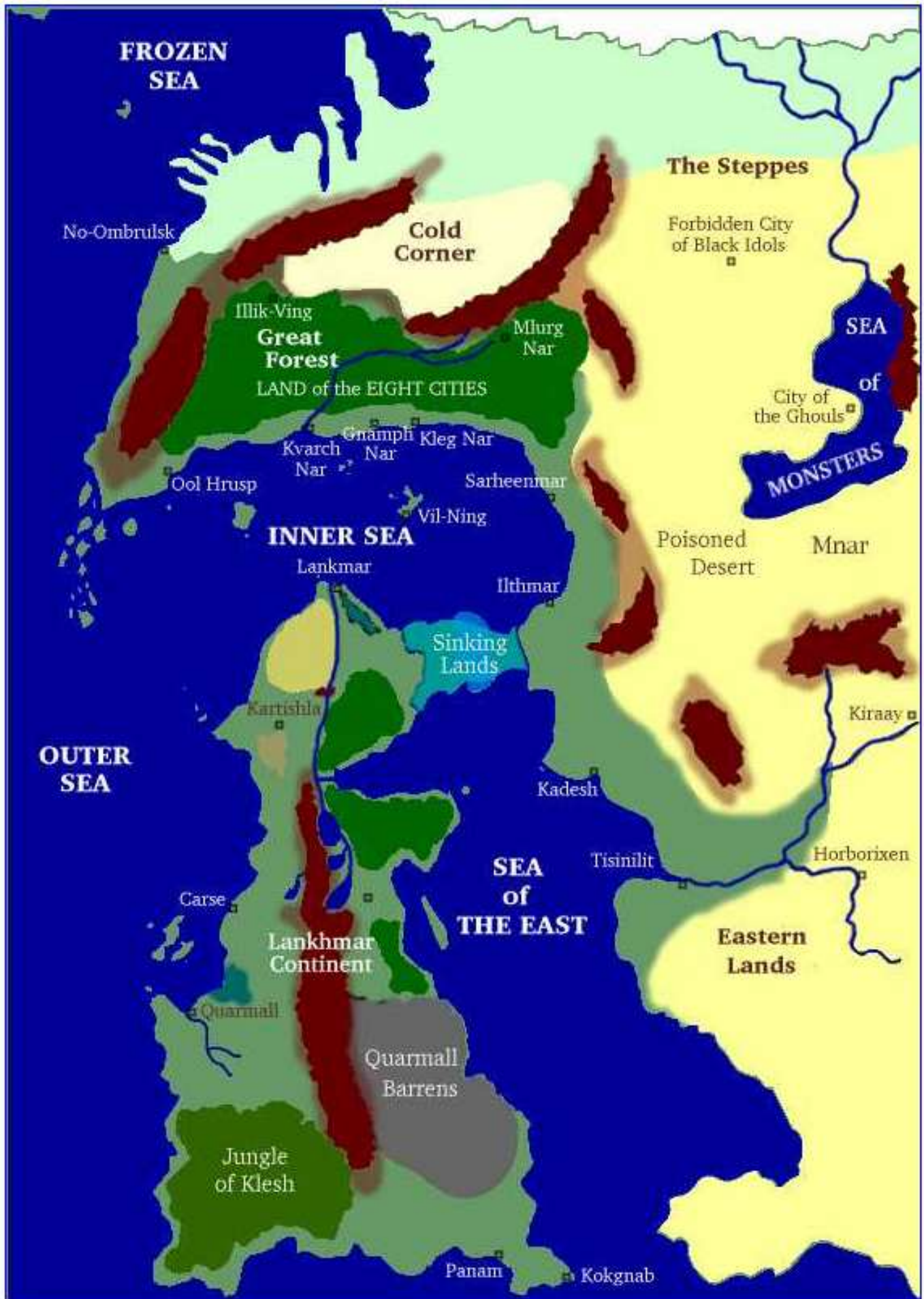


MAPY NEHWONU

CENTRALNY NEHWON

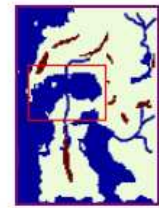


PÓŁNOCNE I ŚRODKOWE OBSZARY KONTYNETU LANKHMAR



The Inner Sea

1,800 kilometres (1,118 miles)

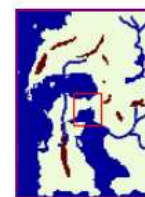
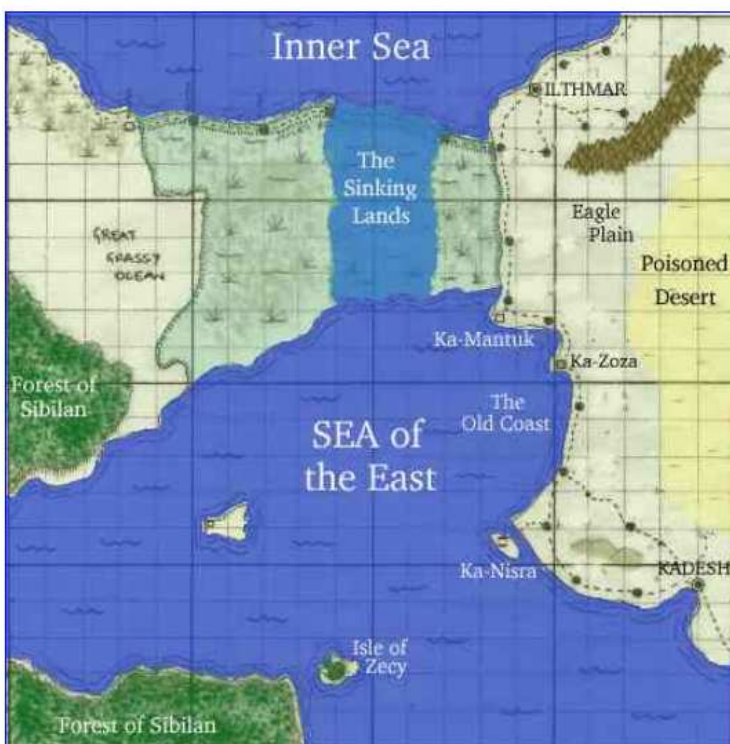


The most-travelled body of water serves as a hub for the world's major cultures. Lankhmar, Ilthmar and the Land of the Eight Cities all use the Inner Sea as a trade route and a source of food. It tends to be much calmer than the Outer Sea, and the appearance of sea monsters is very rare (except perhaps near the Dragon Rocks..)

TONAÇA ZIEMIA

The Sinking Lands

800 kilometres (500 miles)



The Sinking Lands separate the Sea of the East from the Inner Sea, and the Lankhmar Continent from the rest of Nehwon. Every day submerged gases build up beneath a shelf of rock which rises to the surface of the sea, allowing passage by land, then slowly sinks after about ten hours.

The Old Coast (between Ilthmar and Kadesh) was the setting for the Old Coast Campaign. It is home to bandits, gypsies, goatherds and the occasional lost Diamond Knight.

TWIERDZA KA-NISRA

Ka-Nisra

1.2 kilometres (3/4 mile)



Ka-Nisra is the ancient fortress of the Diamond Knights, who once ruled the Old Coast of the Sea of the East. Now the castle holds only ghosts. Lucidia the Spider and Quarn the Mingol Sorcerer adventured here during the Old Coast campaign.

BERGHOF I WYBRZEŻE MIECZY

Berghof and the Sword Coast

600 kilometres (375 miles)

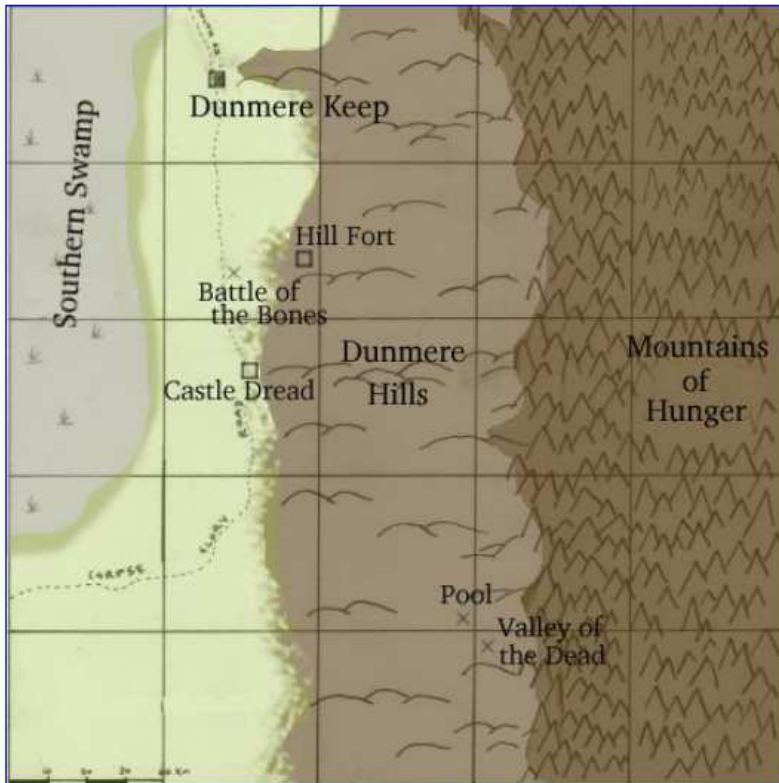


The Barony of Berghof, on the western side of the Mountains of Hunger, is surrounded by sinister allies: the savage Caliphites, the Necromancers of Ustang and of course the inward-looking but by no means less dangerous Quarmallians

WZGÓRZA DUNMERE

Dunmere Hills

200 kilometres (125 miles)

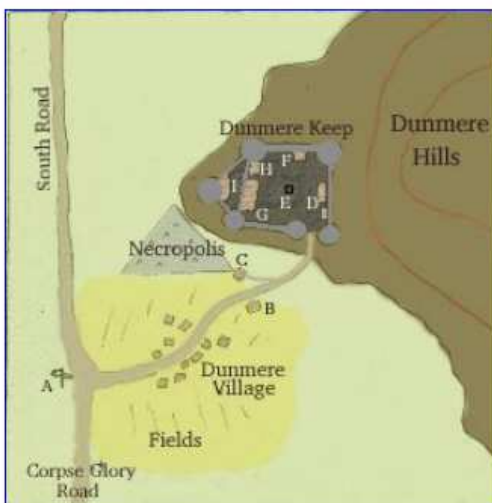


An area south of Berghof between the Mountains of Hunger and the Southern Swamp. The hills are uninviting, lashed by inclement weather and strong winds, covered by scrubby, gnarled forests. The largest human settlement is the village of Dunmere, Berghof's southernmost outpost.

DUNMERE

Dunmere

2 kilometres (1.25 miles)

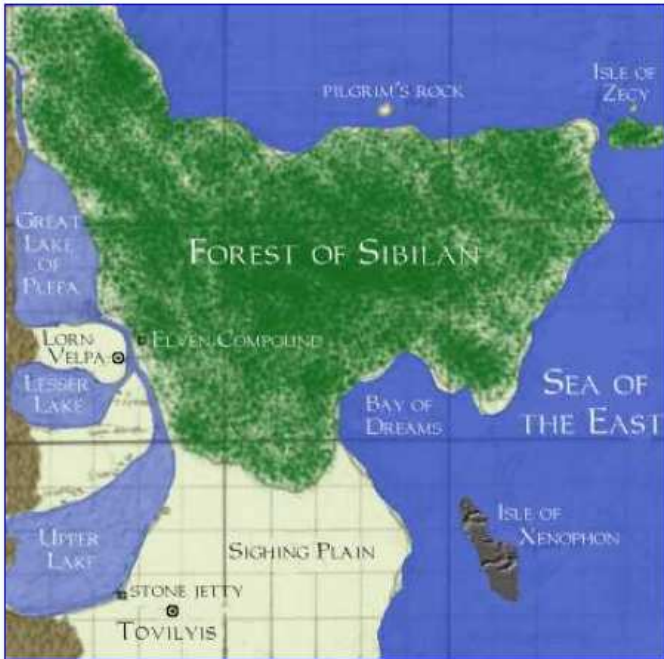


Dunmere Keep and its nearby village is Berghof's southernmost outpost. It is ruled by the dour Bailiff Weras, who takes a dim view of miscreants.

- A. Gibbet and signpost
- B. House of the Glorious Company
- C. Priest's House
- D. White Skull Inn
- E. Cage of Bones
- F. Smithy
- G. Barracks
- H. Government Office
- I. Bailiff's Tower

Lakes of Pleea

600 kilometres (375 miles)

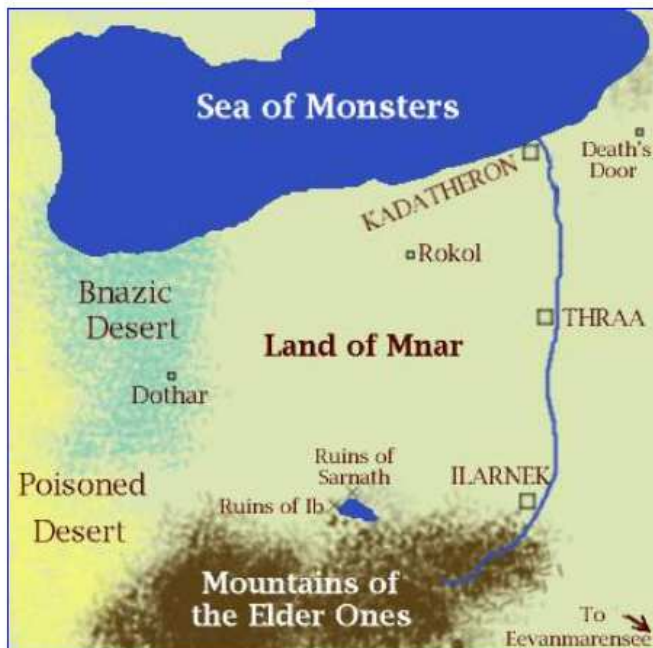


These lakes provide the headwaters for the broad River Hlal. Small fishing villages border these deep and cold rivers, taking advantage of the generous catches of trout and salmon. The Lakes of Pleea were the setting for the Stormlands 2 campaign and Griflet's Adventures. The largest human city in the region is fair Lorn Velpa, situated on the river between the Great and Lesser lakes. The Elven compound and Vardin's dugout are not far away, though across the Hlal. Most of the southern Forest of Sibilan is filled with Beastmen.

KRAINA MNAR

Land of Mnar

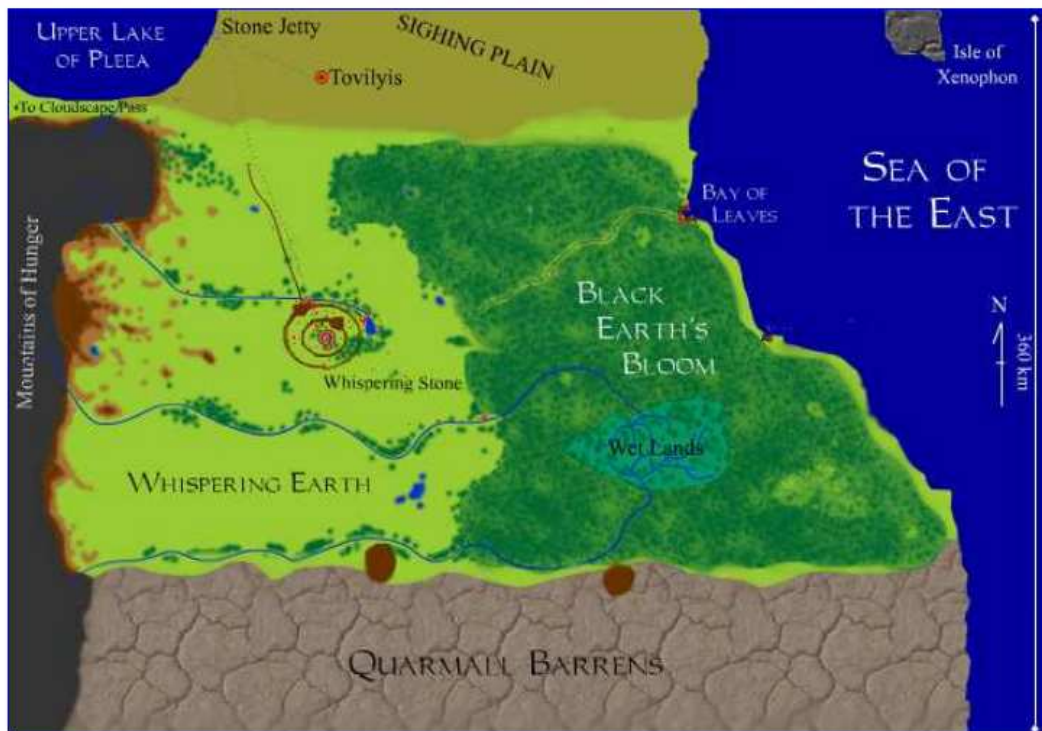
600 kilometres (375 miles)



One of the oldest and most isolated areas of Nehwon; there are many ruins and secrets here. Although surrounded by terrain which most Nehwonians fear to cross, the lands of Mnar are pleasant enough. In the west are the blue and green sands of the Bnazic Desert. Eastwards are wide plains, mostly occupied by small villages and goatherds. Along the River Ai, between the Mountains of the Elder Ones and the Sea of Monsters are three great old cities: Kadatheron, Ilarneke and Thraa. Once, long ago, there was a fourth: Sarnath the Doomed.

Whispering Earth

520 kilometres (323 miles)



Whispering Earth is located on the eastern Lankmar Continent, south of the Lakes of Pleea. Its borders are the Sighing Plain and Tovilyis to the north, the Sea of the East to the east, the Mountains of Hunger to the west and the Quarmall Barrens to the south. This land was reclaimed from the Barrens by Griflet Graycion, who is now its ruler. In the summer of the Year of the Lamia, there was some [military action](#) here.

520 kilometres (323 miles)

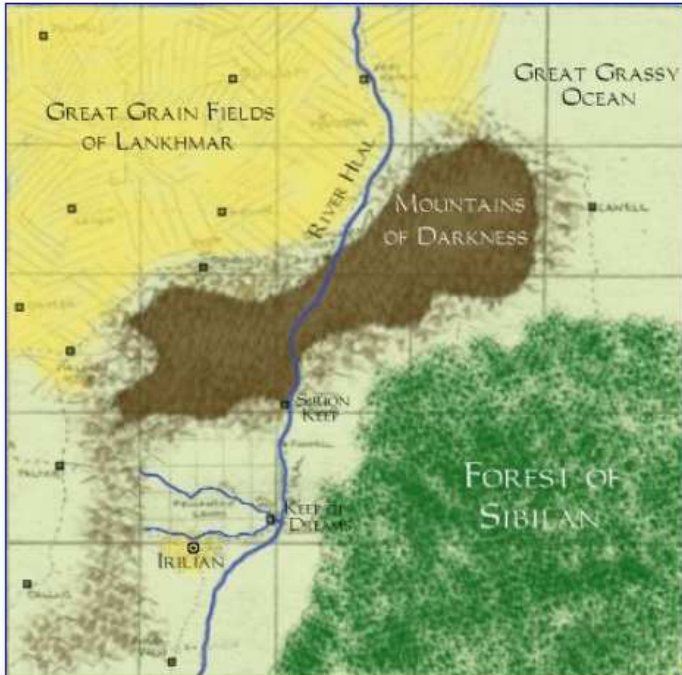


The Hek nomads arrived at the southern border of Whispering Earth beneath the light of the first half of Ghost Moon, Year of the Lamia.

- I. Yellow = Griflet's elven divisions and their locations. Names indicate divisional commanders.
- II. Red = The Nomads' encampment.
- III. Purple = The probable location of bulk of Shawei forces.

The Mountains of Darkness

200 kilometres (125 miles)



'To the Mountains of Darkness!' she cried out wildly. 'To the Mountains of Darkness! Bear Tyaa's tribute to Tyaa's last stronghold!' And she followed this with a series of strange whistles and trillings and screams.

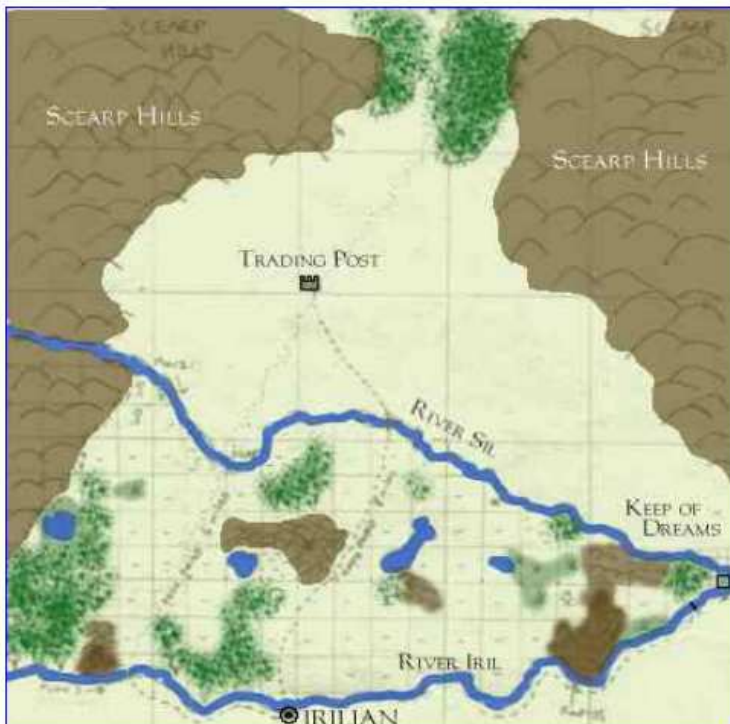
- from 'Claws from the Night', *Swords Against Death* by Fritz Lieber

The Mountains of Darkness separate the fertile grain fields of Lankhmar from the rest of the continent.

ZIEMIE BRACTWA

Fellowship Land

40 kilometres (25 miles)



It is an old saw in the world of Nehwon that the fate of heroes who seek to retire, or of adventurers who decide to settle down, so cheating their audience of honest admirers - that the fate of such can be far more excruciatingly doleful than that of a Lankhmar princess royal shanghaied as a cabin girl aboard an Ithmar trader embarked on the carkingly long voyage to tropic Klesh or frosty No-Ombrulsk.

- from 'The Mouser Goes Below', *The Knight and Knave of Swords* by Fritz Lieber

The Fellowship of Mystery rule the lands north of Irlilan, between the Sil and Iril rivers. The Fellowship members live in the Keep of Dreams, and are on good terms with the Counseil Aef Irlilan.

WAROWNIA SNÓW

Keep of Dreams

2 kilometres (3.2 miles)



The Fellowship of Mystery members live in the Keep of Dreams, and are on good terms with the Counseil Aef Irilian. The Keep existed as a ruin before the arrival of the Fellowship and has now been restored.

BURZLIWE ZIEMIE

The Stormlands

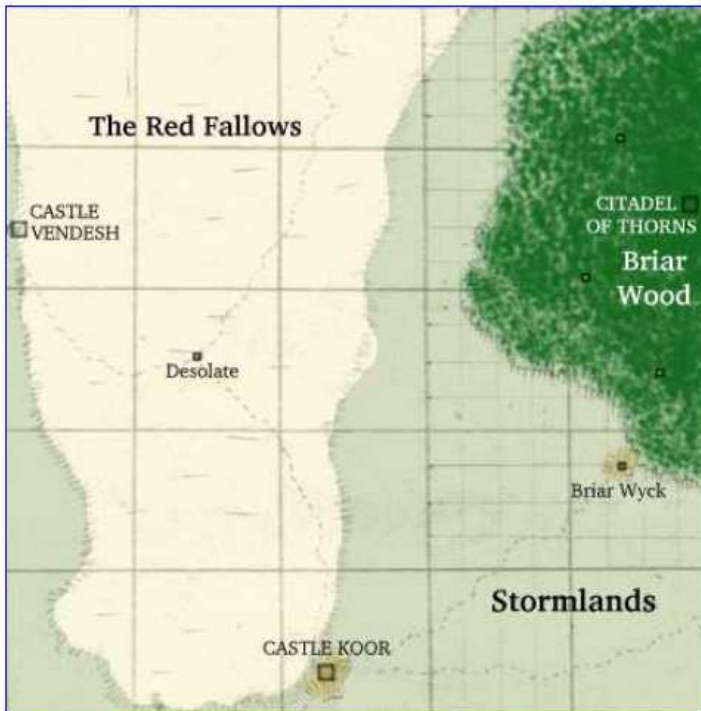
200 kilometres (125 miles)



The Stormlands are an area of rugged, dreary moors about a hundred miles wide in the north of the Lankmar Continent on the world of Nehwon. The Stormlands are bordered to the west by marshes and the cold Outer Sea; to the north by a desolate area known as the Red Fallows; to the east by the broad-flowing River Hlal and the Forest of Sibilan; and by the foothills of the Mountains of Hunger to the south.

The Red Fallows

40 kilometres (25 miles)

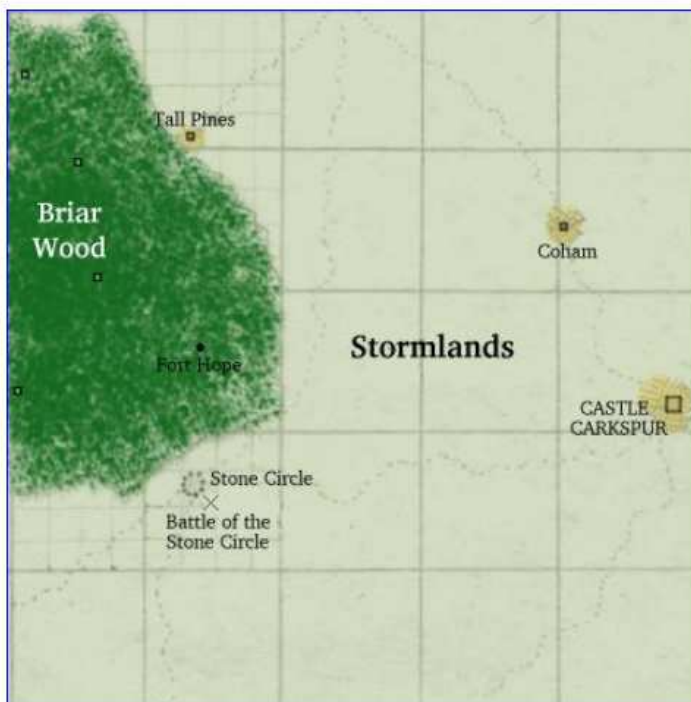


The Red Fallows is a desolate wasteland, ruined by numerous wars. The Citadel of Thorns was the headquarters of the Grey Man and his evil druids.

KAMIENNY KRAĞ

Stone Circle

40 kilometres (25 miles)

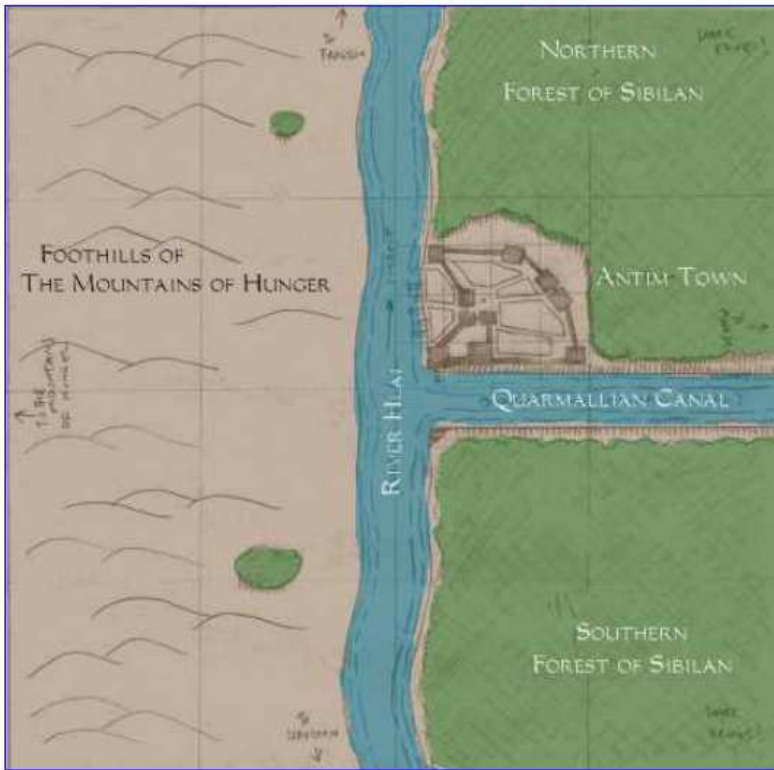


The Stone Circle was once the spiritual centre of the Stormlands, tended by the Druids before the coming of the Grey Man. John Smith was from the village of Tall Pines. Griflet and his companions battled Karak and his scarecrow minions at the Stone Circle during the Stormlands Campaign. During the Stormlands 2 Campaign, the druid Medusa fled to Castle Carkspur and Daphne based herself for a time at Fort Hope.

KANAŁ QUARMALLIAN

Quarmallian Canal (Antim)

8 kilometres (5 miles)



The town of Antim lies at the junction of the River Hlal and the Quarmallian Canal to the Sea of the East. The canal was cut through the living rock of the Lankhmar Continent by the Quarmallians, possibly using summoned demons, during their ancient war with the Nehwon Elves.

PLAN MIASTA FROGTON

Frogton

1 kilometre (5/8 mile)



Frogton is the only large town in the Stormlands.