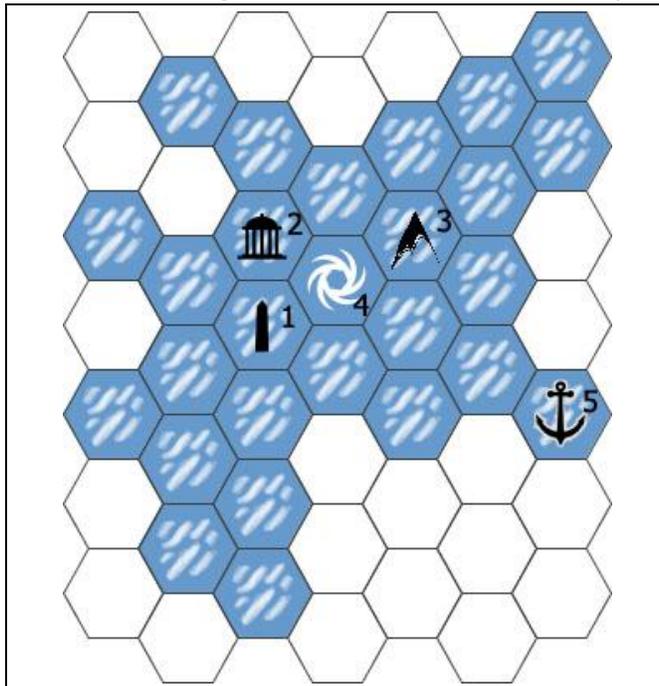


The Ruin Sea, formerly a wizard nation, inadvertently destroyed when a magical super weapon was detonated against the elves. Now inhabited by Ravenfolk with Viking style culture.



| Legend | |
|--------|---|
| 1 | The Tower of Ravens (an impossibly tall tower, former wizard hold, now a city of ravens, infested with rickety perches, thefts, and violence) |
| 2 | Temple of the Phoenix (the ravens worship the phoenix, have phoenix instead of dragon ships, revere fire, and are enemies of serpents and dragons) |
| 3 | The Great Dragon in his Mountain (no one dares go here – the dragon is much too powerful to challenge) |
| 4 | The Maelstrom (ground zero for the ruin sea event, phantoms stalk these waters, all magic is wild here – use wild magic table from Tome of Magic 2e) |
| 5 | Raven Port (trading hub for trade between the ravens and outsiders) |

| Random Encounters (CR 1-3 baseline) | |
|-------------------------------------|--|
| 1. | The Dragon of the Ruin Sea , flying about his domain (Great Red Wyrn) |
| 2. | Dwarf pilgrims seeking the great dragon (1d6 lv 1 dwarf fighters and 1 dwarf bard) |
| 3. | Phantoms of the dead from the war with the snow elves (incorporeal, no stats) |
| 4. | Skeletons from the war, or from before the war |
| 5. | A dungeon , previously undiscovered and unlooted |
| 6. | Raven merchant (1 raven rogue lv 1d4 + 1d6 bodyguard raven barbarians lv 1) |
| 7. | Raven raiders and plunderers (1d6 raven barbarians lv 1 + 1 raven barbarian lv 1d4) |
| 8. | A dungeon , partially looted or currently being looted |
| 9. | Zombies from the war or before the war |
| 10. | Orc raiding party sent by the snow elves (2d6 orcs) |
| 11. | Banshee killed in the war, wreaking havoc on all who cross its path |
| 12. | The Phoenix In flight |

| Notes (NPCs, rumors, dungeons, treasures, etc.) | |
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| <ul style="list-style-type: none"> The ravens have the favored class Barbarian, but replace Rage with Sneak Attack. Every hex is dotted with islands. Every island contains dungeons, ruins of the previous age. Most dungeons are small (1-3 levels) but some are deep (even 20 levels). Magic items are numerous, left by the previous age. Snow elves suffer -4 penalty to all actions in the region. The previous culture was full of weird magics, many of which the ravens have recovered. They have the only real magic item economy in the world. The ravens allow merchants and adventurers but forbid non-ravens from dungeoneering without a charter (i.e., they have to pay their taxes) The dungeons are full of D&D-isms – the weird D&D monsters, tricks, and traps, etc. Most dungeons are either wizard's tombs or former wizard testing grounds. | |