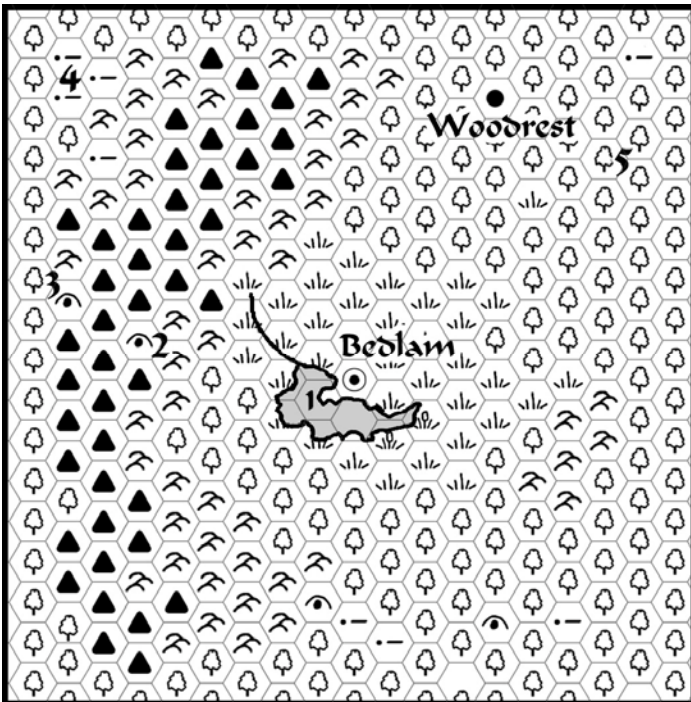


The Lonely Realm

By Ray Nolan & Phil Morris



Map Legend		
1 Hex = 10 miles		
▲ = Mountains	⤿ = Caves	⤿ = Hills
--- = Wastes	⌚ = Grasslands	🌲 = Forests
🌊 = Marsh	● = Towns	

For hundreds of years academy wizards tended to the Realm of Arden. Originally only a small glade formed from the Void, the wizards nurtured and grew it until Arden stretched 150 miles across. The secret of the pocket world could not last though and twenty five years ago the Lich Rezial seized control of the tower at the heart of Arden, sealing the gate to the world the wizards and their priestly allies called home. Still, the lich fears that adventurers or heroes from beyond might find some other way to enter his personal dominion.

Bedlam: Populated by the undead remnants of Rezial's original force, the town has been renamed by the scattered survivors of the realm. The tower is now a quiet place where a few dark wizards loyal to Rezial carry out their work. The sealed gate is under constant guard by powerful forces lest the old world find a way back into Arden.

Woodrest: None of the great wizards, clerics, or warriors survived Rezial's conquest. Only a handful of fledgling apprentices with scavenged books reached the confines of the Endless Wood. Those that did make it have banded together to create this small sanctuary. Numbering a few hundred and composed of humans, elves, and a few dwarves; everyone assumes Bedlam must be aware of them, and certainly has

spies within the Realm's largest surviving community. The most popular rumor says that they are allowed to survive so that Rezial has a steady supply of living test subjects.

1. Loch Astra: The shores of this deep lake are littered by rotting boats. Some of the undead have been spotted carrying unknowable things into the water, sometimes not returning to dry land until hours later.

2 & 3. Caves of Moloch: The caves were formed to provide passage through the mountains. There is an easy but long path underground, but many side tunnels lead to holding areas and secret chambers once used for dangerous magical experiments.

4. The Waste: Once part of the Endless Wood, this dry wasteland didn't exist until after the gate was sealed. Some claim it's a sign the Realm is dying.

5. The Endless Wood: This great forest rings all of Arden. None are certain how many places the Waste has begun to form within its confines. No longer as safe as it was in the past, there is still plenty of game available. Despite its name the forest is not endless, after a number many miles the trees thin out giving way to the Mist.

The Mists (not on map): A fog skirting the Endless Wood, it conceals great bluffs that seem to drop into infinity. Monsters of unknown origins have been seen coming out of the mists, even after the gate was sealed.

The Void (not on map): If anyone were determined enough to find some way to cross the edge of the Mist Bluffs they would find themselves in the Void. None have ever returned from its maw and even the wizards of old were careful to avoid its tendrils.

Adventuring Notes: When Razial smashed the defenses put up by the wizards many grabbed what items they could and fled Bedlam seeking refuge anywhere they might feel safe, even if only for a time. As the purge of life continued it resulted in the scattering of rare and unique items, weapons, books and tools used by the old inhabitants of Bedlam. These treasures remain lost and only whispers of fables hint at what things might have been left to guard them.

Any heroes who find their way into Arden or any local soul that finds that special spark of adventure within themselves must not only contend with the undead of Bedlam, but also the Mist Monsters and things brought over by the wizards for their experiments. There are rumors of an orc tribe, monstrous chimera, constructs, and many other dangers no mortal eye has gazed on and survived in many years.