

GREY HAWK CAMPAIGN TANGENTS:

- HUMANOIDS + GANGS IN GEORGE
- TEMPLE OF ELEMENTAL EVIL IN VAST SWAMP
- STAR CAIRNS / LIZARD / DEER / GLENNER
- SLAVERS

CAPTURED!

- CHARACTERS ARE CAPTURED BY UNDERDARK FORCES THAT INFILTRATED / ASSAULTED THE SUNLESS CITADEL.
- DRIDER LEADER TAKES PRISONERS FROM UNDERDARK FOR 3 DAYS UNTIL THEY AWAKE IN TUNNEL.
(ALONG NEEN RIVER, WEST OF MISTMARCH)

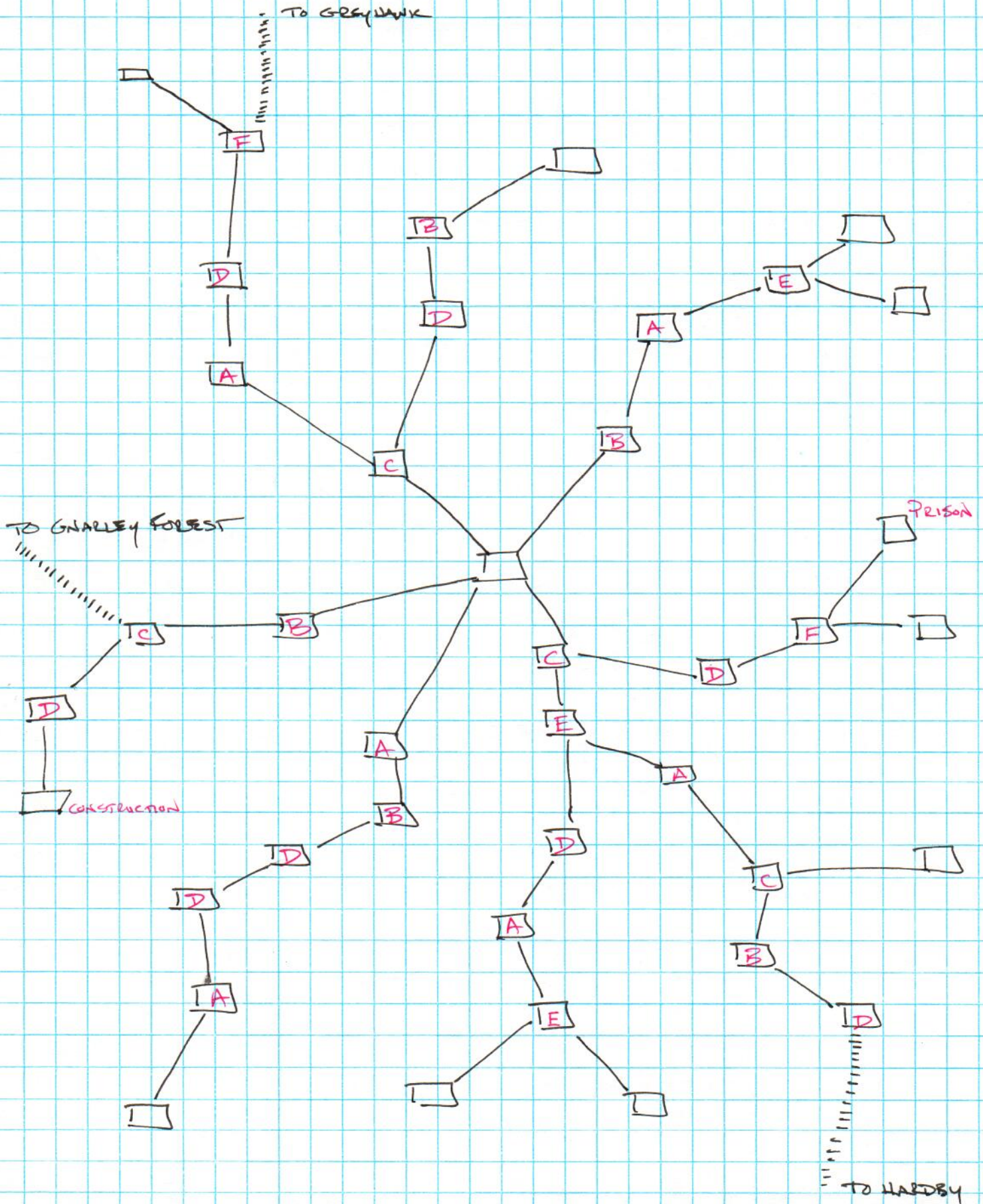
UNDERDARK CREATURES:

DRON	MIND FLAYERS	ORCS
DERRO	UMBERHULK	PECH
DUERGAR	SVIRFNEBLIN	BEHOLDER
DRIDER	KOBOLDS	IXZAN
HOOK HORROR	KUA-TOA	SPIDERS

UNDERDARK CRY -

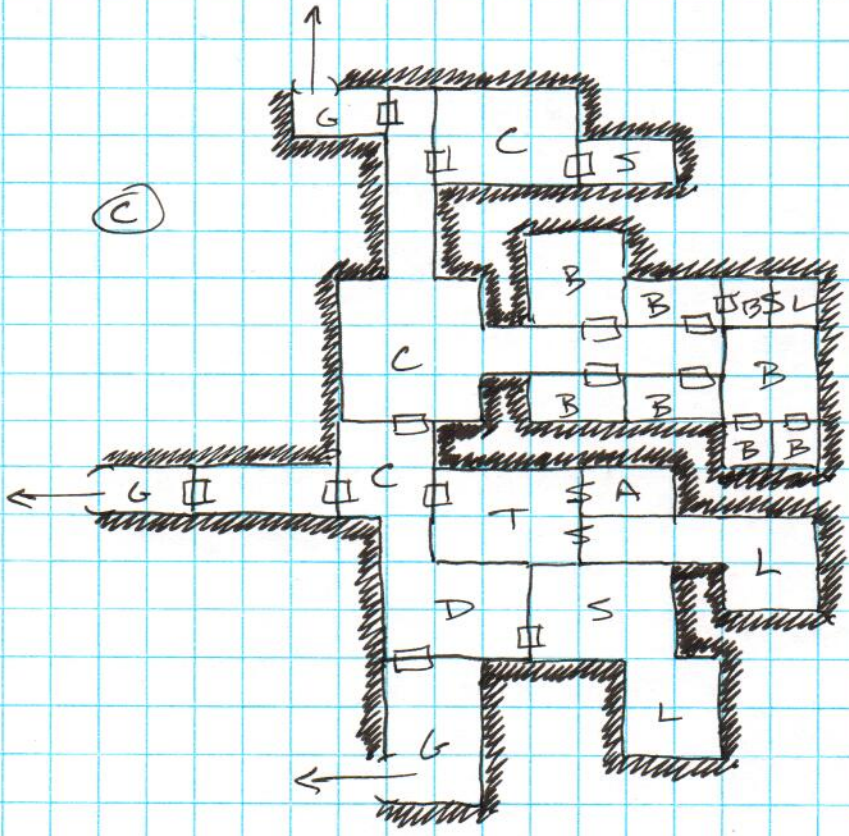
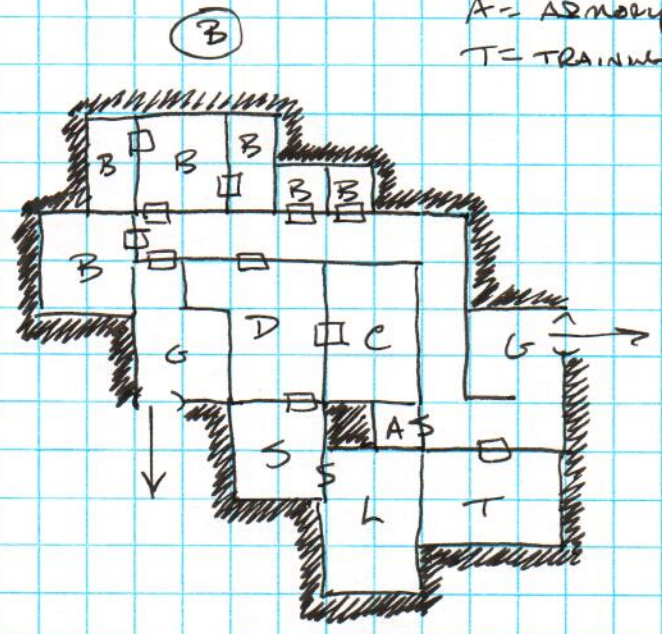
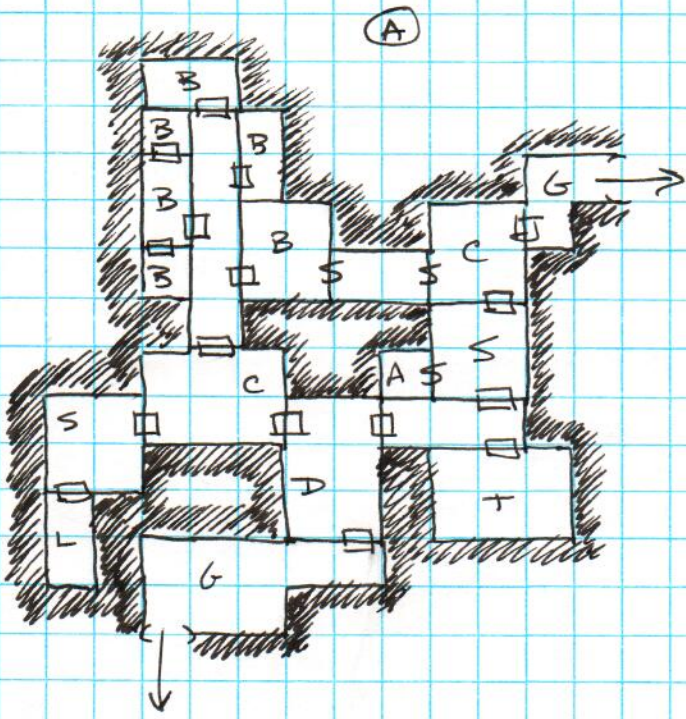
A	NA'ROSTRA	DRON	(PITCH)
B	EPHIL KANTRA	DUERGAR	
C	OR LINTRA	KUA TOA	
D	PA' CONOMOR	DRON	
E	XEXON	(BEHOLDER)	
F	AA'DEL	DRON	
G	ISHINTH	FLAYER	
H	SA' ELBER	DRON	
I	ALAWIN	SVIRFNEBLIN	
J	TA' RE' MOOR	DRON	
K	ZA' KINLAIN	DRON	

CLAN PEDREL OF NA'ROSSRA

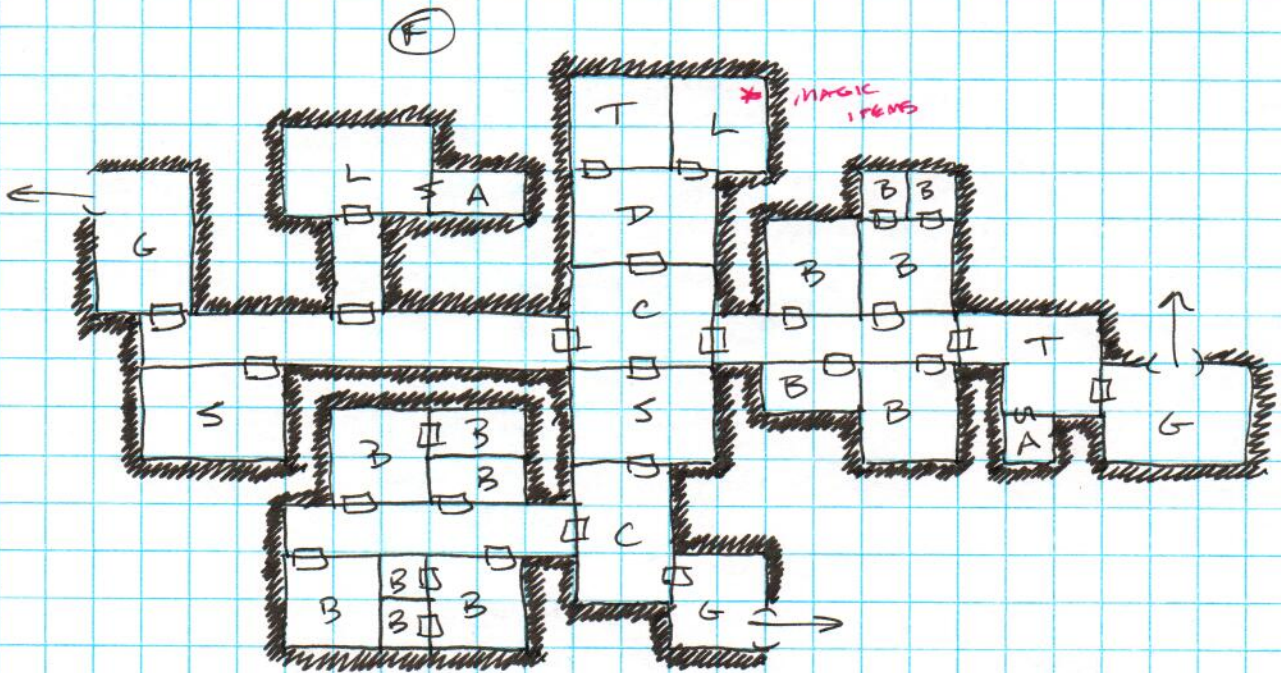
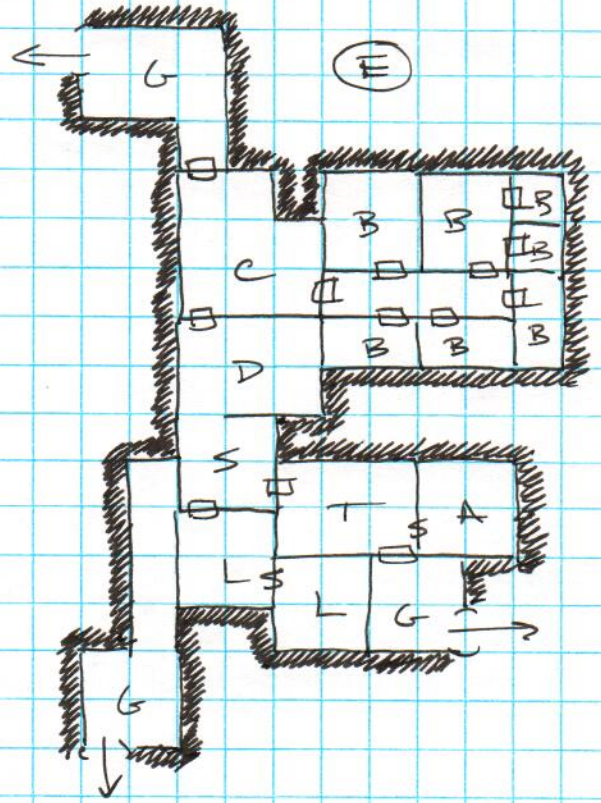
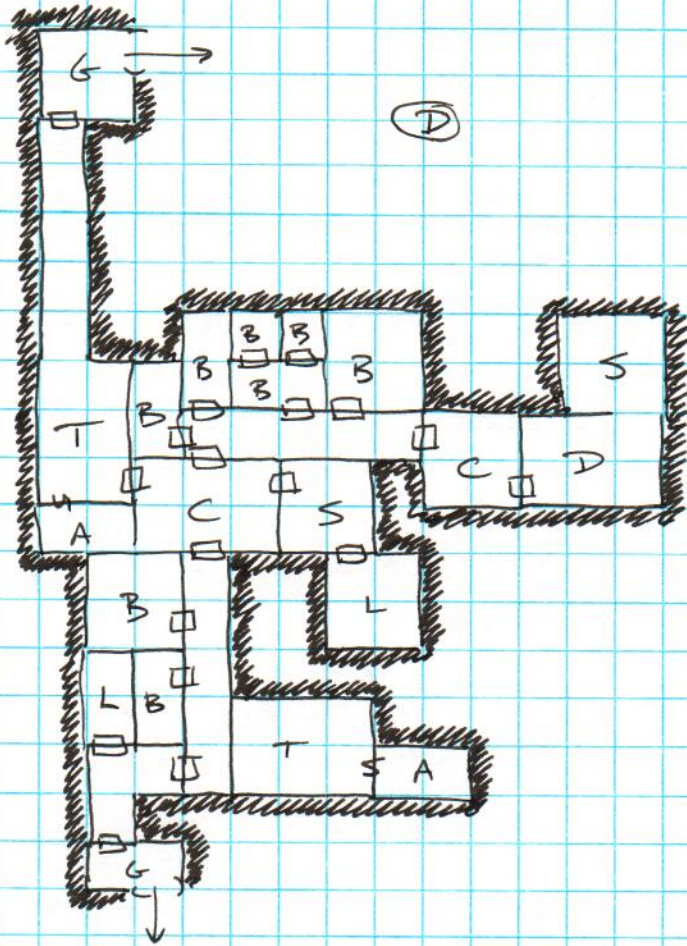


PERIEL CLAN FAMILIES:

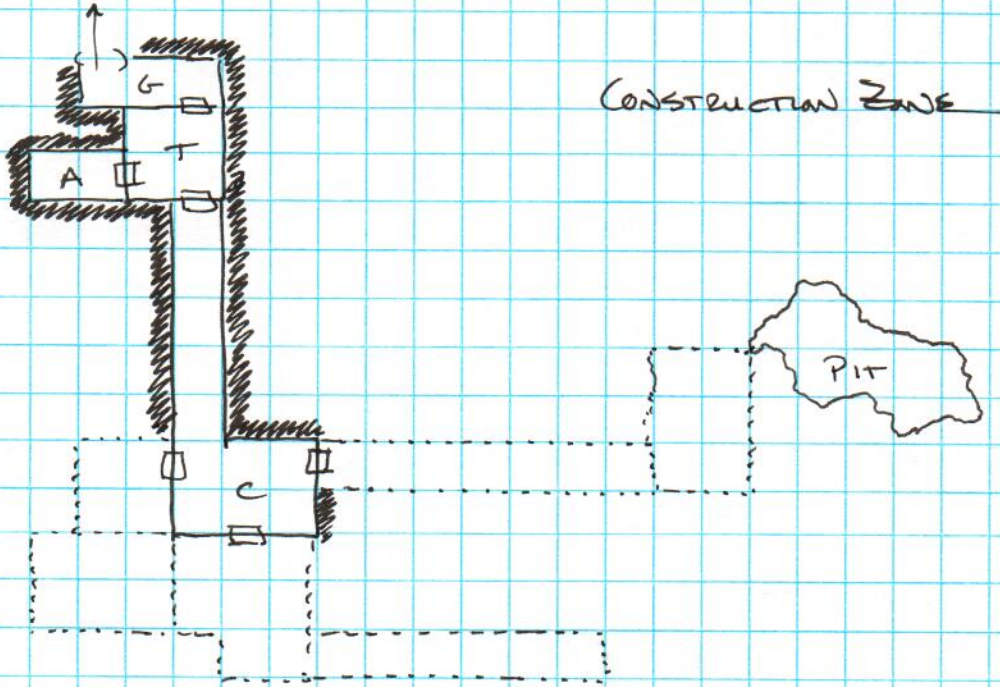
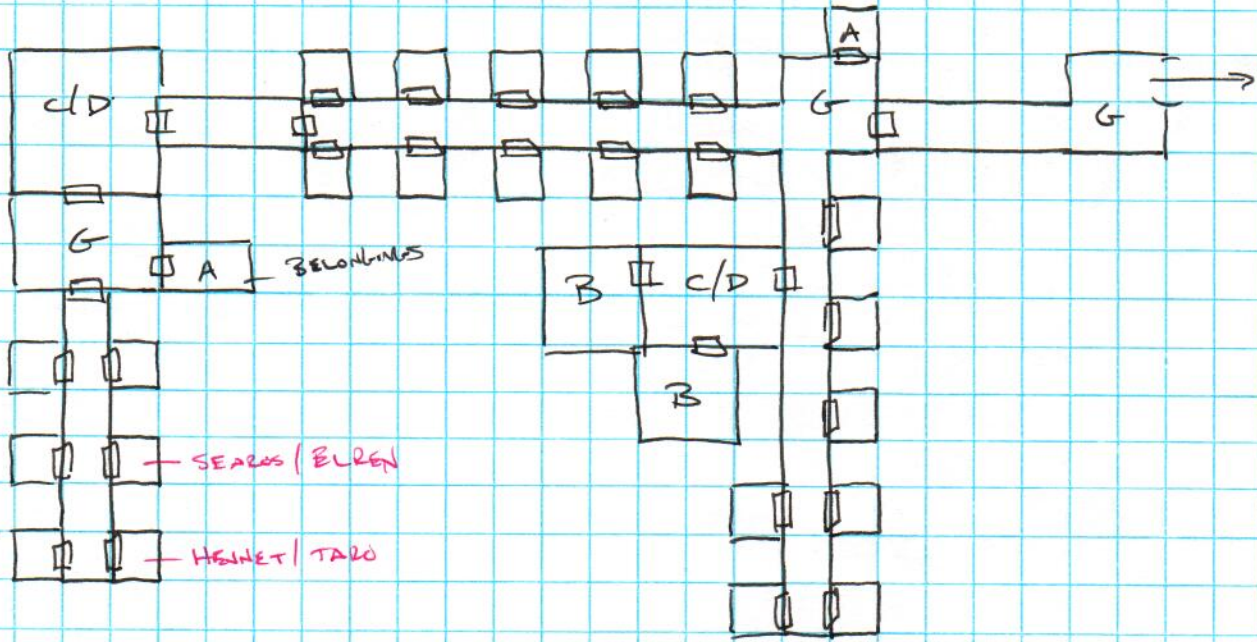
- B = BEDROOM
- C = COMMONS
- D = DINING/KIT
- S = STUDY
- L = LAB
- G = GUARD
- A = ARMORY
- T = TRAINING

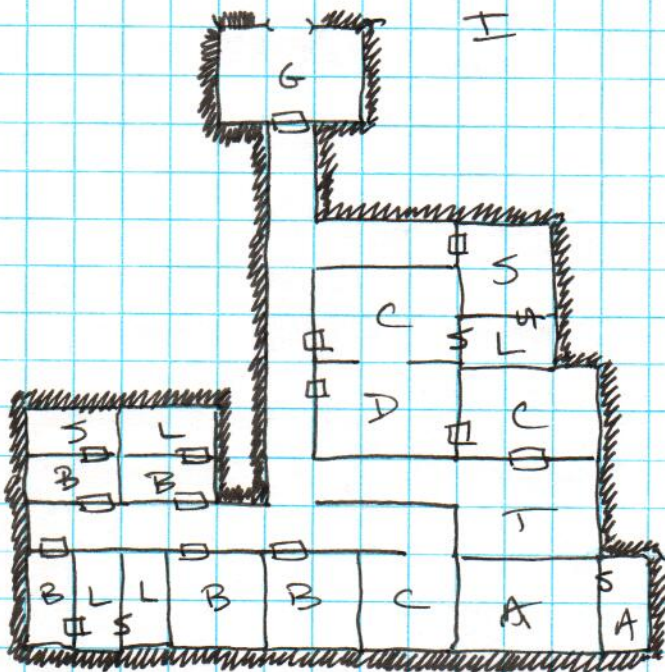
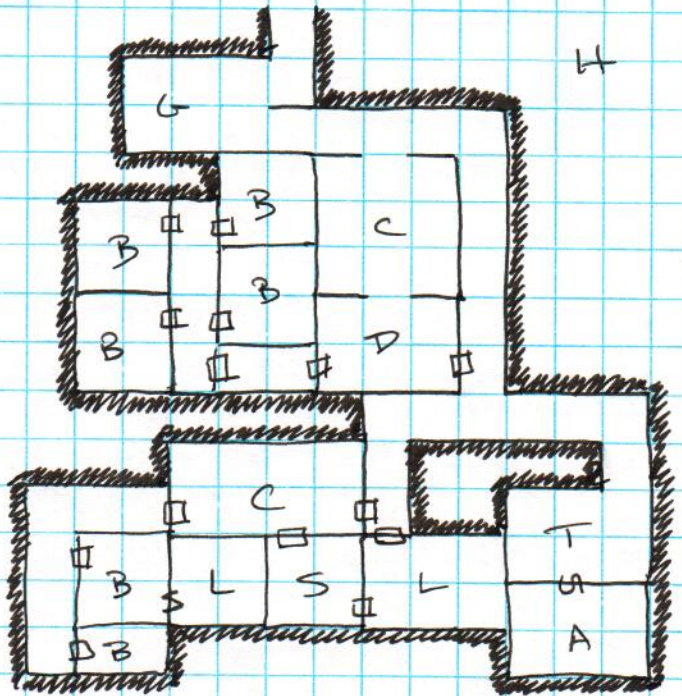
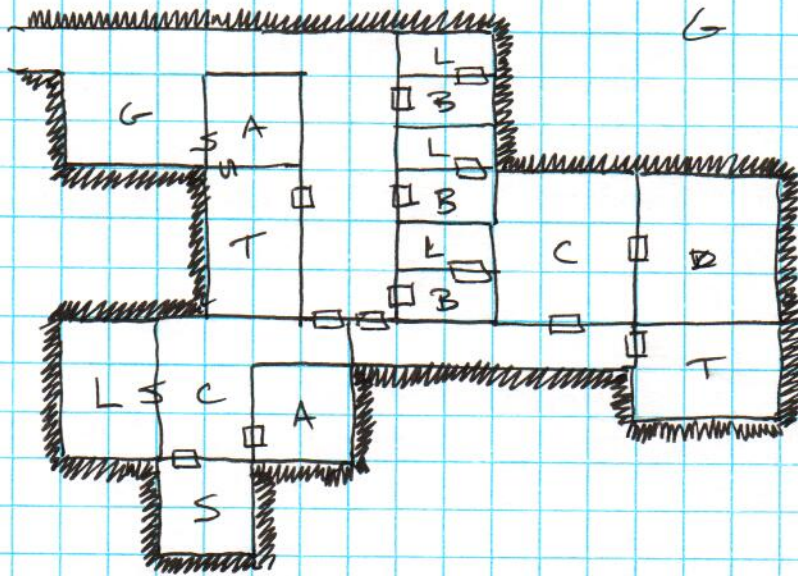


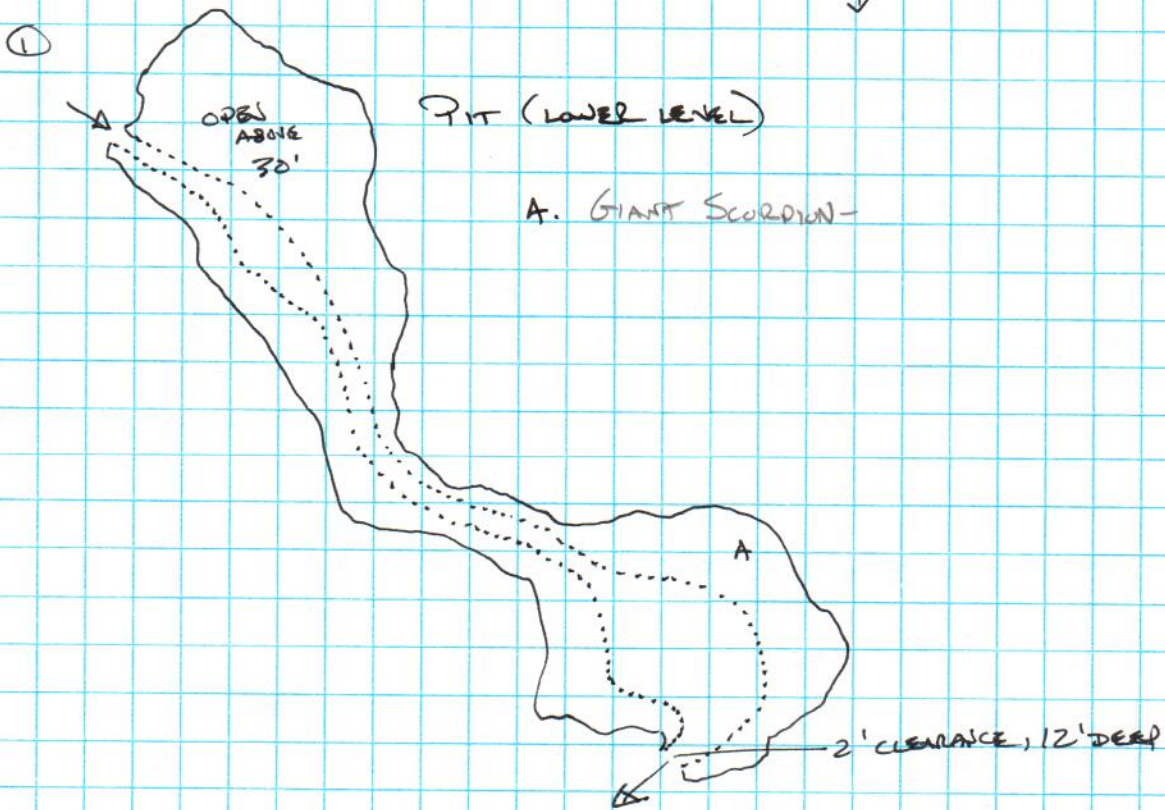
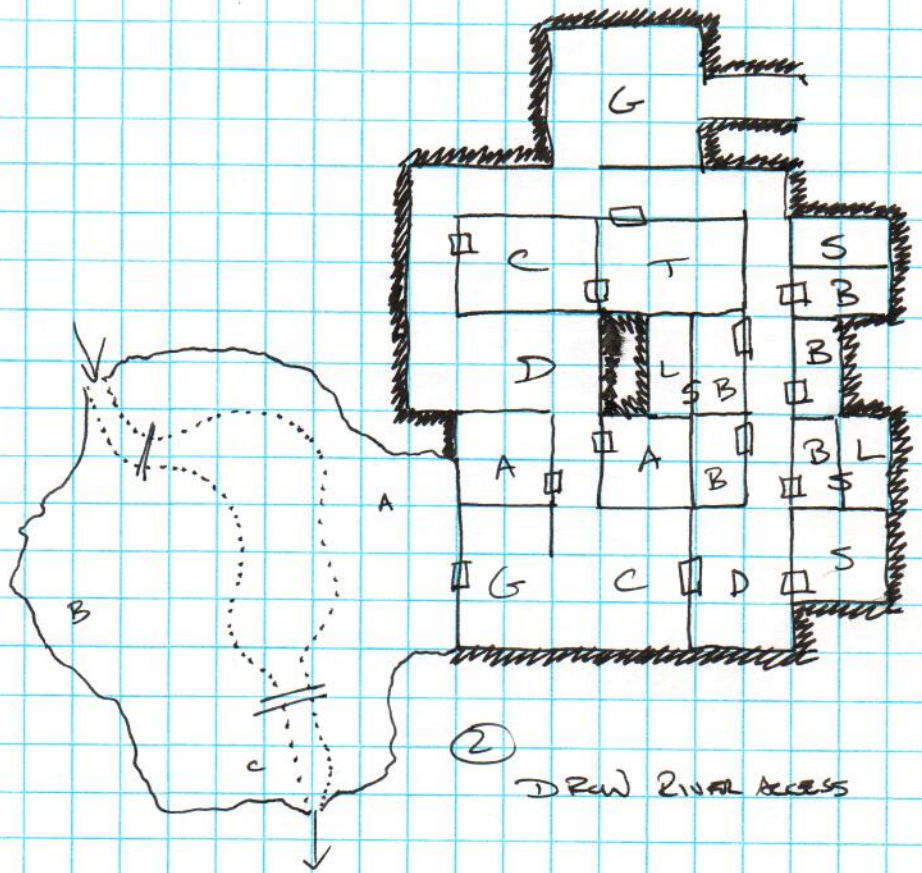
PERIEL CLAN FAMILIES:



Draw Prison

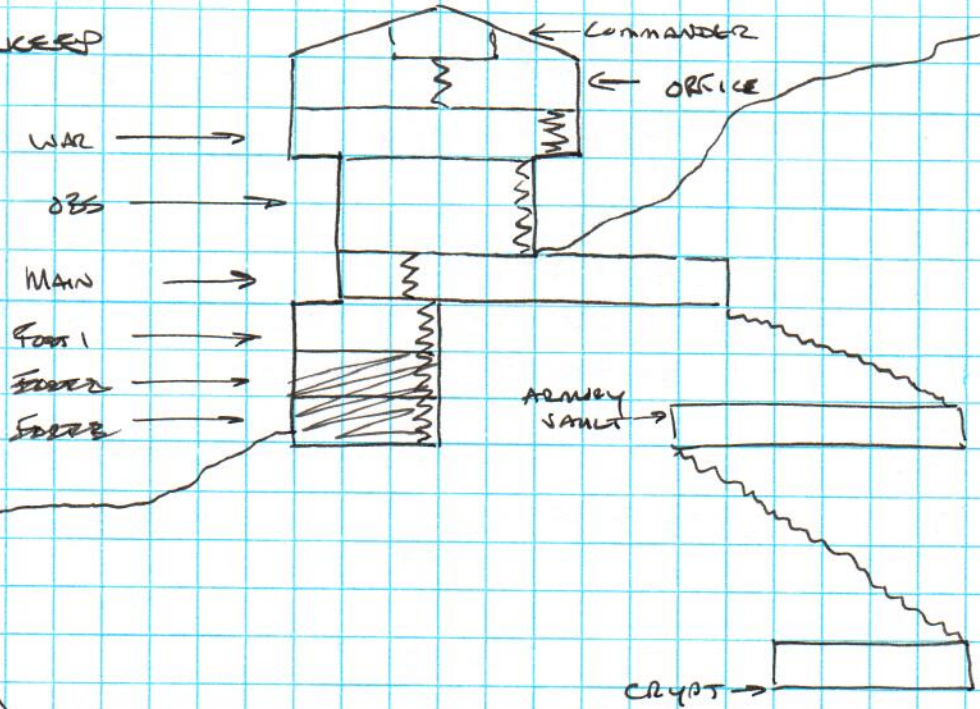




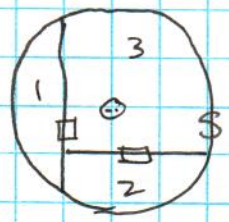


ANCIENT SUEB FARKEEP

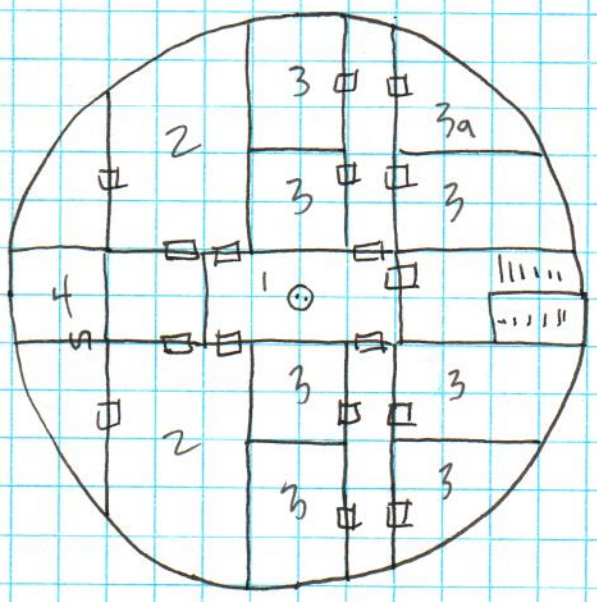
H = 20'



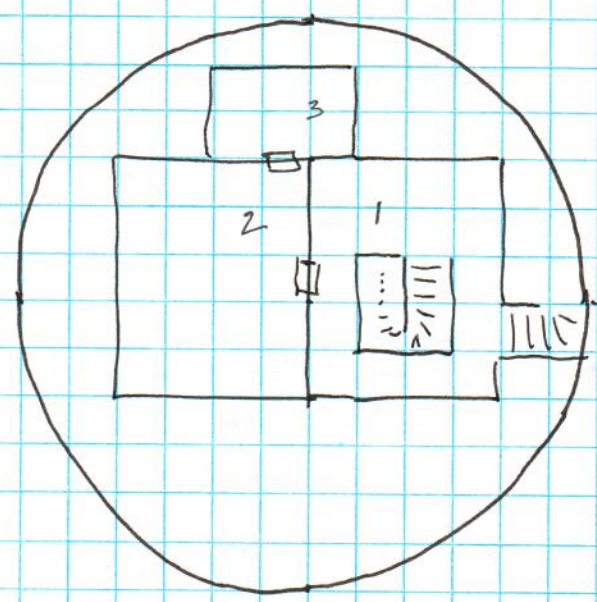
COMMANDERS LEVEL (TOP)



OFFICE LEVEL

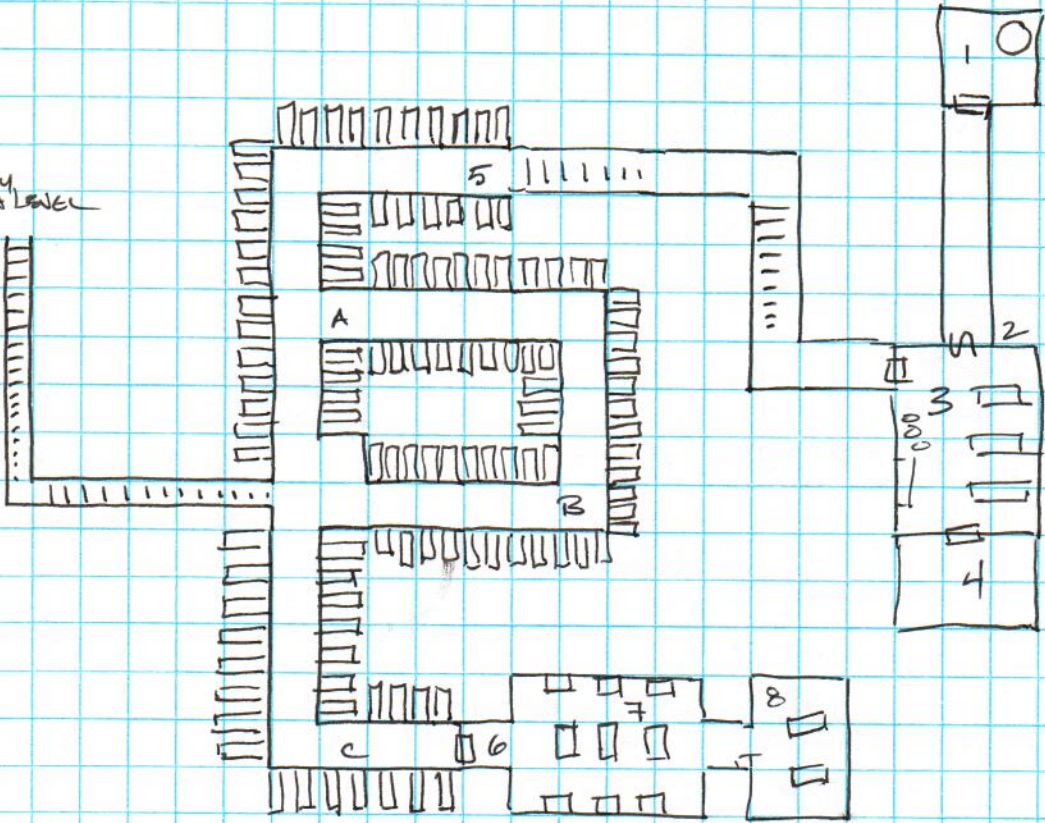


WARBOUN LEVEL

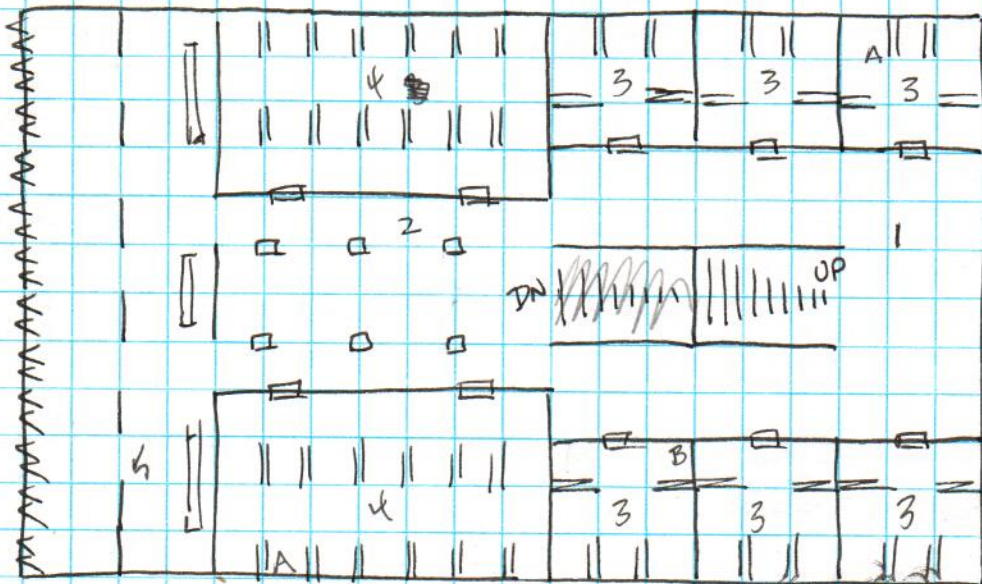
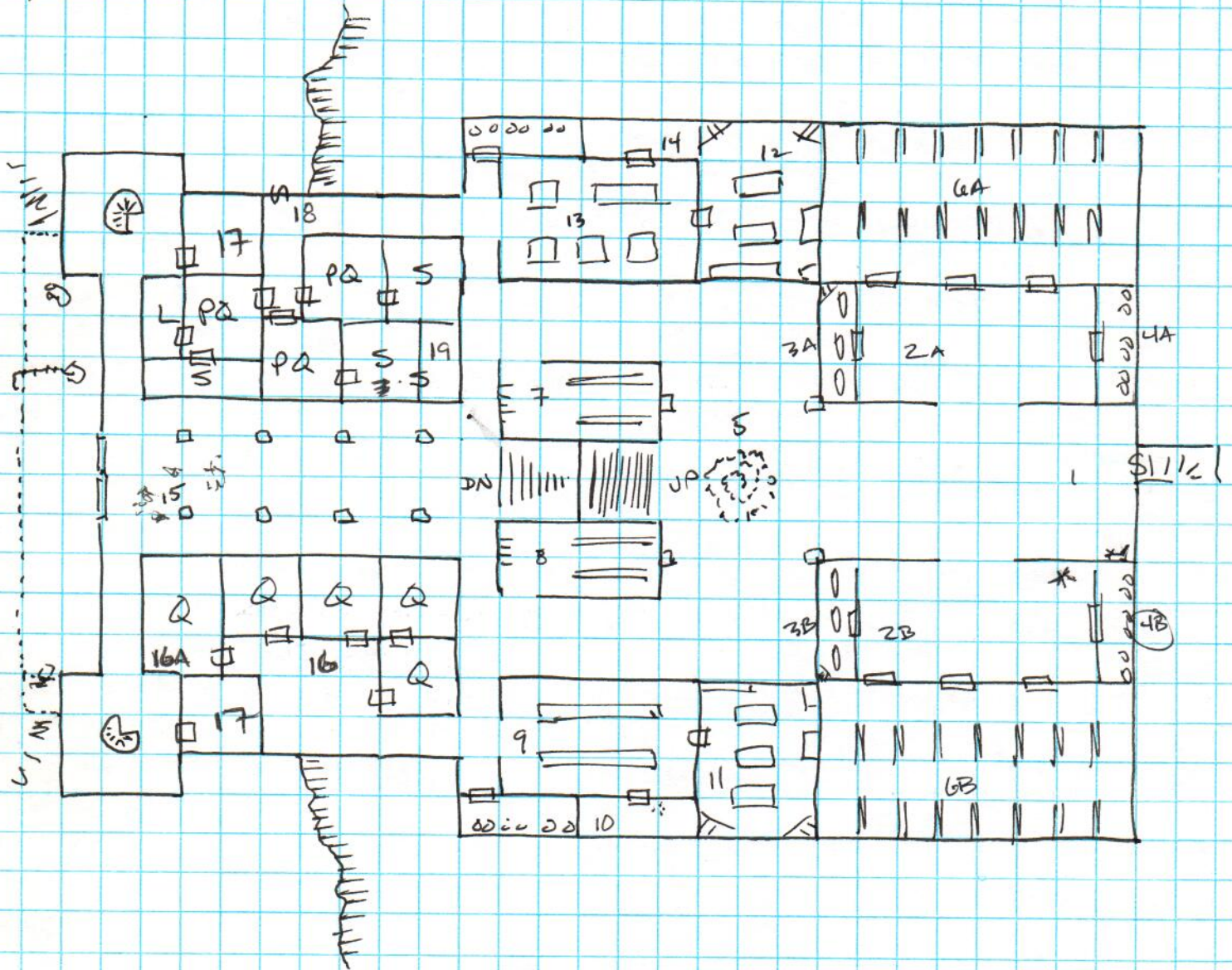


CRYPT LEVEL

ARMORY
TO ARMORY LEVEL



MAIN LEVEL

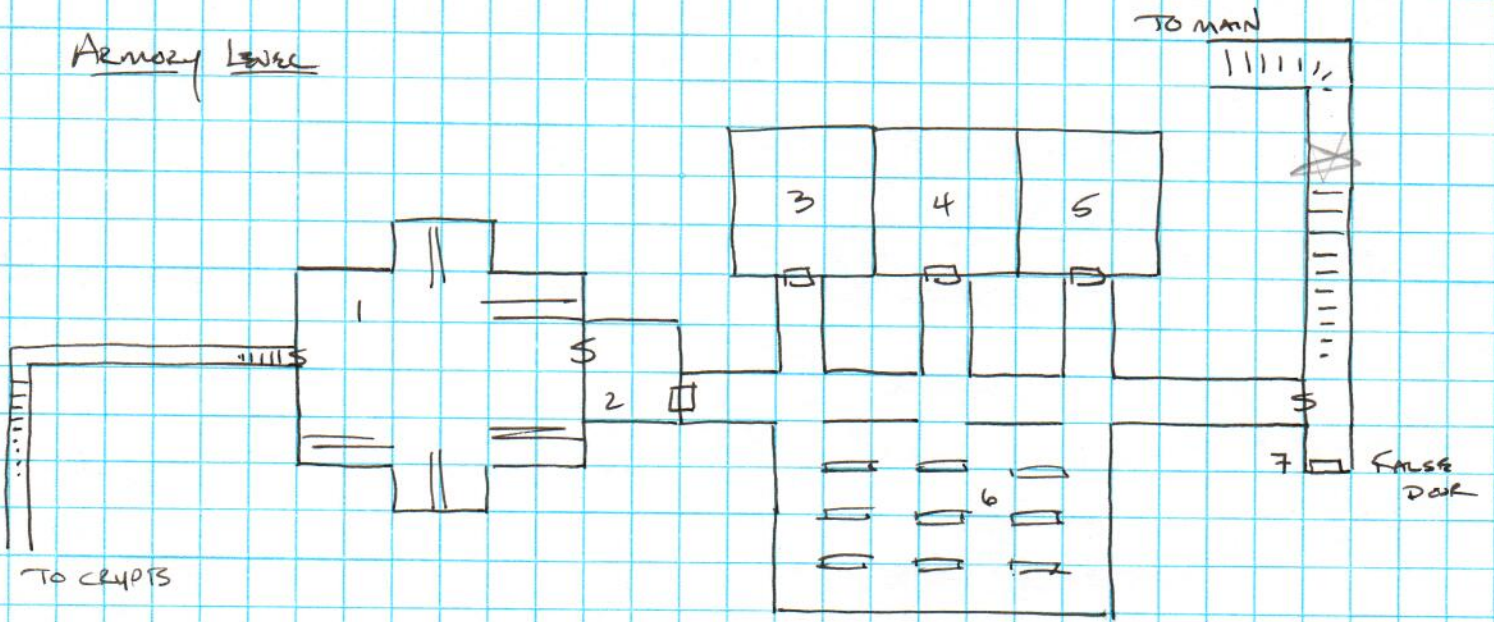


FORTRESS LEVEL

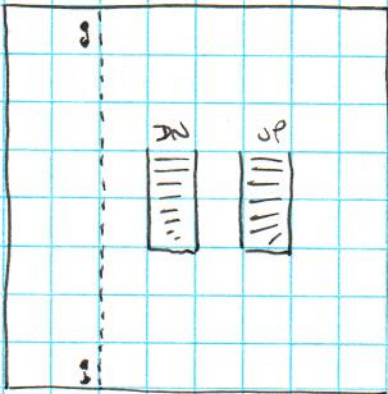
↑
ARCHERS

↑
WIZARDS

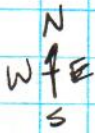
ARMORY LEVEL



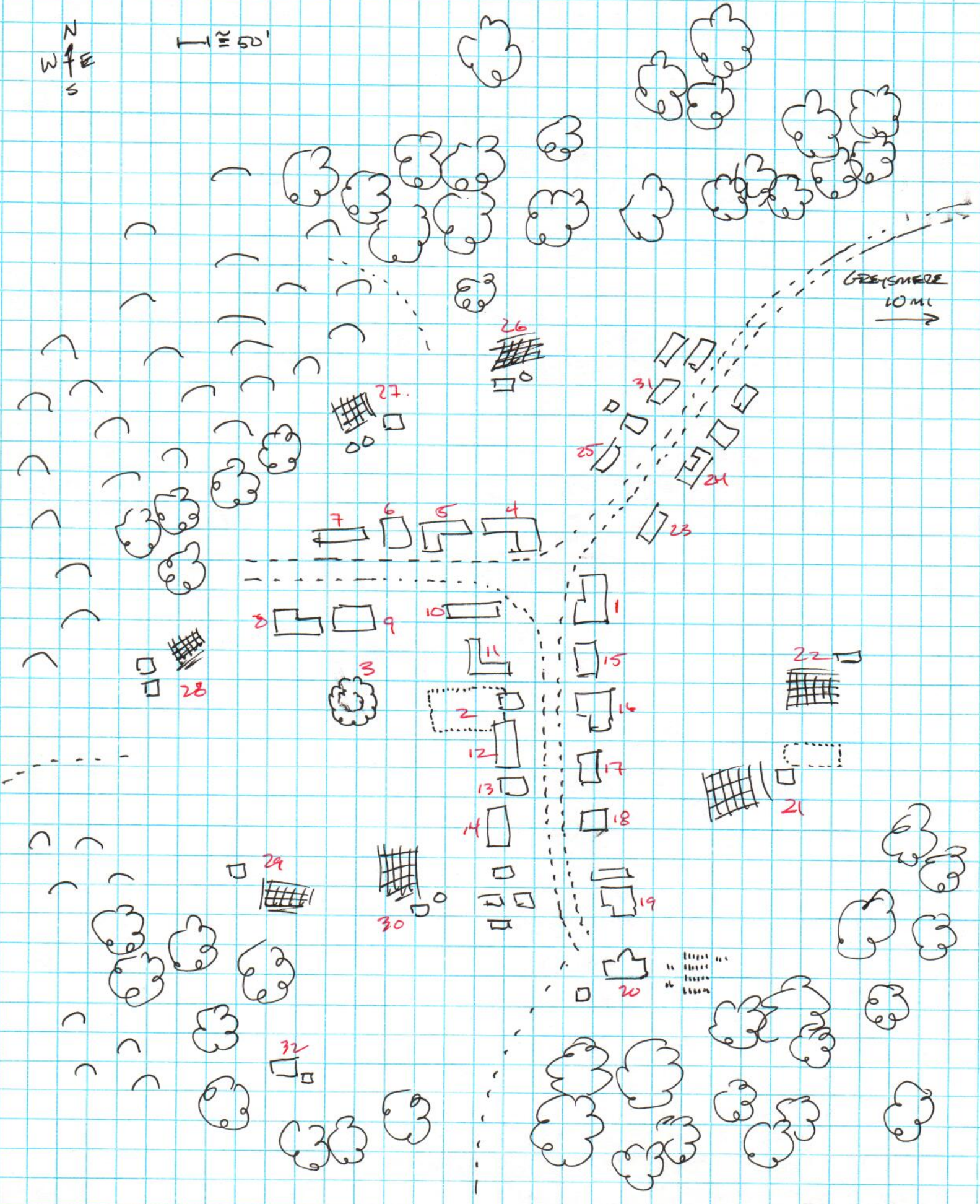
OBSERVATION LEVEL



WHISTLING-HOLLOW



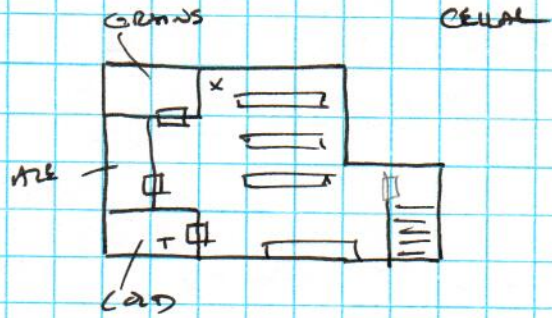
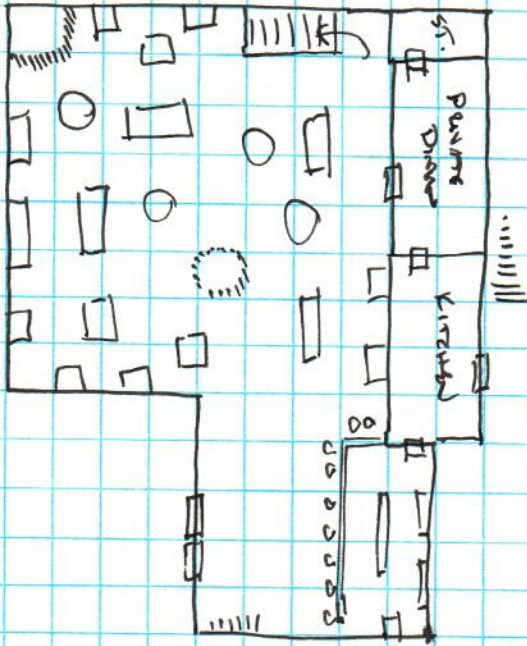
1/4" = 50'



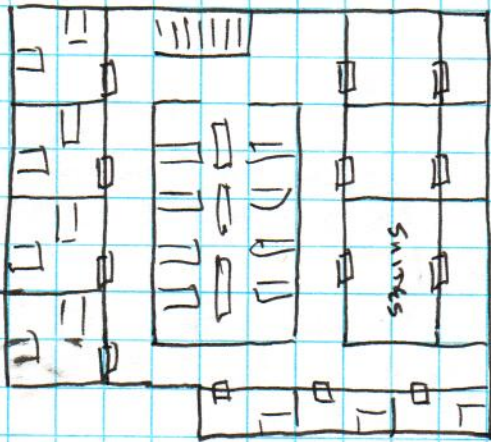
1. HAPPY HARRY INN
2. EDGAR DUNN STABLES
3. OLD BEECH
4. HORNE'S MERCHANTILE
5. NODD TACK + HARNESS
6. DEWBY BOARDING HOUSE
7. PETULA'S DINER
8. HAP'S HALF-BEDS
9. BROKEN FAGON TACKEN
10. MAD BASSER'S FABULOUS ADVENTURIA EQUIP.
11. DOZ YG'S FORMULAS + TONICS
12. WYNN'S BOARDING HOUSE
13. INGENE RESIDENCE
14. BLACKSTOOL RESIDENCE
15. GARAK'S CLOTHES
16. FUNNY BUMP'S INN + TACKEN
17. 9 COPPER STORE
18. END OF THE ROAD BAR
19. JAKE'S BATHHOUSE
20. TEMPLE TO PHYTON
21. PEYDON FARM
22. DARBY FARM
23. AMBER'S FEED + GRAIN
24. DERRIEN SMITHY
25. JAYCE'S CART (MAP MARKERS)
26. HEMDAL'S FARM
27. SAKHORN FARM
28. MANDROOT FARM
29. APPLEBAUM FARM
30. WICKERSTAND FARM
31. CARTHIA RESIDENCE
32. TURMOK STONE TOOTH

Funny Bump's TAVERN & INN:

1ST FLOOR



2ND FLOOR



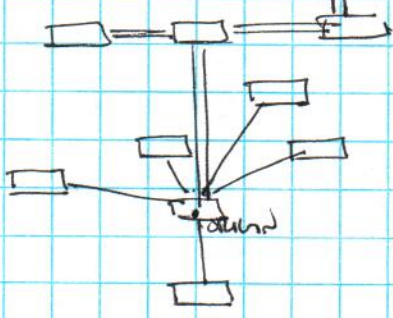
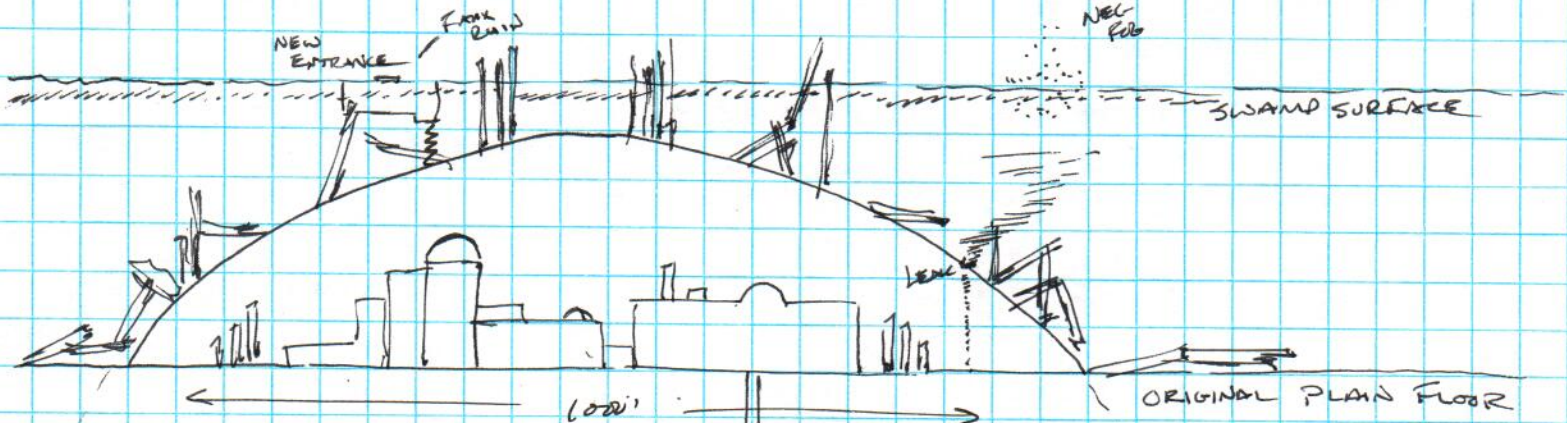
THE KING'S DILEMMA -

LIZARD KING RESCUED RANDAL KEYSOMER FROM DAN "BLUE SKINS"
DURING CROSSING UNDERGROUND

NEED "WHITESKINS" TO HELP W/ MARCH PROBLEM

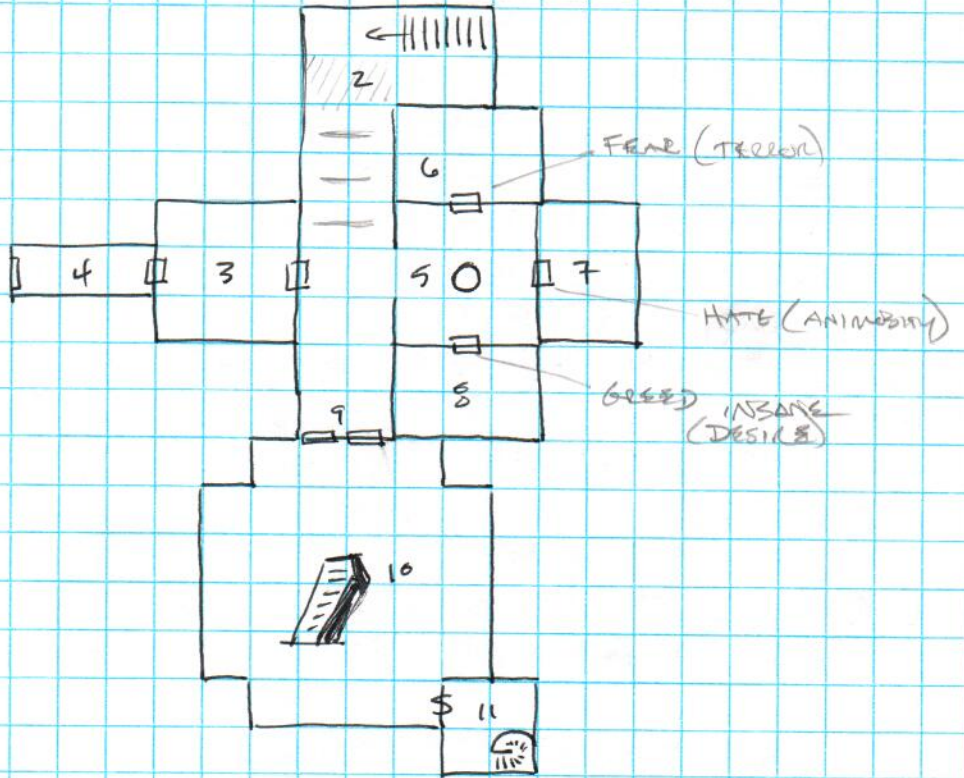
- KEYSOMER HAS RESIGNED LIZARDMEN
- FOUND "KING" TO BE POWERFUL MAGIC / SOME W/ DN. POWERS.
- ASKED ABOUT GROUP, HE PREDICTED THAT THEY WILL BE CLOSE BY SOON.
- SENT GOATS TO RETRIEVE IF THEY'LL HELP.
- LARGE # OF UNDEAD "LIKE STRAGGLERS" IN SWAMP
- LIZARDMEN HAVE NO POWER + HAD TO KILL UNDEAD MEN
- SOME GREAT CLEARINGS VERY DARKNESS
- SOURCE IS AN OLD CASE ON PLATFORM.

1" = 50'



Fear - Ruin

2
→



APPR. 30'

