

# INTRODUCTION

Points of Light is the default setting of the new Fourth Edition Dungeons & Dragons game; a place where civilization exists in isolated outposts scattered throughout a dangerous wilderness. The vision of Points of Light is specific: Civilization does not consist of widespread nations and empires, but small city-states or groups of villages that have banded together for mutual support and protection. Between outposts lies only monster-haunted wilderness dotted with the ruins of a once glorious past and darkened by the ever-present shadow of the unknown. I was inspired when I read about Points of Light, and I found myself thinking: How far can I extend this concept?

One of the most beloved early modules published by TSR is *Keep on the Borderlands*. It featured an enclosed wilderness map with a dozen or so encounters that tied together the Keep and the Caves of Chaos, and confined them to a small area that could be dropped into any DM's campaign.

Since *Keep on the Borderlands*, this aspect has seen little development. Hundreds of modules have been published with dungeons and other detailed locales, some so large that an entire campaign from 1<sup>st</sup> to 20<sup>th</sup> level can be spent exploring them. Many grand settings were published as well, but there has been precious little in between.

This product occupies the middle ground between the dungeon and the civilized world. It introduces four lands designed to fit into any DM's campaign with little or no work. Using these as a starting point, DMs can expand outward and send their players on new and exciting adventures.

## OVERVIEW

Each of the four new lands presented in this product is designed to interpret the Points of Light concept in a different way. The people, monsters, and geographical features of each land provide a distinct flavor, and are designed to lie on the edge of the campaign world.

### Points of Light Series

Several concepts and ideas are reused from the first Points of Light in this series; however, presenting an entire world is not the primary goal of this product or the series. Reusing and expanding earlier content allows us to have more locales in each land. This approach also makes the information in the other lands useful for the referee that uses only one or two of the settings.

### THE HEX MAP

Each land contains the following: a numbered hex map, an overview, an alphabetical listing of geography, a rumor chart, a wandering monster chart, and a series of detailed locales keyed by the hex number. The scale of each hex is marked on the map.

A grid of hexes, arranged in columns, makes up the maps. The hex numbers are given in a four-digit format (1213, 0114, etc). For example, 0211 means that it is in the "02" column (the 2<sup>nd</sup> column of the map) and is 11 hexes down. Sometimes the hex number will not be clear because of the terrain in the hex. In this case you will need to count hexes.

This system of using hex numbers allows a DM to quickly look at where locales are on the map and what locales are near a location. This helps keep the map uncluttered and easy to read. Geographical features are composed of multiple hexes, and are labeled directly on the map. They are listed alphabetically in that map's chapter.

### GAME SYSTEM

This is a generic fantasy product. The stats are kept brief because of the volume of information; only class, level, and role are given. You will need some time to look up precise stats for your game system. While levels and role are listed for monsters and level and class listed for NPCs, you should adjust both in accordance with your rule system. They are included as an indication of relative power.

### ADVENTURING ADVICE

The format in which the four new lands are presented is designed to aid players in their exploration of the world. With a list of locales, it is easy for players to determine what is over the next hill, and what possible challenges

they might face once they get there. In addition, since the players can largely be left to their own devices, this format allows the DM more time to focus on the core adventures in his campaign.

Not every hex location has a description, and the provided background information is only meant to be a loose framework. DMs are encouraged to add material and make the setting unique to their campaigns.

### CAPSULE DESCRIPTIONS

All the lands in *Beyond the Sunrise Sea* are designed take place on the edge of the known campaign world. Each sets up a different situation involving exploration of a new world.

#### The Golden Shores

The Golden Shores is a land in the midst of being colonized. Adventurers can start on the very edge of civilization and explore the unknown hinterland. They will encounter unknown cultures, old enemies, and battle a darkness that has haunted the land for millennia.

#### Amacui

Not all exploration is about adventuring into a wild frontier; sometimes there are ancient civilizations to be found both living and long dead. Amacui only has a single trading post, but there are ruins to explore and new civilizations to discover.

#### The Misty Isle

The greatest threat to exploration is not the natives or 'things man is not meant to know,' but enemies from the old world. Here in the Misty Isles, enemies from different realms and factions fight amid the jungles and islands.

#### Mazatl, the Realm of the Bat God

Rising from the vast Jungles of Zaracar is a massive shield volcano. Here the blood god, Azartac, lives in the city of Mazatl in the volcano's caldera.

## MASTER MAP KEY

### Legend

Desert		Lava	
Forest		Swamp	
Jungle			
Escarpment			
Paved Road			
Road			
River			
Trail			
Castle			
Keep			
City			
Town			
Village			
Hamlet			
Mountains			
Foothills			
Hills			
Ford			
Lair			
Ruin			

# **THE GOLDEN SHORE**

## **INTRODUCTION**

What motivates a journey beyond the Sunrise Sea? The lure of wealth? Escape from the oppression of a tyrannical lord? Maybe it's to follow the footsteps of legends? The Golden Shore is a land of embattled forces struggling to establish a home. The players will find opportunity and danger amid the colonists, natives, and the dark wilderness of the interior. A fresh footprint on a new land; the Golden Shore is a place to begin things anew or a place to salvage the past.

## **BACKGROUND**

Seventy years ago, several boats from the kingdom of Gwynedd were caught in a storm while fishing in the Outer Banks. Blown eastward for several days, they found themselves lost in the middle of the ocean.

Captain Dustin Fost organized the small fleet and began to sail with the prevailing winds and current. Within a day, they found large amounts of plant debris floating in the water. Following the debris east, Fost discovered Powys Island and the shore beyond. More important than this discovery was an untouched fishing ground. For the next twenty years, Dustin Fost and his compatriots exploited Fost Bank and prospered. Dustin Fost tried to keep its existence a secret, but within a decade, word got around Gwynedd that new fishing grounds and new lands lay beyond the sunrise.

To Gwynedd's north lies its wealthier and more powerful neighbor, the Grand Kingdom. The Endarrs are one of the Grand Kingdom's most powerful noble families, and they control much of the realm's commerce and trade. Henry Endarr was a younger son of one of the family's cadet branches, and despite displaying remarkable

# **THE GOLDEN SHORE**

## **1d12 Encounter**

- 1 A Gothridge slaving party (2d6 Ftr4, 1d2 Wiz2) searching for an escaped slave (see 6).
- 2 Akhaioi hunting party (2d6 Rgr3) is tracking mastodons.
- 3 A pack of dire wolves (2d6, level 5 skirmisher) are searching for a new home.
- 4 A Porttown patrol (1d6 Ftr2, Rgr3) will question the party for any information concerning the Gothridges.
- 5 A herd of Mastodons (1d6 level 12 brute, 1d6 calves).
- 6 An escaped, comely female slave named Heather (Rog 3) is running from a slaving party (see 1).
- 7 Wights (1d6, level 5 skirmisher) are dragging 1d4 corpses back to Black Henge.
- 8 A troglodyte hunting party (3d6, level 3 brute) is feasting on the remains of three Akhaioi.
- 9 Chaos Beast (level 12 controller) in the form of an elongated ape with bone shards protruding from its back.
- 10 Drunken travelers from New Dyfed (1d6, Ftr2) will insist the party sing a song.
- 11 Trade caravan of tin and copper guarded by miner guards (10 Ftr1) and captain (Ftr5).
- 12 A Porttown patrol (Rgr5, 1d6 Ftr5) is escorting a prisoner back to town.

## **Rumors**

- 1 (F) The Dark is nothing more than myth.
- 2 (T) Men from New Dyfed are drunkards.
- 3 (T) The Ochre Emperor has taken an interest in the Golden Shore.
- 4 (T) The Akhaioi of this region are divided into two clans, the Ouimos and the Merkarios.
- 5 (F) Governor Endarr is planning to raise the whole colony to punish Prasin.
- 6 (T) Stay away from the island on the southwest shore of Brachan Bay. It is haunted.
- 7 (F) The southern bank of the Erados has been cleared for settlement. Stake your claim soon!
- 8 (T) There are more clans to the east. They live in the foothills of a great mountain range.