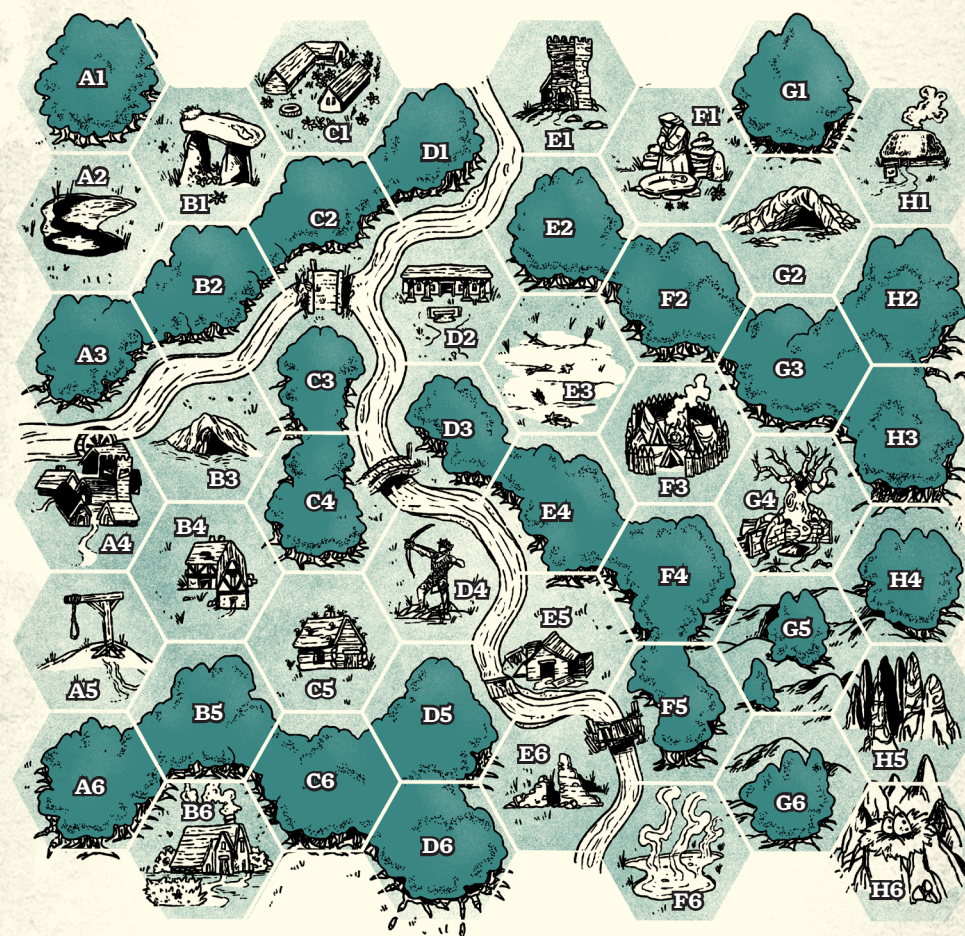




1. The Mill
2. Church
3. Old Parochial House
4. Galloping Goat Inn
5. Ulvar's Cabin
6. Smithy
7. Hendenburgh Manor
8. Requisitioned barn



- |                             |                          |
|-----------------------------|--------------------------|
| A2. The Pond                | E1. The Old Tower        |
| A4. Hendenburgh             | E3. Site of Battle       |
| A5. The Gallows             | E5. Fishing Cabin        |
| B1. Giant dolmen            | E6. Ruined fortification |
| B3. Reluctant Hermit        | F1. Widow's Grotto       |
| B4. Aelfwin's Hunting Lodge | F3. Bastard Encampment   |
| B6. Crones' cottage         | F6. Hot Springs          |
| C1. Infested silver mine    | G2. Cave                 |
| C3. Troll Toll              | G4. Tyrant's Tomb        |
| C5. Woodcutter's Hut        | H1. The Thirsty Sprite   |
| D2. Ancient Villa           | H5. Strange Petroglyphs  |
| D4. Ancient Statue          | H6. Wyvern's Nest        |

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DESIGNED FOR USE WITH  
**OLD-SCHOOL  
ESSENTIALS**



# The Horrendous Hounds of Hendenburgh

THE MERRY MUSHMEN  
By Liam Pádraig Ó Cuilleain

Are your players yearning to venture in a direction that's blank on your map? Roll 1d10 either once or twice for more variety.

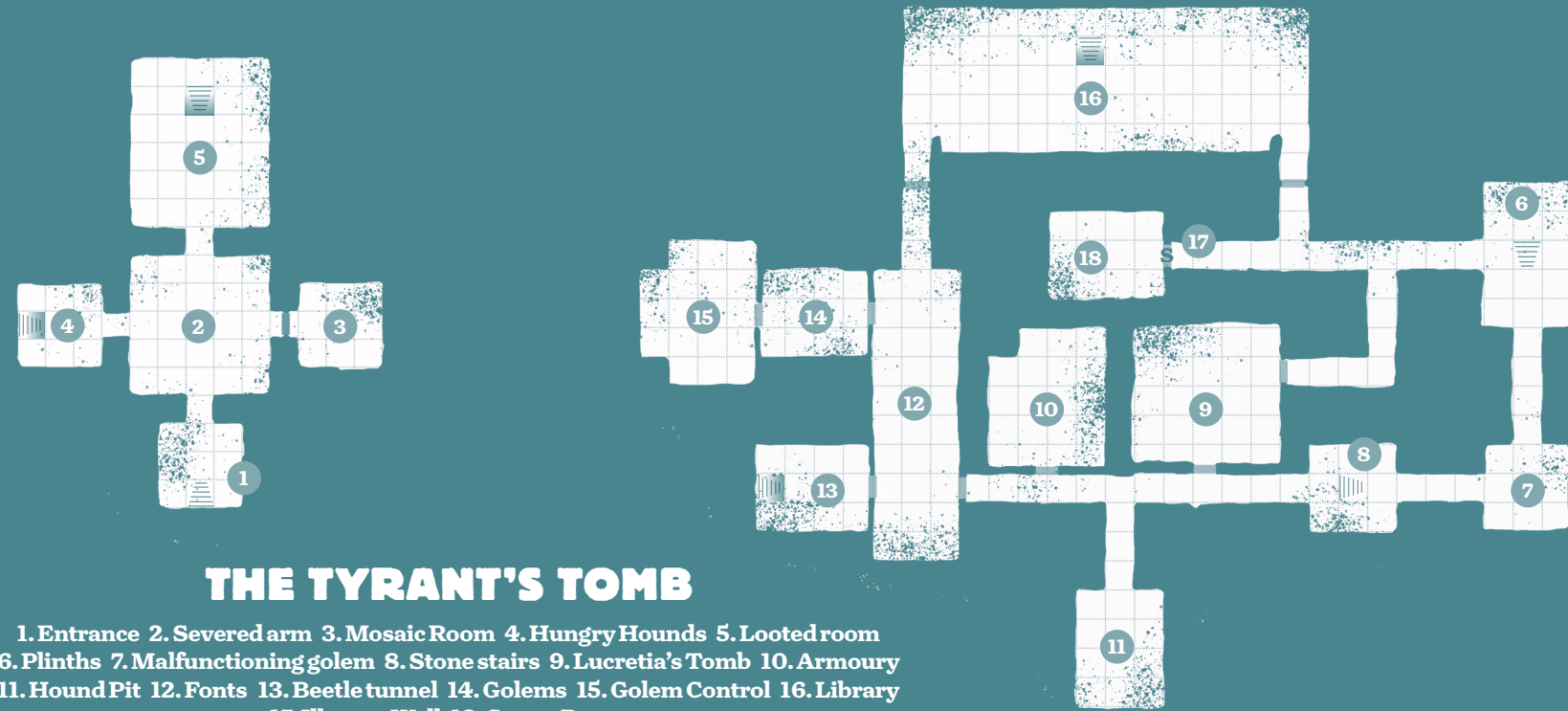
## What lies beyond the Kryptwood?

- 1)- The **Saffron Expanse**, a lawless borderland between the Iron Duchies and the Shahdom of Zaal, where the ruins of an ancient elven civilisation are said to contain great treasures.
- 2)- The **Holy Tundra**, a cold and desolate land whose scattered population yearns to be liberated from the authoritarian rule of the Knights of the Copper Chalice.
- 3)- The **Duchy of Bren**, a once-wealthy province now ravaged by a mysterious plague that transforms its victims into cannibalistic monsters.
- 4)- The **Coast of Conn**, a poor and infertile region whose inhabitants are said to conduct dark sacrifices to ensure bountiful fishing.
- 5)- The **Tower of Marvolo the Magnificent**, a reclusive wizard widely considered the greatest spellcaster alive.
- 6)- The **Desolation of Yarth**, a blasted land ruled by a tyrannical dragon who demands extravagant tribute from neighbouring states.
- 7)- The **Shortgrass Prairie**, where Centaur Khanates vie for control of the trade routes between the lands of man and the distant Amethyst Empire.
- 8)- The great maritime city-republic of **Ferzano**, whose cutthroat nobles are as adept at murder as they are at dancing the quadrille.
- 9)- The **Bog of Arn**, where furred crocodiles prey upon fools who stray from the narrow causeway that marks the only safe passage through the deadly mire.
- 10)- The lonely and long-abandoned **Fortress-city of Buzzati**, built to guard against attacks from an empire that fell a millennium ago.

## Why go there?

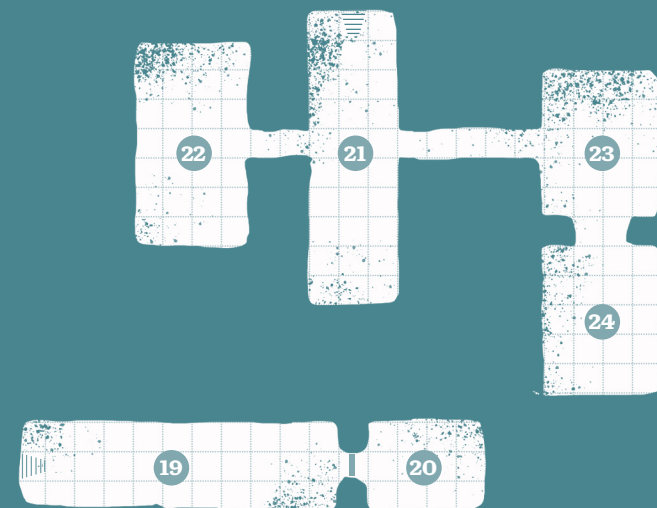
- 1)- An oak staff, sacred to elvenkind, has been looted from the lost city of Ildrazil. The elves of the north threaten a bloody crusade unless it is returned to its rightful place.
- 2)- Mysterious warriors have been raiding nearby lands, press-ganging unlucky peasants into corvee labour. What few rumours have emerged speak of an enormous excavation requiring thousands of labourers.
- 3)- A refugee nobleman seeks a cure for his now feral daughter, confined to a golden cage since she succumbed to a mysterious malady.
- 4)- The legendary leviathan has emerged from the ocean's abyssal depths! The creature's blubber alone is worth more than a royal treasury.
- 5)- An apparition recently appeared in the skies above the capital, announcing that a powerful magic-user sought worthy apprentices (and that only the ambitious, the mad, or the foolhardy need apply).
- 6)- The bankrupt Duchess of Blackwater has failed to pony up an ancient dragon's tribute. Nobles and commonfolk alike watch the skies and prepare for the worst.
- 7)- A dissolute centaur outcast claims she has found the lost grave of the first Khagan. She is willing to show the location to anyone willing to pay her bar tab.
- 8)- An exiled doge seeks to recover her throne. She travels from town to town in a golden barge, seeking mercenaries and adventurers willing to risk their lives in a great reconquest of her wealthy but turbulent city.
- 9)- Robárd Rí, the famously wealthy king of Osraige, recently vanished while traversing the region. Adventurers descend upon the land, hoping to recover the late king's priceless crown.
- 10)- Ghostly soldiers in ancient raiment patrol the roads and garrison long-abandoned barracks. They claim that invasion is imminent and seek volunteers to bolster their numbers.





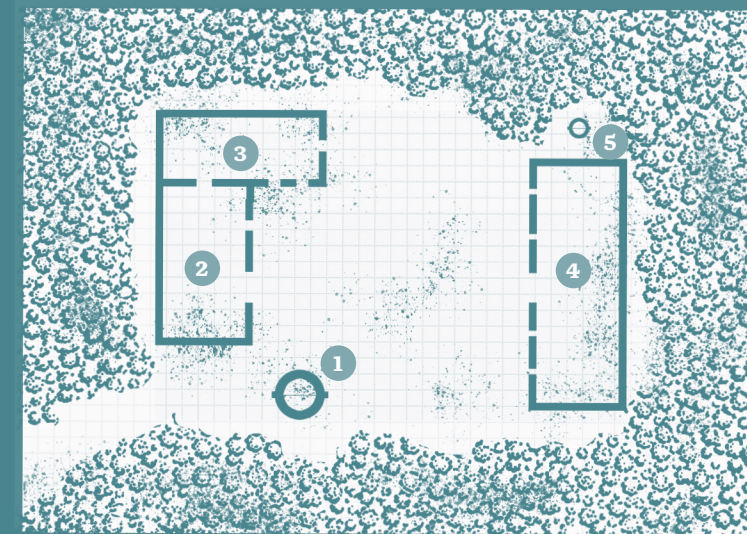
## THE TYRANT'S TOMB

1. Entrance 2. Severed arm 3. Mosaic Room 4. Hungry Hounds 5. Looted room  
6. Plinths 7. Malfunctioning golem 8. Stone stairs 9. Lucretia's Tomb 10. Armoury  
11. Hound Pit 12. Fonts 13. Beetle tunnel 14. Golems 15. Golem Control 16. Library  
17. Illusory Wall 18. Secret Room



## THE INFESTED SILVER MINE

1. Mineshaft 2. Refinery 3. Office 4. Living Quarters  
5. Ventilation Shaft 6. Elevator 7. Survivor 8. Powder Room  
9. Intersection 10. Safe Room 11. Strange fossil 12. Feast  
13. Corpses 14. Natural cavern 15. Blind King's Throne  
16. Silver Vein 17. Webbing 18. Queen's Lair



## THE ANCIENT VILLA

1. Courtyard 2. Portico 3. Collapsed room 4. Baths  
5. Scriptorium 6. Tablinum 7. Macabre Fresco 8. Cistern  
9. Torture Room 10. Mirror Room 11. Dead man room  
12. Ossuary 13. Trophy Room 14. Shrine  
15. Armoury  
16. Treasure Room

