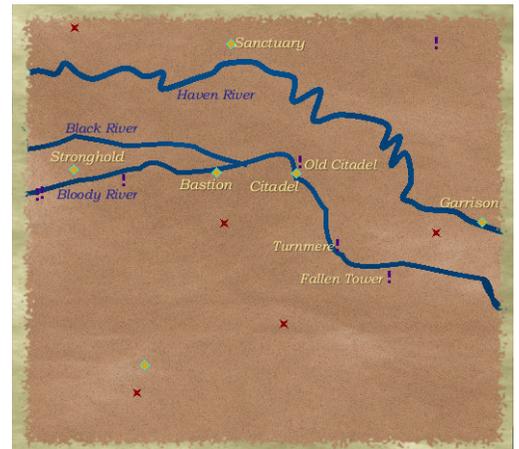
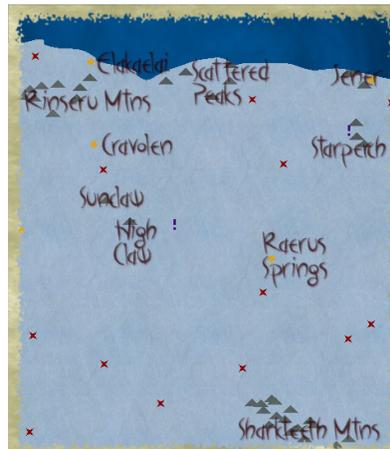


10 region maps

by

chaotic shiny productions

5 player maps, 5 dm maps



<http://chaotieshinyproductions.com>

Kel Region - Player Version



The hub of life in this region is the Eight, a group of seven towns clustered around the place where the Quiln river runs into the mighty Kel. Lore has it that the area was originally settled by a band of eight travelers. Some say that they were religious pilgrims who thought the rivers' pattern to be a sign of where to end their journey, but then split over precise interpretations of the omens; others claim that they were traders who quarreled over profit, each determined to carve out their own trading post.

Whatever the reason, seven flourishing towns – named Garin, Darin, Alerit, Indar, Zekal, Berit and Ulren after their founders – occupy a space that in most places would be occupied by one large city. As for the eighth town, Bezec, lore disagrees on that as well. Some say that it was sunk beneath the river, others, that it was swallowed up by Darin, and yet others argue that it burned to the ground long ago.

Tradeway is a small town along the trade road that runs from The Eight up to the old mines and down to Southpost, ending at Eastpost. The road has fallen into disuse ever since the mines were abandoned, leaving the residents of the three outposts along it to fend for themselves. The hardy few who remain gladly welcome any supplies that make it out to them.

Tarn outpost is even more isolated, the result of a short-lived gold rush in the small creeks that run through the area.

Bier Glen is a small community of magic users; the exact details are known to few outsiders.

Kel Region - DM Version



Bandits plague the few travelers who still venture down the trade road, occasionally venturing as far as the roads connecting the Eight before retreating to their hideout in the foothills of the Lessu mountains.

To the south, there are roving bands of orcs; to the east, the Dead Tribes. Descended from civilized peoples, the tribes fled into the wilderness long ago and now worship strange gods, following dark traditions. Few others know they exist, though there are rumors of them in Tarn and Eastpost.

Tarn's gold rush never materialized, but the mud on the

base of the rivers turned out to be a potent substitute for several common magical components. Unbeknownst to the residents of Tarn, this is because one of the creeks originates from the strange portal north of the town. It appears only during the dark of the moon, and dangerous creatures from other realms sometimes come wandering out of it. The people of Tarn have their own problems; prolonged exposure to the magical mud causes strange mutations, some fatal. Some say that the faerie circle to the west holds the cure to these ills, if the faeries can be persuaded to share it.

The Bier Glen was founded by exiles, wizards who were banished from their homeland after their experiments cost innocent lives. The experience taught them discretion, but not caution, so they founded a place of their own to continue their arcane research. Word of the experiments spread, and other like-minded arcanists slowly drifted to the glen. Now a fog of enchantments obscures the area, preventing any mundane wanderers from finding – or even remembering – the place. The way still opens now and then, for seekers with the right attitude, or just especially unlucky travelers; the eldritch experiments tend to disrupt the wards. All kinds of rare reagents and rituals can be found in Bier Glen for those with the fortune and fortitude to reach it. The mages' are not unfriendly to outsiders, but they are on the far side of eccentric.

The old mines were abandoned not when the silver ran out, as many believe, but when the miners dug down into something far older – an ancient temple to chthonian gods. The spirits guarding the temple slew many of the miners, and the rest fled. Many treasures remain in the temple, but what curses surround them?

The Eight are a hornets' nest of intrigue, with leaders from each town constantly vying for personal and town supremacy. To further complicate things, each town has its own system of government: Garin is a patriarchal monarchy, Darin a matriarchal monarchy, Alerit is ruled by a council of elders, Indar by a consortium of merchants, Zekal by an elected leader, Berit by a god-prince, and Ulren chooses its leader by lot every five years, though the lot is widely known to be rigged by the thieves' guild.

Zarek Region - Player Version



Zarek is a flourishing forest filled with all manner of game. Recently, it's been filled with monsters. Dire wolves drive off the regular packs and slaughter deer wantonly, while griffons attack predatory birds and songbirds alike. The small hunting town of Fer has suffered the worst, but attacks have been reported as far north as Azur.

The cities of Azur and Saren have sent a joint force out to investigate, headed by Captain Elia of the Saren Guard. Some rumors say that the force is a ruse, and the majority of the guards are preparing an assault on Dayel. Other rumors tell of the opposite; that Dayel is preparing an army to overcome Saren while its best guardsmen are diverted.

The three cities have an uneasy peace at best, though the alliance between Saren and Azur has been growing in strength over the past few years. All three squabble over the trade goods coming from Karnish, which is well known for its luxurious textiles.

Zal hasn't had any monster problems yet, but some warn it's only a matter of time. The people there are busy with the constant stream of refugees from the never-ending war between Tiro and Ratan. Some say it's over river taxes, others argue that it began with an ancient blood feud, but everyone agrees that it's not stopping any time soon. Since fleeing to Zal is as easy as hopping a raft aboard the placid Kesta river, that's where all those who weary of the fighting go.

Zarek Region - DM Version



Dayel is up to something – it's their wizards that have conjured the monsters, hoping for the other two towns to react as they did. Dayel's general, Warik, waits in the forest while Elia's force tires itself out fighting the monsters. Once Elia and his men are out of the way, Saren and Azur will be crushed between Warik's army on the one side and the remainder of Dayel's soldiers on the other.

To further complicate matters, Elia's force is already split –

many of the Azur guardsmen suspected treachery, and so broke off to form their own force. They're hostile towards Dayel, Saren, and all outsiders, but at least they're still killing monsters.

In the northern forest is an ancient altar. The wizards of Dayel know of it, and used it to power the spells that brought the monsters. The answer to banishing the monsters might lie there.

Fer continues to bear the brunt of the monsters' assault, since nearly all of the small town's resources come front hunting. They trade for goods that come down the river and give lodging to travelers, but many merchants are electing to continue down on their journey without pause rather than risk attack. The people of Fer make the best woodsmen and scouts, and it won't be long before they notice Warik's camp.

The feud between Tiro and Ratan might have started on its own, but it's being fueled by Karnish. The other towns have access to the same rich soil as Karnish and are even closer to a river, so keeping them busy with bloodshed is the only way to keep them out of the textiles market. The opulent Merchants' Guildhall in Karnish is merely a front for their assassins' guild, which long ago became indistinguishable from the original merchants' guild. The guild keeps prices high and costs low, making sure that there's always a flow of valuable goods going up and down the rivers.

Some refugees from the feud settled in the Beru Mountains instead of continuing south to Zal. Their scant supplies didn't last long, and so they've become bandits, preying on the merchants and the other refugees who come down the river. For some reason, no word of this has yet reached Zal.

Adventure Region - Player Version



Far out in the wilderness, Basecamp was founded by retired adventurers as a place to train aspiring heroes. The fortress is in the midst of some of the most dangerous, monster-infested terrain for leagues. Aspiring adventurers get sent out on missions, or choose mischief of their own.

The fortresses at Basecamp, West Ward and East Tower each have teleportation circles linking each other and the wider world. The forts provide a place to rest, heal up, and sell loot – which is then teleported out by merchants, who

sell elsewhere at considerable profit, giving a hefty cut to the founders of Basecamp. Healing potions, magical equipment and the like are all plentiful at the forts.

To the north of Basecamp is a monastery which sometimes chooses adventuring hopefuls to train in their ancient arts. Their selection process is known only to a few, and many more are turned away than are accepted.

Despite the constant influx of adventurers, many of the dangers in the Basecamp region remain unknown. Monster hordes constantly move, new evil creatures take up residence, and old mysteries are disturbed by careless wanderers. Here are some of the currently known dangers:

Kobold Camp: The kobolds are well aware of who lives north of them, and take the necessary precautions. The elaborate rings of wards and traps that surround their camp make it one of the most well-guarded lairs in existence.

Dragon Nest: Patrons of the kobolds to the north, the green dragons who live here are just as used to the local adventurers. Some of them will fight, but others will barter with or play jokes on those they catch.

Castle Ruins: Just south of West Ward lie the ruins of an ancient castle. Though the upper levels were cleared out years ago, there still remain deeper dungeons to be explored. Most of the loot found in the here has been mediocre, discouraging most from venturing further.

Sunken Temple: Long ago cleared of traps and treasure, the sunken temple remains a favorite due to its odd architecture. Detailed sculptures cover the temple, and some of the glyphs on the altars have yet to be translated.

Cultist Lair: Recent transplants to the region, a death cult from elsewhere has become interested in the sunken temple as a place of worship. The exact connection remains unclear.

Griffon Perch: A tall spire of barren rock, the perch is such an inviting lair to griffons that new ones keep moving in, despite the grisly fates of all its previous inhabitants.

Adventure Region - DM Version



Arcane bandits lurk near West Ward. They attack unlucky adventurers and steal their magical items, then sneak into West Ward and use the teleportation circle to get in touch with their fences in other cities. Two of the guards at the fortress are in on it, allowing the bandits inside in exchange for a cut of the profits.

The bandits aren't the only one who had ideas about smuggling out loot. Some years ago, a group of adventurers tried to create their own teleportation circle, Secret Circle, to sell their goods in other cities and bypass the fees and price gouging at the fortresses. The spell went awry, and what resulted was a portal that changes its endpoint and direction at random. Some days it's a one-way trip to another plane; other days, you can get there from the Basecamp circle if you just know the right eldritch phrases. A later group of adventurers was more lucky, and Second Circle is a functioning teleportation circle. Its existence and location are closely guarded.

The cultists near the sunken temple came there to worship the naga who den just to the north. They revere serpents as symbols of death and rebirth, and believe they can reawaken the ancient snake-gods who once were venerated in the temple.

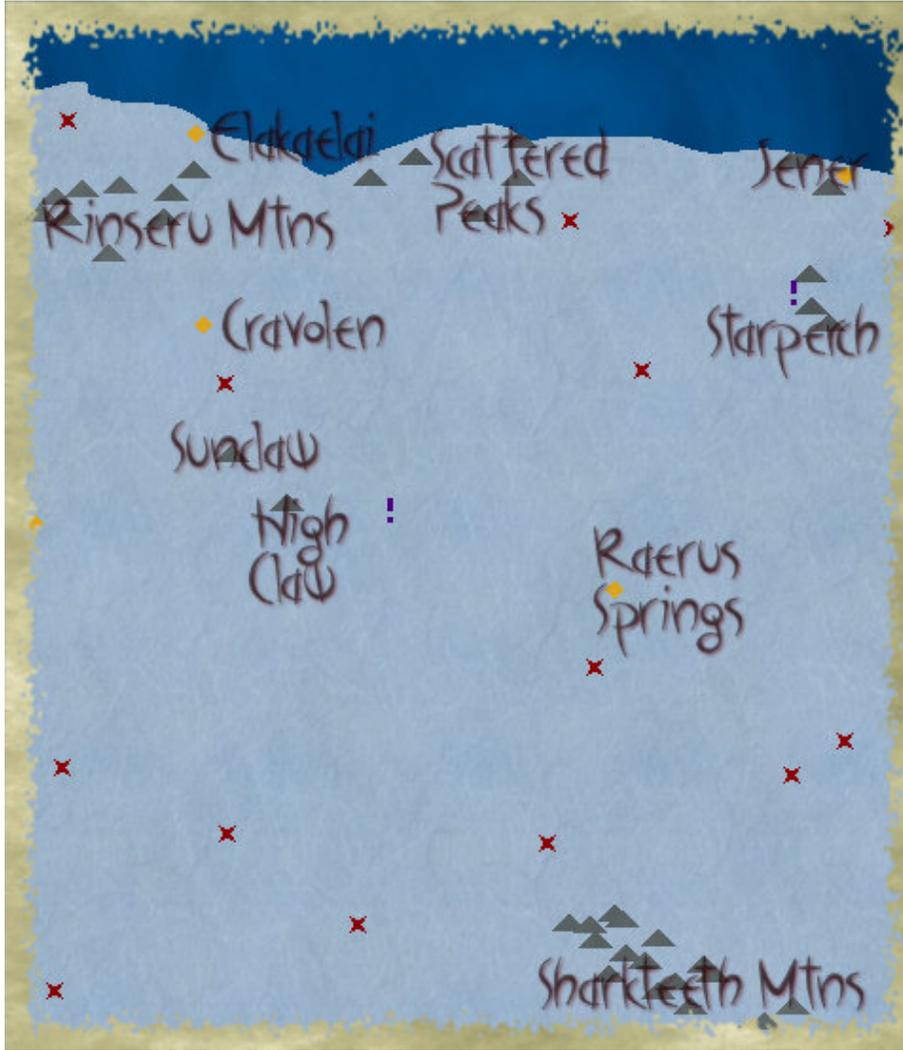
As the region's popularity with aspiring adventurers has grown, so has its reputation in faraway places. An enterprising band of demons opened up a small portal in a deep pit north of East Tower, emerging occasionally to devour weak bands of adventurer wannabes.

A pack of hellhounds recently slipped through the portal and has staked out a territory near the Moonwell, an ancient well that traps the magical energies of the full moon. Needless to say, the two packs of worgs that already occupy this area are not happy about the incursion.

Several ogre tribes live to the east of Basecamp. These tribes are paid a small retainer by the owners of the fortress to provide challenges for aspiring adventurers. Sometimes this consists of arranging a "kidnapping" of a member of the Basecamp staff, or a raid on an adventurer's campsite. The role of the tribes is an open secret among the more experienced adventurers at Basecamp, but everyone does their best not to ruin the surprise – or the suspense – for the newcomers who will soon have to deal with the ogres.

The various undead on the map are supplied by Basecamp necromancers, who periodically refresh the sites to keep them exciting and a good source of practice and low-level loot.

Grey Coast Region - Player Version



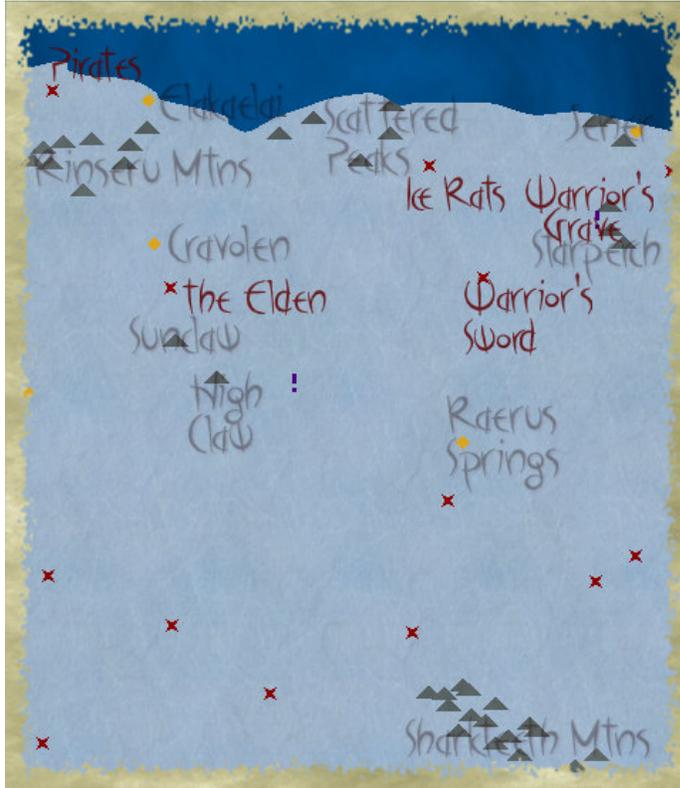
The Grey Coast takes its name from the several mountain ranges that line the shore, giving the coast a grey appearance from a distance. A cold and rocky region, most towns in the area are little more than trade ports with attached residences.

Elakaelai is the largest of these, mining ores and minerals from the nearby Rinsuru mountains and selling them to foreign merchants. Jener Silver's characteristic reddish tinge is the reason for the existence of that settlement, which is even more isolated than most thanks to the mountains that surround it on all sides.

Cravolen was founded for entirely different reasons, but the locals are closemouthed as to what those are.

The most notable features of the landscape are the mountains; the huge Sharkteeth range in the south, the twin peaks Sunclaw and High Claw, and the three Star Perch mountains on which the constellation of the Doomed Warrior appears to stand during the winter. Valuable gems, minerals and ores are common in the mountains of this region, though the harsh weather and difficulty of transportation keep most prospective miners at bay.

Grey Coast Region - DM Version



Elakaelai is a rough and tumble port town, home to sailors, merchants, and miners from the Rinseru mountains and the Scattered Peaks. There's no such thing as a town guard here, but the private guards of the various merchants' guilds and consortiums can form an impromptu navy if needed. And they have been needed as of late; pirates have been attacking merchant vessels, stealing valuable ore and driving traders away from the port. They lair in a hidden port a few days' journey from Elakaelai.

A group of bandits called the Ice Rats has been plaguing the miners in the Scattered Peaks, stealing gems and fouling supplies. Most in Elakaelai believe them to be allied with the pirates, but in truth

they were hired by the merchants of Jener. The silver miners of Jener guard their mountains jealously, and are fiercely protective of the secret ways they refine the silver, bringing out its reddish luster. Some fear that, with mines in the Peaks beginning to run dry, the people of Elakaelai will turn to the Jener mountains next. While Jener does have professional soldiers as guards, there are far fewer of them than there are armed warriors in the Elakaelai.

Cravolen is more of a monastery than a settlement, though the men and women who guard its walls would not take kindly to being referred to as monks. An ancient breed of monsters known only as the Elden used to dwell in this place. Now all but a few of them have been vanquished, and it is the duty of those at Cravolen to see that task to its completion.

When the Doomed Warrior stands atop the middle peak of Starperch on midwinter's night, his empty right hand points reached toward a place a few leagues from the base of the mountain. Journey there and you can find a series of rocky outcroppings that resemble a broken sword. Journey there on the right night, and you'll find far more than that. It's a place of mystic power than can be easily swayed to good or ill, depending on the season and on the intentions of those who seek it.

In the valley between two of the peaks of Star Perch is a little-known spot called the Warrior's Gave, so named because the Doomed Warrior appears to sink into it. A headstone carved with long-forgotten runes stands over a plot of earth that always appears freshly turned. More recent carvings cover some of the runes, indicating a treasure of some value that might be found nearby.

Exile Region – Player Map



Exile was first settled by the infamous Black Shield on their long retreat from the Scourge War. After a lengthy and depraved campaign, the army was forced out of civilized lands and all its members banished from them forever more. The soldiers first established a fortress at Stronghold, but the pursuing armies continued after them, and so they fell back to Bastion, then to Old Citadel. Here they were finally allowed to rest, but soon arguing within the army led to a split,

with some forces founding Garrison and others the now lost Tower. Sanctuary was founded a generation later, by descendants of the original soldiers who wished to break from the lifestyle and morals of their parents.

All of the fortresses that are still occupied remain much as they were, but with civilian buildings crowded around them. The atrocities of the Black Shield are little more than a memory to those in the outside world, and the towns now all play a role in the thriving trade coming down the rivers.

Old Citadel fell in the battle against Garrison, and the survivors founded Citadel. Old Citadel has been preserved as part monument to the Black Shield, part historical curiosity, and part reminder of just how the region came to be settled. One can still find weapons and armor from the original soldiers there, but none of their descendants dare disturb it.

Fallen Tower is also preserved, but for a very different reason – it was covered with shifting sands almost the instant the battle ended. Some say it was the fault of Garrison's mages, others say the gods themselves wiped it from the face of the earth, and others claim it was merely a chance of the weather. Whatever the reason, Fallen Tower remains buried under the sand.

Turnmere is another weather oddity. It's a whirlpool that drifts across the river and sometimes vanishes entirely, but always returns. It's small enough to only be a hazard to rafts and swimmers, but no one is quite sure why it exists.

Sanctuary is a major port along the Haven River, but it continues to be something of a city apart. Its inhabitants are still repenting for the sins of their ancestors, and outsiders often find it difficult to understand their customs. Not many travelers stay long in Sanctuary, though a rare few find it to be just the refuge they need.

Exile Region – DM Map



When the ill-reputed Black Guard retreated, they did not do so alone. Some of their enemies followed them, and kept watch even when the war was over. They set up camp at Watchpost, using magic to spy on the soldiers from a distance. The fortress' population has dwindled over time, until all that is left are a few dedicated mages with generations-old grudges.

A long-forgotten fort, Barracks, briefly existed during the war between Citadel,

Garrison and Tower. Its remnants have been covered over by sand of a more mundane nature than that which buried Tower, and many creatures of the desert now inhabit the ruins. All of the weaponry of the Black Shield soldiers encamped there remains under the sand, though ancient ill-will and poisonous monsters might make retrieving it more trouble than it's worth.

Watchpost isn't the only magical relic of the long-ago retreat. Another group of mages headed north to the place now known as Dark Sand, and there cast curses on the soldiers of the Black Shield. The area is still tainted from the residue of the magics, giving the sand its distinctive dark reddish color. Most desert creatures stay far away from the place, aside from a few who are drawn to the traces of vile magic and emerge twisted and mad.

Far to the east is Bright Sand. Those few who know of both places – a handful of residents of Sanctuary, and one or two scholars from other towns – believe it is the magical echo of Dark Sand. The ground around Bright Sand glows faintly golden even at night, and a small oasis exists at the center of the area. The water in the spring is sweet and cool, and the trees that grow there are found nowhere else in the desert. Many creatures come there to drink, but none of them will harm another until they leave the golden sands.

The stretch of sand full of ghouls near Garrison is another leftover from the war. The Black Shield didn't stop using its underhanded tactics just because it was fighting its own, and so many of the dead from those battles remain restless to this day. Unhappy undead dot the desert, but the worst can be found within the triangle formed by Garrison, Old Citadel and Fallen Tower.

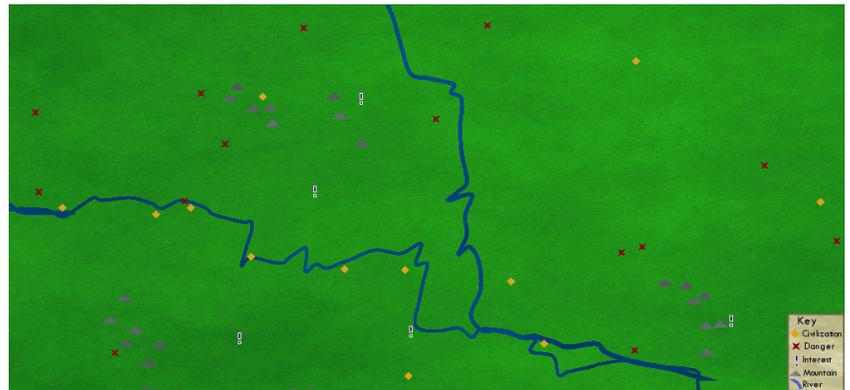
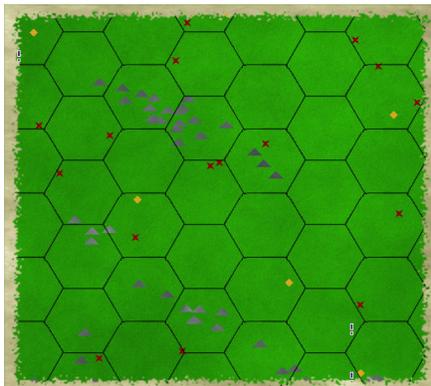
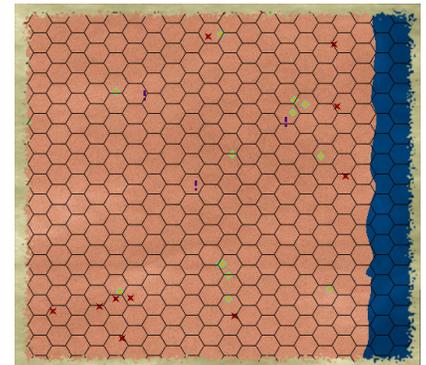
Sanctuary has its secrets, but they will not stay secret forever.

Kingdom Builder

All these maps were made by the Kingdom Builder at Chaotic Shiny Productions:

http://chaoticshinyproductions.com/kingdom_builder.php

The only change made was the addition of text. Here are some more examples:



The Kingdom Builder also generates text descriptions of kingdoms, flags, currencies, mottos, regions and cities. Create a complete kingdom with the click of a button, or mix and match and add in some inspiration of your own. Edit, save or print your results and share them with your gaming group or with the world.

About the Author

Hannah Lipsky has been writing since she first picked up a pencil, and gaming since the summer before high school. Her first character was a 1st edition D&D mage who didn't know magic missile. She's come a long way since then, and wreaked havoc across multiple systems.

She got her start writing and editing for the Roleplaying Tips e-zine, and has a few scribblings in Goodman Games' Book of Rituals. She's always dreamed about making a living doing what she loves, this is all a part of making that dream come true.

She currently lives in upstate NY with a berserker, a palawizard, a very patient non-gamer, and a cat who has been trained to roll d20s, but not well.

Chaotic Shiny Productions

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Chaotic Shiny Productions' debut product, Martial Flavor, has been getting rave reviews – “*This book belongs on your digital bookshelf*” says Dungeon Brew, and Spirits of Eden writes that “*These cultures can serve as good inspiration.*”

Martial Flavor introduces five unique martially-themed subcultures for your 4e D&D game, with over 50 pages of background and the feats, class features and utility powers to back them up. Have your character hail from one of the cultures if you're a player, or drop them right into your game world if you're a DM.

Find out more at <http://chaoticshinyproductions.com/martialflavor.php>

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