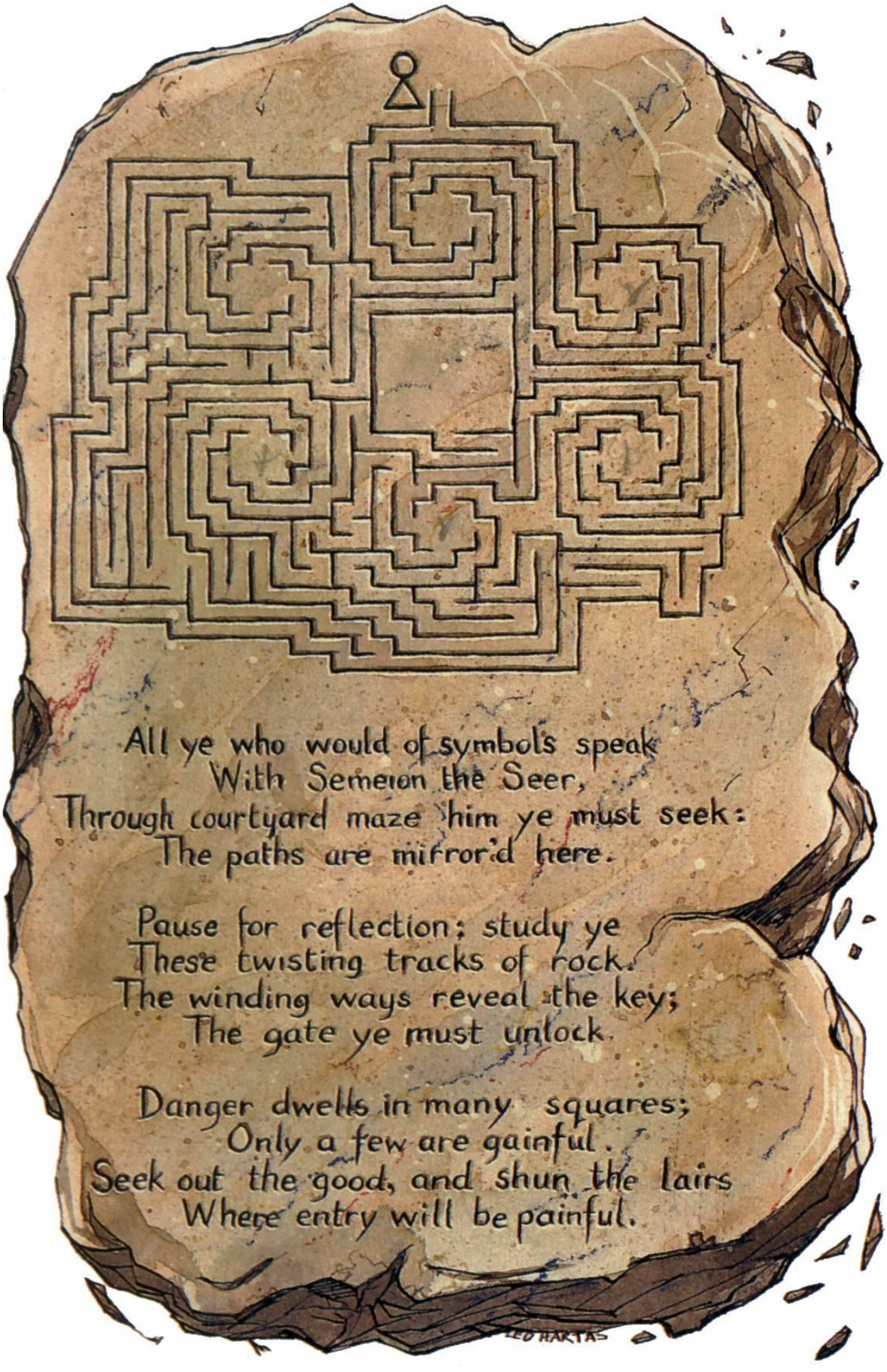
[2136] *The Warrior's Way* paragraphs 46, 276, and 366.

[2137] *The Warrior's Way* paragraphs 10, 282, 197, and 293.

[2138] *The Warrior's Way* paragraphs 374 and 238.

[2139] *The Warrior's Way* paragraphs 275 and 78.

[2140] *The Warlock's Way* paragraphs 173, 136, and 132.


All ye who would of symbols speak
With Semeion the Seer,
Through courtyard maze him ye must seek:
The paths are mirror'd here.
Pause for reflection; study ye
These twisting tracks of rock.
The winding ways reveal the key;
The gate ye must unlock.
Danger dwells in many squares;
Only a few are gainful.
Seek out the good, and shun the lairs
Where entry will be painful.
LEO HARTAS

SIMEON'S MAZE

Source: FF45: *Spectral Stalkers* (inside cover)
Author: Peter Darvill-Evans
Artist: Leo Hartas
Year: 1991
Area: Simeon's World

As more research is done into the way the Planes are organised, shocking new discoveries are made, sometimes completely by accident. Take, for example, the case of the mysterious object known as the Aleph. "The one and only sphere of all the spheres," it holds "everything—everything that exists everywhere", except whatever may be found in Limbo.[2141]

For many, Limbo conveys the idea of eternal nothingness. Nothing could be further from the truth! In Limbo is a *vast* building. "Every wall is lined from floor to ceiling with shelves, and every shelf is full of books." At the centre of this vast library is a desk upon which is a little brass bell.[2142] This bell will attract the attention of a female dragon wearing wire-framed spectacles—the librarian of the Library in Limbo.[2143] The library contains "more books than there are grains of sand in all the beaches in the Macrocosmos." In the library is "at least one copy of every book ever written."[2144]

The Aleph allows its possessor to travel instantly between the Planes of Existence. While many of the Planes are filled with conflict, others are deserted, or just plain odd. Upon one such Plane, the Feliti, small humanoids with "pale green skin and green hair that rises is stiff spiral curls" are in their Eternal Garden, beseeching help to overthrow their evil Tyrant Lord, "an aged creature, with the scaly skin of a lizard, clutching a broken staff" who dwells in a dark, lonely castle in the mountains.[2145]

The maze shown opposite is carved into the surface of a boulder on a high ledge above a precipitous drop to a green valley. A portal in the cliff-face allows access to the Seven Courtyards of Semeion Cryptoglyphos.[2146] Semeion Cryptoglyphos, a sage who can explain Signs and Portents.[2147] His home, at the centre of the maze, is "a garden, lawns, and trees separated by paths that appear as labyrinthine as the tunnels of the maze." The "balconies, windows, and belvederes" are all "interconnected by stairways and ramps that…defy comprehension." Protecting the garden is the Logic Dog, a two-headed talking hound who offers fiendish riddles to travellers in the hope that they get them wrong and he can eat them![2148]

The Ziggurat World is recognised by many planar travellers as being one of the most beautiful worlds in all the Planes. It is "a planet of terraces enclosed within a half-dark, half-light sphere."[2149] Globus, "an Archmage, a senior magician of great power" lives in a Citadel on the topmost tier of the Ziggurat World. "Surrounding the Citadel is the Crystal Garden."[2150]

The lower tiers of the Ziggurat World are "woodland and meadows", though "dominated by a wall of impossibly tall, sheer cliffs that extend across half the horizon, and thin, cylindrical towers dot the crags above the cliffs." Wood Elves live here, hunting the mysterious Silica Serpents.[2151]

Beyond the woodland is "a vast plain of grass, its flat expanse broken only by a few gently rolling hills and an occasional low tree." Giant insects known as Colepods are herded and shepherded by Mantirs, giant insects "with a shell-like carapace and antennae" at their foreheads. They walk upright on four legs, their foremost pair of limbs serving as arms.[2152]

Downhill from the woodlands is "a bleak moor", the soil of which becomes increasingly sandy towards the sea. The Vaskind live beneath the waves, man-sized humanoids that resemble giant frogs. Their Queen, Baratcha, is a prisoner of Globus, frozen in a block of ice.[2153]

On the higher tiers and in caves in the cliffs dwell Black Shadows and Ophidians, servants of Globus.[2154]

[2141] *Spectral Stalkers* paragraph 175.
[2142] *Spectral Stalkers* paragraph 316.
[2143] *Spectral Stalkers* paragraph 6.
[2144] *Spectral Stalkers* paragraph 93.
[2145] *Spectral Stalkers* paragraphs 36, 52, 379, and 251.
[2146] *Spectral Stalkers* paragraph 397.
[2147] *Spectral Stalkers* paragraph 267.
[2148] *Spectral Stalkers* paragraph 216.
[2149] *Spectral Stalkers* paragraph 29.
[2150] *Spectral Stalkers* paragraph 308.
[2151] *Spectral Stalkers* paragraphs 29, 370, and 142.
[2152] *Spectral Stalkers* paragraphs 116, 276, and 33.
[2153] *Spectral Stalkers* paragraphs 92, 230, and 376.
[2154] *Spectral Stalkers* paragraph 304.


KINGDOM of AMARILLIA
Lizard Island
Hawk Is.
The Drowned Land
Blood Bay
The Cauldron
Flint
Crab Is
The Elven Forest
Kabaal
The Icecap Is.
White Bone Desert
Bottomless Pit
Plain of Peril
The Frozen Wastes
River Gold
Lake Fard
Azzûr
Tower Is.
Sea of Serpents
Isle of Dreams
The Great Fire Wall
Fire Swamps

AMARILLIA

Source: *Casket of Souls*
Author: Ian Livingstone
Artist: Ian McCaig
Year: 1987
Area: Amarillia

This map, and the two on the following pages, shows the changing face of Amarillia, a world of magic, similar to Titan, and with which Gereth Yaztromo has had some considerable contact.[2155] In recent years, it has been subject to two major wars, which have changed the face of the land a great deal. The purpose of this accompanying text is not to give a history of, nor a blow-by-blow account of either of the wars; rather, it is to examine the changing geography, anthropology, cultures, and politics of the land.

More than "two hundred years ago, Amarillia was torn apart by war between the three great provinces. Panassa ruled by men, Barrabang ruled by centaurs, and Grundia ruled by dwarfs, each wanted control over the other two provinces. They fought each other fanatically and did not realize that whilst they all grew weaker, orcs, zombies, and other creatures of darkness gathered in strength and waited." However, The Grand Council of Wizards did notice. "To deter lesser invaders", the Great Fire Wall was built around Amarillia." This Council was based on "the furthermost island in the chain called the **Icecap Islands**", called **Sanctuary**, though it later came to be known as **The Cauldron** "because of the steam which rose from it as the fire melted the ice."[2156]

The encircling Fire Wall also created the mysterious **Fire Marshes** (or, Fire Swamps, according to some maps) on an unnamed isle off the eastern coast of Amarillia. Astares, the Moon Sister, "perhaps the only remaining true seer left alive",[2157] though "only a handful of wizards and priests" know how to find the Fire Marshes. It is "a strange and desperately dangerous realm" and those who enter age beyond their years. The Fire Wall itself was dispelled during the Demonwar.[2158] Today, beyond the remains of the Fire Wall are vast oceans, but "there are other lands on" Amarillia, including the fabled Isle of Summer Stars, where the Elves retreated to when Zagor came to Amarillia.[2159]

Eventually, the wars over territory came to an end when "a warrior lord by the name of Thorgar led the Parnassan army to victory over Barrabang, and the combined army of men and centaurs took control of Grundia within a year." Since he was proclaimed king, eleven of his bloodline have ruled Amarillia. Each has brought a magical artefact to Sanctuary.[2160] These are "the Arcana—the twelve magical treasures of Amarillia."[2161]

Thorgar was "crowned at Castle Argent on Tower Island which became the seat of power of Amarillia." His artefact was The Crown of Kings, which radiated curative beams.[2162] The second treasure, the Sword of Braxus "was a symbol of strength that would draw allegiance to the throne."

At the very south of Amarillia is the **White Bone Desert**, home to the Kulkur, "the nomadic desert orcs." They have been described as "strong, reliable, and mercifully untainted by the ravages of intellect."[2163] They breed and train the fearsome myrmyrins, "with heads as high as a man's", grey, thick skin "looking like cracked and marbled stone", three horns on their heads, and monstrously-sized clawed feet.[2164] The *nie-sielikki*, the desert elves can also be found in the desert.[2165] Nomads and travellers who brave the wastes usually ride dronamans, "shaggy, desert-dwelling creatures."[2166] Deep in the desert lie the Tombs of the Sarchans, the Sorcerer Kings, the original rulers of Amarillia.[2167] The seventh Arcanum, the Shimmering Shield, was discovered in the White Bone Desert by the caravan of a spice merchant heading for Azzûr.[2168]

To the east of the desert is the cityport of **Azzûr**, ruled over by the traitorous Baron Tezmisch and his descendants. It lies at the end of the Silk Road from **Sancrast**.[2169] The city is protected by its 'skyriders', guards who patrol the skies using strange, winged horses called selurin.[2170] It sits on a natural bay, protected by Hollow Point. There are five keeps in the city, and six hundred warriors armed to the teeth protect the High Citadel alone. The city is noted for its beautiful tessellated water-gardens and coffee shops.[2171]

Travelling northwest, the **Silk Road** skirts the **Plains of Peril**. The **Bottomless Pit**, also just known as 'the Pit' lies in the middle of the plains.[2172] To the southwest of Sancrast is **Lizard Island**, the site of the homecastle of Kraal, the twelfth King of Amarillia.[2173] Zagor's fury led to the destruction of **Everkeep**, and the island is currently wholly dead and barren; "not even scrub grass grows there."[2174]

[2155] *Legend of Zagor* (1993) page 37.

[2156] *Casket of Souls* (1987) page 2.

[2157] *Casket of Souls* (1987) page 16.

[2158] *Demonlord* (1994) page 15.

[2159] *Demonlord* (1994) pages 56–7; *Skullcrag* (1994) page 1.

[2160] *Casket of Souls* (1987) page 3.

[2161] *Firestorm* (1993) page 83.

[2162] *Casket of Souls* (1987) page 8.

[2163] *Firestorm* (1993) page 97; *Darkthrone* (1993) page 38.

[2164] *Demonlord* (1994) page 47.

[2165] *Darkthrone* (1993) page 34.

[2166] *Darkthrone* (1993) page 38.

[2167] *Demonlord* (1994) page 52.

[2168] *Casket of Souls* (1987) page 20.

[2169] *Firestorm* (1993) page 97; *cf.* page 184.

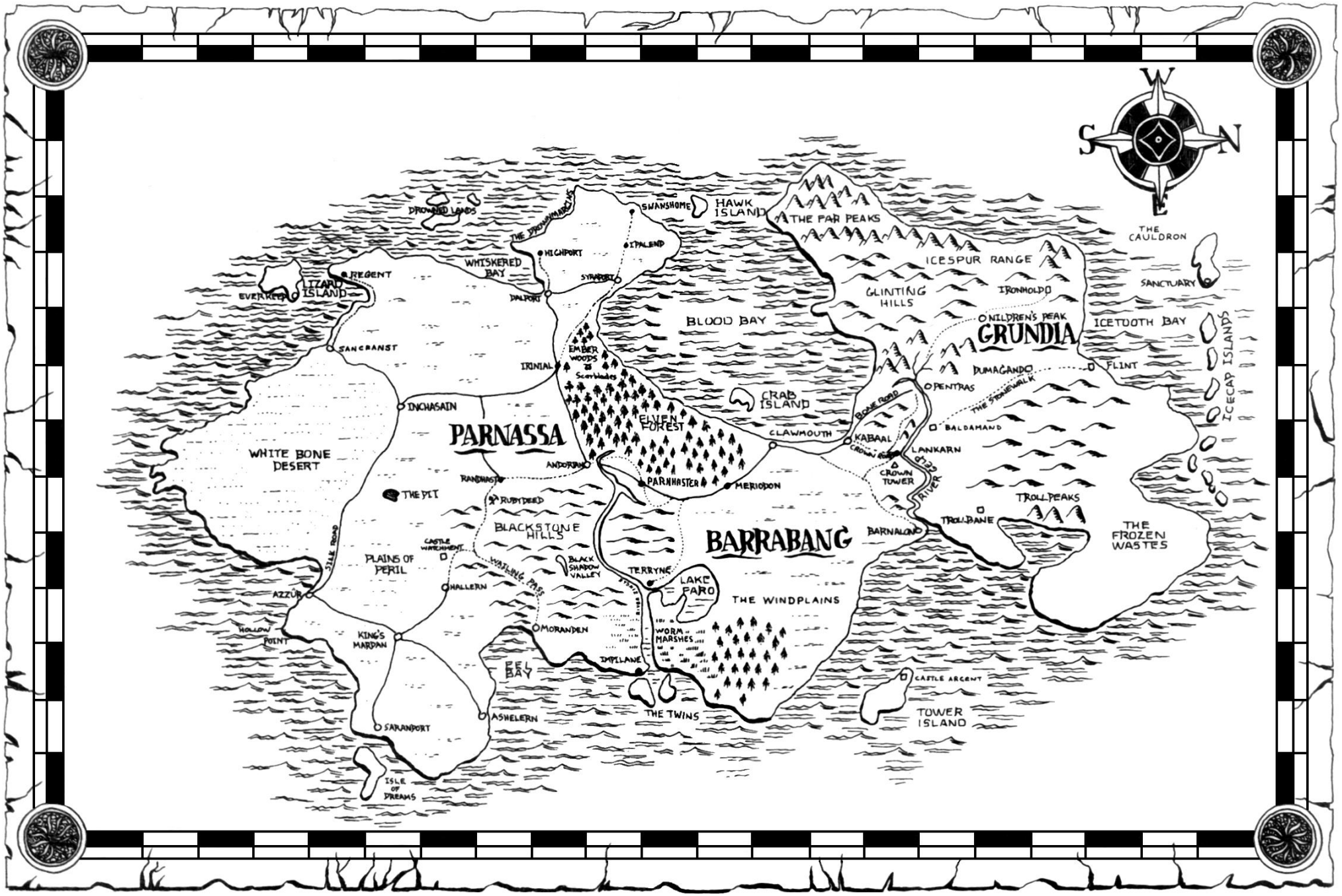
[2170] *Darkthrone* (1993) page 24 and *Demonlord* (1994) page 38; *cf. Tower of Destruction* (1991) paragraph 27.

[2171] *Darkthrone* (1993) pages 22, 24, 25, and 29.

[2172] *Casket of Souls* (1987) page 30 and *Firestorm* (1993) page 186.

[2173] *Casket of Souls* (1987) page 8.

[2174] *Demonlord* (1994) page 3.


W
S
N
E
DROWNED LANDS
THE DROWNMARCHES
SWANSHOME
HAWK ISLAND
THE FAR PEAKS
THE CAULDRON
HIGHPORT
ITALEND
WHISKERED BAY
ICESPUR RANGE
SANCTUARY
REGENT
IZARD ISLAND
EVERKEEP
SYRAPORT
DALPORT
GLINTING HILLS
IRONHOLD
BLOOD BAY
CHILDREN'S PEAK
GRUNDIA
ICETOOTH BAY
SANCRANST
EMBER WOODS
Scorchwoods
IRINIAL
DUMAGANDO
FLINT
PENTRAS
CRAB ISLAND
ICECAP ISLANDS
INCHASAIN
PARNASSA
ELVEN FOREST
BONE ROAD
THE STONEWALK
CLAWMOUTH
KABAAL
BALDAMAND
WHITE BONE DESERT
ANDORIAN
LANKARN
CROWN ROAD
RANDHASTE
PARNHASTER
MERIODON
CROWN TOWER
DELP RIVER
THE PIT
RUBY DEED
TROLL PEAKS
TROLLBANE
BLACKSTONE HILLS
BARNALOND
THE FROZEN WASTES
SILK ROAD
CASTLE WAREHOLME
BARRABANG
PLAINS OF PERIL
WAILING PASS
BLACK SHADOW VALLEY
TERRYNE
LAKE FARO
AZZUR
HALLERN
THE WINDPLAINS
HOLLOW POINT
KING'S MARDAN
MORANDEN
WORM MARSHES
PEL BAY
DRILLANE
CASTLE ARGENT
THE TWINS
TOWER ISLAND
ASHELERN
SARANPORT
ISLE OF DREAMS

AMARILLIA

Source: *Zagor Chronicles #1: Firestorm* (pages 196–197)
Authors: Ian Livingstone & Carl Sargent
Artist: Leo Hartas
Year: 1993
Area: Amarillia

(continued from previous page)[2175]

The **Drowned Lands**, an area of underwater islands and islets was raised by Zagor. Plagued zombies from these islands attacked the ports of the **Drownmargins**, a name given to the baronial provinces on the promontory to the south of Blood Bay.[2176] The chief port of the Drownmargins is **Dalport**, lying at the northeastern tip of **Whiskered Bay**. The fourth of the Arcana, the Helmet of Wisdom, was fashioned from iron plate by a frail old man, "some one hundred and twenty years of age [who] lived in a cave on Hawk Island", to the west of Blood Bay. After climbing to "the highest point on the desolate island", he imbued the helm with all his knowledge.[2177]

East of Dalport is **Irinial**. The easiest route from Syraport to Irinial is through the **Ember Woods**. Deep in this forest is the **Scarglades**, an old battleground where the dead are said to walk.[2178] Further east is **Andorian**, on the south bank of the **River Zingle**. "Like most of the plains cities of Parnassa, Andorian [has] no city-walls and its ramshackle buildings spread out around the highways leading west and north." Around the wharves are clustered "small houses, smithies, taverns, and craftsmen's dwellings."[2179]

The southern road leads to **Randhast**. Not far from here is **Rubydeep**, with its "tough hillsmen and miners."[2180] The Banner of the Titans was the tenth of Amarillia's magical treasures. "It was found in one of the giant caves in the Blackstone Hills." [2181] Hidden away in the **Blackstone Hills** is **Black Shadow Valley**, "a place of great evil."[2182] The valley lies to the southeast of the Blackstone Hills. **Wailing Pass**, to the southwest, leads out from the hills onto the Plain of Peril.[2183]

Beyond the hills, where the River Zingle flows out to the sea, lies the port of **Impilane**, overlooking the two islands known as **the Twins**. Southwards along the coast lies **Moranden**, protected by the calmer waters of **Eel Bay**. The city is renowned for its elite longbowmen.[2184] The coast heads to the east past **Ashelern**, then southwest around a promontory to the city of **Saranport**, which was spared the worst of Zagor's wrath, and his Everwinter that spread across much of the rest of Amarillia. Facing the city is the **Isle of Dreams**.[2185]

Heading back north to **Barrabang**, the **Worm Marshes** lie along the northern bank of the River Zingle. The jezaram snakes, "huge and lazy constrictors", dwell there.[2186] The eighth item of the Arcana, the Book of Magic Lore, "was found by a group of adventurers who had journeyed across the Worm Marches in search of fabled treasure."[2187] To the north of the marshes is the **Kagzar Forest**, where orcs dwell.[2188]

Upriver to the west is a confluence where the River Zingle meets the outpouring of Lake Faro. Sitting at the western bank of this meeting of waters was the city of **Terryne**, now in ruins. **Lake Faro** lies to the north. It is a sinister place, infamous for its Lakewights, "poisoned, hate-filled dead souls from the sight of an ancient battle."[2189] The third of Amarillia's magical treasures, the Golden Chalice, was created with "the help of a famous alchemist who lived in a small town on the shores of Lake Faro." Gold is such a rare commodity that there is "none to be mined" in all of Amarillia.[2190]

North of the lake lies the **Windplains**, home of the mighty centaurs. "The great central plains of Barrabang [are] devoid of features: flat lowland with endless grass as far as the eye [can] see."[2191] To the southwest of the plains lies **Parnhaster**, which can boast a large garrison of the King's soldiers. The dotted low road travels through the eaves of the forest, while the high road only skirts along the edge of it.[2192] The road heads north in a lazy arc along the forest's edge to **Meriodon**, and thence northwest to the port of **Clawmouth**. West of Clawmouth, in the waters of Blood Bay is **Crab Island**. The fifth treasure, the Horn of Calling, was left on the shores of Crab Island by a grateful Merman, who had been rescued from the jagged rocks there.[2193]

South of Clawmouth was the dark and forbidding **Elven Forest**, now nothing more than a tract of dead woodland. The twelfth and final treasure was the White Ash Bow, made by the elves of the Elven Forest. "They searched the darkest depths of the Emerald Forest until they found the rare White Ash tree." After the bow was completed, "the elves burnt a ceremonial fire with the remaining branches of the White Ash tree, so that no one else could make a White Ash Bow."[2194]

[2175] The River Geld is incorrectly labelled 'River Gelp' on this map.

[2176] *Demonlord* (1994) page 2 and *Darkthrone* (1993) pages 7–8.

[2177] *Casket of Souls* (1987) page 14.

[2178] *Firestorm* (1993) pages 3, 4, and 10.

[2179] *Firestorm* (1993) pages 24–5.

[2180] *Firestorm* (1993) page 97.

[2181] *Casket of Souls* (1987) page 26.

[2182] *Firestorm* (1993) page 118.

[2183] *Casket of Souls* (1987) pages 20 and 26.

[2184] *Firestorm* (1993) page 97.

[2185] *Demonlord* (1994) page 57.

[2186] *Skullcrag* (1994) page 15.

[2187] *Casket of Souls* (1987) page 22.

[2188] *Demonlord* (1994) page 2.

[2189] *Firestorm* (1993) page 125.

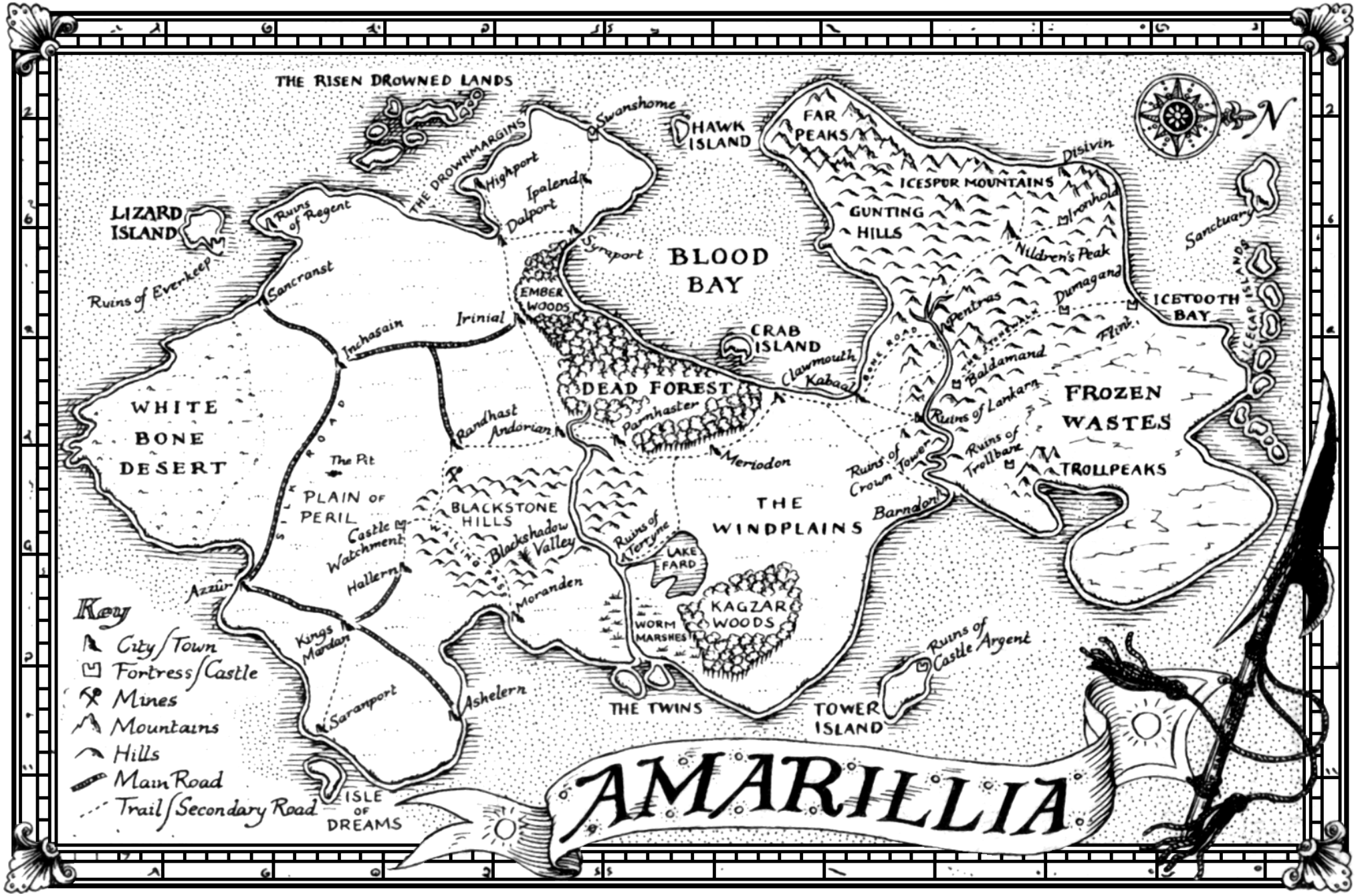
[2190] *Casket of Souls* (1987) pages 10 and 12.

[2191] *Firestorm* (1993) page 105.

[2192] *Firestorm* (1993) pages 52–3.

[2193] *Casket of Souls* (1987) page 16.

[2194] *Casket of Souls* (1987) page 30.


THE RISEN DROWNED LANDS
THE DROWNMARGINS
Swanshome
HAWK ISLAND
FAR PEAKS
ICESPUR MOUNTAINS
Disivin
GUNTING HILLS
Ironhold
Nildren's Peak
Sanctuary
N
LIZARD ISLAND
Ruins of Regent
Highport
Ipaland
Dalport
Synport
BLOOD BAY
Ruins of Everkeep
Sancranst
EMBER WOODS
Inchasain
Irinial
CRAB ISLAND
Pentras
Dumagand
ICETOOTH BAY
Clawmouth
Kabaal
Baldamand
Flint
FROZEN WASTES
WHITE BONE DESERT
DEAD FOREST
Parnhaster
Randhast
Andorian
Ruins of Lankarn
Ruins of Crown Tower
Ruins of Trollbane
TROLLPEAKS
Meriodon
The Pit
PLAIN OF PERIL
BLACKSTONE HILLS
Castle Watchment
Blackshadow Valley
THE WINDPLAINS
Barnadon
Ruins of Terjyne
LAKE FARD
Azzür
Hallern
Moranden
KAGZAR WOODS
WORM MARSHES
Kings Mardan
Ruins of Castle Argent
Saranport
Ashelern
THE TWINS
TOWER ISLAND
ISLE OF DREAMS
Key
City/Town
Fortress/Castle
Mines
Mountains
Hills
Main Road
Trail/Secondary Road
AMARILLIA

AMARILLIA

Source: *Zagor Chronicles #4: Demonlord* (page 203)
Authors: Ian Livingstone & Carl Sargent
Artist: Leo Hartas
Year: 1994
Area: Amarillia

(continued from previous page)[2195]

North of Clawmouth is the city of **Kabaal**, "the most venomous den of thieves" in Amarillia.[2196] The eleventh of the Arcana, the Amulet of Courage, was given to the crown by an old centaur knight. "It was made of copper, a metal almost as rare as gold in Amarillia, and was said to have come from a land beyond the Great Fire Wall." It was found in a bottle bobbing in the water along the beach of Blood Bay near Kabaal.[2197] The **Crown Road** heads roughly northeast from Kabaal to the **Crown Tower** and **Lankarn**, now both in ruins.[2198] **Barnalon** lies to the east, at the mouth of the **River Geld**.[2199]

East of Barrabang is Tower Island, the site for the magnificent Castle Argent. Zagor claimed the castle as his own base, destroying it in an earthquake when he was defeated for the first time.[2200]At the end of the northwest-heading **Bone Road** from Kabaal is **Pentras**, "a city of wonders" with aqueducts and great watermills.[2201] East of this is **Baldamand**, the second greatest city of the Dwarfs. There lies the Tower of the Smith, which rises high into the skies above the city.[2202]

Heading roughly north from Baldamand is the **Stonewalk**. This underground collection of tunnels, caves, and caverns is so complicated that "only a dwarf can walk it or guide anyone else." Somewhere in its depths is the dwarf fortress of **Dumagand**.[2203] At the northern extremity of this labyrinth lies **Flint**, the dwarf capital, on the shores of **Icetooth Bay**.[2204]

To the east lie the **Frozen Wastes**, where the evil Frost Giants now dwell. It is a frost-covered wilderness, bounded by a magical barrier to prevent the frost-men from raiding the dwarf lands of Grundia.[2205] The ninth of the Arcana, the Crystal Key, "was found by explorers on an expedition across the Frozen Wastes" lying inside an alcove in a monolith made of ice.[2206]

To the southwest of Flint lies the dwarf enclave of **Nildren's Peak**, in dry, arid hills.[2207] Here they brew Nildren's Old Peculiar, a strong dwarven ale.[2208] To the west lies the mountains known as the **Icespur Range**. The mighty barbarians dwell in the mountains, broken into tribes. Some, such as the savage, brutal Hungerers will kill an enemy on sight; others, such as the Black Bear people value life much more highly.[2209] Barbarians love to drink *irvenvir*, "a fiery spirit, colourless and odourless, with the kick of an iron-shod mountain mule." It is called 'ice-water; by the dwarfs.[2210] On the northeastern coast lies **Disivin**, "an old barbarian town" in a bay with a deep harbour.[2211]

To the south and east of the mountains are the **Glinting Hills**. Vicious timber wolves dwell in the hills.[2212] The Silver Arrows, the sixth magical treasure of Amarillia, were discovered by "an old dwarf farmer…tending his crops at the foot of the Glinting Hills." "He took them to the elders of Flint for examination."[2213]

To the west of the Glinting Hills are the **Far Peaks**, where Zagor built his **Ice Citadel** on his return to Amarillia. The fortress was a colossal size, "all jagged and twisted towers of blue and black ice, forlorn crags, and warped spires of frozen, deathly malevolence."[2214]

According to the writings of Dahlver Aanakturiel, Second Mistress of the Tower, by the King's Year 268 of Amarillian reckoning, "the Drowned Lands sank back into the seas from which they came and the Drownmargin towns have formed an alliance under Baraxus of Syraport." Encouragingly, "the ruins of Dalport have been reclaimed" and crops are again being sown there. "The desert orcs have retreated back to the east, leaving the folk of the lands safe—for the time being, at any rate." Emissaries and spies have been sent "to Rubydeep and beyond", and news should be forthcoming from those towns and lands soon. Flint, in the far north, fell to the combined armies of the king and the barbarians, saving nearly six hundred dwarfs from a living death.[2215]

[2195] There are a couple of mistakes in the labelling for this map. Lake Faro is incorrectly labelled 'Lake Fard', and the Glinting Hills have been labelled as 'Gunting Hills'. Also, Kings Mardan should read 'King's Mardan'. Missing from this map is the city of Impilane on the banks of the River Zingle. Interestingly, the unnamed area of woodland to the north of the Worm Marshes is here given the name Kagzar Woods. The northern Barbarian harbour town of Disivin is also shown here for the first time.

[2196] *Firestorm* (1993) page 13.

[2197] *Casket of Souls* (1987) page 28.

[2198] *Firestorm* (1993) page 159.

[2199] *Firestorm* (1993) page 78.

[2200] *Legend of Zagor* (1993) paragraph 1; and *Demonlord* (1994) page 1.

[2201] *Firestorm* (1993) page 76.

[2202] *Firestorm* (1993) pages 87–8.

[2203] *Firestorm* (1993) pages 161 and 167.

[2204] *Firestorm* (1993) page 95.

[2205] *Firestorm* (1993) page 169.

[2206] *Casket of Souls* (1987) page 24.

[2207] *Firestorm* (1993) page 38.

[2208] *Skullcrag* (1994) page 18.

[2209] Also known as the Icehold Range (cf. *Firestorm* (1993) page 16).

[2210] *Firestorm* (1993) page 34; *cf. 'akvavit'* in *Tower of Destruction* (1991) paragraph 66.

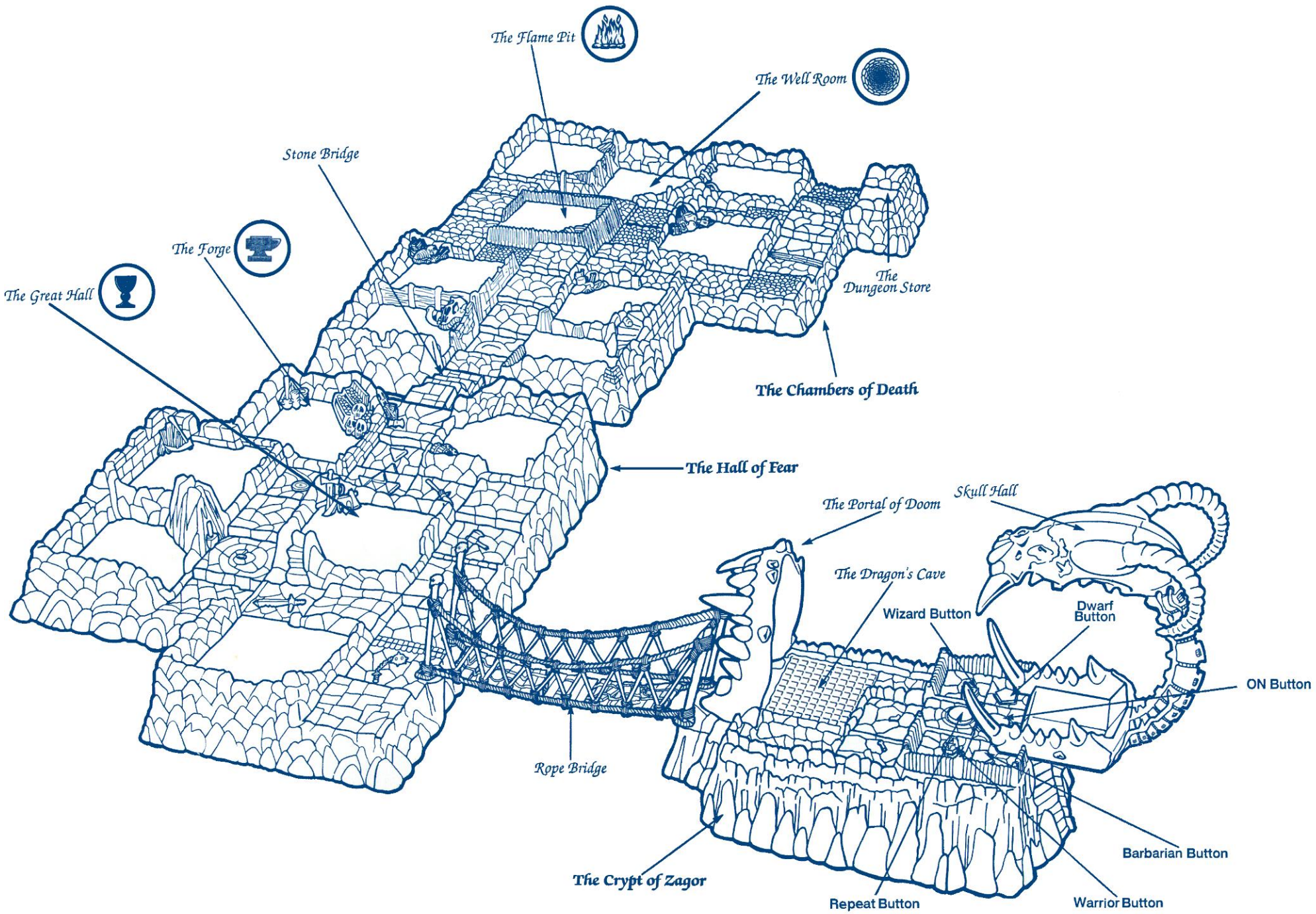
[2211] *Demonlord* (1994) pages 167–8.

[2212] *Firestorm* (1993) page 160.

[2213] *Casket of Souls* (1987) page 18.

[2214] *Demonlord* (1994) page 137.

[2215] *Demonlord* (1994) page 202.


The Flame Pit
The Well Room
Stone Bridge
The Forge
The Great Hall
The Dungeon Store
The Chambers of Death
The Hall of Fear
The Portal of Doom
Skull Hall
The Dragon's Cave
Wizard Button
Dwarf Button
ON Button
Rope Bridge
Barbarian Button
The Crypt of Zagor
Repeat Button
Warrior Button

SKULLCRAG

Source: *The Legend of Zagor Board Game* (Inside Cover)
Author: Ian Livingstone
Artist: *Unknown*
Year: 1993
Area: Amarillia

"A dark and sinister power is spreading corruption and violence throughout the land of Amarillia. Many towns and villages have been destroyed by blood-crazed bands of hideous creatures…The power to control these Orcs, Zombies, Hellhorns, and Fire Dragons must be great, beyond that of mere mortals. Zagor, once the most feared Warlock of all, now has the power of the undead…He has returned in the form of a Bone Demon to seek revenge on all those who tried to destroy him…

"Now four intrepid Heroes are needed to penetrate the inner sanctum of Zagor's dungeons below Castle Argent. Along a journey fraught with peril they must find silver daggers and golden talismans, the only weapons that can destroy Zagor for ever. And, always, the sinister Zagor watches them!"[2216]

This map is based on the board of a strange game played in inns and taverns of central and southern Amarillia. Some say the game is just an innocent diversion, a pleasant pastime to celebrate the destruction of the evil Warlock; but if that is so, what kinds of foul magics are used to conjure his very voice from the head of the board?

In the game, "each player assumes the role of one of four heroes: Anvar the Barbarian; Stubble the Dwarf; Braxus the Warrior; or Sallazar the Wizard. You, the heroes must attempt to defeat the terrible undead Warlock Zagor. You must venture through the terror-filled dungeons of Castle Argent to reach the Crypt of Zagor, where you will face the Warlock himself."[2217]

In name-checking the heroes of Amarillia who fought against the real Zagor, the game purports to be a celebration of the defeat of the evil Warlock.[2218] But some of the details just seem to ring a little too true.

The game 'board' is split into three separate areas of the dungeons: The Chambers of Death at the entrance; the Hall of Fear; and the very Crypt of Zagor. The additions of a Dungeon Store and the Flame Pit seem to bear no real resemblance to the real dungeons below Castle Argent, but the Well Room is clearly a reference to the "king's indoor garden, with rare and exotic plants", in the middle of which there is "a small fountain which still has a trickle of water dripping from its intricately carved head." These waters are "clear and pure", and they have a restorative effect on anyone drinking of them.[2219] The Flame Pit must also be a reference to the Heartfires, which burn in "a great chasm which drops into fiery depths below." The Heartfires are "a source of great magical energies once used by the king's wizard in Castle Argent."[2220] The Stone Bridge that links these lower chambers to the Hall of Fear looks suspiciously like the "great stone stairway that rises" to the main level of the tower above the lower floors.[2221]

In the Hall of Fear, could The Forge be a reference to "the laboratory of the alchemists of Castle Argent…littered with the preserved parts of mutant monsters and strangely designed equipment"?[2222] The Great Hall must be an allusion to "the legendary Hall of Heroes" where "all the greatest warriors and knights in Amarillia had their portraits placed" on the walls. Even today they remain, not defaced, in this hall to the south of the Passage of Hawks.[2223]

The accuracy of the Crypt is proof of the true sinister nature of this 'harmless game'. The Rope Bridge across to the Flame Dragon's Cave clearly evokes the "four rickety-looking rope bridges" that lead across to the platform near the top of the tower where the War Dragon guards his undead master.[2224] The Portal of Doom is the magically-locked "pair of crystalline doors" that can only be opened with Dragonbone keys. "They have images of War Dragons engraved on them, and bizarre locks with keyholes crafted in yellowed boneset into the crystal."[2225] Finally is the Crypt itself, Zagor's lair, in reality the throne room of Castle Argent."[2226]

Reference is also made in the game to the Hellhorns, "which Zagor drew with him from some nightmare plain of Chaos."These beasts "stand well over two metres tall, and hold great whips in their monstrous clawed hands. Powerful and muscular, these creatures are nevertheless tainted with Chaos and disease; rotting flesh hangs from their skeletal faces and they are well named—their horns are powerful and they will use them to butt" their opponents."[2227]

Other tales are told by this game, such as the "enchanted Orb, stolen by foul treachery from the King of the Mighty Realms. The Orb is an ancient symbol of the King's power over his lands and without it he fears a return to the terrible anarchy of the Nightmare Years." The Orb is hidden somewhere in the Chambers of Death.[2228]

Another tale is that of the Howling Spectre of the powerful Warlock, Tallistor. He "was ambushed by a terrible magical trap set by his arch-rival, Zagor the undead Warlock. His spirit was sucked out of his body and trapped in a metal chest which was then hidden in the Hall of Fear deep beneath Castle Argent."[2229]

[2216] *Legend of Zagor* box reverse.

[2217] *Legend of Zagor* rules booklet page 3.

[2218] *Legend of Zagor* (1993) pages 7–8; see also the four books of *The Zagor Chronicles* (1993–4).

[2219] *Legend of Zagor* (1993) paragraphs 378 and 47.

[2220] *Legend of Zagor* (1993) paragraph 77.

[2221] *Legend of Zagor* (1993) paragraph 298.

[2222] *Legend of Zagor* (1993) paragraph 130.

[2223] *Legend of Zagor* (1993) paragraph 343.

[2224] *Legend of Zagor* (1993) paragraph 180.

[2225] *Legend of Zagor* (1993) paragraphs 332 and 135.

[2226] *Legend of Zagor* (1993) paragraph 391.

[2227] *Legend of Zagor* (1993) paragraph 341.

[2228] *Legend of Zagor* rules booklet page 14.

[2229] *Legend of Zagor* rules booklet page 15.

Greyguilds-on-the-Moor

Source: *Talisman of Death*
Author: Mark Smith and Jamie Thomson
Artist: N/A
Year: 1984
Area: Orb

The world of Orb is alive with talking creatures, "weird and fell monsters, giants, dragons…warlocks and sorcerers", and more.[2230] Many miles inland to the east of the Endless Sea lies The Rift, "the spawning place of all evil." It is "an immense chasm", around which "the rocky earth is blackened and cracked, full of pits and fissures." To the west of the Rift are "a range of green hills partially covered in trees and tick woodland."[2231]

In the forest lives Wodeman, Guardian Druid of the Sacred Grove, a clearing of idyllic peace where the trees give forth golden apples.[2232]

"Eventually, the hills give way to a desolate grey moor stretching out to the west." These moors, "well known for brigands", are patrolled by the Shieldmaidens of Greyguilds. "The city of learning, Greyguilds-on-the-Moor" lies at the heart of a desolate moor beyond the wilderness.[2233]

The main street from the huge gate in the city walls is Moorgate. "Many of the buildings are quite grand, built of light grey stone." The streets are crowded with shoppers and scribes.[2234]

Store Street is a continuation of Moorgate, and is usually crowded with shoppers. In "a small grassy square" in which "stands a tiered temple, covered by a wonderful hanging garden" is the shrine to the All-mother.[2235] Guard Street leads off from the right of Store Street, and "a squat grey building" that sits partway along it is the watch-house. The Marshal of the Watch is Hawkana, who is also the High Priestess of the Temple of Fell-Kyrinla, an evil deity.[2236]

At the end of Moorgate, to the left is Smith Street, along which is an armourer's shop, next door to a tinkerer's. Further along, there are no shops, and the streets are usually quiet and deserted.[2237] At the end of the road, it turns into Silver Street, along which are ramshackle houses and jewellers' shops. On a bend in the road is the shop of Oliol the Jeweller, "a small man with a monocle."[2238]

At its end, Silver Street turns "left into a tree-lined avenue called Booker's Walk. Two very grand buildings, built of blocks of grey stone, stand on either side of the road." One of these buildings is a library, the largest in the Manmarch, "a place where the stillness is broken only by the scratching of pens." The other building is the Guilds of Learning, which includes knowledge on religion and magic.[2239] Apothecus the Sage lives in "a small stone bungalow" not far from here.[2240]

On the Street of Seven Sins sits the *Red Dragon Inn*, a place where steps lead downwards into "raucous laughter [that] floats up from the smoke-filled gloom below." Thieves from the Thieves' Guild frequent the tavern, as do Tyutchev and Cassandra.[2241]

Heading northwest from the Street of Seven Sins is Merchant Street. Alembic the Alchemist has set up shop here. An alternative is a west-heading side street called Cobbler's Walk.[2242]

Entrance to the Thieves' Guild is "via the disguised coalhole in Hornbeam Road." The Temple of Fell-Kyrinla is on the other side of the city.[2243] Pallbearer's Row leads to the cemetery. In the wall of the cemetery is the city's postern gate, a way of leaving the city unnoticed.[2244]

To the southeast of the city is Mount Star-reach, a peak on a high plateau. The cliffs along the edge of the plateau tower above the surrounding countryside. "Steps have been cut into the face of the reddish rock, not far from a waterfall which "cascades down the side of the plateau." Behind the waterfall is a cave leading to a small dungeon-tomb.[2245]

The vegetation on the plateau is "lush, like a tropical rainforest." Dwelling in these jungles are the Hogmen. "They are blue-grey, hairy, and have heads like tusked boars." They live in a village "composed of several elegant buildings made from wattle, daubed with clay. A deep dry moat and spiked palisade surround it." In the centre is "a two-storeyed building, part of which is built from crumbling green stone", the Headhog's residence.[2246]

The caverns and tunnels that riddle Mount Star-reach are home to Dragons.[2247]

[2230] *Talisman of Death* page 21.

[2231] *Talisman of Death* paragraph 13.

[2232] *Talisman of Death* paragraph 52.

[2233] *Talisman of Death* paragraphs 65, 100, 191, and 268.

[2234] *Talisman of Death* paragraph 296.

[2235] *Talisman of Death* paragraphs 357 and 117.

[2236] *Talisman of Death* paragraphs 351 and 78.

[2237] *Talisman of Death* paragraphs 303 and 104.

[2238] *Talisman of Death* paragraphs 85, 299, and 278.

[2239] *Talisman of Death* paragraphs 304, 346, 279, and 262.

[2240] *Talisman of Death* paragraphs 143 and 98.

[2241] *Talisman of Death* paragraphs 98, 156, 280, and 169.

[2242] *Talisman of Death* paragraphs 289, 394, and 195.

[2243] *Talisman of Death* paragraphs 246 and 241.

[2244] *Talisman of Death* paragraphs 261, 392, and 99.

[2245] *Talisman of Death* paragraphs 248, 8, 20, 33, and 352.

[2246] *Talisman of Death* paragraphs 192 and 365.

[2247] *Talisman of Death* paragraph 378.

APPENDIX A:

The Location of Gundobad upon Titan

(Written by *paltogue* for *Fighting Fantazine* #1 (October 2009); based on material originally posted to the *titan_rebuilding Yahoo!* group, 13/04/2005. Quotation from *Clash of the Princes*, maps from *Clash of the Princes* and *Titan*. Posts taken from the Rebuilding_Titan Yahoo group.)

http://games.groups.yahoo.com/group/titan_rebuilding/
http://games.groups.yahoo.com/group/Rebuilding_Titan/

Introduction

Clash of the Princes, by Andrew Chapman and Martin Allen, was the first and only two-player adventure in the *Fighting Fantasy* series. Published on the 1st of August, 1986, it consisted of two volumes, *The Warlock's Way* and *The Warrior's Way*, illustrated by John Blanche. The events of *Clash of the Princes* begin in the golden city of Gundobad and unfold in the wilds to the north of the city-state, and involve a Trial of Kingship between Prince Lothar and Prince Clovis, the two sons of the ruler of Gundobad, King Gunderbock XVI. These lands, which are detailed in a full colour map by Dave Andrews on the inside front cover of each volume,[2248] are described as follows:

> *"The city-state of Gundobad, though lying in the centre of the great empire of the Pasha Vulfolaic the Vicious – an exceptionally rapacious emperor – still selects its own rulers by means of the ancient methods handed down through the aeons. Tradition has it that the first ruler of Gundobad, King Ossil the harmful, had an enormous crown forged of iron and studded with a thousand blue gems, which were stolen for him from the Plain of Ice in the Third Hell by his Faerie wife."*[2249]

Three months after the release of *Clash of the Princes*, *Titan: The Fighting Fantasy World*, edited by Marc Gascoigne, was published. In this ultimate guide to the *Fighting Fantasy* world, the planet of Titan was revealed in all its glory, in the form of maps, histories, accounts of the chief races, allies and enemies, and discussion of everyday life in this perilous world. *Titan* brought together information from all of the fantasy gamebooks published prior to its release, except for *Talisman of Death* which was set in the world of Orb, and included details from those gamebooks which were in the production pipeline, up to *Crypt of the Sorcerer* (released on the 9th of April 1987). In it were detailed three continents, Allansia, The Old World and Khul, as well as four oceans and numerous islands, and for the first time we learned the locations of places like Scorpion Swamp, Gallantaria, Atlantis and Vatos.

But one location which didn't appear in *Titan* was Gundobad. There isn't a single mention of the Golden City, of Ossil the Harmful, or of the extremely rapacious emperor Vulfolaic in the whole volume. None of the places on the *Clash of the Princes* map (Gundobad included) can be found on the maps of Allansia, The Old World, Khul, or the other far flung reaches of Titan. It's almost as if *Clash of the Princes* had never existed. The absence of Gundobad from *Titan* is, however, consistent with the odd status *Clash of the Princes* seems to have had in the history of *Fighting Fantasy*. The two-player gamebook set doesn't seem to have been in print for very long (perhaps only one print run), and it was rarely listed along with the other *Fighting Fantasy* products at the front of each gamebook.[2250] If you blinked in 1986, you might (like several of us) have missed the existence of *Clash of the Princes* entirely! Until, that is, *Fighting Fantasy* appeared on the internet, or you read *The Fighting Fantasy Collection* section in the 25th Anniversary Edition of *The Warlock of Firetop Mountain*, which was published in August 2007.

So the ultimate guide to the *Fighting Fantasy* world has nothing to say about Gundobad and the lands around it. Does that mean that Gundobad isn't on Titan? Or is it possible that Gundobad is on Titan, but that it was forgotten when Steve, Ian and Marc Gascoigne put the *Fighting Fantasy* world together? We certainly know which option we prefer, and in this article we explore the possibility that Gundobad is, in fact, on Titan. Examining a range of evidence, we feel that one area in particular stands out as the most likely location of the lands of *Clash of the Princes* in the *Fighting Fantasy* world.

Andrew Chapman's message

Of course, we're not the first people to suggest that Gundobad should be located on Titan. These lands have intrigued *Fighting Fantasy* fans over the years, and, on the principle that absence of evidence is not the same as evidence of absence, the general feeling seems to have been that the lands of *Clash of the Princes* are on Titan somewhere.[2251] The quest to know where Gundobad

[2248] Although Dave Andrews isn't credited anywhere in the two volumes, the map is signed "DA" and is very similar in style to Dave's other maps in *Masks of Mayhem* (1986) and *Creature of Havoc* (1986).

[2249] *Clash of the Princes*: *The Trial of Kingship*.

[2250] Although it was mentioned in *Warlock* magazine, particularly Issue# 11, p. 10.

[2251] See, for example, the *Yahoo!* discussion groups *Rebuilding Titan*, *fightingfantasy2* and *Titan Rebuilding*.

might lie led Daniel Williams, one time moderator of the *Rebuilding Titan* Yahoo! discussion group, to contact Andrew Chapman himself about the issue. Andrew very kindly replied as follows: [2252]

> *"I don't think I was even aware of Titan when I wrote* Clash of the Princes *and was certainly never consulted by anyone about it. I have no problem with Gundobad being situated in Titan and you may place it there with my blessing. I was more concerned to discover that the environs of Seas of Blood were placed in Titan (again without consulting me) since I had created a more extensive geography and history for that world which I used later in two other books, and also in the unpublished FF 'Deathlord', which I wrote with Martin Allen in the early 90's."*

Great as it was to have the opinions of one of the authors of *Clash of the Princes* on the matter, this was hardly the convincing evidence that *Fighting Fantasy* fans might have been hoping for. But at least it was something. So if Gundobad *is* in Titan, where might it lie? Is there any evidence, in the books or in the map, which might help us to nail down a location? In the next section, we review what evidence there is and find that one location in Titan in particular seems to bear a striking resemblance to the lands of *Clash of the Princes*.

Evidence for the location of Gundobad

Gundobad is an ancient city-state, ruled over by a king. At the time of *Clash of the Princes*, it is ruled by the old King Gunderbock XVI. Although Gundobad lies "in the centre of the great empire of the Pasha Vulfolaic the Vicious", it still selects its own rulers, as it has done throughout its long history. At some earlier period in the history of the area, there was an "Old Kingdom", [2253] but whether this was before or after the time of King Ossil is unknown. In the last years of the reign of King Gunderbock XVI, the lands to the north of Gundobad are wild and dangerous, inhabited by Druidic sects, murderous inn-keepers, fell witch-hunters, unscrupulous slave-traders, and by all manner of evil and chaotic creature.

The map accompanying *Clash of the Princes* details these wild lands, since it is here that the adventures of Lothar and Clovis take place. Immediately to the north of the city lies an extensive area of broken woodland, through which the River Scamder flows in a westerly direction. The Scamder is crossed by a number of bridges, and to the northwest of Gundobad the Scamder spreads out over a flat plain to form the shallow Lake of Death. Further north, the forests give way to moor and marshland, before rising into the hilly wilderness of the Northern Waste. The Northern Waste, the heart of which is a parched desert, is bounded to the west and north by the Great Ocean. At the south-western edge of the Northern Waste lies the cityport of Kalamdar, in the corner of a square bay (with the coast stretching westwards and northwards from it), from which ships sail out into the Great Ocean. Further to the north lie the small Kingdom of Peleus and the Isle of Orcmoot. It is not clear whether these places are on the shores of the Northern Waste as shown in the *Clash of the Princes* map, or whether they are further north still, beyond the area covered by the map, since the Kingdom of Peleus is six or seven days sail from Kalamdar. [2254]

This much we know about the lands north of Gundobad. But of their wider geographical setting and their relationship with the world of Titan, *Clash of the Princes* has nothing to say. Can we find anywhere on Titan which would fit reasonably well with what we know about Gundobad and the surrounding lands?

Where on Titan?

The lands of Titan consist of three main continents, numerous islands, and an "Unknown Land" in the far south. [2255] The three continents, Allansia, The Old World and Khul, were originally part of one larger continent, Irritaria, which was split asunder at the time of the sinking of the lost land of Atlantis. [2256] Where in all these wide lands might we find an area which fits with the geography, history and culture of Gundobad?

A number of Fighting Fantasy fans over the years have mooted the theory that Gundobad should be located in the Unknown Land, in the far south of Titan. [2257] This Unknown Land is certainly intriguing, lying as it does on the edge of the map and on the edge of our knowledge of Titan, and there is an obvious appeal in 'discovering' who or what may be found there. But there are problems with locating Gundobad in the Unknown Land, however. Firstly, nothing is known about the Unknown Land, as its name implies. It is not known whether it is inhabited, or by whom, nor is anything known about its geography other than the part which creeps over the edge of the *Titan* map – and the coastline of that part of the Unknown Land and the coastline of the map in *Clash of the Princes* aren't at all similar. Secondly, we do not even know whether the Unknown Land is habitable, considering its extreme southerly location – for all we know it could be an inhospitable icy wilderness. So although the Unknown Land is one possible location for Gundobad, we can't help feeling that it doesn't quite fit the bill.

Another possibility is that Gundobad lay somewhere

[2252] *Rebuilding Titan*, post 503, 21st January, 2001.

[2253] *The Warrior's Way*: 195.

[2254] *The Warlock's Way*: 28, 227.

[2255] *Titan: The Fighting Fantasy World*: 10-11/12-13.

[2256] *Titan: The Fighting Fantasy World*: 32-33/58-61, 112-113/260-263.

[2257] See post 451 (06/12/2000) and replies on the *Rebuilding Titan Yahoo!* group for example.

in the old continent of Irritaria, which was destroyed by the gods. Since we know so little about the geography, history or politics of Irritaria, it is impossible to evaluate such a hypothesis. Irritaria was destroyed over one thousand years before the period in which all the other *Fighting Fantasy* gamebooks are set (most typically in the 280s After Chaos). There is no reason to believe that the time period of *Clash of the Princes* is any different, and it certainly doesn't portray a world which is any less advanced technologically than the other gamebooks, which it might be expected to do were it set in Irritaria. So again we feel that this hypothesis, interesting though it might be, doesn't take us very far in our quest to locate Gundobad on Titan.

Further examination of the maps in *Titan: The Fighting Fantasy World* suggests one intriguing similarity between the lands of *Clash of the Princes* and the world of Titan which we think might be worth pursuing – the similarity of the names Kalamdar and Kalagar. As discussed above, Kalamdar is a city-port to the north-northwest of Gundobad. Kalagar is likewise a port, this time in the far north of Khul. Given that the only difference between the two names are the sequences *-md-* and *-g-*, it is not a huge stretch of the imagination to suggest that they could be alternative variants of the same name. If that was the only similarity between the lands of *Clash of the Princes* and the area around Kalagar in northern Khul, it probably wouldn't be enough to persuade us that this area might be a good location for Gundobad and its surrounding lands. But the similarities don't stop there. When we compare the geography of the two areas, they are, in fact, remarkably similar.

The map in *Clash of the Princes* shows that Kalamdar lies at the corner of a bay (in the Great Ocean), with coasts stretching west and north from it. The coast to the north of Kalamdar turns a corner eastwards so that the Northern Waste is bounded by the Great Ocean in the north. Kalagar also lies at the corner of a bay (in the Sea of Silver), with coasts stretching westwards and northwards in the same fashion. Although the coast which stretches northwards bulges outwards somewhat, it too turns eastwards, forming a square of land which is similar in shape to the Northern Wastes in the *Clash of the Princes* map. Even though the far north coast in the Khul map doesn't appear to stretch as far eastwards as the far north coast in the *Clash of the Princes* map, the layout of the coasts and positions of Kalamdar and Kalagar are very similar indeed.

Are Kalamdar and Kalagar the same place?

Although the similarity of the names and geographical settings of Kalamdar and Kalagar are very suggestive, we actually know very little indeed about either place. In *The Warlock's Way*, Lothar may pass through the city-port of Kalamdar, but other than him arranging passage on a merchant ship sailing into the Great Ocean, we learn nothing else about it.[2258] We know a little more about Kalagar, but not much. Under the rule of Khan Gyorgir, the empire of Kabesh stretched from Tak in the south to Kalagar in the north.[2259] Kalagar survived the Spawning of Chaos in Khul, as its presence on the map of Khul in *Titan: The Fighting Fantasy World* testifies,[2260] and in the third century After Chaos it found itself at one end of a trade-route across the continent to Ximoran, via Ashkyos and Djiretta, along which metals, furs and ivory pass.[2261] Other than that we only have snippets of information on Kalagar. In *Masks of Mayhem*, the ruler of Arion may encounter a farmer with two Kalagarian Ridgeback guard dogs,[2262] and in *Phantoms of Fear* the Elf shaman Eldenurin may meet travellers from Kalagar who are hoping "to escape the doom which the Kalagarian prophet Vanator has foretold for the world".[2263]

So although there is no additional evidence which suggests a connection between Kalamdar and Kalagar, there is nothing which contradicts it either. We are left with the similarity between the names and the geographies of the two places.

Of course, the maps in *Clash of the Princes* and in *Titan*, close though they might be, are not exactly the same. But the fact that the coasts on the two maps don't quite match up isn't a very great problem, since it is often the case that *Fighting Fantasy* maps of the same area are at odds with each other in terms of the exact proportions of the lands being detailed (compare, for example, the maps of the Inland Sea in *Seas of Blood* and in *Titan*, of northwest Allansia in *Out of the Pit* and in *Titan*, and of the lands north of Arion in *Masks of Mayhem* and in *Titan*).

But doesn't the map in Titan indicate that the lands around Kalagar are rather flat and featureless, lacking in both forest cover and waterways? Indeed it does. But this is not necessarily the problem it seems to be at first glance. *Titan: The Fighting Fantasy World* was first published in 1986. Other than gamebooks which were in the pipeline, *Titan* obviously couldn't include information which appeared in later *Fighting Fantasy* publications. But this didn't stop later authors placing their adventures in the world of Titan and adding detail to the maps of Allansia, The Old World and Khul. Just to give

[2258] *The Warlock's Way*: 227.

[2259] *Titan: The Fighting Fantasy World*: 38/74.

[2260] *Titan: The Fighting Fantasy World*: 23/37.

[2261] *Titan: The Fighting Fantasy World*:: 123/290.

[2262] *Masks of Mayhem*: 396.

[2263] *Phantoms of Fear*: 59.

an example: *Titan* gives no indication that the lands of southwest Khul are a mishmash of tribal lands, city-states, forests, marshes, plains and mountains.[2264] Instead, the lands south of the River Swordflow seem to consist of plains in the north and hills and mountains in the south, with no sign of Gorak, Kazan or Zamarra. When Luke Sharp wrote *Chasms of Malice*, *Daggers of Darkness* and *Fangs of Fury*, he chose to fill in the detail for this area, even though this involved significant changes to the geography as detailed on the *Titan* map. The same was done by, for example, Jonathan Green for Ruddlestone, Jim Bambra and Stephen Hand for Gallantaria, and Keith Phillips for the Forest of Night in Allansia. It seems that the maps in Titan were not, and were never intended to be, the last word on the geography of these lands, but were, rather, templates to which extra detail could be added when necessary. The addition of the lands of Gundobad to the map of Khul is not, as a result, an issue just because there is no sign of them on the Khul map in *Titan*. Of course, *Clash of the Princes* was published three months *before* the release of *Titan*, so the situation is not quite the same as for the later *Fighting Fantasy* gamebooks, but nevertheless the lack of detail on this part of the Khul map is no reason to reject the equation of Kalagar and its hinterland with Kalamdar and the lands of Gundobad.

Other evidence for placing Gundobad in Khul

As was discussed above, Gundobad is described as "lying in the centre of the great empire of the Pasha Vulfolaic the Vicious". Pashas were high-ranking individuals in the Turkic Ottoman Empire and, interestingly, "Pasha" isn't the only connection between *Fighting Fantasy* and the Turks of the Ottoman Empire and central Asia. In *Daggers of Darkness*, the usurping ruler of Kazan is the Vizier Chingiz, and the title "Vizier" was given to high-ranking politicians in the Islamic world, including the Ottoman Empire. Indeed, the land of Kazan and many of the names of the peoples and places in *Daggers of Darkness* take their inspiration from the Oghuz Turks of central Asia who migrated to Asia Minor in the 10th century AD, ultimately giving rise to the Ottoman Empire and the Republic of Turkey.

Another title associated with the Turks (and the Mongolians), especially in their central Asian homeland, is "Khan". This title is also found in *Fighting Fantasy*, again in Khul – prior to the Spawning of Chaos, Khan Gyorgir ruled a vast empire, centred on Kabesh in the middle of the Dark Continent.

So there is a definite association between the continent of Khul and the tribes of the central Asian steppes. Placing Gundobad in Khul fits very nicely with this, and might lead us to envisage a historical connection between the empire of Pasha Vulfolaic and the horse-nomads of the central Khulian plains.

In the map [below], we have attempted to show how the lands of *Clash of Princes* might fit into the map of Khul as drawn by Steve Luxton in *Titan*. As you can see, the fit is really rather good, and it fills in an area of the Khulian map which we know very little about. The road which runs southwest from Gundobad in the *Clash of the Princes* map appears to point directly towards Ashkyos, and the road running east-west between Kalamdar and Gundobad points in the direction of Pikestaff Plain and the settlement of Fallow Dale.[2265] Since Gundobad lies at the centre of Pasha Vulfolaic's empire, we can assume that this empire stretches from at least the Battlegrounds or the borders of Ashkyos to the large forest to the north of Pikestaff Plain, a vast area of rolling grasslands which would be ideal for a latter day equivalent of the great Khan Gyorgir.

Conclusions

So if Gundobad is anywhere on Titan, northern Khul seems like the best location, given the close similarity of the names Kalagar and Kalamdar and of the geography of the lands around. Of course, Andrew Chapman has stated that he wasn't aware of a connection between the lands of *Clash of the Princes* and Titan, so this close similarity appears to be nothing more than a happy coincidence. It would be great to know what Martin Allen, Dave Andrews, Marc Gascoigne, Steve Luxton, or even Ian and Steve thought about the matter (if any of you are reading, please do let us know!).

But might there actually be more to the matter than chance? Might it be possible that Kalagar and Kalamdar *were* intended to be the same place, but, as a result of an indirect chain of communication or of mis-remembered detail, *Clash of the Princes* and *Titan* ended up a little different? Perhaps one of the following scenarios might explain the close similarity of Kalagar and Kalamdar as being more than accidental.

It is quite likely that when *Clash of the Princes* was in preparation the world of Titan had already been created,[2266] and perhaps the continents had been mapped out in rough form. If this was the case, perhaps they inspired the layout of the lands around Kalamdar and Gundobad, at least for one of the people involved in *Clash of the Princes* (i.e. Martin Allen or Dave Andrews).

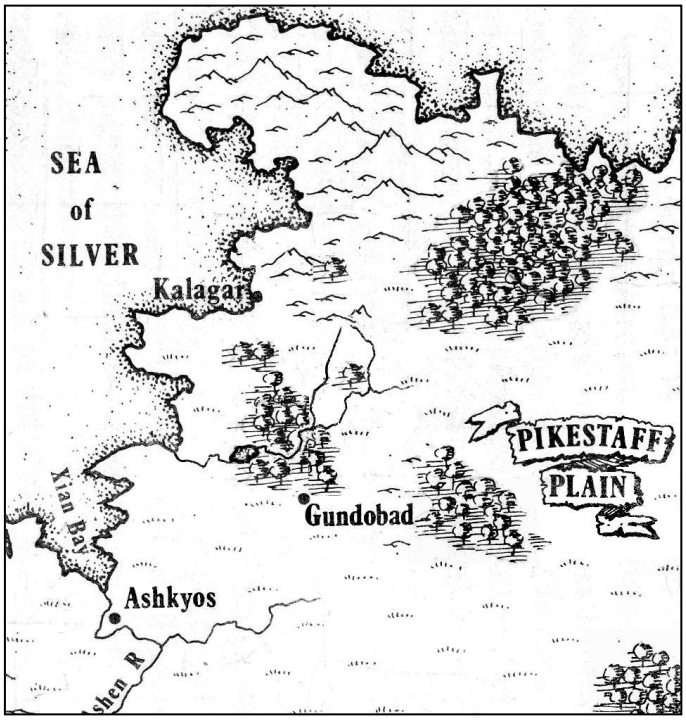
Or perhaps the editors of *Titan: The Fighting Fantasy World* put together what they knew about the three con-

[2264] *Titan: The Fighting Fantasy World*: 23/37.

[2265] *Masks of Mayhem:* Map.

[2266] So, for example, the world of Titan is mentioned in the Background section of *Sword of the Samurai*, which was published in April 1986.

tinents at an early stage in the development of the lands of Gundobad so that the details they did include were not quite what ultimately appeared in *Clash of the Princes*. Or maybe the editors of Titan didn't have a copy of *Clash of the Princes* to hand but they remembered some of the details about it. "What was the name of that place again? *Kaladar*? *Kalamar*? *Kalagar*? I think it was *Kalagar*, and it was on the coast, which, you might remember, looked a bit like this…"



Whether by accident or design, the only place in Titan which is remotely similar to the lands of *Clash of the Princes* is the area around Kalagar in northern Khul. Not only are the names Kalagar and Kalamdar quite similar, but the coasts of the two areas are nearly identical. With Andrew Chapman's blessing, we suggest that this is exactly where *Clash of the Princes* is set, although we'll never be sure until someone else involved in its creation or the creation of the world of Titan breaks their silence. Over to you, Martin Allen, Dave Andrews, Marc Gascoigne, Steve Luxton, Ian Livingstone and Steve Jackson…

APPENDIX B:

The Geography of *Shadowmaster*

(Written by *paltogue* for the *titan_rebuilding Yahoo!* group, 21/01/2006. Quotations from *Shadowmaster*, maps from *Out of the Pit* and *Dungeoneer*.)

http://games.groups.yahoo.com/group/titan_rebuilding/
http://games.groups.yahoo.com/group/Rebuilding_Titan/

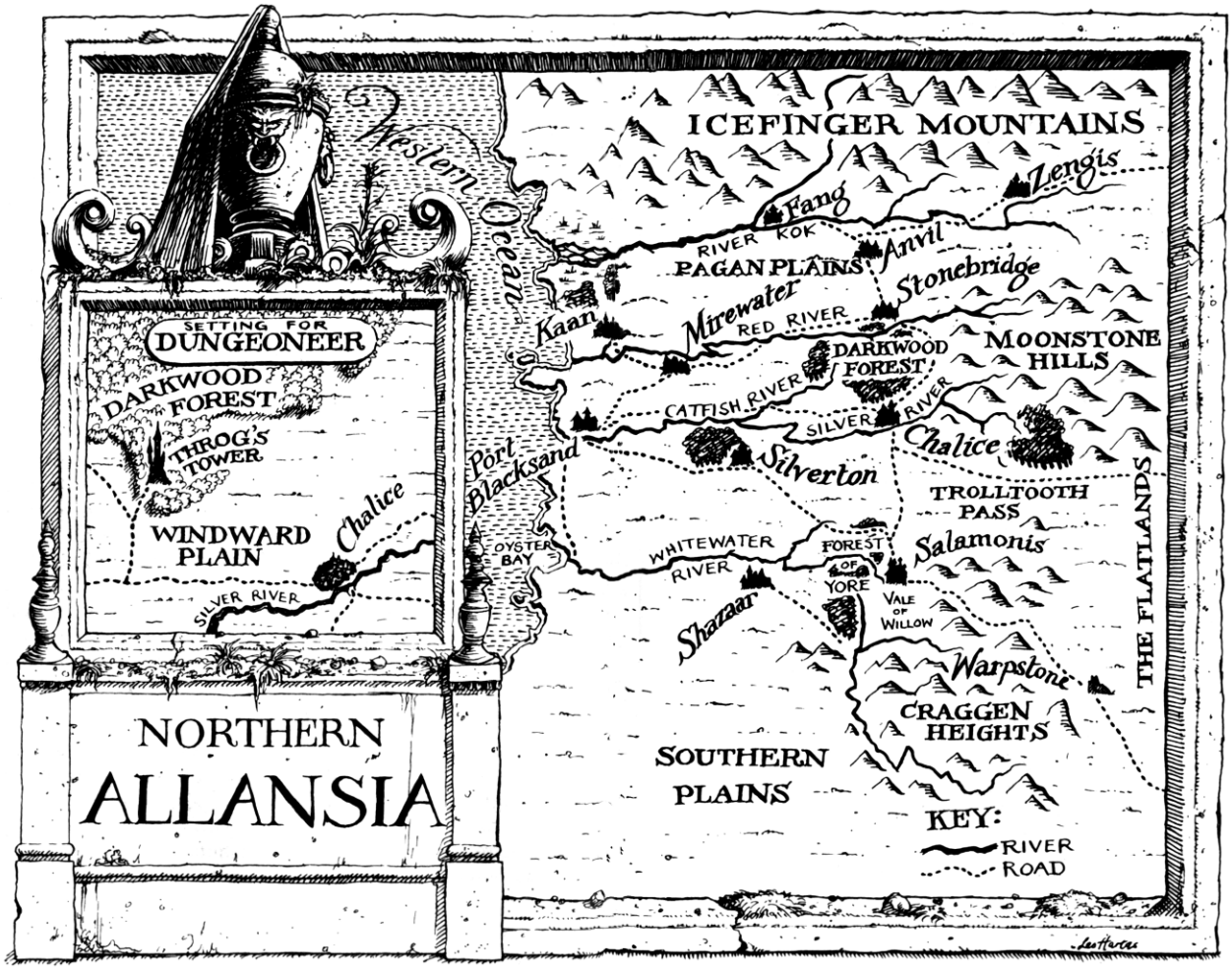
Unlike the first FF novel, *The Trolltooth Wars*, the following two FF novels, *Demonstealer* and *Shadowmaster*, do not include maps of the areas in which the action takes place (the last colour FF map appears in FF46, *Tower of Destruction*, published in 1991; *Demonstealer* and *Shadowmaster* were published in 1991 and 1992 respectively). This is rather unfortunate, since the action in both of these novels largely takes place in unfamiliar locations which do not appear in previous FF maps and, as a result, the geographical information contained within these novels, whilst of the utmost interest, is often rather difficult to interpret. The purpose of this essay is to clarify the geography of *Shadowmaster*, in particular the geography of the lands between Darkwood Forest and the Moonstone Hills, where a substantial part of the plot unfolds. Although interpretation of the geographical information in Shadowmaster is made more difficult by contradictions in the text (see below), a fairly clear picture emerges of the geography of the lands involved when all of the available evidence is analysed.

As a starting point for this analysis, I give two maps below. The first of these is taken from *Out of the Pit*, the second from *Dungeoneer*. These two maps largely agree on the geography of the area concerned, and the *Dungeoneer* map gives extra detail for the area between Chalice and Darkwood.

The map from *Out of the Pit*



The map from *Dungeoneer*



Other relevant maps are found in FF3: *The Forest of Doom*, FF26: *Crypt of the Sorcerer*, *The Trolltooth Wars* and *Skullcrag*.

Quotes concerning geography from *Shadowmaster*

In order to get a handle on the geography of *Shadowmaster*, a full list of relevant quotes from the book is given below. An interpretation of the quotes follows.

p.24: (Yaztromo's Tower) "I really must hire a carpenter from one of the nearby villages"

p.25: (Yaztromo's Tower) "he certainly also preferred the peace and quiet of his isolated tower to the prattling gossip of the village and its inhabitants"

p.28: (Yaztromo can see plume of smoke at Oldcastle from his tower.)

p.28–29: "He tapped the small sketch of a tower near the southernmost end of the forest, then his finger glided across to the opposite side of the chart. 'The first raids were on caravans crossing the Moonstones, and on those two tiny shepherds' villages, in this area. His finger inscribed a vague circle deep in that part of the map that was labelled Moonstone Hills… 'The first big one was their raid on Tegris, down here along the bank of the Silver River…Oakwall was put to the torch too.' Yaztromo tapped an unmarked spot some distance to the north."

p.30: "[From Yaztromo's Tower] it is a two-day walk to Oldcastle"

pp.53–55: "The wizard…pulled out a rolled-up chart…it proved to be his crudely drawn map of the area between Darkwood and the Moonstones…he pointed out a small mark labelled 'Oldcastle' …'Here is Oldcastle where we are meeting today.' Yaztromo's finger slid **down and to the right** across the parchment, until it rested upon another crudely drawn ink spot. 'The first raid which I would unhesitatingly attribute to these bandits was upon Tegris, here, by the Silver…The second was on Oakwall, which is about here.' He jabbed at the spot among the hills due north and some distance from Tegris. 'Then there was the recent raid upon your neighbours at Kierdale.' His finger tapped on another unmarked spot close to Oldcastle.

'Pardon me for interrupting, Master Yaztromo,' Jemar Val interjected, 'but you map is inaccurate …Kierdale is two hard days' ride from here, and so cannot be placed anywhere like as close as you have put it. Furthermore, it is to the **northeast** of us, I believe, not due north. Similarly, Oakwall is almost directly to the **west** of us, several days beyond the Lowland Gap.'

'By Kerillim's blessed silver hammer, he is right!' exclaimed the other dwarf, Stoneharrow.

'Your chart is good enough, Master Wizard, but it is old and crude, and does not show the true lie of the land.'

[Jemar Val:] 'Wait!, Among my father's papers there is a newer chart, prepared only a few years ago. I will fetch it.'

The sorcerer…pored over the new map. 'Aha, well I never, you are quite correct, if this map is to be believed. Here is Tegris—I got that right at least. And Kierdale is here, almost due north of it. Here is Oldcastle, of course, and over there, due **west** of here, that must be…Oakwall…' Yaztromo's voice tailed off. They did not need to hear any more. They all saw it, there, where the imaginary lines their minds drew connecting the four raided villages crossed. Where the unknown cartographer had drawn a small but distinct silhouette of a stylized village…he or she had inscribed the name of the village. 'Drystone.'"

p.57: "Drystone was perched on the brow of a low hill in the very middle of a wide, wooded valley that was known locally as the Lowland Gap."

p.57: (overnight ride to Chalice from Drystone via Hallon)

p.58–9: (Darkmane passes through Hallon on way to Chalice (from Blacksand) and then on to Chalice)

p.81: "[From Drystone, the raiders] headed east along the Grey Paths into Moonstones"

p.82: "The Grey Paths must eventually lead to Haellsgarth – the Hellsgate"

p.92: (From the Moonstones) "Below the hills sloped down to Darkwood, far away in the distance, visible as a great green carpet that rolled westwards as far as the eye could see. Nestling in the folds at the foot of the hills were many little valleys. Some contained pools fed by the streams running down the slope"

p.94: (Place names—Angrim, Wintermere, Gnollwood; location unknown.)

Discussion

The relative positions of Oldcastle, Kierdale, Tegris, Oakwall and Drystone

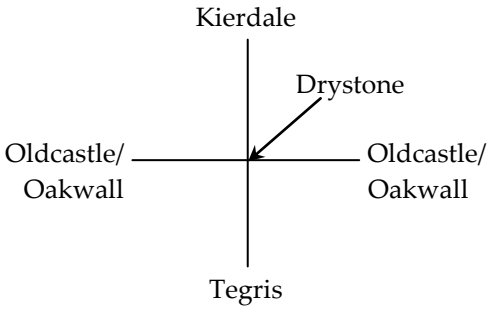
Clearly the most important section for geographical information in *Shadowmaster* is pp.53–55, where Yaztromo and the others pore over maps of the area in order to

determine whether there is any pattern to the raids, and it this that I discuss first.

Perhaps the first thing to note is that the area under consideration lies "between Darkwood and the Moonstones" (p.53). If we set aside the incorrect geography of Yaztromo's map for the moment, we have the following:

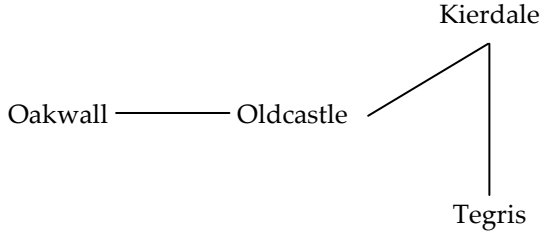
> *"Here is Tegris – I got that right at least. And Kierdale is here, almost due north of it. Here is Oldcastle, of course, and over there, due* ***west*** *of here, that must be… Oakwall…' Yaztromo's voice tailed off. They did not need to hear any more. They all saw it, there, where the imaginary lines their minds drew connecting the four raided villages crossed. Where the unknown cartographer had drawn a small but distinct silhouette of a stylized village … he or she had inscribed the name of the village. 'Drystone.'"* (p.55)

The clear implication here is that the villages Tegris, Kierdale, Oldcastle and Oakwall form four points of a cross, at the centre of which lies Drystone. This may be illustrated as follows:



The description on p.55 makes it clear that Tegris, which lies on the Silver River, forms the southern point of this cross, whilst Kierdale, "almost due north of it", forms the northern point. The positions of Oldcastle and Oakwall are more complicated, however. The description just given from p.55 indicates that Oakwall lies west of Oldcastle and, as such, we should expect it to lie on the left-hand point of the cross in the diagram above, with Oldcastle lying on the right. I suggest, however, that this is not possible, given the other geographical evidence in *Shadowmaster*.

Perhaps most significantly, Jemar Val describes Kierdale as "two days' hard ride" from Oldcastle, to the northeast. If we combine this with the geographical indications just discussed, we get a layout of these villages something like the following:



Suddenly the villages no longer form a cross, and the position of Drystone cannot fall on any intersection of the lines connecting them, defeating the whole point of the exercise.

How can this contradiction in *Shadowmaster* be resolved? There are two potential ways to do so:

1) Assume that there is an error in the book, and what Jemar Val should have said is that Kierdale is northwest of Oldcastle. This puts the villages back in a cross configuration once again, with Oakwall in the west and Oldcastle in the east.

2) Assume that there is an error in the book, but that the two instances where it states Oakwall is "west" of Oldcastle should read "east." This would also put the villages back in a cross configuration, this time with Oldcastle in the west and Oakwall in the east.

How do we decide which of these two alternatives is correct? If we examine the evidence from Shadowmaster, it appears that only one of these alternatives is really tenable—that Oldcastle lies in the west, and that Oakwall lies in the east (option 2 above). My reasoning is as follows:

1) Yaztromo can see the plume of smoke from the burning Oldcastle (p.28). If Oldcastle lies on the eastern point of the cross, this potentially places it further away from his tower than any of the other villages. The fact that it is the first village he decides to visit suggests that it is also the closest. Although Yaztromo says (p.30) that it is two days' walk to Oldcastle, this need not mean that it is very far away, since he is an old, unfit man (and, as usual, distances in FF are all over the place anyway).

2) Although Yaztromo's map of the area is defective, it appears that he has positioned Tegris and Oldcastle correctly. On pp.53–54, we read the following:

   > *"'Here is Oldcastle, where we are meeting today.' Yaztromo's finger slid* ***down and to the right*** *across the parchment, until it rested upon another crudely drawn ink spot. 'The first raid which I would unhesitatingly attribute to these bandits was upon Tegris, here, by the Silver."*

   This indicates clearly that Tegris lies southeast of Oldcastle, such that Oldcastle must be the western point of the cross.

3) On p.54, Oakwall is described as being among the hills, albeit on Yaztromo's dodgy map. This suggests that it lies at the eastern point of the cross, in or near the Moonstones, rather than in the west.

None of this fits easily if we place Oakwall in the west and Oldcastle in the east, but makes perfect sense if we place Oldcastle in the west and Oakwall in the east. Since it is a toss-up whether the book has two errors indicating that Oakwall is to the west of Oldcastle, or has two errors indicating that Oldcastle is to the west of Kierdale and Tegris, I suggest that *Shadowmaster* is in error in stating that Oakwall is west of Oldcastle, in light of the other evidence.

Further geographical information

A number of other geographical indications of interest are given in *Shadowmaster*, in particular those concerning the "Lowland Gap" and the village "Hallon."

On p.54, Oakwall is described as lying "several days beyond the Lowland Gap", whilst Drystone is "perched on the brow of a low hill in the very middle of a wide, wooded valley that was known locally as the Lowland Gap" (p.57). What is this "Lowland Gap", and where does it lie? The name "Lowland Gap" suggests to me that it is a valley which connects the lowlands south and west of Darkwood and the Moonstones with the hills and forests beyond. Two possibilities spring to mind: (1) that the Lowland Gap is the southern entrance to the narrow strip of land between Darkwood and the Moonstones; and (2) that the Lowland Gap is a valley which enters the Moonstones themselves, with the lowlands north of Chalice on the west and the Moonstones on the east.

The village of Hallon is mentioned twice in *Shadowmaster* (p.57 and p.58–59). On p.57, riders from Drystone are "despatched on the road to Chalice…If they manage to get fresh horses at Hallon and then ride through the night, they will be in Chalice by dawn tomorrow." This indicates that Hallon lies somewhere between Drystone and Chalice or, at least, it lies on the easiest route between them. On p.58, we learn that Chadda Darkmane has passed through Hallon on his way from Port Blacksand to Chalice, and on p.59, we read that Darkmane is overtaken by the riders despatched from Drystone. If we assume that Darkmane is following the road from the Catfish River to Chalice marked on the *Dungeoneer* map, then Hallon lies somewhere on this road (or at least not far from it; it is possible that Darkmane has missed the turn for Chalice, which is why he has to ask the villagers of Hallon the way there).

Three other place-names of interest are mentioned on p.94: Angrim, Wintermere and Gnollwood. Although these names would fit with the general nomenclature and culture of the area under discussion, there is nothing in the text of *Shadowmaster* to indicate that they are found in this area and, indeed, they could lie anywhere in Allansia.

Summary

A careful analysis of the geographical indication in *Shadowmaster* reveals that although the evidence is in part contradictory, a reasonable interpretation is possible. The precise placement of these villages on the map of Allansia has not (yet) been attempted, but I feel that it should be possible without too much difficulty. For example, we might want to place Oldcastle relatively near Yaztromo's Tower, Tegris southeast of it on the Silver River, probably east of Chalice, Kierdale in the narrow lands between Darkwood and the Moonstones, and Oakwall in the western Moonstones. Whether such an analysis fits with the mention of Drystone in FF24 (p.14) is another matter, although it seems likely that Drystone lies on or near the major trade route between Chalice and Stonebridge.

APPENDIX C:

Scale and Distances upon Titan

(Written by *Richard Krommydas* for the *titan_rebuilding Yahoo!* group, 2007. Introduction and editing by Simon Osborne.)

http://games.groups.yahoo.com/group/titan_rebuilding/
http://games.groups.yahoo.com/group/Rebuilding_Titan/

Distances upon Titan are frequently measured by the time taken rather than by accurate measurements. For instance, the distance across the Western Ocean from Allansia to The Old World is described as a journey of "many weeks" in *Titan: The Fighting Fantasy World* (p.19). Similarly, the Flatlands of Allansia are described as being "many weeks' ride" in size (p.14).

When more accurate distances are used, the typical unit is the yard, which is three feet in length. (For an example of the use of 'yards' as a unit of measurement upon Titan, see *Howl of the Werewolf* par.60.) Longer distances may be measured in miles, which is the distance

of 1,760 yards. Some historians believe that these standards of measurement were originally defined in ancient Carsepolis, and that a mile was the length of 1,000 paces of Carsepolian soldiers, though there is little hard evidence to support this.

An even longer distance may be measured in leagues. A league is usually considered to be about three miles in length. According to *Titan: The Fighting Fantasy World*, Trolltooth Pass is "only three leagues wide at its narrowest point" (p.14).

From this it can be deduced that in general, Titan does not make use of metric measurements, but continues to use imperial units. This seems particularly true of Allansia, though "in other lands", a decimal system of currency has been implemented, with 10 Silver Pieces equalling 1 Gold Piece (*Titan: The Fighting Fantasy World* p.120).

ALLANSIA

Although a poor measure of scale, it is possible to cross Darkwood Forest in roughly a day. The map of Allansia in *Titan: The Fighting Fantasy World* shows Darkwood to be approximately 6mm across; and in *Allansia*, which is half the size, the 'distance' from one side to another is about 3mm. Using this, we can work out approximate distances:

Assuming a man walks at a constant 4mph, Darkwood Forest is between 20 and 24 miles wide. A scale of 1cm/67–80 miles makes the distance from S'hchtiss in the north of the Desert of Skulls to Vymorna about 130–160 miles (as the crow flies).

Skirting Silur Cha from along the Vymorn River until the Mountains of Grief is about 260–320 miles. From there to the city of Kallamehr itself is another 130–160 miles, giving us a grand total of roughly 520–640 miles between S'hchtiss and Kallamehr.

At 4mph, travelling for six hours a day, and assuming a middle distance of 580 miles, that would take the better part of a month. Now, this is ignoring delays for re-provisioning, injury, stealth, getting lost, and finding ways through gullies, passes, etc. If all this is taken into account as well, we are looking at between three and four months.

It is mostly the case that adventurers are in a fairly urgent situation which demands they hurry. Even in *Night Dragon* (which entails a trek across most of north Allansia) it usually takes three/four days to get from one place to another.

It appears, therefore, that large-scale maps of Allansia use an approximate scale of 1cm/67–80 miles. As one might naturally expect, greater distances have greater error margins.

However, the Old World and Khul are far more difficult to set scales down to. Although their *continental* scale in relation to Allansia is fairly similar, the overland distances are much more bizarre. Each will be dealt with in turn. All calculations assume a human walking pace of 4mph for six hours each day—which seems reasonable if one considers armour, equipment, food carried, etc.—and omitting distractions such as side-quests, etc.

THE OLD WORLD

Considering that it takes 4 days to cross the Shamutanti Hills (the most direct route of the titular book and ignoring the extra day for saving the Svinn girl), it can be inferred that the distance between the Shamutanti Outpost Settlement and Kharé is roughly 100 miles.

On the large-scale Titan map, this gives a scale of 1cm/100 miles, and on the larger-scale map in *The Shamutanti Hills*, a scale of 1cm/25 miles. The difference in scale between Allansia and the Old World can be attributed to Allansia's greater size, meaning that a smaller scale is required for the Old World (i.e. the map is 'zoomed in' by comparison to the map of Allansia).

Then again, this length of time could be due to the difficult ground being crossed—the much bigger (apparently) Baklands of *The Seven Serpents* seem to take about the same length of time to traverse. However, according to *The Shamutanti Hills* par.1: "It is said that day and night are not controlled by the sun but by supernatural forces." *Titan: The Fighting Fantasy World* (p.26) is equally disparaging: "It is said day and night never follow each other in equal intervals…the sun appears never to set in the western sky for weeks on end though in other parts of the world the skies behave as normally as ever."

If *time* can be so twisted, surely *space* would be even worse!

KHUL

The simplest way to measure distances on Khul would be to use Scorpion Swamp, since both Fenmarge and Willowbend are marked, and they are approximately one day's journey apart. However, it is immediately clear that this is impractical, and that Scorpion Swamp has been greatly enlarged on the map, and the two villages pushed a long way apart. Unless the twisting of time and space of the Baklands is equally true for Scorpion Swamp, the map is hugely in error here, and cannot be used for the basis of measuring distances.

The distance from Arion to Lake Nekros is about 6mm; according to *Masks of Mayhem* (par.53) this distance takes "several days of easy travelling" to cross. The phrase 'easy travelling' seems to be important here; even so, assuming a distance travelled of 10 miles per day, that would make the distance to be 30 miles. The journey from Fallow Dale to the huge river that cuts across Pikestaff Plain as detailed in *Masks of Mayhem* is said to take about seven days. The distance measured on the map of Khul from *Titan: The Fighting Fantasy World* is 12mm. If 6mm is 30 miles, the distance from Fallow Dale to the river is approximately 60 miles, indicating the ruler of Arion crosses Pikestaff Plain quite slowly—travelling less than 9 miles per day.

Taking that as a rough guide, the map of Khul uses 5mm as a day's journey (24 miles), unlike the map of Allansia, which uses 6mm.

APPENDIX D:

Climate and Temperature of Titan

(Compiled from numerous postings to the *titan_rebuilding Yahoo!* group.)

http://games.groups.yahoo.com/group/titan_rebuilding/
http://games.groups.yahoo.com/group/Rebuilding_Titan/

The northern climes of Allansia are decidedly cool—much cooler than the most northerly reaches of the Old World, despite them being on a similar latitude. Titan's North Pole being not only frozen over, but reachable from Allansia (if someone were to cross the sea from the northernmost part of the Frozen Plateau). According to *Allansia*, p.143: "The great ice-plains north of the Icefinger Mountains, known as the Frozen Plateau, stretch from the far north of Allansia, across the permanently frozen seas, as far as Titan's distant North Pole." Perhaps magical forces are at work here, since *Titan: The Fighting Fantasy World* states the following on p.12: "[The northwestern] corner of the continent is wild…Its climate varies considerably from sticky, sweaty summers to frigid, snow-bound winters, with many days of torrential rain or sunshine in between; despite the best attempts of sages and weather-mages, the weather in Allansia remains annoyingly unpredictable."

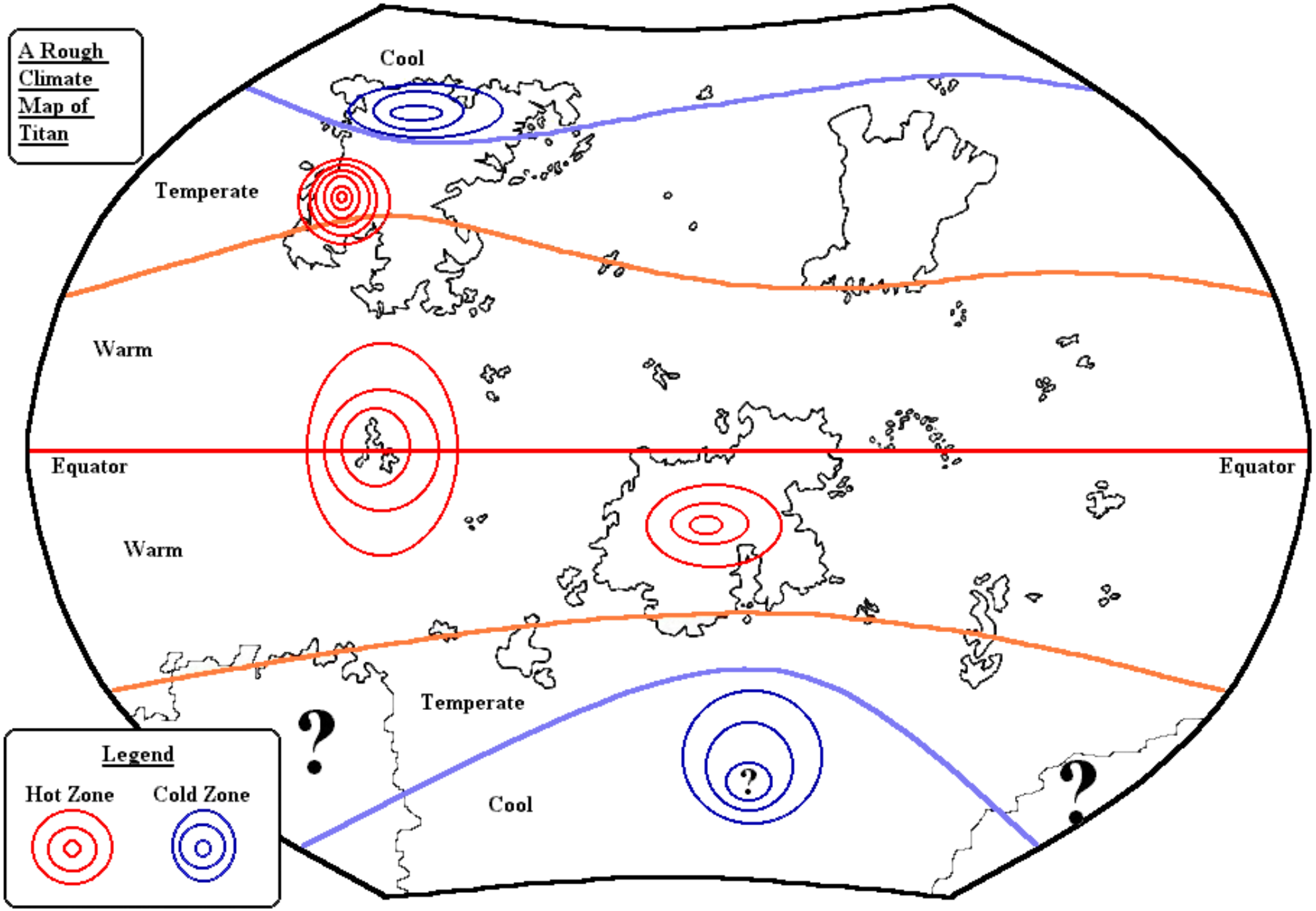
There is clearly a 'hot spot' to the south of this, centred around the Desert of Skulls. On the other side of the continent is another strange climatic anomaly: "The Plain of Bones is another desolate, wind-swept land. It is bounded to the north by the *baking* Plain of Bronze." (*Titan: The Fighting Fantasy World* p.15) Potentially, this could be caused by the Plain of Bronze being at a lower altitude than the Plain of Bones, thus explaining why the more southerly plain is cooler than the one to its north. The Storm Coast, to the east of the Plain of Bones is much feared. "Gales blow across the ocean from the east, bringing hurricane winds and whirling tornadoes which batter against this side of Allansia." (*Titan: The Fighting Fantasy World* p.15)

The maps of Titan seem to place Kallamehr closer to the equator than the Allansian deserts. However, the area seems to be well watered by the many rivers flowing down from the Mountains of Grief. This area would thus be very warm and rather humid.

Despite being "a land of contrasting regions, according to *Titan: The Fighting Fantasy* World p.19, The Old World has a much more stable climate than Allansia, being almost uniformly temperate despite its latitudinal position. Prevailing winds from the Ocean of Serpents to the west and the Western Ocean to its east may account for this. The Old World boasts hundreds of miles of "flat, fertile country of grassy plains crossed by many rivers and sprinkled with small clumps of old woodland" at a similar latitude to Allansia's Storm Coast. (*Titan: The Fighting Fantasy World* p.19)

Khul appears to have the most unusual climate, for despite the equator appearing to bisect it across the northern reaches of Pikestaff Plain, the forests are not specifically shown to be jungles, and the descriptions of the grassland and marsh in *Masks of Mayhem* make it sound quite temperate. Of course, much of the northern coastline is spoken of as being mountainous, "with no sign of any inlet or bay." (*Titan: The Fighting Fantasy World* p.22) Perhaps this indicates that the land crossed by the equator is at a high enough altitude to negate the heat one would expect to find there. The centre of Khul is another unusual 'hot spot' in the centre of a temperate area, but this can quite easily be explained by the evil magic that was unleashed and still lingers there. "It is said that the sun never shows itself over the Wastes of Chaos—they are covered by swirling clouds of grey dust which prevent Nature from ever establishing a hold on the area again."—*Titan: The Fighting Fantasy World* p.24.

Overleaf: The Climate of Titan—Illustration by Andrew Wright.


A Rough Climate Map of Titan
Cool
Temperate
Warm
Equator
Equator
Warm
Temperate
?
Cool
?
?
Legend
Hot Zone
Cold Zone

APPENDIX E:

The Authors of Titan

For added verisimilitude, and to force myself not to speculate too much and to focus on what has been specifically written about the world of Titan, I have made use of extensive quotes from the authors whose works were published as official *Fighting Fantasy* material. The list below is not exhaustive, but rather covers the titles to which explicit reference has been made and/or from which text has been reproduced.

Martin Allen collaborated with Andrew Chapman on the two-volume *Clash of the Princes* two-player gamebooks: *The Warlock's Way* and *The Warrior's Way* (1985).

Dale Ashman wrote *The Tower of Hades* RPG adventure that included *The Horizon Inn* for *Warlock* #8.

Jim Bambra only co-wrote one *Fighting Fantasy* book, *Dead of Night* (1989).

As well as co-writing the two-volume *Clash of the Princes* adventure, **Andrew Chapman** also created the Inland Sea area which was later incorporated—without his knowledge—into the world of Khul. Works referenced in this tome are: *Seas of Blood* (1985); *The Warlock's Way* and *The Warrior's Way* (1985); and *Ashkar the Magnificent* (2000).

Doctor Who fan and current Inspector of Taxes **Peter Darvill-Evans** wrote three memorable titles for the *Fighting Fantasy* series: *Beneath Nightmare Castle* (1987); *Portal of Evil* (1989); and *Spectral Stalkers* (1991).

Graeme Davis wrote the 200-section mini-adventure *Rogue Mage* that appeared in both *Warlock* #10 (1986) and *The Fighting Fantasy 10th Anniversary Yearbook* (1992). His other work was *Midnight Rogue* (1987).

Marc Gascoigne is the unsung hero of the world of Titan, being the writer and 'editor' of many of the sourcebooks that detail the history, geography, peoples, and monsters of the world of Titan. His referenced works are: *Out of the Pit* (1985); *Titan: The Fighting Fantasy World* (1986); *Battleblade Warrior* (1988); *Dungeoneer* (1989); *Blacksand!* (1990); *Demonstealer* (1991); *Shadowmaster* (1992); and *Allansia* (1994).

Jonathan Green is the author of a number of the *Fighting Fantasy* series, and other novels. He maintains a **blog**. His work for the *Fighting Fantasy* series comprises *Spellbreaker* (1993), *Knights of Doom* (1994), *Curse of the Mummy* (1995), *Bloodbones* (2006), *Howl of the Werewolf* (2007), and *Stormslayer* (2009).

Stephen Hand is clearly a fan of the Hammer horror films from the 1950s and 60s. His individual style expanded the Old World considerably. His works referenced herein are: *Dead of Night* (1989); *Legend of the Shadow Warriors* (1991); and *Moonrunner* (1992).

Dave Holt was heavily involved in the Wizard Books relaunch of the *Fighting Fantasy* series, and wrote parts of *The Salamonis Gazette* #1 (2003).

Steve Jackson was there at the beginning, being a co-creator of the *Fighting Fantasy* series with Ian Livingstone. Most of his books and works referenced herein are Titan-based, though some are only associated in tenuous ways. His works referenced in the Atlas of Titan are: *The Warlock of Firetop Mountain* (1982); *The Citadel of Chaos* (1983); *The Shamutanti Hills* (1983); *The Warlock of Firetop Mountain* (with new content; found in *Warlock* #1) (1984); *Kharé—Cityport of Traps* (1984); *The Seven Serpents* (1984); *The Crown of Kings* (1985); *The Tasks of Tantalon* (1985); *The Warlock of Firetop Mountain Boardgame* (1986); *The Trolltooth Wars* (1989); *The Fighting Fantasy Poster Book* (1991); and *BattleCards* (1993).

The 'other' **Steve Jackson** hails from America and is something of a bigwig in boardgame and RPG circles. He contributed three titles to *Fighting Fantasy*, two of which are referenced in this Atlas, namely: *Scorpion Swamp* (1984) and *Demons of the Deep* (1986).

Ian Livingstone was one of the co-founders of the series, and has been prolific in expanding the world. His referenced works are: *The Warlock of Firetop Mountain* (1982); *The Forest of Doom* (1983); *City of Thieves* (1983); *Deathtrap Dungeon* (1984); *The Warlock of Firetop Mountain* (with new content; found in *Warlock* #1) (1984); *Island of the Lizard King* (1984); *Caverns of the Snow Witch* (1984); *Market Mayhem* boardgame for *Warlock* #3 (1984); *Temple of Terror* (1985); *Trial of Champions* (1986); *Casket of Souls* (1987); *Crypt of the Sorcerer* (1987); *Armies of Death* (1988); *The Fighting Fantasy Poster Book* (1991); *Return to Firetop Mountain* (1992); *Shadowmaster* (1992); *Firestorm* (1993), *Dark-*

throne (1993), *Skullcrag* (1994), *Demonlord* (1994); *Legend of Zagor* (1994); and *Legend of Zagor Boardgame* (1994).

Long-time *Fighting Fantasy* contributor **Paul Mason** is an active member of two mailing lists dedicated to gamebooks. His works referenced in the Atlas are: *Deathtrap on Legs* RPG adventure from *Warlock* #7 (1985); *The Riddling Reaver* (1986); *The Dreaming Sands* RPG adventure in *Warlock* #13 (1987); *Slaves of the Abyss* (1988); *Black Vein Prophecy* (1990); *The Crimson Tide* (1992); and *Magehunter* (1995).

Keith P Philips made one contribution to the world of Titan, *Siege of Sardath* (1992).

The prolific **Dave Morris** is renowned for writing and co-writing some of the best gamebooks ever produced. His sole credit the *Fighting Fantasy* series was *The Keep of the Lich-Lord* (1990).

Carl Sargent is credited with co-writing the *Zagor Chronicles* with Ian Livingstone, though in truth, he probably wrote a number of other titles under a pseudonym. His referenced works are: *Firestorm* (1993); *Darkthrone* (1993); *Skullcrag* (1994); and *Demonlord* (1994).

Luke Sharp is the *nom-de-plume* of Alkis Alkiviades, who holds a degree in the History of the Near and Middle East. His contribution to Titan comprises: *Chasms of Malice* (1988); *Daggers of Darkness* (1988); and *Fangs of Fury* (1989).

Mark Smith co-wrote the *Fighting Fantasy* classics *Talisman of Death* (1984) and *Sword of the Samurai* (1986).

Alongside Marc Gascoigne, **Pete Tamlyn** co-wrote the three *Advanced Fighting Fantasy* books, namely: *Dungeoneer* (1989); *Blacksand!* (1990); and *Allansia* (1994).

Jamie Thomson is another of the Games Workshop alumni who migrated into writing gamebooks during the 1980s. His referenced works are: *Talisman of Death* (1984); *Sword of the Samurai* (1986); and *The Keep of the Lich-Lord* (1990).

Jamie Wallis wrote the d20 modules based on the original gamebooks by Steve Jackson and Ian Livingstone. Referenced herein are the following: *The Warlock of Firetop Mountain d20 Module* (2003); *Deathtrap Dungeon d20 Module* (2003); *Caverns of the Snow Witch d20 Module* (2003); *The Forest of Doom d20 Module* (2003); *The Shamutanti Hills d20 Module* (2003); *Trial of Champions d20 Module* (2004); *Kharé—Cityport of Traps d20 Module* (2004); and *The Seven Serpents d20 Module* (2005).

The multilingual and multi-talented **Robin Waterfield** was working as a commissioning editor for Penguin Books when he wrote the first of his three Titan-based *Fighting Fantasy* titles, namely: *Masks of Mayhem* (1986); *Phantoms of Fear* (1987); and *Deathmoor* (1994).

Steve Williams co-wrote several books and articles referenced in the Atlas, namely: *Deathtrap on Legs* for *Warlock* #7 (1985); *The Riddling Reaver* (1986); and *Black Vein Prophecy* (1990).

APPENDIX F:

The Artists and Illustrators of Titan

The artists and illustrators whose work is reproduced in this Atlas of Titan are a hardy, dedicated group of individuals. The skill and imagination they have displayed with their work has made the world of Titan more real and more dangerous than it might have been. It seems only right and proper that they be credited properly. The list below is not exhaustive, but rather covers the works as reproduced in this book. ('Artist' is used hereafter when talking about someone who produces colour or computer-generated work; 'Illustrator' is used when discussing pen-and-ink drawings.)

Dave Andrews provided the maps for *Out of the Pit* (1985), *Warlock*#7 (1985), the board illustration for *The Warlock of Firetop Mountain Board Game* (1986), *Warlock* 12 (1986), *Masks of* Mayhem (1986), *Creature of Havoc* (1986), and *Clash of the Princes* (1986).

Malcolm Barter's haunting illustrations grace the interior of *The Forest of Doom* (1983) from which is reproduced the map of Darkwood Forest.

John Blanche's artwork has been described by one commentator as "characterised by sharp, angular characters and hideous creatures locked together in the eternal struggle between good and evil." He provided maps for *The Shamutanti Hills* (1983) and *Warlock* #5 (1985), and illustrations for *Kharé—Cityport of Traps* (1984), *The Seven Serpents* (1984), and *The Crown of Kings* (1985). His full-colour view of Kharé appeared on the inside cover of *Titan: The Fighting Fantasy World* (1986).

Dave Carson maintains a **website**, and describes himself this way: "Will draw eldritch abominations for money. My preference is black and white pen & ink, but have been known to do the odd digital piece, and sculpture." His sole map was originally created for *Beneath Nightmare Castle* (1986).

Andrew Chapman is the creator of the Inland Sea, which he designed to tell his own stories, and it was incorporated into Titan without his knowledge. He drew the map of this area for the novel *Ashkar the Magnificent* (2000).

Dave Eastbury works in a number of different fields. He maintains a **website**. His sole contribution to the world of Titan was Port Blacksand market from *Warlock* #3 (1984).

Jonathan Green is the author of a number of the *Fighting Fantasy* series, and other novels. He maintains a **blog**. He self-illustrated maps for three of his adventures, *Spellbreaker* (1993), *Knights of Doom* (1994), and *Curse of the Mummy* (1995), as well as illustrating the map for *Revenge of the Vampire* (1995). He also released a rough sketch he made of a gamebook that has not yet been commissioned—*Sagas of the Stormchaser*.

Nicholas Halliday provided the map of Firetop Mountain found in *The Warlock of Firetop Mountain 25th Anniversary Edition* (2007).

Leo Hartas is a prolific cartographer of Titan. His **website** contains plenty of examples of his artwork, and says that he "has been illustrating professionally for about 20 years and drawing from the moment he could hold a pencil." His maps of the world of Titan are as follows: *The Riddling Reaver* (1986), *Warlock* #8 (1986), *Warlock* #9 (1986), *Crypt of the Sorcerer* (1987), *Battleblade Warrior* (1988), *Slaves of the Abyss* (1988), *Stealer of Souls* (1988), *Daggers of Darkness* (1988), *Armies of Death* (1988), *Portal of Evil* (1989), *Dead of Night* (1989), *The Trolltooth Wars* (1989), *Dungeoneer* (1989), *Master of Chaos* (1990), *Black Vein Prophecy* (1990), *Keep of the Lich-Lord* (1990), *Legend of the Shadow Warriors* (1991), *Spectral Stalkers* (1991), *Tower of Destruction* (1991), *Return to Firetop Mountain* (1992), *Firestorm* (1993), *Skullcrag* (1994), and *Demonlord* (1994).

Bob Harvey has produced illustrations for many adventure gamebooks, particularly those by authors Mark Smith and Jamie Thomson. His sole cartographical contribution to the world of Titan can be found in *Seas of Blood* (1985).

Dave Holt is the webmaster of the official *Fighting Fantasy* **website**. He has produced several maps, not all of which have been published. His main map-work is taken from *The Salamonis Gazette* #1 (2003) and *The Salamonis Gazette* #2 (2004).

Tony Hough's **website** says he likes to "create strong figurative art and illustrations of odd and fantastic things: Warped reality, myth and fable, future visions and imagined horrors, in a variety of media for private collectors, games and publications; album covers, posters and backdrops for bands and nightclubs; murals and community art, concept designs for film and TV pro-

jects." A landscape illustration of his is taken from *Night Dragon* (1993), but his only actual map is taken from *Bloodbones* (2006).

Alan Langford "went freelance working through a Fleet Street artist agency, illustrating comics, book covers and fantasy game books", according to his **website**. As well as a number of maps and diagrams for *Titan: The Fighting Fantasy World* (1986), he provided maps for *Island of the Lizard King* (1984).

Stephen Lavis is "a freelance illustrator with many years of experience", according to his **website**. He provided all the artwork for *The Tasks of Tantalon* (1985).

Ian Livingstone is no stranger to the fans of *Fighting Fantasy*, but he is much better known as an author than an illustrator. His sole map is taken from *The Warlock of Firetop Mountain 25th Anniversary Edition* (2007).

Steve Luxton is the illustrator who first put the world of Titan together, drawing the first world map and all three continents. His cartography appears in *Titan: The Fighting Fantasy World* (1986), *Midnight Rogue* (1987), *Chasms of Malice* (1987), *Daggers of Darkness* (1988), *Vault of the Vampire* (1988), *Fangs of Fury* (1989), *Dungeoneer* (1989), *Blacksand!* (1990), and also *Allansia* (1994), which were basically reproduced from *Titan: The Fighting Fantasy World*.

Maggie Kneen is a children's illustrator of some renown. Her **website** contains information about her. An interest in archaeology and architecture helped her produce the first ever map of Allansia in *Warlock* #1 (1984).

Pete Knifton is an artist and illustrator whose work has appeared in a number of *Fighting Fantasy* related publications including two *Fighting Fantasy* gamebooks. His maps and illustrations reproduced in this Atlas are all from *Siege of Sardath* (1992).

Ian McCaig is a name known by all fans of *Fighting Fantasy*. His **website** contains examples of his work. He illustrated a number of gamebooks in various series, and more recently worked as a conceptual artist for the three *Star Wars* prequels. His cartography used in the Atlas originally appeared in *Casket of Souls* (1987).

Martin McKenna maintains a **website** of his work, where he reveals his "first professional commissions came from Games Workshop" and that he has illustrated somewhere in the region of twenty-two *Fighting Fantasy* gamebooks. His map work has appeared in: *Legend of the Shadow Warriors* (1991), *Moonrunner* (1992), *Curse of the Mummy* (1995), *The Warlock of Firetop Mountain d20 Module* (2003), *The Shamutanti Hills d20 Module* (2003), *Deathtrap Dungeon d20 Module* (2003), and *Caverns of the Snow Witch d20 Module* (2003).

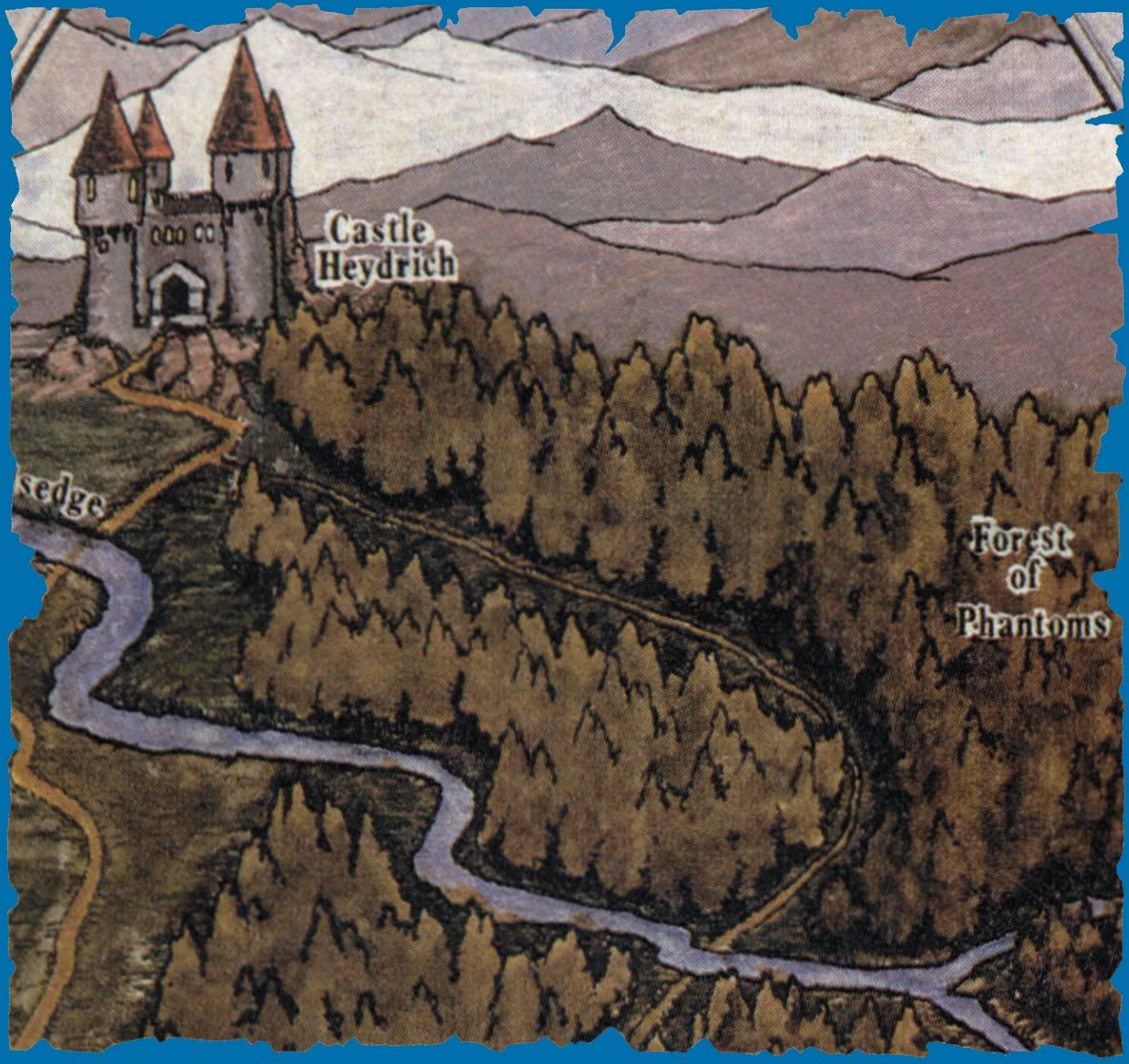
Russ Nicholson was born in Glasgow, Scotland. His work is almost exclusively fantasy-themed. He has worked on numerous Games Workshop products, including illustrating for *White Dwarf* magazine. His maps and diagrams are taken from: *Titan: The Fighting Fantasy World* (1986), *Masks of Mayhem* (1986), *Island of the Undead* (1992), and *Allansia* (1994).

John Sibbick's artwork and illustrations range from natural history to fantasy. According to his **website** he became a freelance illustrator in 1972. His map-like overview of Tìranduil Kelthas is taken from *Titan: The Fighting Fantasy World* (1986).

Duncan Smith's work appeared in several *Fighting Fantasy* publications, but his maps are taken from *Fighting Fantasy—The Introductory Role-playing Game* (1984).

Jamie Wallis wrote the d20 modules based on the original gamebooks. He also produced most of the cartography used therein, namely: *The Warlock of Firetop Mountain d20 Module* (2003), *The Forest of Doom d20 Module* (2003), *Deathtrap Dungeon d20 Module* (2003), *Caverns of the Snow Witch d20 Module* (2003), *The Shamutanti Hills d20 Module* (2003), *Kharé—Cityport of Traps d20 Module* (2004), *Trial of Champions d20 Module* (2004), *The Seven Serpents d20 Module* (2005). Also included are an unpublished version of the map of Blood Island from *Trial of Champions d20 Module* (2004), and the map from the unfinished and unreleased *Island of the Lizard King d20 Module.*

Brian Williams is most famous for his collaborations with Joe Dever, but he also produced illustrations for a couple of *Fighting Fantasy* gamebooks. The one piece of his work reproduced in this Atlas is from *The Riddling Reaver* (1986).



The world of *Fighting Fantasy* has always been a dangerous place. Terrors lurk around every corner. Crazed tyrants and their bloodthirsty chaotic minions constantly battle the enclaves of law and peace. Now, after literally years in the making, the sages can finally reveal this world in all its terrifying glory.

From the dungeons beneath Firetop Mountain to the grimy streets of Port Blacksand—the City of Thieves—this tome collects together *all* of the maps of Titan ever produced. Over sixty sources have been scoured , and over 170 maps and landscapes have been collated to create the wondrous tome you hold in your hands. With this comprehensive Atlas you should be able to avoid—or seek out!—all the dangers of the world of

TITAN