

WILDERLANDS OF DIRE OMEGA

- 0215** *Alkali Flat* Chemical sands burn exposed skin when damp. Storm devils wear victims to the bone.
- 0312** *Squalit* Town of farmers subjected to a curse – every full moon a resident transforms into a monster, rampages, and at dawn runs off into the mountains.
- 0413** Animate petrified dinosaurs roam these valleys.
- 0415** Ancient mine track leads into local caves. Hidden in nearby bushes is a wheeled cart of strange design.
- 0514** *Oracle Caves* Primordial giant sleeps for eons beneath the mountains, uttering ancient secrets & dark prophecies. A cult of resident sages claims they can interpret auguries for visitors – for a steep price.
- 0518** *Fellport* Lonely outpost of civilization. Rulers are debauched and many citizens are eccentric or insane
- 0519** *Waterfront* Seedy suburb, scene of night trading. Crews can be hired in local taverns; some are pirates.
- 0619** Old silver mines claimed by rival knocker clans.
- 0707** *Mount Cascade* Spirals of light and fire dance & sing over the peaks on nights of the dark moon, disturbing sleep for miles around with fever dreams.
- 0818** Copper mines here enrich Fellport's upper class.
- 0914** *Lake Kalbe* Magic ice floes cluster here all year long. A ghost pirate ship passes through occasionally.
- 1003** *Winterblight* Twisted faerie castle ruled by the Banshee Queen & her faerie knights. Her court is the site of grotesque banquets & insane revels every night.
- 1103** *Tumbledown* Tree-village of intrepid miners. They dig star-metal out of the ancient impact crater nearby.
- 1110** Circle of standing runestones drains life from the wastelands – travelers staying near it for too long die.
- 1117** *Lord of the Bog* Sentient tree responds savagely to destruction in his domain by controlling plants & beasts. A nearby graveyard has magic items & spirits.

- By Roland Volz • Map: [Hexographer](#)™
- RANDOM ENCOUNTERS:** Roll 1d6
 (-1 in North third, +1 in South third)
- 0** Raiding party of pixie knights mounted on giant wasps (daytime) or bats (night)
 - 1** Goblin war party led by black knight
 - 2** Orc shamen hunting wild spirits & slaves
 - 3** Pack of flightless predator birds hunting
 - 4** Stone elementals erupt from the ground
 - 5** Gale wraiths & fire wights on rampage
 - 6** Merchant caravan or disguised outlaws
 - 7** Zombie pirates on nefarious business



- 1410** *Nameless City* Deserted ruin of alien design & construction. Legend says it fell to earth 1000s of years ago. Haunted by strange vampires & ninjas.
- 1413** *Fort Elishondar* Outcasts & outlaws have taken over this outpost. Riddle challenges are popular.
- 1506** *Ramshackle* Tiny village of fishermen. They pull many odd and forgotten things from the depths.
- 1614** Sea cave hides pirates – a ghost ship docks here, with zombie crew & captain cursed by a crystal skull.



Scale: 1 hex = 50 miles