

HEROQUEST

DRAGON PASS

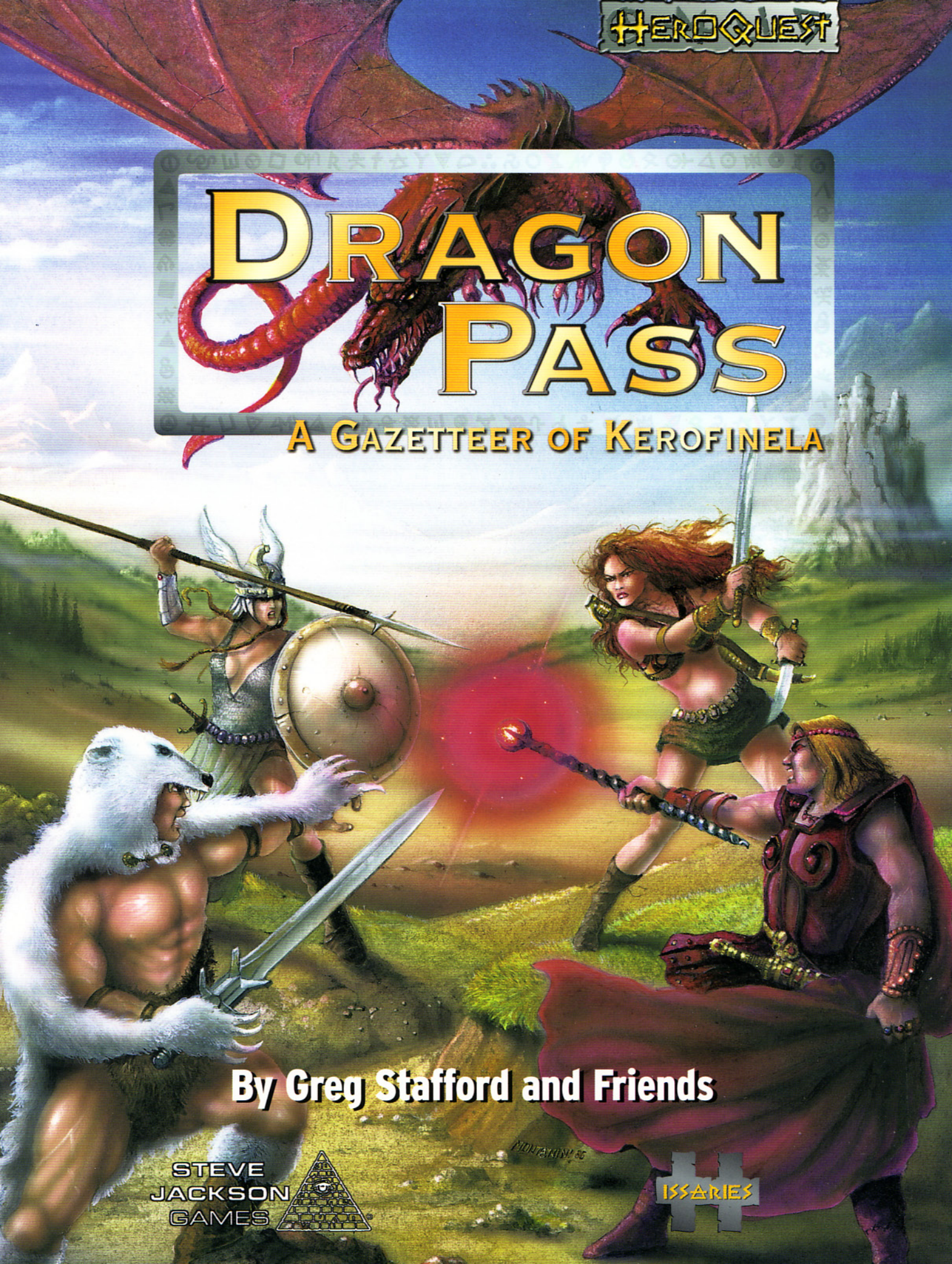
A GAZETTEER OF KEROFINELA

By Greg Stafford and Friends

STEVE
JACKSON
GAMES



ISSUES





HEROQUEST



Dragon Pass *Land of Thunder*

By Greg Stafford and Friends.

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***Kero Fin is the Great Mountain,
the Mother of Orlanth.***

***All who dwell within her bosom
receive her protection and comfort.***

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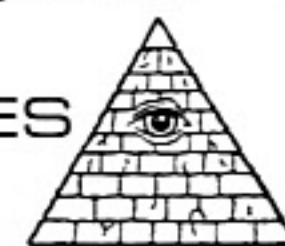
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Sartar, it is said, was born "from the dew of dusk and the thew of an angel." His magic turned smart men into chieftains, good men into loyal followers, and enemies into pack beasts. It is said that he took over the Pass without a fight, though that is an exaggeration, since others did his fighting for him. But the transition was an easy one, and he soon organized the tribes into a principality.



WELCOME TO DRAGON PASS

Dragon Pass, *Land of Thunder* is a book about places. Lots of little places. Any story must have characters, plot, and setting. The characters, of course, are your heroes, and the plot is whatever they do. This book provides the setting, in much greater detail than *HeroQuest*.

Dragon Pass is where the Hero Wars ignite. It is in Glor-antha, on the continent of Genertela. Its geographic features are supernatural, carved into reality by ancient gods, giants, and dragons. The land is dominated by Kero Fin, the Divine Mountain that stands in its center; and even foreigners have heard of Spider Mountain, Stormwalk, and Arrowmound, the Three Outer Mountains that define its perimeter. The Dragonspine divides the land, the great Creek-Stream River is worshipped, and unique Chaos nests fester at the Print and Snakepipe Hollow. Everyone knows these places, even people far away from Dragon Pass.

How to Use This Book

Dragon Pass, Land of Thunder consists of a map of Dragon Pass and a book of stories. The places shown on the map and described here are important in the first days of the Hero Wars in Dragon Pass. Dragon Pass reveals the places that have been mentioned in earlier publications, such as Sacred Top. It contains places that are going to be famous and well known, such as Penendros or the New Temple (where Dara Esklator Boreem, the Younger Storm Dragon, will rise). And it describes places that are not famous, yet, or will be so only because your players make them so.

The stories in the book are those generally known to the people of the Pass. They are the best-known or most widespread stories about these places, but they are not the only ones. We encourage you to add other stories told by residents about the landscape around them. The same applies to place names: the map and book use common names, but some of the inhabitants of the Pass use different ones. You may have your own ideas or descriptions about the places described in this book, your own stories that you wish to add. We encourage you to do so—this book is a place to start. Some places listed on the map do not have entries in the text, some are mentioned only in passing in the entry for another location. These places are mundane or unknown, here for narrator and players to discover together in their game.

The descriptions here are accurate for 1621, just before the main events outlined in *Orlanth is Dead!*. How the events of the Hero Wars affect the land and stories will be determined in your game. Here are some ways that this book and map can be used.

Plot Devices

Many of the places are obvious as adventure sites. For instance, Chalk Man Vale is inhabited by entities so powerful they affect everyone going past. The Devil's Glove or Skull Hill are stories waiting to happen.

Local Details for Maximum Game Fun

The scale here allows you to place your heroes and their people within the land. If your Heortling clan lives on this map, you can see which hill they go to on their holy days. Such places are often shared by local clans, so that several go to the Hill of Orlanth Victorious or Old Wind on Great Winds Day. Local hostilities are usually suspended for the duration of the sacred rites, so that even feuding clans can worship together: since everyone gets a sacred name during the rites, the non-recognition is official, so that the feuding clansmen may not even recognize each other.

Lunar heroes can explore the territory to find a hill they might worship at, or a waterway, or whatever advantage they may seek to help them. Many of these hills, sacred to Orlanth, house beings inherently hostile to Lunars who bear Chaos, but potentially neutral to others. Players from other homelands can find similar sacred places in Dragon Pass.

Geological Obstacles

Your story may require cliffs, enchanted forests, rivers, and other features that block or channel movement. You can trace those journeys across this map.

Descriptive Fodder

Some adventures require details of the setting, such as forests, a huge lake, etc. The narrator can find such places on this map. Likewise, when in need of some background ("You can sense that there's a warband in those, umm, wooded hills over there."), you can find it here. This adds depth to the story, and so enhances the roleplaying experience.

Heroquest Plots

Heroquests are most powerful when they begin from the original site named in the story. This book gives many sites for well known quests, such as Harmast's Lightbringer Journey, and gives stories for dozens of others that have not heretofore been revealed.

Many events in this book are legendary or historical. These can give ideas for adventures in the Gods War, because local events are mirrored by previous myths. Thus, the several summonses of ravens, crows, and owls that are mentioned as parts of the Corvid War are the land-bound version of a greater mythic path. Your heroes can duplicate these on the Hero Planes.

Mythic events also affect later history. An early mythic development mentioned here can help people in current times. Places are often fraught with power from such events, so if a hero band finds itself in need of help or inspiration, it may be able to find it in the terrain itself. For example, someone at Hendarstead may get help from the Yinkin powers that once lived there, at Tolstead.



The Land

Welcome to Dragon Pass, home of the Orlanthi, first battlefield of the Hero Wars, a place of myth and magic. Here dragons gathered from across time and space to defend their nesting grounds. Some still remain, their sleeping bodies forming whole mountain ranges. Here Sartar Peacemaker built a city overnight, ended ancient feuds with a word, and forged a kingdom with his open hand. Here the Lunar Empire hopes at last to chain the rebel god Orlanth, thus clearing the way for their march to the sea and further conquest.

Dragon Pass, Land of Thunder describes and illustrates the marvels of mythic Dragon Pass and the heroic kingdom of Sartar. Journey from proud Tarsh, across the Bush Range past impossibly tall Kero Fin, to occupied Boldhome (capital of Sartar), then south into Heortland. Witness the wonders of ancient Kerofinela, birthplace of the great god Orlanth.

The geography of Dragon Pass is not mundane. The land is overshadowed by awesome Kero Fin, a narrow needle of a mountain more than half again as high as Mount Everest. Mountains are the bodies of dragons, gods, and giants. Even the climate reflects magic instead of meteorology, as the strength of the gods of the Storm Tribe defines the weather. Special effects such as the Iphara fogs and Molanni fumes follow no terrestrial climatic laws. This book can only provide guidance, and you are encouraged to create unique effects in your stories. Remember that the land and weather are characters in your story too.

In the mountains of Dragon Pass, a traveler is often as high as the clouds. Much of Dragon Pass is covered by hill and mountain, but even the "lowlands" rise steadily as they approach the Dragonspine, from 1,000' above sea level in the south to 2,500' as the flats give way to the foothills east of the range. Kero Fin is a mind-numbing eight miles in height! Mounts Ternveka, Korgradus, and Hareva all rise to 6,000' above sea level (more than 3,000' higher than the land around them) and Quivin Mountain rises 7,000' above sea level. Most years, these five highest peaks are snow-capped year round. The Dragonspine Mountains rise abruptly from the surrounding hills and are sharp, almost triangular. They average 3,500' above sea level, with many peaks rising over 4,500' and the highest reaching 7,000'. Their angular shape and steep sides make them extremely difficult to cross except by way of the Five Passes. The rounded hills of Sartar that lead down to Heortland rise 500' to 1,500' above the surrounding land. Many notable peaks reach 1,000'–2,000' more, but the successive waves of hills between the valleys generally reach up to 2,500' above sea level in Sartar, and up to 1,500' above the plateau in Heortland.

The Stormwalk Mountains that run north to south are steep and heavily forested. Spiraling Stormwalk Mountain, the most famous, rises 7,000' into the air and is snow-capped all year. Most of the other peaks reach heights of 5,000', with many reaching 6,000'. The Heortland Plateau that runs along their bases climbs from about 300' above sea level at the coast to 1,000' in the Kitori Wilds. The Shadow Plateau nearby is uniformly 3,000' above the Choralinthor Bay.

The climate of Kerofinela is humid, warm in summer and cold in winter. Below 2,000' snow rarely falls, but above 6,000' there is usually snow all year. In between are seasonal zones that include most of inhabited Dragon Pass. Summer temperatures average a warm 68–75° F (20–24° C), occasionally peaking over 95° F (35° C) on a hot Fire Season day. Winter temperatures average freezing (32° F, 0° C), with Dark Season days sometimes dropping as low as –30° F (–34° C). Nighttime in winter is much colder yet. Everywhere in the Pass, the weather makes wind chill significant. (Within the Glowline, Lunar magic helps calm the storms and moderate the extremes of temperature.)

Precipitation exceeds 70" annually, falling heavily on the northwestern slope of the Dragonspine, Quivin, and Stormwalk ranges. The least precipitation occurs in the foothills that border Prax: around 30", falling mainly as snow in Dark Season and light rain in Sea Season. Below 4,000', most precipitation

falls as rain except in the coldest part of the winter.

Snow always falls during Dark and early Storm seasons in the foothills, and often remains through Storm Season. About 3' of snow falls in Dark Season, but it is never that deep everywhere. The ceaseless wind piles up drifts that are 6' to 9' deep. The higher passes sometimes do not thaw until Fire Season. The few mountains in the Pass high enough to be snow-capped year round are all special. Some snows are unusual, such as the rare black snows that can fall in Dark Season.

The geology of the mountains in this region is highly varied, reflecting their origin in the Gods War. Most of the mountain ranges are made up of metamorphic rocks, but the Dragonspine Mountains are the backbones of the dragon Sh'hakarzeel, covered in earth and vegetation. They are draconic rock, mainly dark and grainless, with streaks of embedded crystalline rock. The Stormwalk Mountains are mainly layers of upthrust sandstone and shale, again with significant anomalies.

Mixed forests and rough heathland cover most valleys and foothills, except where people have cleared them. The woods in most sheltered valleys are mainly oak, lime, and hornbeam. Beech, silver fir, and spruce are common on higher ground, with forests of fir, spruce, and rowan on mountain slopes below 5,000'. Above that, there are just alpine meadows or bald rocky crags.

What Is Dragon Pass?

The name "Dragon Pass" is used throughout this book as a synonym for Kerofinela, but it is also an actual pass across the Kerospine Mountains. These hills were once the dragon Sh'hakarzeel, which turned to jagged stone as it writhed in its death throes. The actual Dragon Pass is a notch in the hills, the place where Orlanth cleaved the dragon.

Afterwards, in another dragon combat, the skull of the loser was planted atop a kink in the gap, making it necessary for any who pass through to spend time inside its dark interior. The skull is over 200 yards long, half again as high, and so old that ancient trees grow where dirt has collected upon it.

Dragon Pass
is the Land of Thunder.
Towering above all, Kero Fin watches
over the land of her son,
Orlanth the Great Thunderer.



Dragonkill Survivors

We call it the Dragonkill because of what the dragons did. They tricked the humans, and lured the Invincible Golden Horde into the Pass. Then they ate everyone, leaving no human alive in Kerofinela.

Everyone knows that.

Yet, some humans claim to have survived, saved by the intervention of heroes or luck. Bostanisos the Fang saved some, Isidilian the Wise others (and their descendants now toil for him and his dwarves as willing slaves).

The inhabitants of Wintertop Fort claim to have no memory of the Dragonkill, and say that they have lived here uninterrupted since the Dawn.



History of Kerofinela

This was first a dragon land, their ancient home and nesting ground. When Larnste sowed the Rockwoods he paused at the Dragon's Nest to converse with the ancient one, and left this gap in the mountains. From here the great Blue Dragon called Oslir flooded northward and extinguished the Emperor.

Orlanth and his Storm Tribe took the land from the dragons. He led his followers down from the Spike to his mother's house and slew Sh'hakarzeel, the Cosmic Dragon. He set its head on his Ring, and the body made the Dragonspine Mountains. The whole pass was his house, and remnants of his kitchen and the outer walls are still known.

Orlanth ascended to the Storm Realm, in the God World. Then his people, the Vingkotlings, ruled. Orlanth's son Vingkot was king. He completed the Three Tasks and won himself the Twin Wives. He had three sons and two daughters by his Summer Wife, who founded the Summer Tribes, and two sons and three daughters by his Winter Wife, who founded the Winter Tribes. Despite their common ancestry, the tribes had different customs and often quarreled among themselves. The tribes are long gone, but they left behind many great monuments and landmarks.

People were slaves and fugitives during the Great Darkness. Dark Powers made the Shadow Plateau, and on it the obsidian Palace of Black Glass. From there the Only Old One ruled the troll kingdom called the Shadowlands. Trolls ruled in Dagori Inkarth, the dreaded land of Shadows Dance (off this map to the northeast). The Dwarf lived in his stronghold, and wind children sheltered in caves in the mountains. Snakepipe Hollow appeared, as did Skyfall, its Lake, and the Creek-Stream River. Other geological formations were made, like the Devil's Glove.

After the First Dawn

A few thousand people survived the Darkness. The great hero Heort taught them how to survive, and many of the hills and valleys are named and empowered by his deeds and those of his friends. Now the survivors' descendants are called Heortlings after

him. They had the secret of worshipping the Lightbringers and thrived such that a century after the Dawn their population had quadrupled. As their numbers grew they expanded into new lands, and many of the larger geographic features (like hills) were named by or after them.

The Bright Empire crushed the Heortlings in 379 at the Battle of Night and Day, and conquered them at the Battle of Vaantar in 397. Many refugees followed Hendreik Freeman, the unconquered raider, into the lands to the south. Afterwards the inhabitants were called the Hendreiki. Many places were named in this time of settlement. Other places note the presence of Harmast Barefoot, the great hero who discovered heroquesting and freed the Heortlings. He brought Arkat here, whose armies freed the land, but who betrayed Harmast and humanity by becoming a troll.

Arkat again gave rule of Dragon Pass to the Only Old One and his trolls. He imposed the Arkat Tax on the humans. The Heortling king was just a sacred puppet. It was over one hundred years before the humans of the Pass threw off troll rule at the Tax Slaughter. Then was the time of the Great Tradition.

Later, some people were tricked into experimenting with dragon magic. Traditionalists resisted, but the dragon worshippers triumphed and the area became the birthplace of the Empire of the Wyrms Friends (EWF for short). They made many great cities and roads, but at last fell to their folly at the Dragonkill. The ruins of their towns and cities are still visible today.

After the Dragonkill, the Crossline to the south and Deathline to the north marked the borders of Dragon Pass. Prophets said no one should pass those markers, and everyone was too fearful to try. The elder races prospered in their absence. Elves began reforestation. Beast-men (who had been prisoners, zoo specimens, or laboratory experiments of the Empire) lived peacefully under their king, Ironhoof the Centaur, until they warred among themselves. Eventually, though, the trolls controlled the Pass again.

After a hundred years, Yu-Kargzant led the Pure Horse People into Dragon Pass to escape from the animal nomads of Prax. Iron-

hoof permitted them to stay. He performed special rituals that allowed them to live in the lands forbidden to humans, and renamed them the Grazers. They named many regions after themselves.

Three hundred years ago, other humans reentered Dragon Pass in the Resettlement. They were adventures, holy men, and refugees. Arim the Pauper led Alakoring peoples escaping the expanding Lunar Empire. They moved south across the Deathline in the northwest. In the southeast, Colymar led people fleeing civil war across the Crossline. The Grazers opposed the new arrivals, enslaving many of them whose descendants became the vendref. The Grazers held their land to the west, but lost out to the settlers in the north and the east. The settlers rediscovered many places that they knew from the tales of their ancestors, and renewed the old names for many places. Later the northerners became the Kingdom of Tarsh when Illaro Blacktooth married Sorana Tor. Later still, a century and a half ago, Sartar came to the easterners. He united the tribes by making peace, resolving feuds, and fulfilling prophecies. He built cities to ally the tribes into confederations. He married the Feathered Horse Queen and became the sacred King of Dragon Pass. Although commonly called a kingdom, Sartar is more properly a principality, since most of its rulers have been princes, not kings.

Why Colymar Left

South of Dragon Pass lived the Orshanti Clan of the Hendreiki Tribe. One day in 1247, they looked into the north and saw the Red Moon. No one knew what it was. The assemblies met, and the priests revealed that Chaos had risen in the north. The Red Moon was Orlanth's festering wound, and from that moment all Orlanthi called it Shepelkirt, "Poison Blood." From it would come the doom of the world.

Enestakos the Stargazer, a godi of the Orshanti Clan, prophesied: "The wound of the god can be healed, but the healer must come from the cleansed land where no men now live. When monsters are slain, and mountains are made, and rivers change course, is the time to plant the vine."

When the Stranger swam ashore, the Only Old One raised a great serpent named Urnfazan, which fought but was slain. It left behind its body like a range of hills, and the Creek-Stream River was diverted by the Stranger's ditch, dug with his own hands to lead the water that way. Colymar the North-gazer heard this and said, to a silenced hall, "A monster was slain, a mountain was made, and a river changed course. I am going to the Cleansed Land, to found a people of destiny."

Regions of Dragon Pass

The Grazelands

I am a warrior of the Pure Horse People, may the Queen be blessed.

The Grazers were once Pure Horse People, a proud tribe that roamed distant Pent. They left their home when other clans polluted themselves by eating cattle instead of horses. Heading south

to seek the prophesied Horse Queen who could heal their maimed steeds and return them to the Sky, they finally settled in Dragon Pass. Many years later, Orlanthi entered the forbidden land. The Grazers opposed them, and raids against the newcomers brought the Grazers many slaves to till the soil for them, the vendref.

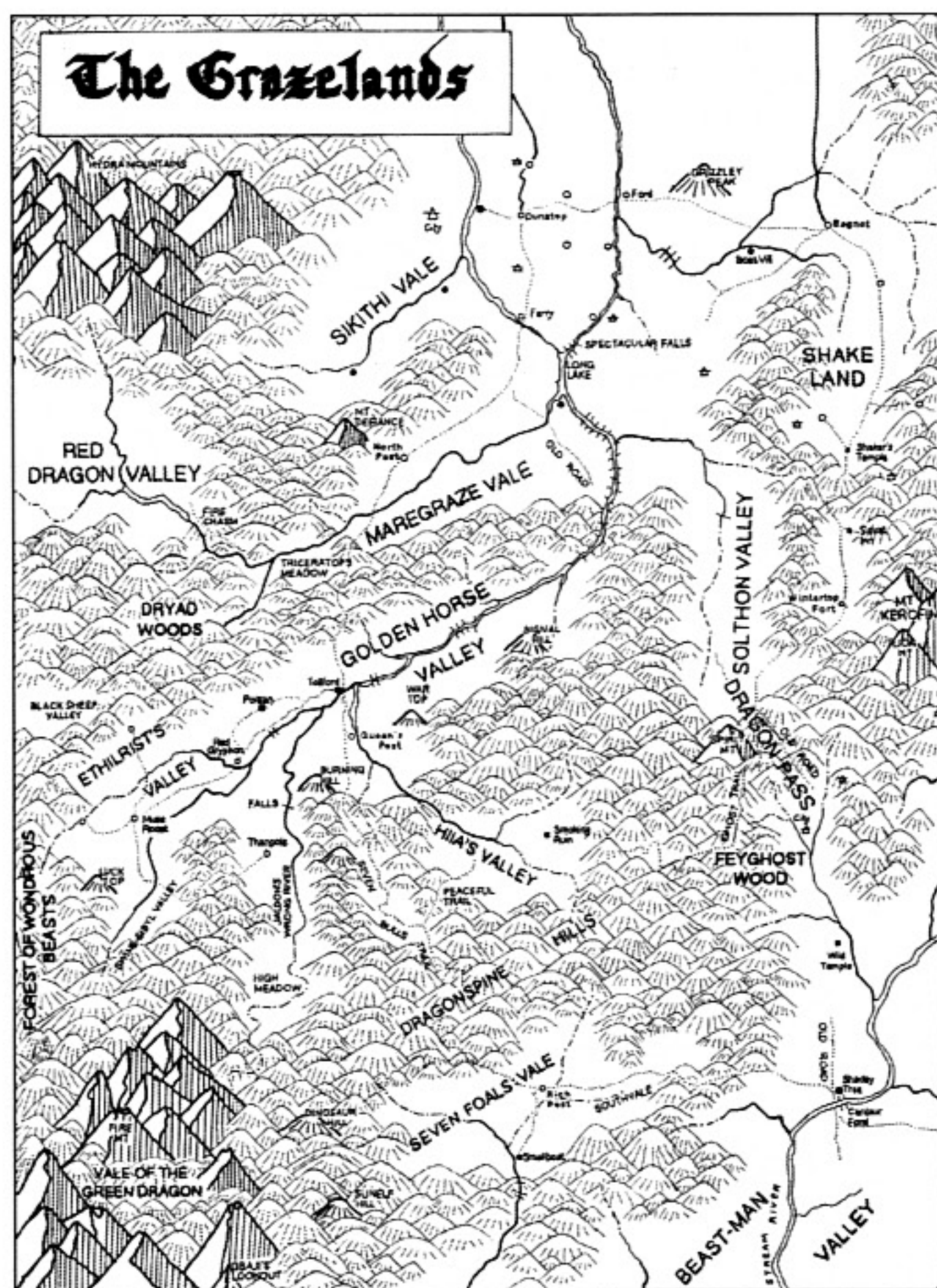
There are about 40 Grazer clans, averaging 500 adults, who still practice a mobile lifestyle on their limited lands. They live in large, round, wood-framed tents and migrate twice a year to follow their great horse herds to new pastures. Each clan rules several vendref farmsteads whose inhabitants outnumber them. The vendref grow grain to feed the horse herds in winter and handle trade, a skill beneath the dignity of the rulers. The clans elect the Luminous Stallion King to rule the people; this is currently Jarsandron Tenherds. Their highest magical authority is the Feathered Horse Queen; the current one is Single Matron Woman, also known as Bearer of the Head.

Heortland

I am a free man of the Kingdom of Heortland, may Saint Aeol bless us all.

Freedom has always been at the center of the Kethaelan people of the Hendreiki. However, when the man who became the living god called the Pharaoh swam ashore, three hundred years ago, he imposed his rule upon the Hendreiki, as he did the rest of his "Holy Country." He killed the king, Andrin, then resurrected and reinstated him, but the reborn king was not the same. He transformed the Hendreiki into the Kingdom of Heortland, replaced the clan chieftains with sheriffs, apportioned the kingdom into marches ruled by barons, and then appointed earls to oversee the barons. Many were suspicious of the "Pharaoh's slave"; they resisted, and many left or were driven north, into forbidden Dragon Pass. Power drifted into the hands of the southern Esvulari, unobtrusively efficient followers of the Aeolian Church.

It is a time of upheaval and uncertainty. The Pharaoh fell to an assassin's blade; the king of Heortland died without an heir; foreign mercenaries, led by Rikard Tigerhearted, seized the throne; and the Empire invaded, imposing a new king, Bandal Tigerbane. The magic that holds the kingdom together is fraying.



Heortland includes the Volsaxar Confederation of the Bacofi, Curtali, Sylangi, and Volsaxi tribes; the divided marches of Karhend; and Gardufar and Esvular, regions south of the area covered by this book, inhabited by the Esvulari.

Sartar

I am a free man of the Varmandi Clan of the proud Colymar Tribe.

Twenty-four Orlanthi tribes united to form the kingdom of Sartar. Heortlings migrated to Dragon Pass from the south three centuries ago—some to escape a civil war, others to find new lands. There was no kingdom at first, just the tribes of the Quivini. Alliances shifted continuously; there were feuds and raids, and tribes broke apart and reformed. Then Sartar came. He settled feuds, worked miracles, and gave more than he took. Finally, in the year 1492 Sartar built his capital, Boldhome, in a single night. There and then, the tribes hailed him as Prince of the Quivini. Afterwards many honored him by calling the land Sartar.

When he had finished his work, Sartar went to Orlanth's Hall. He gathered the priests, nobles, and people together and lit the Flame of Sartar in Boldhome. He strode into the sacred fire, and it consumed his mortal form.

Sartar apotheosized in 1520, and his dynasty ruled for almost a century, resisting the Lunar Empire's expansion. But in 1602 Boldhome fell to assault, and the Flame of Sartar was quenched. The Lunars divide and rule, spreading their influence through merchants and missionaries, soldiers and spies. Without a prince to lead the tribes, old enmities have risen again. Since Boldhome's fall, two people have made the Flame flicker: Prince Temertain, installed by the Lunars; and Kallyr Starbrow, exiled queen of the Kheldon Tribe and one of the leaders of resistance to the Empire. Neither has been able to light the Flame, yet.

Sartar is under martial law, officially ruled by the Provincial Overseer in distant Mirin's Cross. However, the Governor-General is the real power. From 1613 to 1621 this was Fazzur Wideread, a brilliant officer who understood that this is as much a struggle for Heortling hearts as a military conflict. However, Fazzur proved more loyal to Tarsh and its king than to the Emperor, and he was recently relieved of his post. He was replaced by a nobleman from the Heartland, the pious, powerful, and arrogant Tatius the Bright, dean of the Empire's Field School of Magic.

The Tribal Confederations

Wilmskirk

The city of Wilmskirk and the Balmyr, Locaem, and Sambari tribes make up the Wilmskirk Confederation. The Lunars recently destroyed its fourth tribe, the Kultain, when they opposed the invasion of Volsaxiland. The Sylangi hold their lands, but the other members of the city ring have not offered them membership.

Jonstown

The Jonstown Confederation consists of the city of Jonstown and the Cinsina, Culbrea, Malani, and Torkani tribes, united as much by their fear of the Telmori werewolf tribe as anything. The now-extinct Maboder were also one of the founding tribes of the city, and the Dinacoli joined later but left recently.

Swenstown

The city of Swenstown and the Aranwyth, Balkoth, Enstalos, and Kheldon tribes make up the Swenstown Confederation. The Enstalos Tribe is newly formed, replacing the Dundalos, who were originally members but were smashed as an example for rebelling against the Empire in 1618.

Duck Point

The Lismelder and Colymar tribes are not members of a formal confederacy, but they are united by their links with the durulz who fight the undead hosts of the Upland Marsh.

The Far Place and the Alda-chur Overtribe

Taros Ridgeleaper from Tarsh settled the Far Place region (which is also called the Far Point) and established the northern city of Alda-chur during the Resettlement. The resulting confederation, which consisted of the Amad, Bachad, Princeros, Tovtaros, and Vantaros tribes, later transferred its allegiance to Sartar during the reign of Prince Terasarin, whose son married a queen of the Tovtaros Tribe to cement the deal.

When Boldhome fell, the tribes of the Far Point fell to fighting among themselves. Sartar loyalists raised the Righteous Wind to blow against their foes, but Harvar Ironfist (a noble of the Vantaros Tribe) crushed the rebellion with fire and sword, after which the Provincial Overseer named him Duke of the Alda-chur Overtribe. The Amad and Bachad were forced into servitude.

The Dinacoli Tribe was forced to join the Overtribe after Kallyr Starbrow's unsuccessful rebellion of 1613. Harvar has promised the King of Tarsh that he will swear fealty, but he seems closer to the Empire than to Tarsh.

The Alone Undertribe

Alone is tiny, hardly a city at all except in name. The Amad and Bachad tribes used to be part of the Alda-chur Confederation, but opposed Harvar Ironfist; they suffered greatly when he took power, losing most of their clans. They moved into the wildlands bordering the troll land of Dagori Inkarth, where they were joined by the Tres, a new tribe formed of fugitives from Harvar.



Tarsh

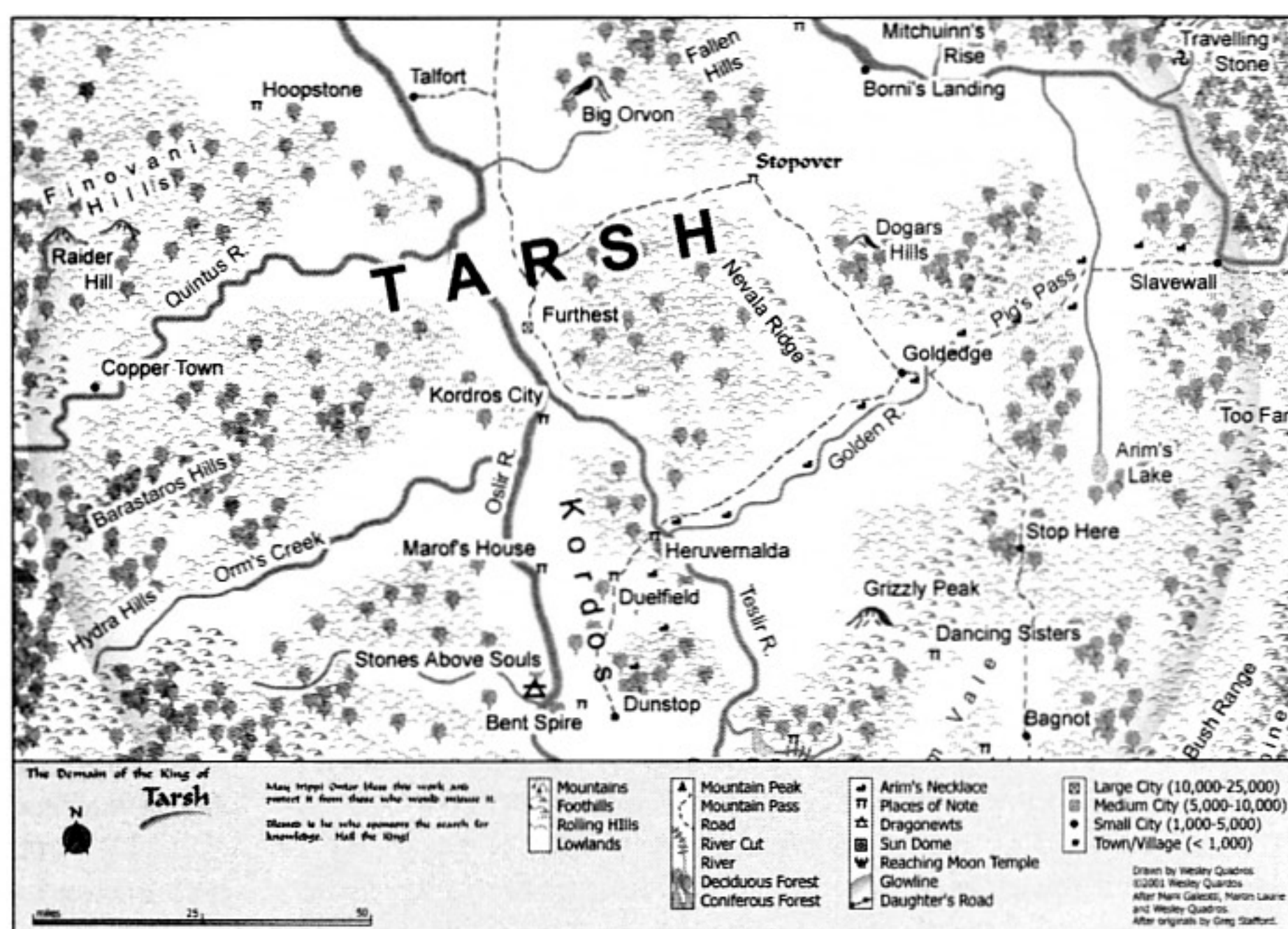
I am a man of the Kingdom of Tarsh, all hail the Emperor!

Three hundred years ago, refugees from the Kynneling Alliance, fleeing wars with the Lunar Empire, followed Arim the Pauper (the priest who became a king) into Dragon Pass. He freed slaves and prisoners, sought and gained followers, and befriended the Grazers. He found the Shaker Temple and married Sorana Tor—an incarnation of the Goddess—to become King of Dragon Pass. Arim's Secret Kingdom became the Tarsh Tribe after his death, then later the Kingdom of Tarsh, both ruled by the Twins Dynasty.

Tarsh remained a thorn in the Empire's side until 1490, when HonEel the Artess, Second Inspiration of Moonson, won the kingdom for the Moon by marrying the king, Pyjeemsab. He died shortly after the ceremony, and HonEel became regent for their unborn son. Some Tarshites resisted, but HonEel, with the troops of the Lunar Provincial Army, crushed them at the Battle of Dancing Sisters.

The Kingdom of Tarsh is now the largest country in Dragon Pass and the richest of the Lunar Provinces; King Moirades is a personal ally of the Emperor. Moirades was once the sacred King of Dragon Pass, a figure of great power. But he is distant now from worldly affairs, focusing on magical rituals with which he hopes to transform both himself and his kingdom. He has handed the reins of temporal power to his son, Prince Pharandros.

The twenty tribes of Tarsh have not all embraced the Red Goddess. The tribes of the hills and the south resist, and some keep to the old ways. The tribes of the cities, valleys, and the north are



eager to adopt Imperial ways, though. Some even ape Lunar associations, expanding their influence and taking on new roles and opportunities that would previously have been unthinkable. Much of Tarsh is to the north of the area covered by this book, including the glittering capital, Furthest.

There, decisions are being made that are pouring the wealth and power of Tarsh into its military and magical capabilities. The other Provinces fear Tarshite ambition, and even the Provincial Overseer is taking a keen interest. Already Moirades has carried out the rituals to re-assume the sacral role of King of Dragon Pass, and (through his son) demands the fealty of the Duke of Aldachur. Will the Empire's triumph really be Tarsh's?

Arim's Secret Valley

Source: *The Secret Kingdom of Arim*.

The lands now known as Arimvale and Shakeland were the heart of Arim's Secret Valley. Arim, the Reluctant King, led his people south from Saird in 1330. They traveled a hard road, discovering old terrors and making new allies. As they neared the Deathline, which marked the northern border of the Pass, his ancestors appeared to beg him not to cross it and risk waking the dragons, which had burned their bodies and blasted their souls. Unperturbed, Arim countered pleas with implacable logic, threats with ancestral law, and disputation with inspired passion. One ancestor, Stravul the Lean, was so inspired that he bestowed prophetic advice upon the Pauper, saying that he would need to gift "hoof with darkness, feather with water, claw with fire, and earth with breath."

In Dogari's Hills, Arim met the centaur Henereel, a shaman of Ironhoof's Silver Herd. Henereel was on a spirit-quest, which had brought him to harm, beset by sunsparks and blinding skyspirits; he was dying in the blaze. Arim's flock urged him to take advantage of the centaur's distress to lead them past this strange and dangerous place, but he would not. He threw his own shadow around the centaur, allowing him to draw on the powers of the Trifoil Foal and dismiss his tormentors. Henereel whispered to Arim of a safe, fertile valley "southwards, to the dark earth," and from that day swore friendship with him.

Filled with new hope, Arim led his people on. On the shores of a cold, clear lake (later called Arim's Lake) he met the Grazier Benst Beel, in whose headband shimmered a single feather of

the extinct Blackstone falcon. Beel was the last of his family, consumed by a grief he could not express, dying the inner death. Hearing his sad tale, Arim wept, until the lake was twice its size and even Benst Beel could join the mourning, doubling the lake again with his tears. Benst Beel swore friendship, and taught Arim the Earth-Stilling Signs.

Arim used them to placate the raw spirits of this dragon-ravaged land, shepherding his followers along the Grizzly Hills and safely past the Gazzam Graveyard, without waking their mindlessly grudging ghosts. Then he met a procession of dragonewts, swaying as they walked around a mighty hill. As he watched, he could see hoarfrost spreading across their scaled hides. Their distant nest had fallen to strange magics of the winter, and they were dying of cold. At once he ordered fires built, and even dragged the heat from the stones beneath. Before him, the dragonewts broke through their icy carapaces and wordlessly motioned him southwards.

The vale beyond proved a fertile haven. The unruly Shakelands, though less welcoming, were rich in earthpower and ancient holy sites. There he came across the ruined and deserted temple of De Garavum, now called Maranaba. Six times Arim pounded on its great outer gates, six times the land bucked and reared around him. But the Earth-Stilling Signs, the Two-Hold Crook, and his own stubborn stance held him upright. As he raised the Crook a seventh time the door rumbled open. Before him in the empty temple stood Sorana Tor, goddess and high priestess. Arim offered her his heart and his breath, which she took and then returned in reciprocal gifting, as is told in the *Founder's Cycle*.

The Tarsh Exiles

Yaaah! Die, outland bastard!

When the ancient crown of Tarsh was placed over the head of HonEel's unborn child, some people accused her of murdering the king to place her child on the throne. The Imperial troops present at the coronation made short work of the detractors and their rebellion. The survivors fled to the land around Wintertop Fort, forming three new tribes: the Marantaros, the Istaros, and the Mitchuinn. There the good defensive terrain and the protection of the Shaker Temple offered them refuge.

The Tarsh Exiles have become a harsh, ruthless people: mercenaries, raiders, and bandits. Maran Gor the Earthshaker is their chief goddess, and her devotees and initiates take strict geasa never to till the land or herd cattle, so that they may better fight their foes. Sometimes allies of Sartar, sometimes enemies, the Exiles seek ever to free their kingdom and return to their ancient homes.

Where to Discover More

This book does not focus on the history, politics, or cultures of the area. More information on the land and the Grazers, Heortlings, and Tarshites is available in *HeroQuest*, *Roleplaying in Glorantha*; *Glorantha*, *Introduction to the Hero Wars*; and online in *HeroQuest Voices* (www.HeroQuest-rpg.com/products/3001.html); more extensive details on the Heortlings can be found in *Storm Tribe* and *Thunder Rebels* (which also have more detail on the weather and mythic history of the region). Dragon Pass is the setting for *Barbarian Adventures* and *Orlanth is Dead!*, and those books contain additional information on the clans and tribes of Sartar.

Famous Sites of Dragon Pass

"The illustration on the front cover is one of many taken from an old 'travel handbook' distributed by a band of monks at Wilms Church, probably around the time of the Hero Wars period. They certainly learned the skill from similar books common to the Holy Country."

With those words in *Wyrms Footnotes* #5, I introduced the series of illustrations by William Church that has at last found its true home in this book. William is one of the founders of Dragon Pass. His first work for me was the board to *White Bear & Red Moon*, the first game set in Glorantha. His wonderful art graced the earliest publications, both in games and in the long-lamented *Wyrms Footnotes*. I like his artwork so much I have often reprinted selected pieces, particularly his "Famous Sites of Dragon Pass." I am extremely pleased that his discerning eye and hand have at last revealed more of Dragon Pass for us. And the world is better for it!

A Village Near Alone, below, is the first of these pieces we present in this book. Another piece, *Ivory Plinth*, appears in *HeroQuest*. Other famous sites, old and new, are Boldhome (page 14), the Dragon's Eye (page 22), Kero Fin Mountain (page 36), Old Wind Temple (page 42), Ginijji Falls (page 50), the Wild Temple (page 61), and the Kero Fin Temple (page 66, formerly captioned as the "Shaker Temple" due to my lack of understanding). Other illustrations, uncaptioned by William but placed by us now, are included as well. I hope you enjoy all of them as much as I have over the years.

—Greg Stafford



One of the great hazards of living in the Sartar region known as the Far Place was its dire proximity to the Giants' Path, which descends the Vale of Flowers. The traffic was not constant, but in times of war the giants were attracted by the smell of blood and gore, and during other irregular times the giants would go to the head of Snakepipe Hollow to engage in their unholy rites. These occasions, and the infrequent raids by giant-kind, were motivation enough for the inhabitants to take special measures to defend their properties from their large foes.

Typical defenses against any marauding lesser or young giant could be mustered by a village militia, whose swords and spears were backed by enough battle magic and priests to combat the raiders, who would usually turn tail if sufficient resistance were offered.

The monstrous 30' and 40' giants were the real danger, but thankfully their intelligence was usually relatively low.

Their usual method of attacking a house was to either bend over to pluck and bash it apart with their hands or to simply stomp it flat.

If they bent down close, then their eyes and sensitive lips and ears were particularly vulnerable to missile attack.

And if they attempted to stomp the house, then they would have their foot severely damaged by the large, sharpened, and often poisoned tree trunk that typically protruded from the house, as shown in the illustration.

Defense against simple kicking was done by making occasional trap houses, which existed solely to disable an unwary giant with deadfalls, poisonous parasites caged inside, and other such devices, as described in *The Far Point Roof-sharpeners' Trade Magazine*.

LAND OF THUNDER



Alda-chur

Capital city of the Far Point (C1)

Source: *Composite History of Dragon Pass*.

Alda-chur is the glass-walled jewel, Sartar's second-largest city: a bustling, crowded, wealthy trade center of some 3,500 inhabitants. Sometimes part of Tarsh, and sometimes of Sartar, the city now enjoys a semi-independent status under the rule of Harvar Iron-fist, Duke of Alda-chur. It dominates a key part of the main trade route linking the Empire with Sartar, Prax, and the cities and seaports of Kethaela.

Taros Ridgeleaper from Tarsh established Alda-chur on the ruins of a draconic city. Only some bizarre architecture remains, including the glass walls, and the new city surrounds it. Several delicate towers, a cluster of curiously organic buildings, and myriad double and triple gateways soar amid curving, twisting streets built since the Resettlement. A part lies in ruins now, destroyed by recent rebellions.

Alda-chur has two great temples of fame. The first is to Yelm-alio Enduring, patron god of the city. The golden central tower reflects the glory of Yelm by day and casts a soft, flickering light across the city by night. Across the square from it is the Lunar temple to the Seven Mothers.

Alda-chur is divided into quarters. The ancient Place of Bronze is itself an entire quarter. It is the palace and temple complex of Harvar Ironfist, ruler of the city. The Yelmalion quarter are seemly and well ordered, their houses set with roof gardens and tiny orchards. The Orlanthi quarter is squalid with tiny lodges and dilapidated longhouses, all with their windows blocked so as not to see the Doburdun storm god altar the Empire has built at their entrance.

Beyond-the-Wall is the ramshackle collection of huts, lodges, and grass markets some eight hundred yards beyond the Sartar

gate. Called the Uz Quarter, Beyond-the-Wall is not part of the pure city, and so low entertainments and fleshly diversions gather here. The area serves as an infamous, enthralling, and dangerous recreational area for Lunar troops and travelers.

The Field of the Tents of Silver (the Lunar Quartermaster General's supply base and training camp) is just west of Alda-chur. The presence of the camp, with its constant need for crafters, supplies, and transport, adds much to the economic life of the city.

Alone

Tiny, war-ruined town in the Hidden Valley (E2)

Sources: *Silverquill Parchments*, *Composite History of Dragon Pass*.

In 1583, Terasarin founded Alone amid deep and hostile forests as he led Tarsh survivors from the Battle of Grizzly Peak. Here amid the peace of the Hidden Valley they turned from the world, embittered by wounds and by failure, exhausted by the long and fruitless years of struggle. They remained hidden for less than a generation, and it is now the tribal center for the Amad and Bachad tribes.

The city's craftsmen are famous as makers of fine pipes, horns, and harps. The battle pipes of the famed skald Jessoin are especially renowned for their volume. "They have to be loud 'midst the hills of Alone for anyone at all to hear them." The Apothecaries' Ring, the local healing women, trade rare medicinal herbs gathered from the Perilous Hills and the Vale of Flowers.

Alone resisted Harvar Ironfist, and suffered for it. After he quelled the Righteous Wind Revolt, Harvar punished whoever had not helped him or resisted the rebels. Mercenaries entered the town by treachery, then burned part and slaughtered the inhabitants. Only five hundred remain now. The two tribes swore an oath of subservience to Harvar and pay heavy tribute.

The Burning Wind Women, who once plundered the Bronze Palace, still range against Harvar's closest kin. The free clans of the Tres, welcoming all who will lift a spear against tyranny, have made their holy places in wild and secret parts, and the freedom wind blows strong.

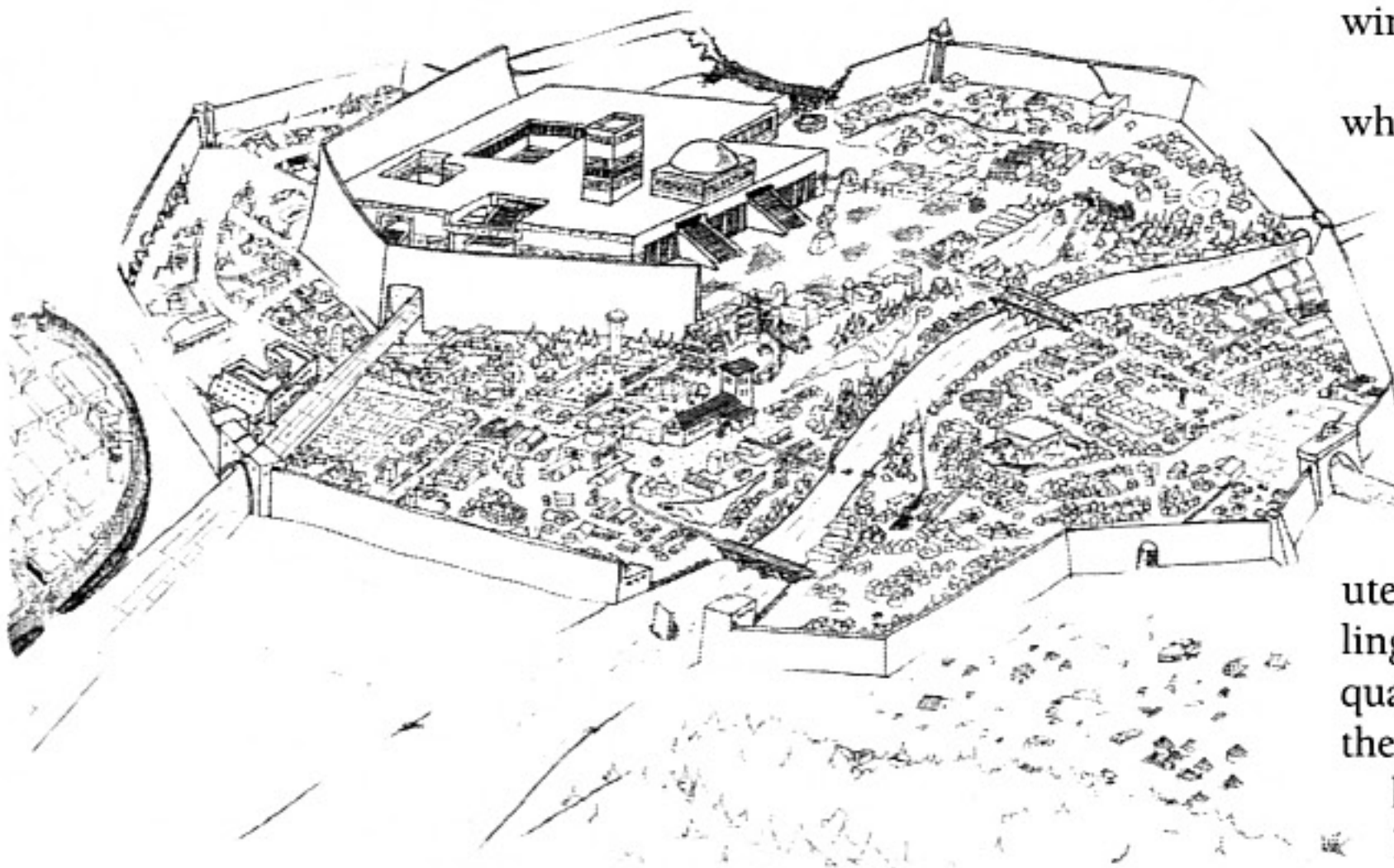
The mayor of Alone is Eliardo the Plasterer, a glib dissembler who tries to placate both Harvar's mercenaries and the resentful victims of the new regime.

Amadhall

Regal village of the Amad Tribe in the Sheep of Luck Hills (E1)

Source: *Silverquill Parchments*.

Only a difficult and dangerous path that winds northwards from Alone leads to this stead. Ironfist's agents collect tribute from the Amad under the terms of the Peace of Alone, but few linger at the hall for long, returning with their saddlebags only a quarter full. Four tall fire towers burn openly in praise of Elmal at the corners of the palisade, fed by a fierce and undying wind. Amad horsemen can ride at speed through even the thickest forest. Many exiles gather here, walking free and unafraid.



Amber Fields

Sun Dome Temple region on Sartar border (C5)

See also *Forthanland*, *Neutral Hills*, *Vaantar*.

Source: *Resettlement Sagas*.

The Amber Fields are a wide and pleasant vale with many farms and rich fields, occupied by the Yelmalions. The Sun Dome Temple received this territory less than a century ago from King Tarkalor after they helped him to conquer the Darkness-tainted Kitori Tribe. The fields are amber with wheat and barley. The Yelmalions have kept their tribal independence since then, even with the Lunar presence; the region is sometimes called Sun County, and is home to 12,000 souls. Most are grain farmers, but the Sun Domers (as they are also called) are best known as mercenaries. Although their culture mixes their Orlanthi heritage with Dara Happan attitudes and religious practices, they have an uneasy relationship with both groups.

In the early 16th century, Sartar's tribes and clans were in turmoil. The trouble was led by people who worshipped New Elmal. Some Elmal worshippers who had been exposed to Dara Happan solar worship had adopted many of their great solar ways, attitudes, and rites. Many Elmal clans flirted with conversion to the Dara Happan religion, until Monro, a companion of Prince Tarkalor, experienced a vision revealing that Yelmalio should be their god. Yelmalio was the broken sun who could be reintegrated. After Monro's victory, many Elmal began to worship Yelmalio. Tarkalor gave them great holdings taken from the Kitori. Thus, instead of deciding between being Orlanthi or Dara Happan, the disaffected Sun worshippers became a third people. This averted civil war, and made the Yelmalions a tribe subject to Sartar. They reconstructed the ancient Sun Dome Temple using plans found by Monro during a journey to the Other Side.

Later, in Tarsh and the Far Point, missionaries encouraged the Elmal to convert to Yelmalio, with the intent of destabilizing Orlanthi communities. These newer Yelmalions are more favorably disposed to the Empire than are the residents of Sun County, which strains the otherwise natural ties between the two groups.

Ambush Trail

Road through the Yellow Hills (E4)

Source: *Resettlement Sagas*.

Derik Furman, a hero of the Dundalos, once tricked an invading Praxian horde into passing along this trail between the hills. In true Heortling fashion, the Sartarites attacked from hiding, breaking the Praxians into several isolated groups and then inflicting grievous casualties upon them. Even the goat-rearing Balkothi speak of this trail with pride, and seem confident that they can use the same tactics to repel the next Praxian army that heads this way. All the other tribes just laugh at their misplaced bravado, but everyone has heard of the deeds at the Ambush Trail, and songs are still sung about the Praxian blood they spilled that day.

Andrinstula

Plateau in Heortland (B7)

Source: *Where Our Gods Tread*.

When Andrin the Wise was not speaking Law at King Heort's court, he tended his cattle and sheep here. Andrinstula is famous for its temple to Lhankor Mhy the Lawspeaker.

Apple Lane

Border hamlet in Swan Vale (C3)

Source: *Jonstown Compendium*.

A hamlet located in territory disputed by the Colymar and Malani tribes, Apple Lane sits astride a frequently used secondary road. It lies some 20 miles from the nearest city, Jonstown. Travelers,

from whom the settlement gets the larger share of its trade and its unusual and cosmopolitan nature, are happy to stop here, while farmers and shepherds from the surrounding hills also enjoy its comforts. Apple orchards surround the town and give it its name. The village is noted for its smith and a temple to Uleria, a goddess of love and sex recognized, but not usually worshipped, by Orlanthi. Its famous pawnshop was burned down by the Lunars.

Arfritha Vale

Valley in Colymar lands in Sartar (D3)

See also *Fairjowl*, *Famous Bell*, *Jonstown*, *Red Bird*.

Source: *Jalk's Book*.

Arfritha was a daughter of Kodig. She lived here in the Gods Age, and the residents of the valley still worship her as the local earth goddess. The valley is famous for its birch tree woods.

Settled in the second wave of migrations by the Tree Triarchy clans, Arfritha Vale was the focus of the Zarran War between the Colymar and Malani tribes. Afterwards, the Antorling Clan occupied the upper Arfritha Vale and joined the Colymar Tribe. The Vale remained in Colymar hands until the Empire came, but the Lunars rejoined the Namolding and Lysang clans to the Malani Tribe after Starbrow's Rebellion.

Arim's Lake

Lake in Nala's Hills in Tarsh (B1)

Source: *The Secret Kingdom of Arim*.

It was on the shores of this ice-watered lake that Arim first met and befriended the Grazer Benst Beel. He returned here later with his friend to appoint the first Bridleman, his emissary to the Grazelands, and the kings of Tarsh have appointed every successive Bridleman here in the presence of Grazer potentates.

Arimstone

Sacred stone in Arimvale (A2)

Source: *The Secret Kingdom of Arim*.

The Arimstone outside Bagnot is the southern of two stones sacred to Arim. It marks the conclusion of his journey south, a natural plinth from which Arim used to preach to his people and introduced them to their first shrieve, or lawspeaker.

Arimswash

Tributary of the Stravuli River (B1)

Source: *The Secret Kingdom of Arim*.

Arim the Pauper was a priest and a visionary, who had wanted to save his people, not become their king. But a people will have their king, and when they clamored and entreated him to accept the crown he spent five days and nights fasting along the banks of this river. Each night, the soul of one of his unborn descendants visited him. Humbled by their Five Disputations, he resigned himself to his fate and returned to his Secret Kingdom reluctantly to take on his new role.

Arimvale

Sacred valley in Tarsh (A2)

See also *Arimstone*, *Bagnot*, *Benst Falls*, *Dancing Sisters*.

Source: *The Secret Kingdom of Arim*.

This valley was the heart of Arim's Secret Kingdom. It did not remain secret, but the name stuck because people continued to seek the "secret kingdom" when fleeing the Empire. It was a sacred community and quite different from the former tribal life, but over time became more recognizably a political unit. Of course, the Empire sent spies and explorers to find the "secret kingdom," eventually culminating in their invasion of 1362. Later, Arim's Secret Kingdom became the nucleus for the Kingdom of Tarsh.

Aroka Lake

Lake on the Donalf Flats, which feeds into The Creek (D2)

Source: *Where Our Gods Tread*.

A large lake formed from the gushing of Aroka's blood when Orlanth killed it. The water still has a red tint to it, and is useful as dragon blood for many rituals. The squarefish comes from here.

Ash Anvari

"Public town" in Beast Valley (B4)

Source: *Resettlement Sagas*.

The beast-men allow humans to gather here, or rest and stay. A couple of these public towns exist, as decided by the Beast Side Council each year, before the mammoth sacrifice.

Aurochs Hills

Hills formed from sleeping fire demons (C5)

See also *Colymar's Lookout*.

Source: *Orlanthi Mythology*.

Urox fought against Dared, a chieftain of the Fire Tribe called the Red Fireman, and his followers here. He sent his great beasts to run around and around them. The enemy got confused and dizzy, and the bulls eroded the ground to leave the distinctive pillar-like peaks of the area. The enemy demons went to sleep, and are now the red caps atop these stone pillars.

B

Backmarsh

Marsh surrounding the ruins of Jisteel (B6)

Source: *Saga of the New Good Land*.

The Dreven River feeds this large area of marshland that abuts the eastern edge of the Shadow Plateau. At its center is the half-sunken city of Jisteel, a ruin from the days of the EWF. When that empire fell, a band of sorcerers from Jisteel tried to protect their domain with the forces of the elements, but their work faltered in the face of the enmity of the dragons, and this entire region collapsed into a depression in the earth. Within weeks, the marsh had formed.

When the Only Old One ruled this region, he populated the Backmarsh with strange darkness beasts to guard the eastern edge of the Plateau. However, in recent years no one has maintained the ceremonies to keep the presence of these creatures, so few remain. Instead, trolls fanatically loyal to the Only Old One have taken refuge here. They and their descendants live in small marsh clans, eking out a living, training in secret, and plotting for the return of their demigod leader. Worship of Kogag the Boatman is commonplace among these survivors, who traverse the waterways in punts and exist in uneasy alliance with the spirit of the Marsh itself.

Trolls capture those foolish enough to enter the Backmarsh in search of ancient spoils, or darkness entities slay them, or the potent marsh spirit overcomes them. However, should outsiders somehow survive these dangerous forces, the waterlogged streets and shattered buildings of Jisteel wait.

Bagnet

Tarsh city in the Arim Vale (B1)

Sources: *Composite History of Dragon Pass*, *The Secret Kingdom of Arim*, *Short Stop Chronicles*.

Bagnet, which means something like "short stop here" in Sairdic slang, is where Arim stopped one night to rest. A short rest turned into a long one; the settlers built shelters against the winter, and eventually blessed a city, walled with stone and palisade. "The Short Stop" became the capital city of Arim's Secret Kingdom.

In 1440 Colymar warriors, led by Intagarn and aided by Praxians, sacked Bagnet and stole the Ivory Throne. The Lord of the Pass had betrayed the king. Without the throne, the walls of Bagnet fell, the secret of the throne was forgotten, and the dominant local power, the Firstbloods, became just another hillside barbarian tribe, held fast in their home.

When HonEel took over the kingdom, Bagnet raised new walls, of wood, and sent men to fight against the Lunar heroine. The Lunar forces won, and attacked Bagnet itself in 1490. Brave warriors repelled the Lunar attack following the defeat of the Old Tarsh loyalists at the Battle of Dancing Sisters. The city remained disputed, sometimes in the hands of pro-Lunar forces, at other times able to throw off their control. In 1496, infant King Phoronestes moved the capital to the lowlands, at Furthest. Bagnet remained a sacred city.

In 1582, Bagnet finally fell conclusively to the Crown, just weeks after the Exiles' defeat at the Battle of Grizzly Peak. In 1602 the Tarshites brought the Ivory Throne back to Bagnet. The walls rebuilt themselves, again of stone and wood and beautifully wrought. The Temple of the Secret Kingdom was also restored, and the residents have made sacrifices there ever since.

Banjarn

Extensive EWF ruins on Kordros Island (A2)

Source: *The Argrath Book*.

In EWF times, this was the southernmost city along the Oslir River. It was an offloading station for goods, which were carried overland to Orin Jistil or Olorost.

Battle Valley

Valley on the border of Sartar and Prax (E3)

See also: *Sazdorf*.

Source: *Resettlement Sagas*.

Dozalin Valley is known to everyone as Battle Valley because the Praxian nomads often take this route into Sartar. It has frequently been fortified over the years, and ruined forts litter the hillsides. One extensive, EWF-era ruin is home to the Sazdorf Clan of trolls.



On a crisp, clear Dark Season night, it can seem only a stone's throw from Bagnet's great Wyvern Turret to the Dragonspine mountains, and the watchmen draw their fur cloaks around them and try to ignore the music of the wolves roaming the Killer Wilds.

Few trees grow here; thorn, scrub, and tough high grasses cover the dry, rolling earth of the valley, which is cut by the Dozalin Creek and many gullies. The eastern end opens into No Man's March, the unmarked boundary between the kingdom of Sartar and Prax. The Moaning Valley cuts through the Wolf Ridges to connect Battle Valley to Stagland.

The Finger is a high peak (4,300' tall) between Battle Valley and Moaning Valley. At its summit is the King's Tower, a sturdy stone watchtower and encampment built by Sartar.

Beast Valley

Area of the Creek-Stream River valley prohibited to human occupation (A5)

See also *Ash Anvari*, *Catnip Hill*, *Centaur Ford*, *Wild Temple*.

Source: *Jonstown Compendium*.

Seven centuries ago, the EWF dedicated this land to be what it is. The Dragon Empire is long dead, but the valley is still home to a collection of inhuman beings. Their origins are diverse: some claim divine parentage, others are the product of perverse surgery and sorcery. Collectively, they are the beast-men, because all seem to be part human and part animal. Before Orlanthi from Heortland resettled Quiviniland in the early 14th century, the beastfolk lived throughout Dragon Pass. The Resettlement pushed them back to the area called Beast Valley. They aggressively defended further efforts to diminish their territory, sometimes threatening their enemies with the return of their great hero, Ironhoof the Centaur.

Beast Valley is home to several different types of beast-men, most notably centaurs, minotaurs, satyrs, and manticores. They live peaceful lives here, untroubled save when they choose not to be. They meet once each year to dance amid the standing stones of Wild Temple in a bloody and spectacular affair. Yatandar the centaur led them until 1616, when he stepped down after proving his claim that he could summon his ancestor, Ironhoof.

Belastran Pass

Southernmost pass over the Dragonspine (A4)

See also *Lookout Ridge*.

Source: *Where Our Gods Tread*

Slow or weak people do not use Belastran Pass. Its final pitch is a long day of climbing a steep scree ascent, then descent. Worse, the Feyghost Woods on the south side offer another few days of danger. On the north, climbers are easily visible from Lookout Ridge.

Orstan made this place when he sawed the dragon's backbone to make a pass. The low point is where the saw bit; the scree is the sawed-off remnants. This was part of the rivalry contests between Orstan and Orolmarn. It is also called the Rigsdal Pass, for just by looking across the hills Rigsdal made the way visible to all.

Belen Hills

Range of hills west of the Golden River in Tarsh (A1)

Sources: *Where Our Gods Tread*, *The Secret Kingdom of Arim*.

At this place, the Little Gods ambushed Turim the Giant, who freed Voria from his pocket and returned springtime to the world.

Arim's Secret Kingdom defeated the Tusk Riders in these hills at the Battle of Belen Field, when they tried to force the people out. Some call it the Pig Sticking, for Arim's people proved their bravery holding the line against a charge that day.

Benst Falls

Waterfall and meeting place in Arimvale in Tarsh (A2)

Source: *The Secret Kingdom of Arim*.

During the Resettlement, the chieftains Arim and Benst Beel met here every year, and it is still important to Tarsh-Grazer relations. Here occur negotiations, exchanges of prisoners, and presentation

of tribute. Each year pilgrims from North Post tie thousands of fine ribbons to the stunted trees above the falls as a sacrifice to the spirits. Most years, local Tarshites strip and sell them before the week ends. The Grazers say this is why the Tarshites have never been at peace with their spirits. The Tarshites say this is why they are rich.

Bevara Ridges

Range of hills in the Grazelands (A3)

Source: *Jonstown Compendium*.

The goddess Bevara ran along these ridges during the Great Winter, bearing the wounded Heort upon her back.

Birch Ridges

Hills south of Wintertop covered by Voria with birch trees (B4)

Source: *Where Our Gods Tread*.

The birches which grow here, glowing with their pale purity, are the gift of Voria. Only men may gather firewood and timber here, and by law, any who fail to observe the proper prayers and offer the correct tokens of respect when doing so are guilty of rape. The tribes hang those caught violating this law at an altar in Broken Neck Woods. The Mitchuinn, who live to the north, diligently maintain these rites. Campfire tales tell that in the dark parts of the forest the Birch Broos roam—twisted descendants, part broo, part tree, of loggers who violated these woods in the Imperial Age.

Blacktree Shrine

Pile of rocks where Salvi met the Raven (C5)

Source: *Orlanthi Mythology*.

Salvi struck a bargain with the Raven here, and later broke it. The black tree is gone now. The rock pile is the highest point between Markdale and Branvale.

Blackwash River

Wild river on the Shadow Plateau (A7)

Source: *Saga of the New Good Land*.

Dekor's major river was once the main passage for trolls traveling on pleasure or business to the Palace of Black Glass and its surrounding settlements. Except in Fire Season, the troll worshippers of Kogag would ply their sturdy craft back and forth. Nowa-days the Blackwash runs wild and dangerous, and few trolls dare to launch a boat upon its fell waters.

Blackwell

Troll fort on the Shadow Plateau (A6)

Source: *Saga of the New Good Land*.

Blackwell formed when Belintar killed Durgados, the Leaden Serpent. The brains of the monster seeped out into the ground, melting the soil and bubbling as they burned their way to the Underworld. A well was built around the poison to contain it, and then a fort around the well. Trolls live there now, forbidding the entry of everyone.

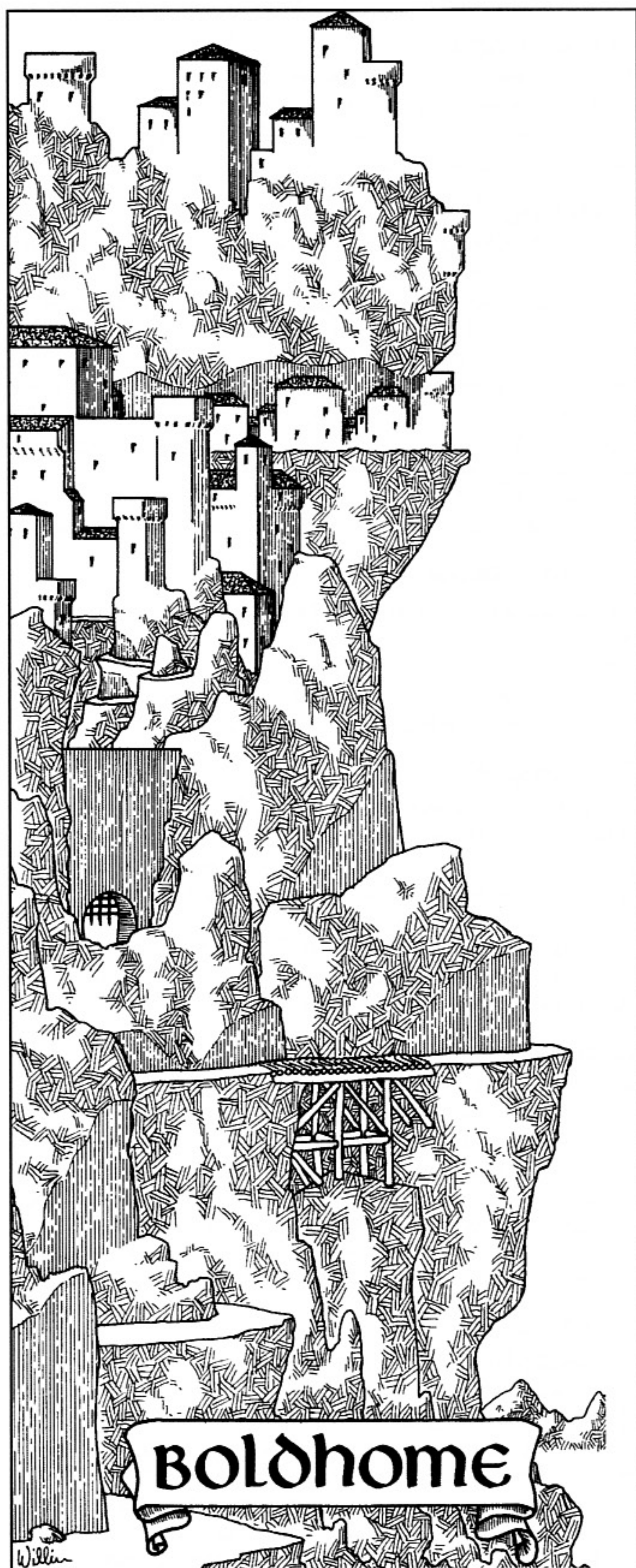
Blue Boar Fort

Fort on the Donalf Flats (D2)

Source: *Resettlement Sagas*.

Blue Boar Fort is set atop the only hill that rises above the Donalf Flats. In the Storm Age the savage Blue Boar roamed here, smashing steeds, goring farmhands, and siring intractable offspring on the local sows. Many hunters chased the boar, but only Izen Swift-runner caught him. The Blue Boar heroquest is well known, and the fort is a common jumping-off place for hunters who wish to feed their clan or sire litters of strong and healthy piglets. Carvings depicting the story of Izen and the Blue Boar cover the main gate. Izen's shrine lies a quarter of a mile from the fort itself.

Earth magics raised the mound on which the fort stands 15 feet above the flats. Three great earthen walls surround the hill-top and enclose an area of 120 acres. The Rain Blossom Clan can drive all their families and livestock within the walls for shelter



This view of the great city includes Taling's Bridge, East Wall, the Great Hall of the Tribes, Priests' Tower, and Fantarn's Balcony (where Fantarn was shot by a barbarian's arrow blessed by Yelm). The famous Wilms of Wilmskirk is also reputed to have slept in one of the Top Pocket towers viewed here.

in time of trouble. A great stone sacred to the clan lies at the heart of the fort. A proud citadel crowns the fort's eastern side, the seat of the Dinacoli kings since Gizur Far-rider brought his people to this land. Foul King Brangbane made his "finger soup" here and murdered the women from whose hands he cut them. The ghosts of his victims still haunt the citadel.

The Dinacoli have betrayed the tribes of Sartar to the Empire and left the Jonstown Confederation. So much of their wealth has flowed into the fort that it begins to look more like a town.

Boarford

Village at a ford across the Teslir River (A1)

See also Sowford.

Source: *History of the Heortling Peoples*

The great tusk boars of the Aramites are sacred to the Earth and their ancestor Gouger. Before the Dawn they roamed wild over Kerofinela, but hunting reduced their numbers. As human populations increased after the Dawn and farmers cut down the forests, their habitat shrank. Now they are uncommon outside the lands of the Aramites around the Ivory Plinth (north of Snakepipe Hollow). In Dark Season the tusk boars used to migrate to Kordros Island where the males would compete for the right to sire children on the sows. The boars crossed the Teslir here, the sows farther downriver at Sowford. Stravuli and Liornvuli men would prove their bravery then by standing the charge of one of the giant razorbacks armed only with a stout spear.

Boldhome

Sartar's miraculous city in the Quivini Mountains (D4)

Source: *Jalk's Book*.

Boldhome is the capital city of Sartar, and its largest settlement, with a population of 11,000. Its splendid and unusual architecture is attributed to the Mostali, who helped Sartar build it. Prince Temertain maintains his royal household here; it is also the heavily garrisoned center of Lunar administration in the territory.

In earliest times, Orlanth once sat here in judgment. The Blue Ram once leapt into this vale, then up to the sky. Once Lightning was hidden here under a rock. Ernalda and five of her women kin once hid here from the Scathing Waters. Vingkot and his brave sons once took up positions here to fight the Angry Fire giants. Sartar built Boldhome in a beautiful high valley among the Quivini crags to fulfill an ancient prophecy uttered by Lhankor Mhy:

When a city is built overnight in the vale between raven and cow, then the Maker of the Bold Home brings peace to the world, and a house to bear Justice. The sacred flame will burn, the sacred wind will blow, and the sacred earth will support the thanes to destroy Chaos. Whomever settles in this bold home shall be king!

Sartar persuaded the Mostali to erect his city overnight. Boldhome was founded on "Day 88" (the 88th day of the Orlanthi year, one week before Lawstaff Day), also known as Founder's Day, in 1492.

Boldhome sits in two valleys, called the Left Arm and Right Arm, surrounded by high peaks. The East Gate is in a wall between Thorgeir's Cow and the Swoop, atop a steep cliff face with a switch-back approach called the Three-bend Road. The North Gate is approachable only along Sartar's High Road. The dwarf-made, oldest parts of Boldhome are large building complexes built into the steep cliff edges around the city's perimeter, or perched on several wide spaces on the cliff walls. The cliff areas where people live are called "pockets." The East Pocket and West Pocket are the best private residences. The Top Pocket hangs out over nothing, as if perched and ready to fall or fly. The Picture Door is there, as is the great Temple of Orlanth the King, now sealed.

The Right Arm is more densely populated, and there the City Market is the hub of the city, serving the daily needs of the population. Surrounding it are the residences of the many artisans and craftspeople. The International Quarter houses foreigners, and the market there sells goods from even distant Tanisor and Teshnos. Sartar's Palace sits atop Thunder Ridge, like a head between the two arms. The tribes of Sartar maintain manors in the Right Arm valley and the elder races have settlements in the Left Arm.

Sartar was apotheosized atop the great bronze brazier visible day or night from anywhere in the city. He gave his last speech, then led everyone in the Song of Immolation, which is sung when corpses are burned. As they sang, a great light grew around Sartar, brighter and brighter until no one could look at it. It was a bright white flame, then, and as the song vanished from the air the onlookers saw it cool into a fifteen-foot-tall orange flame. In 1602, Boldhome fell to the Lunars; the Flame of Sartar was quenched, battered, and cursed by Lunar magic. Although it occasionally sputters, the fire of the kingdom has gone out.

Bon Bolar

Ruins in the Rolling Hills (A2)

Source: *The Argrath Book*.

A ruined EWF city located on a trade route between the former cities of Orin Jistil (now on Delecti's Isle) and Banjarn, through the Harda Pass.

Bone Hills

Range of hills near the Far Place that are the bones of the Stone Dragon (D2)

See also *Skull Hill*.

Sources: *Where Our Gods Tread*, *Jonstown Compendium*.

These hills are formed by the thrusting gray stone bones of Drath-daw the Stone Dragon, who tried to mate with Kero Fin and was slain by Orvanshagor. The great stone bones lie atop crushed and fractured green hills. The spine lies along the valley floor and the enormous rib cage towers hundreds of feet into the air, forming a giant colonnade of bones.

Humans feel uneasy here, with good reason. Each year a procession of dragonewts gathers at the Tail Tip Vertebrae with gongs, drums, and strange pipes and then proceeds to walk backwards along the hill, stopping at each bone to kill anything they encounter. They eventually stop atop Skull Hill and then disappear.

Bonn Karpach

EWF ruin in the Uzfields (A5)

Source: *The Argrath Book*.

The town of Bonn Karpach once lay on the EWF border with the Shadowlands. Like all EWF ruins, it is a haunted place now.

Boranini River

River that flows through the Arfritha Vale, a tributary of the Lorthing River (D3)

Source: *Jonstown Compendium*.

The Boranini is the "Seven Deeps": seven pools that, if entered into in the correct order, form a path to the home of Boranini, the demigod turtle patron of the river. Steads along the river never eat turtle, and always leave Boranini an offering of the first fish of the season. It is sometimes called the Arfritha River by outsiders.

Brambleberry Hills

"Outlaw hills" northwest of the Quivini Mountains (D4)

Sources: *Resettlement Sagas*, *Jalk's Book*.

In the Resettlement, the Karandoli Clan came from the area around the Syphon River in Heortland and bargained with the Ernaldor-

ings to live here. They became part of the Colymar Tribe. The sixth and eleventh Colymar kings were Karandoli. However, the Jenstali Clan exterminated them with magic around 1500, and for this they themselves fell to a mysterious curse. Their former lands are now rugged, thick and wild with large, vicious thorned thickets.

Bran Creek

Tributary of The Stream in the Branlands (C4)

Source: *Resettlement Sagas*.

Bran was a demigod of the Vingkotling period. He was noted for his furious frenzy when fighting against anyone on a horse, a chariot, or any other animal or vehicle. Salvi the Good was a distant descendant who sought these ancestral lands during the Resettlement. He found the headwaters and went downstream.

Branlands

Lower Bran Creek vale, between Duran and Pegasus Hills (C4)

See also *Bran Creek*, *Famegrave*.

Source: *Resettlement Sagas*.

Salvi the Good turned left, went downriver, and came to The Stream. The raven demanded he slay the nonliving Stream thing, but Salvi refused and called upon his Owl to protect him. The owls and ravens still war throughout the Branlands and Chormsland.

Branvale

Upper Bran Creek valley, between the Aurochs and Charandar hills (C5)

See also *Owlstead*.

Source: *Resettlement Sagas*.

Salvi the Good followed a raven to the source of this river, and then downstream to the wider Branlands.

Brass Hills

Hills in the Dragonewt Wildlands (C2)

See also *Dragonewt Hills*.

Source: *Resettlement Sagas*.

Often known as the Dragonewt Hills, the Brass Hills are a range of low hills and tangled thickets. The central hill is much taller than the rest, its steep sides resembling a great-knotted wing joint. Deposits of bronze and brass are dotted throughout the area, the ore often mixed with strange crystals.

Humans avoid the place despite its riches. Bands of hunting dragonewts prowl the hills, and tend to eat first and not ask questions at all. Yet a bold raid can yield great wealth. Both ancestors and maps claim that the hills did not exist before the Dragon-kill. Some say the ridge erupted from the ground when a dragon awoke to feed. Others say it is the wing of a vast, still-slumbering dragon.



Broken Neck Hills

Range of hills between Kero Fin and the Dragon Pass (A3)

Source: *Orlanthi Mythology*.

The Broken Neck Hills form the lowest part of a spiral of hills that runs from Wintertop Fort through the Tamlane Hills to the slopes of Kero Fin. The Hendarli tell that Orlanth and Yinkin would race each other from their mother's hearth down these hills to play in the valley below. So fast did they run that their mother would say, "Slow down or one of you will end up breaking his neck." Neither did then, but many do now in the annual race that holy men of Orlanth and Yinkin hold down the side of the mountain.

Others know different tales; the Iristaros tell that the hills are the shards of bone that flew through the air when Orlanth cut through the First Dragon's neck at nearby Dragon Pass. None knows what the elusive Puma People tell, though they can be seen slinking through the area on occasion, headed for their sacred Moosehorn Spur.

Bullgraze Valley

Valley on the edges of Heortland and Prax, overlooked by Bullrun Mountain (E7)

Source: *Jonstown Compendium*.

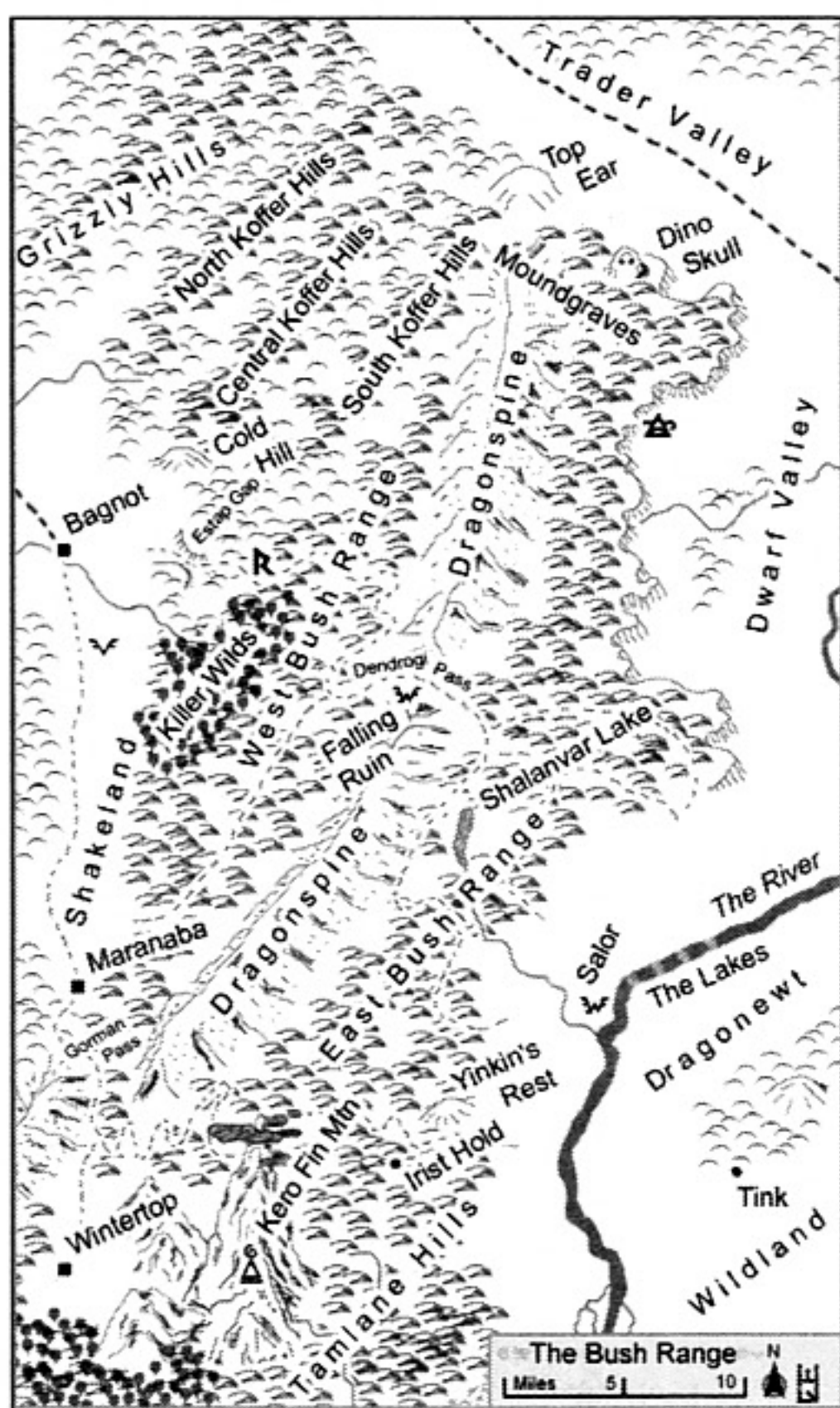
Sky bulls from Stormwalk Mountain occasionally graze in this valley. People often come to hunt or capture one here, but no one has ever succeeded. The Hounds of Baskelos are sometimes found here and on the mountain above, herding the errant cattle back to Stormwalk where they belong.

Bullrun Mountain

Peak in the Stormwalk Mountains (E7)

Source: *Jonstown Compendium*.

Sky bulls sometimes escape from the herds of Baskelos, the giant who lives on Stormwalk Mountain. They sky bulls gather here and in Bullgraze Valley below in herds of less than a dozen, which are hunted by the wind children who live nearby.



Bush Range

Grim no man's land between Sartar and Tarsh (B2)

Source: *Jonstown Compendium*.

The Bush Range is the rugged hill-land on both sides of the north Dragonspine. The ridges run generally north to south, with many copses and a few larger woods. They hide many cliffs, overgrown valley bottoms, and isolated vales where the Bush Rangers live. The land makes for poor farming and grazing, but is well suited to the bandit gangs that infest it. The Bush Ranger clans have no permanent loyalty to each other or to outside lords, and they are little different from the bandits.

The Tarsh Exiles held this land before the Lunar campaign of 1582. This culminated in the Battle of Grizzly Peak, which reduced their territory to the lands around Kero Fin Mountain. The Lunars razed the Bush Range as an object lesson and to provide a defensible frontier for Lunar Tarsh.

Outlaws, trolls, tusk riders, elves, and other undesirables make their homes here, and some Lunar homesteaders have also started to expand out into the Range. A hardy breed of pioneers, they are willing to risk raids by the many inhabitants of the Range in order to gain their own farms. Likewise, some Far Point clans have expanded into the Range, though Snakepipe Hollow and Dwarf Valley block their way.

Caroman

Village in the Sambari Pass (D4)

See also *Sambari Pass*.

Sources: *Resettlement Sagas*, *Composite History of Dragon Pass*.

Caroman lies along the Boldhome Road. When travelers lose their way in the Pass and listen for Sartar's secret breeze, the sweet song leads them to Caroman. The locals greet lost wanderers with a warm hospitality and point them along the road. The expression "Caroman breeze" has come to mean a harmonious song.

In 1602, Prince Salinarg regathered his army after its ignominious flight from the Crimson Bat. He rushed to help Wilmskirk, but was too late. To take advantage of the Lunar weakness, Prince Salinarg attacked their army at Caroman. The Lunars took heavy losses and gave back almost as much. Then Lunar cavalry appeared in their rear, brought there by a traitor, and Salinarg retreated.

Catnip Hill

Highest of the Yinkin Hills (A5)

Source: *Where Our Gods Tread*.

Eurmial drugged Yinkin with catnip and while Yinkin slept, the Bad Dogs stole his heat. The caves here are sacred to the Yinkini and are used for holy day rites, but it is not a permanent shrine. Strong catnip still grows on this hill, which the Yinkini pilgrims take to speed their passage to the Other Side on Catnip Day. While the passage is speedy it is not without danger, as the Bad Dogs often raid here on Catnip Day, looking to steal Yinkin's heat.

Centaur Cross

Marker stone on the Kethaela and Dragon Pass border (B5)

Sources: *Majestic Spirits of Dragon Pass*, *Resettlement Sagas*.

A large stone cross stands here, noticeable for the carved figure of a centaur on it. It is a sacred place for entry into the Spirit World and is part of the Crossline, great stones carved like Humakt's rune. The line marked the boundary between Dragon Pass and Kethaela after the Dragonkill, across which no human dared to go until the time of Colymar.

Centaur Ford

Ford across the Creek-Stream River in Beast Valley (A5)

Source: *Resettlement Sagas*.

The ford lies at the place where the Old Road crosses the Creek-Stream River. It is one of the last safe fords, for downstream the river broadens and deepens. Harrjeen, the first chieftain of the centaurs, agreed that his people would guard this crossing and allow access to all the folk of the valley. Boats traveling the river often hear the sounds of the guards' *polonki* music.

Chalk Man

Hill in Chalk Man Vale with a huge chalk outline on it (D1)

See also *Chalk Man Vale*.

Source: *Majestic Spirits of Dragon Pass*.

Chalk Man is an earth spirit who rose up from the ground here and left behind a chalk outline in the hillside. No plants ever grow over it, and usually when people speak of the "chalk man" they mean that image, as a landmark. He retired to an underground chamber whose invisible entryway is somewhere nearby.

Chalk Man Vale

Sacred valley in the Far Point (D1)

See also *Chalk Man*.

Sources: *Majestic Spirits of Dragon Pass*, *Silverquill Parchments*.

Living spirit power permeates the entire vale here so that other magic is alien, and hence harder to use. Animists visit regularly and often to commune with its many spirits. Chalk Man protects the resident spirits, only letting people use them if they worship him properly.

At the head of the vale is a field of trickster poles, first planted by Nobody Not Me, who was later put in stocks for a full year by Prince Salinarg. The poles always spring back if you try to remove them, and dreadful things happen to those who do. The bracken around the poles bends in a constant wind that no one else can feel.

Chaos Woods

Chaotic woods known as the Forest of First Reward to worshippers of Chaos (D6)

See also *The Print*.

Source: *Jonstown Compendium*.

These foul woods grew from trees tainted by the infected blood of Larnste's bleeding toe. Monsters sometimes grow on the trees, the trees sometimes move, and it is a refuge for Chaos creatures of all types. Four tribes of scorpion men have joined into one, following Gagix Twobarb. She rules the "Queendom of Jab" in the Chaos Woods, and treats with local leaders as if she is one of them.

Charandar Hills

Bountiful range of hills in southern Sartar (C4)

Source: *Resettlement Sagas*.

Charandar, Beren's favorite stallion, kicked up the soft brown stone of these gentle hills while galloping back and forth between Storm Village and his herd's grazing lands to the south. Water, Darkness, and even giants avoided the stallion lord's path. Charandar finally gave his life holding off Chaos creatures, ensuring that the hills were never pillaged. He helped fertilize the valleys, kept the hilltops clear for grazing, and opened up sweet springs to drink at; the occupants today still enjoy these blessings. The hills are full of many sites holy to the Thunder Brothers and Household Goddesses, as well as Charandar's Rest, a temple to Redalda, where Charandar died fighting Chaos hoppers so that his herd could escape.

The hills are rolling, with wide valleys full of steeds, rounded crests with rich pastures, and steep, wooded slopes in between

Metals, Gems, and Mining

Metal comes from the bones of gods, both dead and living. Bronze is the most common metal here, mined from the earth or alloyed from copper and tin. Silver and gold are rare, and there are no iron deposits anywhere in Dragon Pass.

Just as the gods' bones yield metal, their spilt blood yields precious stones. Some of these stones are magical, such as the Second Wind Crystals and Splinter Rocks that provide extra reserves for magicians, or the more unusual Akim's Stones, Arroin's Tears, and Smoke Rocks that aid people doing specific sorts of magic.

that are full of deer. Passage through the hills is easy but not quick, since tracks mostly wind their ways through the twisting valleys. The Balmyr and Locaem fought a vicious war for control of these hills, with the Balmyr forced south of Wilmskirk. Cattle raids and blood feuds are still common along their borders.

Cherry Ridge

Foothills of the Quivini Mountains (D3)

See also *Four Winds*.

Source: *Resettlement Sagas*.

The rolling northeastern foothills of the Quivini Mountains are famous for the cultivation of the jerret cherry, a large ruby fruit known for its medicinal qualities. The Chalana Arroy healers in Elkenvale have had rights to cultivate the extensive cherry groves since the earliest settlements of the Culbrea Tribe.

Cholanti River

River in the Vale of Flowers, a tributary of Skyfall Lake (E1)

Source: *Silverquill Parchments*.

From its source at Lady's Lake deep within Dagori Inkarth, the dark and muddy Cholanti flows sullenly into Skyfall Lake.

This river marks the furthest extreme of human settlement from the Far Place. Beyond lie nightmare forests of giant plants where the Bee Tribe fight their ancient enemies, the Korzanti Cocoon Clan. Troll warriors riding giant water skimmers occasionally pass along the river by night, and giant bees and caterpillars sometimes wander south into human areas.

Several travelers have reported a lightning steed in the clouds about the Cholanti, a wondrous sky lodge that is home to immortal heroes.

Chorms River

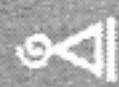
Tributary of The Stream in Sartar (D5)

See also *Chormsland*, *Sorang Valley*.

Source: *Resettlement Sagas*.

Chorms was the carrier and fetcher for The Stream and its forces, hauling never-ending supplies for his master. Foraging far from camp when the call came to help The River, Chorms was slow in returning, and his enemies cut him off. He fled far into the hills and hid in a cave, where his essential headwaters still lie.

When Heort freed the winds and the first rains seeped into Chorms' cave, bringing him new hope. He determined to hide no more, but to avenge himself on the master who had abused his loyalty, then abandoned him in his need. Chorm rushed back to The Stream, clearing a good path through the hills as he went. His master thrashed him all around his old foraging grounds, until Chorms reluctantly agreed to join the flow that carried all waters to the center of the world. A shrine at Standing Wave marks where he submitted, and his magic works better in the swift and clear upper reaches than in the sluggish and silty stretch from there to Kjartan's Pool.



Chormsland

Lands around the Chorms River, north of Wilmskirk (D4)

See also *Chorms River, Wilmskirk*.

Source: *Resettlement Sagas*.

Chormsland is the broad and fertile lower valley of the Chorms River. Chorms stripped the animals, the plants, the very hills to support The Stream. After Chorms fled his master, some of what he had foraged found its way back here, restoring fertility to the land. It still lacks holy sites, however, and most tribal temples are in the surrounding hills. This rich land has been fought over many times, most recently when the Locaem pushed out the Balmyr, and plows often turn up ancient bones and weapons. The legendary fight between Chorms and The Stream occasionally spills over into the valley, flooding it, in Storm Season.

Cinsina Lands

Lands resettled by the Cinsina Tribe in Sartar (D3)

See also *Greenhaft, Red Cow, Stagland*.

Source: *Resettlement Sagas*.

The flood plains of The Creek's tributaries, particularly the Boranini and Lorthing rivers, are rich soils used by the Cinsina for hay meadows, which feed fat cattle. Since the Resettlement, these cattle have drawn many raiders to Cinsina lands, particularly the Telmori. Many a brave Cinsina champion has earned his mead-hall boasts facing raiders from the Wolf Tribe.

A landmark called Red Rock on the western Cinsina border is the heart of the dead giant Lant Ulfar. Sometimes small pieces of the Heart chip away from the rock, and these are powerful objects that can hold magic.

Clearwine

Resettled hill fort in the Nymie Valley (C4)

Source: *Jalk's Book*.

The oldest continually occupied human settlement in Sartar is the traditional seat of Colymar kings. Clearwine is noted for its large temple to Ernalda and Flamal the Seed King (an aldryami deity known to but not often worshipped by Orlanthi), and for the sublime purity of the wine produced from its magical vineyards.

Clearwine was first a temple, where Hareva, an earth priestess from Esrolia and wife of Chieftain Colymar, found the first of the white winter-grown grapes, a gift from Ernalda. Afterwards the Colymar Clan built an unwallled town here. About 1325 or so, Dagastan, who had led his clan from Heortland, burned the settlement of Clearwine. Chieftain Colymar called the clan together, and together they entered and cleared all malignance out of the ancient Vingkotling Age hill fort which loomed over the valley. They took it as their home, and named it Brondagal, but now everyone calls it Clearwine. It was burned in 1601 by the Lunars, but has been rebuilt again.

Cold Hill

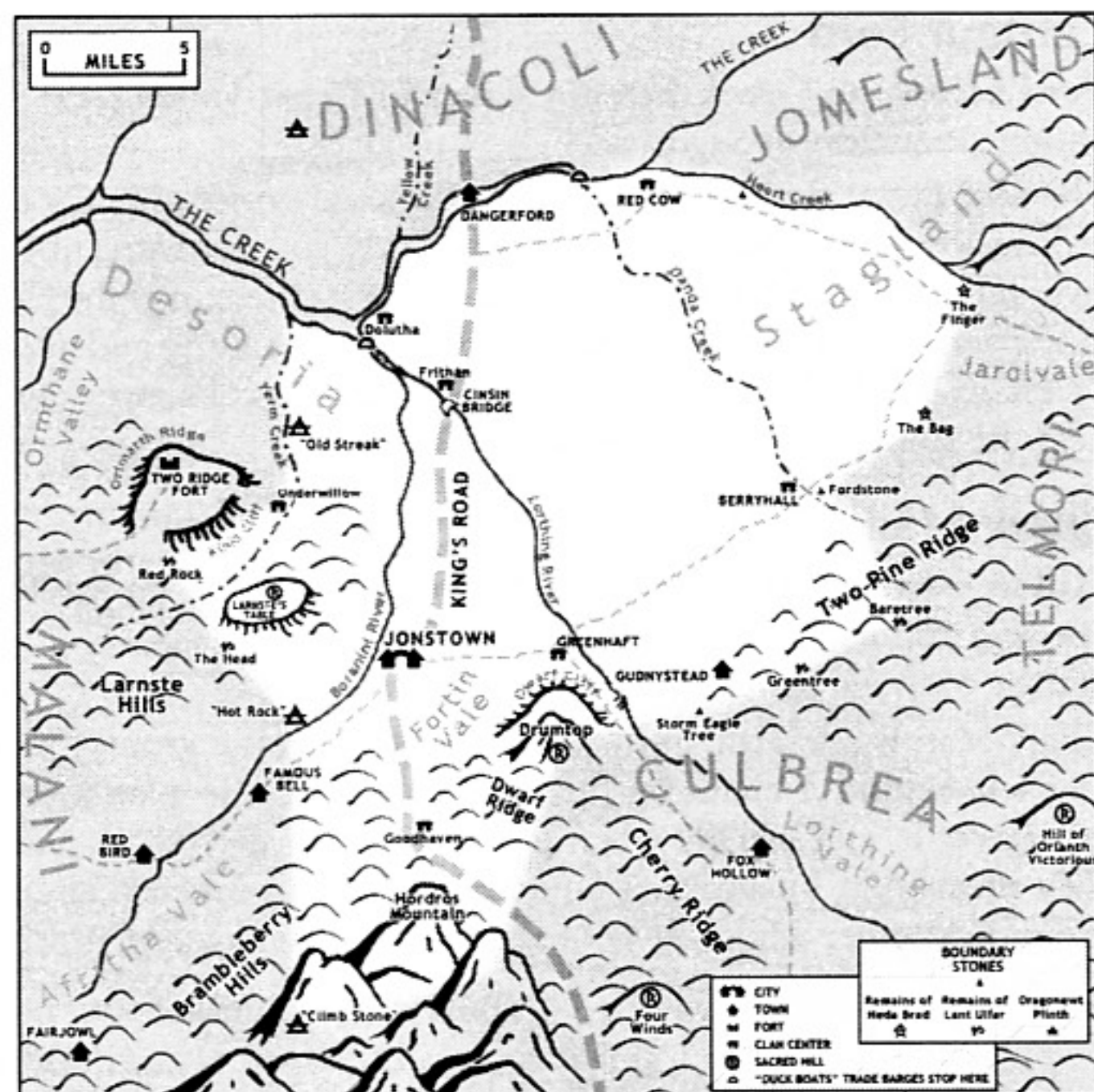
Highest of the Central Koffer Hills in Tarsh (B1)

Source: *The Secret Kingdom of Arim*.

Arim called forth the heat of the earth from this hill to save a nest of dying dragonewts. Since then there have been sightings of dragonewts here, but above all the hill is noted for its coldness. The rocks themselves seem to thirst for heat, even on the warmest days.

Clearwine

Clearwine is a drink unique to this area. It has a very pale yellow color, and is always cool to taste even on the hottest days. With a simple prayer of thanks to Ernalda, it is also refreshing, does not get anyone drunk, and never leaves a hangover.



A map of the Cinsina Tribal Lands drawn by Augustus Darksight

The Cinsina are the 'Brave Tribe,' whose lands are well-loved and well-guarded.

Colymar Wilds

Magical wild land in the Thunder Hills (C4)

See also *Starfire Ridges, Tarndisi's Grove*.

Source: *Jonstown Compendium*.

To the north of Colymar lands is an untamed wildland. Like all wildlands, it is inhospitable to humans. People who enter usually never exit and are not found, even in the lands of the dead. The Anmangarn Clan (better known as the Black Spear Clan) of the Colymar hides in this land, guarding the sacred spear that their ancestor brought with him from Heortland. King Korlmar negotiated their right to live here, which does not extend to others. The Anmangarn regard King Blackmor's settling of the newly-formed, Doburdun-worshipping Black Oak Clan on this land as an affront.

Colymar's Lookout

Highest of the Aurochs Hills (C5)

Source: *Resettlement Sagas*.

When Colymar led his clan into forbidden Dragon Pass, he stood on this peak to look northward towards his goal. Dagastan stood on it when he saw Colymar's hidden village, and the chieftains of the other early clans also climbed this to view their destination.

Contemplative-Rest

Dragonewt city on the Solfint River (E1)

See also *Deadwood, Dragonewt City*.

Source: *Jonstown Compendium*.

To humans, this place is most famous as the home of Lord One Ex.

Cow Peak

Peak in the Quivini Mountains, north of Boldhome (D4)

Source: *Orlanthi Mythology*.

Cow Peak is more properly called Thorgeir's Cow. Thorgeir was a visitor who gave Quivin his cow to pay for some help. However, after he left, the cow always broke out of its stall and followed him. Quivin summoned back the cow, and Thorgeir came with it and fought to keep it. Quivin killed the giant, but his cow would still not leave its master's side. It sat down, and is that mountain. The remains of the giant are the ridges behind it. Quivin sat down with them all, right there.

The Creek

Tributary of the Creek-Stream River (E2-C3)

Source: *Orlanthi Mythology*.

The Creek is pure spirit water. Also called Krikans, it is a younger brother of Skyriver Titan. When Skyriver Titan's life force was draining away after Korang the Slayer stabbed him, Creek leapt down onto the Indigo Mountains and added his power so that Skyriver Titan would not be washed away.

When the Empty Gods destroyed the Great Mountain, Skyriver Titan and his two brothers provided the example for the other rivers to follow. They flowed into the gap, and all the other rivers reversed their flow and joined in to help. The void was filled with all the swirling waters of the world. Thus, the First River neutralized the Empty Gods, and created the great maelstrom of the Ocean Without Return.

Creek-Stream River

The major waterway of Dragon Pass and Kethaela (D1-A5)

See also *The Creek*, *The Stream*, *The River*.

Sources: *Almost all contemporary sources mention this most famous of rivers.*

The Creek-Stream River starts at Skyfall Lake and drains the Heortling lands of the eastern watershed area of Dragon Pass.

Crow Top

Sacred hill of Killard Vale (E4)

Source: *Resettlement Sagas*.

Bagdalch lives here, always ready to go off to cause trouble. He is the Spirit Crow, imprisoned here in the Gods War to keep the world safe. Making certain offerings here frees Bagdalch and, accompanied by hordes of crows, he falls upon whatever victim the worshipper names. In the Resettlement, Derreva the Clever released him against Karvi, who responded with ravens sent by Ternveka. This began the Corvid War.

Culbrea Mountains

Mountain range northeast of the Quivini Mountains (D4)

Source: *Jonstown Compendium*.

The Culbrea Mountains have an older name, Thorgeir Crest. The two prominent peaks near the edge of this long ridge still show their origins. The one to the north is the Knee; that to the south is the Shoulder. This is the corpse of the giant Thorgeir, killed by Quivin for stealing a cow.

Cut, the

Fjord in Heortland (E7)

When the Bullstream heard Magasta's call, it rushed to the sea in such haste that it cut right through the land here.

Cyclops Point

Island in the Upland Marsh (C3)

Source: *Jonstown Compendium*.

One of the highest dry spots in the marsh, Cyclops Point has large caves on its eastern face, home to a clan of one-eyed giants and their sheep. Their chieftain, Trimmer, has an oversized left arm, used to throw mudballs at unwelcome visitors. The few travelers who have returned tell that the reclusive giants consider the decayed flesh of the undead a delicacy. The cyclops' origins are uncertain; none are known elsewhere, but scholars speculate they were one of the Remakers' experiments in the EWF.

D

Damalan Hills

Range of hills north of the Shadow Plateau (A6)

Source: *Majestic Spirits of Dragon Pass*.

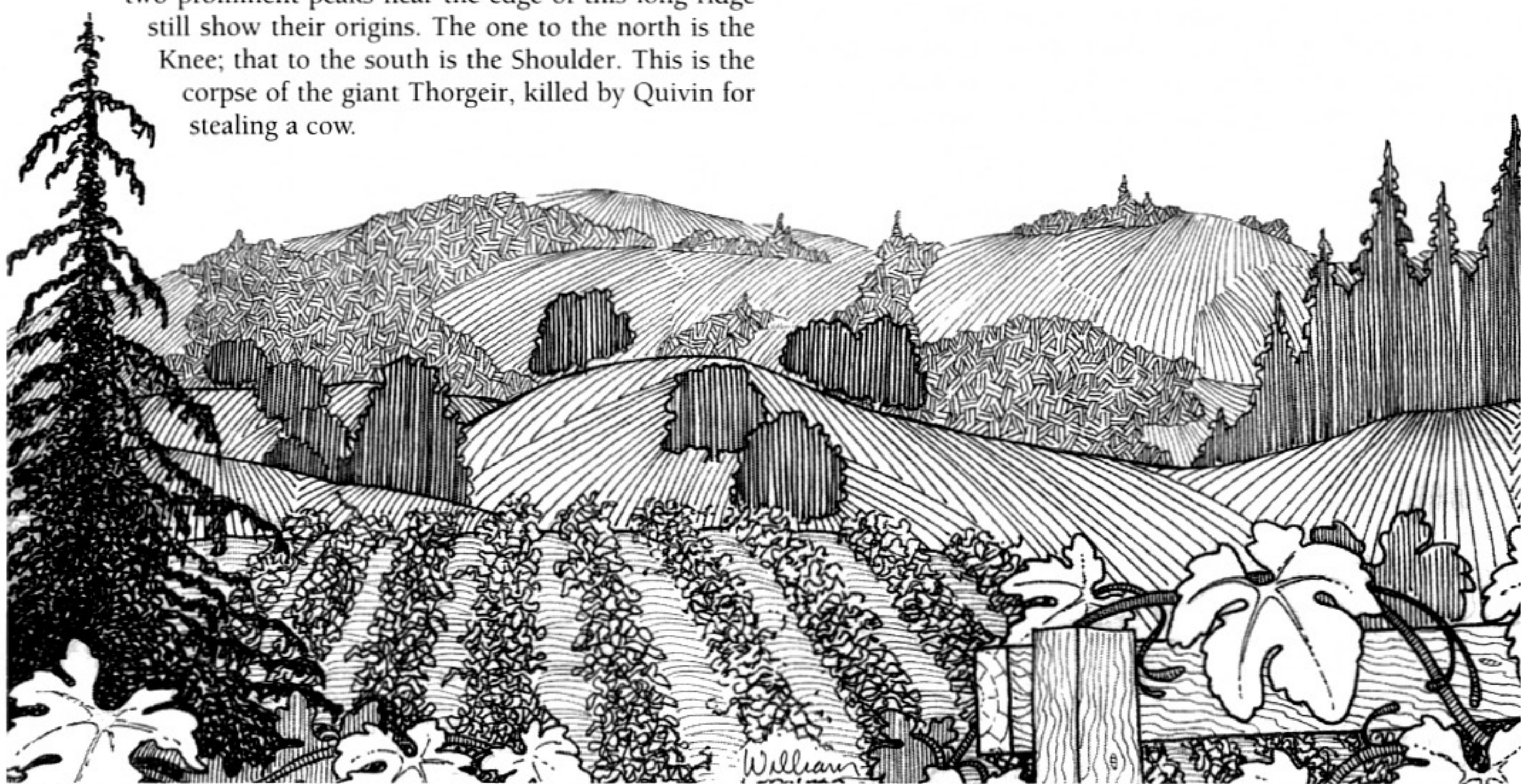
Damal, the deer spirit, loved to sport in these hills, but Heortling Deer are never seen here.

Dancing Sisters

Irregular circle of plinths in Arimvale (A1)

Sources: *The Secret Kingdom of Arim*, *Composite History of Dragon Pass*.

These leaning pillars of rock were originally dancing women of the Vingkotlings. In 1490, the forces of HonEel swept away an alliance of Aldachuri, Kerofini, and Grazers that opposed her rule. The Lunar magicians proved decisive in this Battle of Dancing Sisters. Since the battle, the pillars have wept tears of citrine and sardonyx on its anniversary.



Dangerford

Fort at the main crossing point over The Creek in Sartar (D3)

Sources: *Jonstown Compendium*, *Composite History of Dragon Pass*, *Resettlement Sagas*.

Arkat fought one of his great victories at Isle Dangerous, the best crossing of The Creek. A large mound north of the ford houses the dead from that battle. Later, the Ferfal Alliance defeated a Grazer army here to secure their right to the land, and a smaller mound houses those dead. Jarolar Saronilsson designed and built the modern fort. The fort's name comes of its role in Cinsina and Dinacoli histories, for it is often the site of battles, raids, or great duels of clan champions. The Lunar sympathizer Ivar Quickstep, chieftain of the Dolutha Clan of the Cinsina, controls the fort now. A broch stands at the fort's heart, and there are smaller buildings along the ramparts for livestock and supplies. The longhouses and other buildings used by the inhabitants of this town are actually on the far side of the river from the fort, and when everyone is inside there is, as they say, barely room to breathe.

Dangerford is also an important trade center between Alda-chur and Boldhome, with a thriving market. There are many craftsmen here, with some of the finest redsmiths outside of Sartar's cities. It is also the site of one of Geo's famous inns.

Darsrest

Bacofi Tribal center, a town in the upper Marzeel Vale (C6)

Source: *History of the Heortling Peoples*.

Sometimes called Long Falls, this picturesque city runs along the terraced slopes beside the Marzeel River, where Dar once rested for seven days and nights. The Upper Marzeel Falls are 100' wide and fall over 600' in a series of terraces, the highest drop being the 60' Moss Glen Falls. The city runs on both banks of the river, and rocky islands in between. Countless wooden bridges cross the Marzeel. Some are rickety rope bridges, most are wood, and those leading to the market and the palace are of stone. The common folk live in timber longhouses little different from their kin-folk's in the hills. Some of them are built right on the bigger bridges. The Bacofi king lives in a great broch.

These streets echo with cries of despair. Good King Hroar sided with the Empire to regain land lost to the Volsaxi, supported by his tribe. Then Hroar adopted worship of Rufelza and his clans rebelled. Mad King Hroar crushed their rebellion, and now 2000 abject slaves toil for the king and his mob of thanes, whose whims are deadly and demands irrational. Hroar now styles himself "Earl of the Volsaxi," a title even Baron Sanuel and the Lunars ignore.

Deadwood

Lifeless wood on the borders of Dagori Inkarth (E1)

Source: *Resettlement Sagas*.

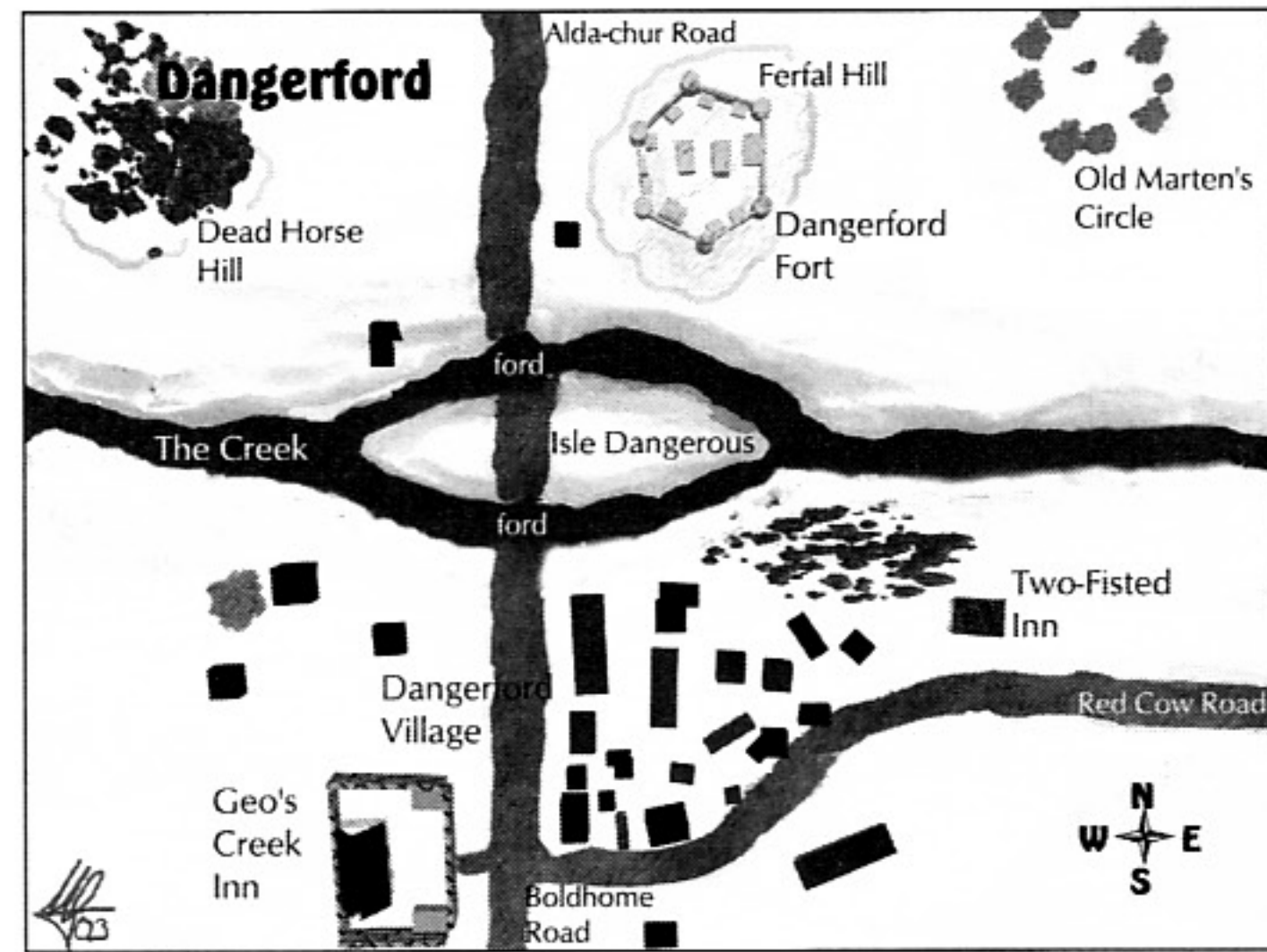
This stretch of forest has been dead for 550 years. When Lord One Ex died and was refused burial, his dragon-self spoke, and the life essences of all the trees sacrificed themselves to allow his passage. His body, miles away, peeled away from the supernatural fires and he went on to transcendent successes. The woods have never recovered from that mystical burn; this is a lifeless forest of moldering, blackened trees.

Dekor

Troll-haunted ruins on the Shadow Plateau (A7)

Source: *Saga of the New Good Land*.

Dekor, once a populous province on the Shadow Plateau, was ravaged by the battle between the Only Old One and the Pharaoh. Many trolls still dwell in these parts, but they live now amid the ruins of their once magnificent towns and villages.



Delecti's Isle

EWf ruin, home of Delecti the Necromancer in the Upland Marsh (B3)

Source: *Jonstown Compendium*.

The ruins on this island are of Orin Jistil, an EWF port located where The Creek and The River met. The vast ruins are the home of Delecti, the undead sorcerer, and thus this is also known as the Isle of the Dead. Many heroic parties, particularly Humakti, have set out to explore these ruins; few have returned.

Dendelle Lake

Tranquil lake on The River (C2)

See also *The Lakes*.

Source: *The Argrath Book*.

This stretch of the River Lakes is ten miles long. It is so clear that the riverbed is always visible, even in its center, 100 yards deep. It is the home of Dendelle, called the Peaceful Lake, a son of The River. Dendelle blesses his worshippers when they need help getting food. Fish swim into nets or onto hooks, frogs hop onto boats or the shore, and edible water plants bob to the surface. He is the most common messenger to appear for his father.

Dendrogi Pass

One of the Five Passes over the Dragonspine (B2)

Source: *History of the Heortling Peoples*.

The Dendrogi Pass connects the East and West Bush Ranges; the Falling Ruins tower above. Dendrog was a Vingkotling warrior in the Storm Age. Shalanvar was the Lord Ice Dragon, a fragment of the First Dragon, that lived on top of frozen Shalanvar Peak. A narrow pass went past, where the Vingkotlings drove their herds from Northland to Southland. Shalanvar ambushed and tore apart Harmenval, Dendrog's son, then entombed him in ice. Dendrog sought vengeance, striking Shalanvar with such force that the dragon was utterly shattered and the mountain pass widened; Shalanvar Peak was no more. Since then this has been the Dendrogi Pass.

Locals disagree as to whether the fabled dragon of Ice Fang, to the north in the Rockwoods, was Shalanvar (and so is no more), or is a different dragon altogether, whose frost dragon dreams occasionally ravage the area.

Desoria

Malani lands along The Creek (D3)

Source: *Resettlement Sagas*.

The Isolting Clan of the Malani lives along this rich flood plain of The Creek, where they raise livestock and barley.

Destor's Hills

A range of hills south of the Dreven River (B6)

Source: *Where Our Gods Tread*.

When Destor explored Kerofinela, he used these hills as his camp. Six campfire spots amid the hills are sacred to him now.

Devil's Glove

Hand-shaped hill in the Yellow Hills (E4)

Source: *Jonstown Compendium*.

This massive hand-shaped hill is known as the Devil's Glove because it has six fingers. It is often said to be a piece of clothing from The Devil, who fought Urox. However, that evil demon wore no clothing, and locals say it belonged to a different devil called Uefaga, one of the horde that followed Wakboth in the Chaos Wars. His hand was chopped off and rotted to become this hill; or it was just his glove, thrown down in defiance. Nothing grows right here: trees and bushes are warped and peculiar, and even the grass here moves when the air is still. A yawning gap, the wrist, opens to a huge cave. No one can sleep inside without having debilitating nightmares ever afterwards. One discomfiting rumor claims that ogres come here from Prax and perform obscene rites to their hideous god.

Just north of the Glove is Enothea's Cut. In this vale rises the Hill of Saraskos, named for the son of Tarkalor and the Feathered Horse Queen, whose body was raised here when he died.

Diki River

Tributary of the Ganax River on the Shadow Plateau (A6)

Source: *Saga of the New Good Land*.

This tributary of the Ganax River now sadly oils its way alongside the ruins of the bustling fishing villages for which it was once famed. The trolls who live on its banks scratch a living from its waters with their nets, but live in poverty compared to the time of their grandmothers.

Dogbone Hills

Hills dividing the Torkani and Telmori tribes (E3)

See also *Humakt's Hill*, *Stagland*, *Stenog Hill*, *Torkan Vale*, *Wyrmg-ghost Ruins*.

Source: *Resettlement Sagas*.

This rugged range of hills has witnessed many skirmishes between Heortlings and the Telmori werewolves to the south. The northern slopes are home to a few well-fortified Torkani steads, but for the most part only raiding and hunting parties visit the hills. Light woodlands cluster in the sheltered parts of the range, while heather and gorse cover the smooth ridges of the highlands.

Donalf Flats

Rich farming land in northern Sartar (D2)

See also *Aroka Lake*, *Blue Boar Fort*, *Dangerford*, *Herongreen*

Source: *Resettlement Sagas*.

This region is a rich farming land with few hills, drained by the Donalf Stream and The Creek and its tributaries. The local clans are now all part of the powerful Dinacoli Tribe.

The Dragon Pass

One of the Five Passes over the Dragonspine, which gives its name to the entire region (A3)

See also *Dragon Skull*.

Source: *History of the Heortling Peoples*.

This gap across the Dragonspine, 16 miles southwest of Wintertop, provides the shortest passage north and south through the region. When Orlanth chopped the dragon's back in two, he made this gap, a half-mile wide. In the EWF period, the remains of a second tremendous dragon topped the pass, miles broad. The final fighting against the Empire of the Wyrms Friends damaged much of it, but most is still recognizable.



What is the Dragon Pass?

The name "Dragon Pass" is used all around the world to speak of this location. The precise meaning varies depending upon how far away the speaker is, or what facts he knows. Faraway people—anyone from outside Kethaela, Tarsh, and Kerofinela—know Dragon Pass is a mountain pass where dragons live, has a big inland sea, and is where hostile storm gods live. People who have visited Tarsh or Kethaela know that Dragon Pass is the wide highland gap between the Spider Mountain to the northeast and Arrowmound to the southwest. People in Kerofinela know that the actual Dragon Pass is a gap in the Dragonspine.

Most people know about the gigantic dragon skull that encloses this pass, and through which travelers must go. In Kerofinela, people who have not seen it say it is as tall as a watchtower. People near Kerofinela know it is the size of a hill, maybe hundreds of yards tall, with teeth as big as giants.

They can show you one of those teeth in Nochet, and another in Bullford. People far away believe that the Dragon Skull is the size of a mountain and takes up the entire pass, so that people have to live for days beneath its dangerous and doomed shadow.

Dragon Skull

Skeletal landmark at the highest point of Dragon Pass (A3)

Sources: *History of the Heortling Peoples*, *Jonstown Compendium*.

A huge dragon skull, two hundred yards across, perches over a cave between the two cliffs to either side. The trail goes underneath and is big enough for several wide roads. The tales record how Alakoring or Orvanshagor, or occasionally Orlanth himself, put the dragon skull there. Among the beast-men (and Grazers) Ironhoof, centaur King of Dragon Pass, put it there.

It is impossible to cross the Pass except by going through the gigantic skull, with its wicked yards-long incisors. While inside it, everyone feels a little bit afraid or cautious. Voices are deadened, but return as echoes; people who listen carefully hear echoes without voices. Flares and torches do not work correctly, so the light on the other side feels especially welcome.

Dragon's Eye

Major Dragonewt city in the Dragonewt Wildlands (C2)

Source: *Jonstown Compendium*.

The Dragon's Eye is the common name for the inhuman architecture that rises amid a wide, flat plain. Some people call it Horshas-sam, but only the dragonewts know if this is their name for the city, and they do not tell. In it live thousands of dragonewts, making it one of their largest colonies in Glorantha. It is one of the few ancient strongholds of dragonkind to survive from before the Darkness. Here lives the Inhuman King, a true dragon incarnated in a lesser body, whose decisions rule the dragonewts of the Pass.

Dragonewt Cities

See *Contemplative-Rest*, *Dragon's Eye*, *Ghosts-Around*.

Dragonewts have a large presence in Dragon Pass, with a large city (called by everyone the Dragon's Eye, though no one knows what the dragonewts call it) and eight smaller cities.

The cities are connected by magical roads, which are mostly in the Otherworld (which Otherworld, however, is open to de-

bate). The physical manifestations of the Dragonewt Roads are the Dragonewt Plinths, large, square, rune-carved stones placed about 20 miles apart in straight lines between the cities. Mortal races can learn the secret of travel on the Roads, but it is dangerous magic. A more common use of the Plinths is to draw upon their magical energies, though this depletes the Plinth of its power, interrupts the Road, and (understandably) angers the dragonewts.

Dragonewt Wildlands

Dragonewt hunting lands (C2)

North of Dragon's Eye are the Dragonewt Wildlands, rolling heaths where dragonewts hunt and carry out their unfathomable rituals. Wise folk avoid travelling there, especially during Illusion Week of every season, when the ghosts of the dragonewts' prey roam freely.

Dragonspine

Range of hills that divide Kerofinela

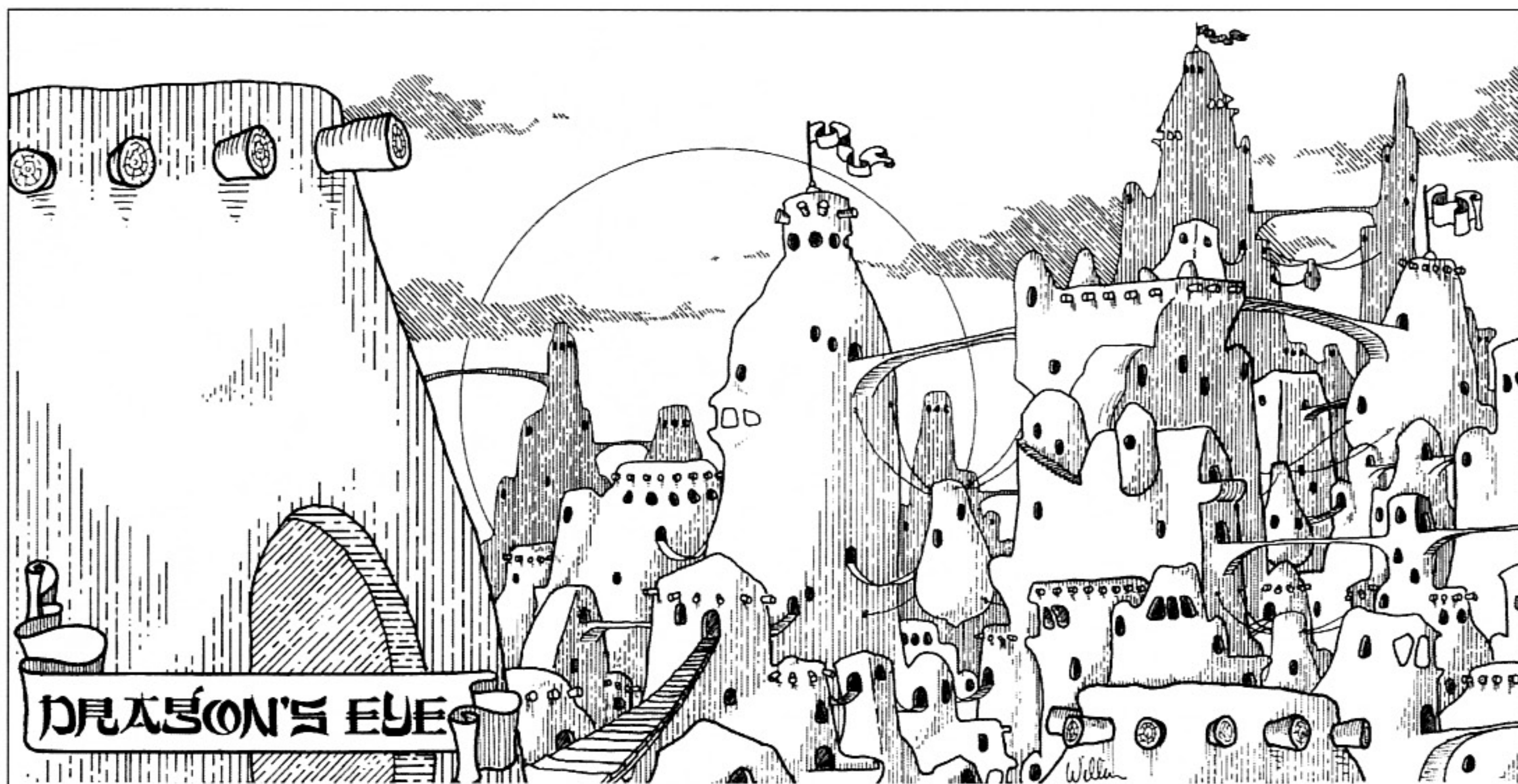
See also *Dragon Pass*, *Dragon Skull*, *Falling Ruins*, *Hardtop*, *Spirit Bone Mountain*.

Source: *The Secret Kingdom of Arim*.

The Dragonspine marks the continental divide across Genertela. It is a startlingly regular series of rises and valleys that juts abruptly from broken foothills on both sides. The Five Passes are the only (relatively) easy places for a party of travelers to cross the Dragonspine.

The Dragonspine is the backbone of Sh'hakarzeel, the First Dragon, killed by Orlanth. The spine bones, overlaid with vegetation and the dirt of ages, are too steep for horses, mules, or other normal beasts of burden. The Mountain Sheep Clan of the Bush-Rangers knows routes and has allies to get over them quickly, but no one else can.

The hills are also called the Clavandal Ridges (*clavandal* is a word of draconic anatomy). Orlanth and Ernalda wed here, with their families and friends sitting on either side of the ridge, although clans often disagree as to which was on which side.



The Dragon's Eye

This bizarre "city" is regarded as the ancestral home and capital city of the dragonewts of Dragon Pass. It is here that the Inhuman King lives. This depiction of the city, although accurate, fails somewhat to capture the alienness of the architecture, which often defies logic or belief. The "palace" of the Inhuman King is obscured by the large building to the left of the picture.

Dreven River

Tributary of the Marzeel River (B6)

See also *Dreven Vale*, *Markdale*.

Source: *Where Our Gods Tread*.

In the Darkness the god of this river, named Ferentharo, kept flowing even though it froze solid. Now when it freezes in winter it still flows slowly, and is treacherous to anyone crossing the ice except those who make the proper prayer and sacrifice.

Dreven Vale

Broad valley along the Dreven River (B6)

Source: *History of the Heortling Peoples*.

Dreven was a famous warrior in the Dawn Age. He and Volsax were famous rivals and foes who fought bitterly, but were reconciled. Now someone who makes peace even though his or her kin were slain is a "drevening."

The Curtali live here now. The valley had been unsettled since the Pharaoh changed the course of the Creek-Stream River. The Curtali clans arrived as ragged refugees seeking peace and survival and thought they had found it here in the shadow of Vorda Hill. They welcomed others to join them, provided they "sought another way." Their peaceful ways were of no help when the Empire came, and now the Curtali live under Lunar overlords who have established huge slave plantations in the valley.

Drum Point

Drum-shaped hill at the north end of Cherry Ridge (D3)

See also *Larnste's Table*, *Two Pine Ridge*, *Two Ridge Fort*.

Source: *Resettlement Sagas*

Also called Drumtop, this hill was the drum of the giant Lant Ulfar. The clans around it can gain special Drum magic when they drum upon it, and they do.

Duck Ferry

Duck village in Durulz Valley (B4)

Source: *Resettlement Sagas*.

This stretch of water teems with strange entities and beings, but the ferrydrakes know a secret to placate essential water. Sartar and his roads brought trade, and the ducks became fat with wealth gained from tolls. When the Duck Hunts began they fled, leaving behind smashed boats and rotting wharves.

Recently, pensioned Lunar soldiers have taken over the ferry, rebuilding the barges and stringing sturdy ropes across The Stream. Sabotage and ill luck have plagued them from the beginning. Both the former owners and The Stream itself resent the newcomers, and the Lunars do not know how to appease The Stream—yet.

Duck Point

Small town in the Durulz Valley (B4)

See also *Durulz Valley*.

Source: *Jalk's Book*, *Composite History of Dragon Pass*.

Duck Point was built by Sartar to finish his ritual after King Or-tossi refused to allow a city to be built on Colymar land, saying that his must be a wild place of the vine. Instead, Sartar visited the beastfolk at Duck Point, and built walls for that little city. We know next to nothing else about the event, for Sartar went alone and neither he nor the ducks ever told what went on. But he returned after two months with the ducks sworn to be loyal to his family, and he never ate another fowl of any kind.

The ducks have never lived here, although refugess and outlaws occasionally hid in the city. Now, Lunar carpetbaggers have moved in, hoping to capitalize on the town's position when traffic along The River resumes.

Known True Dragons of Dragon Pass

The Green Dragon sleeps in the Skyreach Mountains. First sighted in 1469, it is the smallest and presumably youngest of the three known true dragons of Dragon Pass, although it still exceeds 15,000' in length. Since true dragons generally sleep, and none had woken elsewhere, most people believe that it had recently transformed from a dragonewt. It appears to have done nothing since then but sleep; its hide is substantially covered by soil, and the plants growing upon it obscure its form.

The Black Dragon is a friend, ally, or servant of the troll demigoddess Cragspider. She rescued or defeated it, and it served her faithfully through the Storm and Darkness ages. In the Dragonkill, it burned down the biggest city of Dragon Pass and ate the Thurym and Ialos tribes. It sleeps again, hidden among the Black Dragon Mountains.

The Red Dragon ravaged the Vingkotlings and hid from Or-lanth, then defeated Elmal and ravaged the Heortlings. During the Dragonkill it shook itself awake, creating Ormsgone Valley, then ate much of the True Golden Horde. After the Dragonkill it settled back to sleep, and it now forms one of the ranges of foothills that surround that valley (west of Kero Fin).

Duelfield

Earth shrine on Kordros Island (A1)

Source: *The Secret Kingdom of Arim*.

When Marofdul assassinated King Halifitoor, he did it with reverence and respect. He plowed the body into the land while a blind priestess of Sorana Tor keened for the soul, then erected a simple altar made of a dinosaur's kidney stone. This place is still beloved of the Earth Goddesses, blessed with rich harvests and dark soil.

Dundealos Valley

Valley in the foothills of the Stormwalk Mountains (E5)

Source: *Resettlement Sagas*.

Once the home of the Dundealos Tribe, this broad valley leads deep into the hills, separating the Verge from the Yellow Hills. An intermittent stream, Willow Beck, meanders through the valley, then dives beneath the chaparral of Prax. The Dundealos Tribe worshipped Ulanin the Rider and Hyalor here. The Poljoni used to worship here as well, but Enstalos guards now prevent them.

After the Dundealos extermination in 1618, immigrants from Aggar and Tarsh took the rich valley and became the Enstalos Tribe. The Lunars sacked Dundealosford and built Fort Enstala a short distance away to protect their new allies. The valley is dotted with steads and burned-out ruins, and a few inhabited settlements. Rows of stakes surround most to ward off nomad attack. Scattered throughout the valley and surrounding hills are numerous small bronze deposits. The Enstalos work them with thrall labor.

Dundealosford

Ruins of a Dundealos Tribe village in Dundealos Valley (E5)

Source: *History of the Heortling Peoples*.

Once the tribal center of the Dundealos, Dundealosford was a prosperous town on the edge of Prax. So many skalds and musicians made their homes there that jokers called the tribal fyrd "Dundealos' Band." The town's ruins are a grim reminder of what happens to those who oppose the Empire. Rows of crucifixes circle the scorched remains of the settlement, the victims' sun-dried husks still hanging on them. Hungry ghosts prowl within the circle. Strange Lunar priests sometimes come to bind and compel the powerful demons that are drawn to this unholy place from the Underworld. When this happens, nearby Sartarites and Lunar settlers alike lock their doors and pray to their gods.

Dunstop

Fortress town on Kordros Island (A1)

Sources: *The Secret Kingdom of Arim*, *Composite History of Dragon Pass*.

Great Dun, a notable chieftain of his time, founded Dunstop in 1355. In 1490 pro-Lunar forces sacked Dunstop following the Battle of Dancing Sisters. Despite this, the line of forts from Dunstop to Goldedge to Slavewall protected the rebel tribes of the southeast until Palashee briefly overthrew the Lunar dynasty.

Its closeness to the traditional Grazer lands of Sikithi Vale has meant that Dunstop is at once a trading city and a fortress, with a reputation as a rough and martial city whose people are pragmatic and forceful. Dunstop has stone walls to rival those of Furthest, studded with a weird and wonderful array of towers, bastions, fortified gates, and murder holes.

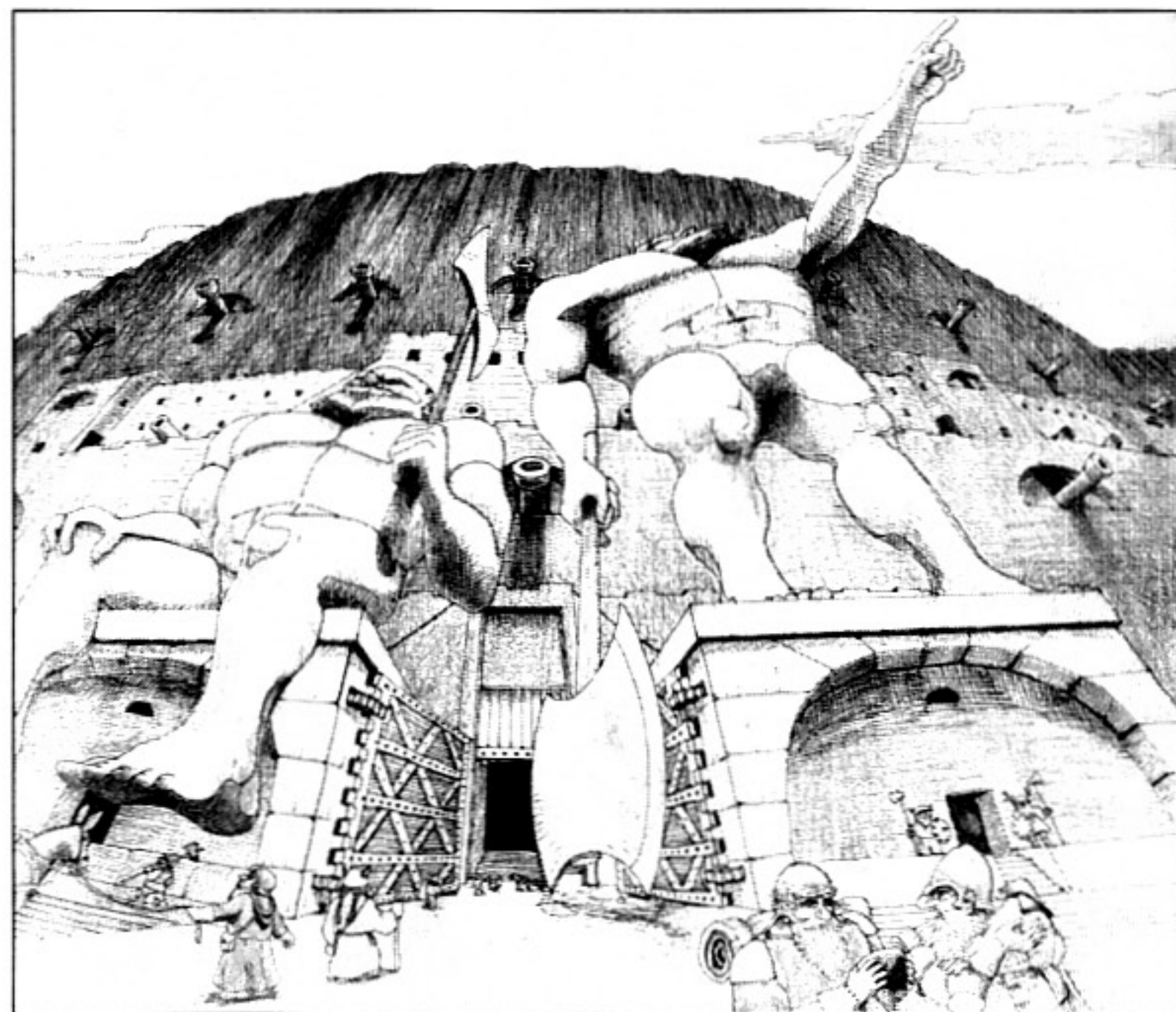
Inside, attempts have been made to reconcile the needs of trade and war by dividing the city into three rings, each named for the tribal king who established it. The innermost, Ovurlan's Ring, is a complex of barracks, fortified palaces, and storehouses. Next is Kabrela's Ring, characterized by artisans' workshops, higher-status housing, and three great markets: one for livestock, one for foodstuffs and day-to-day essentials, and Issaries' Mount, a specialized market for warhorses, precious metals, icons, and other treasures. The outermost is Baburlin's Ring, a sprawling maze of alleys and byways, cut only by the three wide roads leading from the main gates to the center of the city.

Duran Hills

Range of hills in Sartar (C5)

Source: *Resettlement Sagas*.

Formed of dark gray granite shot with veins of white quartz, these severe hills look like lightning against a stormy sky. Some say Asrelia raised them in honor of Umath when she knew she would never be with him, others that Ernalda created them before going to the Bad Emperor. Everyone agrees that the hills exude a feeling of longing and loss. Even Duran the Miner, who first exploited the hills' many small caches of mineral wealth for Salvi the Good, spent much of each year elsewhere. His betrayal of Salvi led to the domination of the hills by the ravens. The hills do hold several powerful holy sites for those willing to brave them, and are the preferred starting point for several ancient and perilous heroquests.



Durulz Valley

Valley along The Stream, south of the Upland Marsh (B4)

See also *Duck Ferry*, *Duck Point*.

Source: *Jalk's Book*.

In 1380 the Lismelder and Colymar tribes attempted to seize these rich farmlands along the underpopulated stretch of The Stream. The only occupants were various beast-men, especially durulz, derisively called "ducks" by the humans. The attack succeeded. However, three years later walking corpses invaded from the nearby Upland Marsh. The Lismelder Tribe called together its warriors and fyrd, but lost. The undead began burning all the houses and fields. Divination revealed that the durulz were necessary to suppress the undead from the marsh. The Colymar and Lismelder tribes made a treaty and abandoned Durulz Valley, paying compensation to the families of the dead. The durulz were scapegoated after Starbrow's Rebellion in 1613 and for a while a bounty was put on their heads. This led to a depopulation of much of the valley, as durulz sought refuge in the wilds and the marshes.

Dwarf Ford

Ford of The River in Dwarf Run (C1)

Source: *Composite History of Dragon Pass*.

Prince Jarolar Longstride fell at the Battle of Dwarf Ford in 1565, aiding the Aldachuri tribes against the Lunars. He fought a desperate rearguard action against the Iron Maidens regiment to allow the Aldachuri to escape. His son Jarosar was rescued from the battle by Kostajor Wolf-champion, a Telmori warrior.

Dwarf Mine

Mostali stronghold in Dwarf Run (C1)

Source: *Resettlement Sagas*.

Dwarf Mine is home to the dwarves of Dragon Pass, as ruled by Isidilian the Wise, known as the Dwarf of Dwarf Run, or just The Dwarf. Its visible portion is a mountainous construction of granite and unknown building materials that stretches high into the sky. Two animated statues called jolanti (each a hundred feet tall and capable of squashing a man beneath the soles of their gigantic basalt feet) guard the entrance.

A multitude of escape hatches and secret entrances dot the surrounding terrain. The main access to the complex is through a massive set of iron doors at the base of the structure. The gatekeepers of most Mostali installations violently rebuff anyone foolish enough to seek entry, but The Dwarf's open-handed policies encourage visitors with friendly intentions. Isidilian is interested in both goods and information from the outside world; he holds the unusual belief that the Great Mostali Schedule is incomplete and requires input from outside of dwarf society.

Isidilian will hire out various parts of his vast army for a price—which is often not asked in gold. The Cannon Cult and various stone creatures are the best-known, but there are rumors of other, more magical, devices.

Dwarf Run

Valley between the Bush Range and Far Point (C1)

See also *Goranthall Ford*, *Hannand*, *Victory Hills*.

Source: *Resettlement Sagas*.

The River flows through a wide and steep-sided valley here. No people live here, both because The Dwarf has forbidden it and because of the Chaos monsters that sometimes flow out of Snakepipe Hollow. Only merchants travel through the Run, going from Alda-chur to the farther reaches of Tarsh through Trader Valley.

Elkvale

Hidden valley in Culbrea lands (D3)

Source: *Resettlement Sagas*.

Elkvale is a beautiful valley where the elk roam free from hunting, treated as kin, for many families of the Elkenvale Clan claim descent from the nymph who lives there. The clan is peaceful, like the lands of its tula. They are gifted farmers and healers, strong in earth magics. The bounty of their land reflects this.

Enfrewstead

Town in the Suchara Vale (B7)

Source: *Saga of the New Good Land*.

Enfrewstead is a quiet market town of 2,500. Enfrew was a leader of refugees from the EWF to the north. He boated down The River to the sea and settled the Suchara Vale. The Hendreiki king gave them these lands, provided they gave fealty to the Jondalar Tribe. Enfrew's new clan prospered and many more fled to Dragon Pass looking for "Enfrew's stead." The recent arrival of fugitives from the Lunar conquest of Karse has destabilized local politics.

Engoli Fold

Valley in Far Point (D2)

See also *Engoli Fort*.

Source: *Silverquill Parchments*.

Sometime after the Dawn, aldryami from Shadows Dance planted a grove in the northern reaches of Engoli Fold. The stump of their sacred tree is sacred to Halamalao, whom humans call Yelmalo. Pixies and runners infest the area, and several nymphs survive from that time, including Brara Skae, the Honey Melon Temptress, whom the fervent Yelmalion pilgrims both hate and hunt.

Once a year, at dawn on Windsday/Stasis Week/Fire Season, a blue mist rises from the earth of Engoli Fold, in a meadow known as Orshanti's Net. Figures can be glimpsed in the swirling cloud and strange sounds in a foreign language issue forth. It slowly dissipates in the Sun. Initiated persons who enter the mist are never seen again. Children and animals are safe. This is a mystery. The godar know nothing, and the ancestors are silent.

Engoli Fort

Fort in Engoli Fold (D2)

Sources: *Star Javelin Journeys*, *Silverquill Parchments*.

Engoli Four Meadows was athane of the founding Ring of the Vantaros Tribe, and his bloodline still dominates Engoli Fold. The Fort is a large, sprawling stead, with many lodges that have spilled beyond the original palisade. Its painted ruins, especially the strange circular building now called Mahome's Oven, seem to indicate that it was once a Vingkotling settlement. Tiny clay tablets covered in unknown marks are often found during plowing, but the farmers return them to Asrelia's keeping with barely a second glance.

Engoli River

Tributary of The River (D1)

Sources: *Orlanthi Mythology*, *Silverquill Parchments*.

From its source in a hundred streams amidst the Lost Man Wilds, the Engoli River waters both Fort Engoli and Alda-chur before it plunges over the Sharl escarpment at the spectacular Mother Titan Falls. The goddess of the river is Churgani, who followed her husband Engizi from the Sky World. The place where the two faithful lovers reunited (that is, where the Engoli meets The River) is Bliss of Union, and the pale lotus plants that grow there, called river tears, are the purest and most holy of gifts.

The goddess has a temple cave at the foot of Mother Titan Falls. Her worshippers resent the river's renaming after a mere thane, and insist on calling it "Churgani." Because of this, they are not welcome in Engoli Fold.

Enitian Fields

Grasslands on the edge of the Grazelands (A5)

Source: *Jonstown Compendium*.

The Grazers and the beast-men range here, but both consider it dangerous land because there are patches of sorcerous Trackgrass throughout the region. Some parts are small patches 30' across, others a few acres. Non-wizardly magic does not work well in Trackgrass areas, and both beast-men and Grazers consider the grass a taboo food.

Ernaldoring Peaks

Three northwestern peaks of the Quivini Mountains (D4)

Source: *Resettlement Sagas*.

These three mountain peaks were named by Colymar upon his famous survey. He named them for his father Hordos, "farthest away", his wife Hareva, "the greatest"; and Korgradus, "the most close", after his then young son (who later became first king of the Colymar). Their earlier names are unknown and unimportant, and they were considered to be the back of Quivin's Throne.

Exilestead

Village in the Verge (E6)

Source: *History of the Heortling Peoples*.

Vargast made the first settlement here when he founded the Clan of the Verge. Since then the village has been settled, burnt, and resettled many times. Derik Poljoni was lord here when he led the Poljoni out onto the Plains of Prax. It is home to the desperate, outlaws, and exiles. In troubled times the population swells with refugees fleeing the troubles in the Pass. The inhabitants are now largely Dundalos fugitives, nursing their hatred of the Empire.

Ezzjuzz Mountain

Peak in the Stormwalk Mountains (D5)

Source: *Majestic Spirits of Dragon Pass*.

There are many wind children aeries on Ezzjuzz Mountain and the surrounding peaks. Ezzjuzz is the winter spirit of the cold mountain snow, a sacred ancestor to the clans here. The wind children live here in isolation from human affairs, though their hunting brings them into competition with the wasp riders and the Kitori.

Lunar Garrisons

The Empire maintains numerous garrisons across the Pass, from small customs posts protected by a handful of soldiers to major encampments like the Field of the Tents of Silver at Alda-chur, or the Poolside Camp in Boldhome's Lunar Pocket. The larger garrisons are protected by earthworks, watchtowers and palisades, magical wardings, and regular patrols.

Lunar soldiers stationed in Dragon Pass are equally varied, from Tarshite irregulars and huscarls scarcely distinguishable from their Sartarite cousins, to crack Dara Happan hoplites, and even such exotic troops as Thunder Delta Slingers from the far north or Darjüni river marines, experts at tracking rebels in the marshes. Most professional soldiers will, however, observe military discipline, even when trying to woo local girls or carry out some petty business on the side, as this is still a dangerous, occupied region.

Since construction began on the New Temple, the number of soldiers in the land has started to increase.

Fairjowl**Village in Sartar (D4)**

Source: *Resettlement Sagas*.

Ubran the Good settled Fairjowl during the Resettlement. A large nearby stone is the Jowlstone, the jaw of the demon pig Gouger. He set up a fair to meet there on his lands, which is now a market town of the Antorling Clan.

Falling Ruins**Ruins of an ancient city and fortress (B2)**

Source: *History of the Heortling Peoples*.

This notorious ruin overlooks Dendrogi Pass. Stravuli tribesmen settled here in the Dawn Age and called the site Intan. Every power trying to control Dragon Pass since has aimed to occupy this strategic site. Dinkat raised his Ladder here, and it might have been a breeding place for human/dragon hybrids, or a monastery for non-humans, or a laboratory where metal animals were forged. Ruined during the EWF, it remains cursed and dangerous.

The ruins have a nearly irresistible allure even from the pass far below. It casts promises upon everyone that travels the three roads that approach it. Within the ruins lives Elemenoria, the Great Temptress who can grant any wish, for a price.

Famegrave**Hill fort in the Branlands (C4)**

Source: *Resettlement Sagas*.

Great Bearded Bran was a Vingkotling, a destroyer of animals and spirits who protected his people without fail. They buried him in a huge stone tumulus here, and people have sacrificed to him here ever since. During the Resettlement, Salvi came to Famegrave and started the sacrifices again. He built a fort nearby and the Locaem, who are his descendants, still occupy it today.

Famous Bell**Village in the Arfritha Vale (D3)**

Source: *Resettlement Sagas*.

Tonalong the Seeker found the great bronze bell here when he led his people into the Arfritha Vale. He said the right words and made the proper sacrifices, and the daimon of the bell became the Namolding Clan wyter. "Famous Bell" still hangs in the watchtower that Tonalong built to house it. In times of alarm, the bell rings out and resounds throughout the Arfritha Vale.

Far Place/Far Point**Region in northeastern Dragon Pass (C1-E1,C2-E2)**

The Far Point is at times claimed by both Tarsh and Sartar. It is currently ruled by Harvar Ironfist from Alda-chur.

Farshot**Fort on the banks of the Marzeel River (B7)**

Sources: *Jonstown Compendium*, *Where Our Gods Tread*.

One time Vinga saw the murderer and rapist Kandan a mile away and cast her javelin at him. It struck and killed him here. Farshot is the most important crossing of the Marzeel between Volsaxiland and northern Gardufar. Rikard Tigerheart built a fort to control the crossing, despite protests from Smithstone. The Lunars hold it now.

Feyghost River**Tributary of the Creek-Stream River (A4)**

Source: *Jonstown Triads*.

Here Orane gave away her clothing so she could get the Necklace of Enlivenment. This was one of the "Three Evil Trades."

Dinkat's Ladder

Dinkat was a dragon lord who tried to raise a ladder of mystical power from Intan to the top of the Sky. Every time Dinkat achieved a new draconic insight, the ladder rose a little higher. It was visible to anyone with dragon sight or who chanted a certain prayer. But Dinkat never reached the top. He got into a face-off with Dayzatar, stumbled upon his ladder, lost his integrity, and fell in pieces back to the world. His ladder broke up as well, and Intan was ruined when he fell on it. Parts of Dinkat and his ladder still fall into the ruins from time to time.

Feyghost Woods**Haunted forest south of Dragon Pass (A4)**

Source: *History of the Heortling Peoples*.

A ghost army falls upon travelers in the woods at night. It is the army of Jodun Bloodface, a hero of the final EWF period. He was cursed, slaughtered, cursed again, then freed but cursed a third time here, and now forever haunts this place.

Finovan Hills**Hills in Volsaxiland (C6)**

Source: *Where Our Gods Tread*.

Finovan built his stead Raidersrest here during the Storm Age. It was from here that Finovan made his Cattle Boasts before raiding. The Great Raid on Aron began here, and Finovan filled the stead with loot taken from Seravus the Enchanter. (It is a mark of, and a tribute to, Finovan's great success as a raider that more than one range of hills bears his name, such as the Finovani Hills in Tarsh, where the locals claim that the famed Raidersrest is actually their own Raider's Hill.)

Nothing remains of the stead except for a spire of blue-veined rock where he hitched his horse. Wanderers here sometimes find themselves drawn into one of Finovan's raids unknowingly. Bacofi clans, loyal to the Empire and their mad king, live in these hills and prevent infiltrators from gaining access to Whitewall.

Fire Top**Basalt mountain on the Sharl Plains (C1)**

Source: *Silverquill Parchments*.

Fire Top is a stark, bare, towering peak carved of blue-gray basalt, given to many moods and tempers (like all volcanoes). Dormant for several generations, it awoke in fury in 1602, just days before the fall of Alda-chur to the Lunars. Since then it has fumed and fretted, but only once put forth its raging flows in anger. Yelmali- ons consider Fire Top sacred when it is active, for it is a torch held high for all to see, shining Light against the Darkness.

Two temples stand on the lower slopes, one to appease the angry Earth, the second a spirit shrine dedicated to Burning Sun Feather, the great hawk of the Sharl, whose talons tear and rend the foe, and whose golden eye blinds those foolish enough to meet it. The ruin of a third temple is high on Fire Top's sculptured peak, half buried beneath cinder and hardened lava. Here, followers of Sorana Tor practice their bloody rites, and even steal the breaths of ancestors from Ty Kora Tek's Caverns of Silence.

Forloss Hills**Range of hills in Sartar (E4)**

Source: *Resettlement Sagas*.

On the southern edge of Battle Valley, these hills have wooded groves and copses in the vales, and grassy ridges. Hunters of the Sazdorf trolls frequently stalk the Aranwyth Tribe pastures. Since Starbrow's Rebellion, the Telmori have become a greater menace to the herds with each passing year.

Fort Enstala

Fort in Dundalos Valley (E5)

Source: *Composite History of Dragon Pass*.

After the Lunars destroyed the Dundalos Tribe in 1618 the victors needed to protect the new settlers. The Governor-General ordered the construction of a fort. Imperial engineers and several hundred newly enslaved Dundalos rapidly built one of the only stone-walled forts east of the Stormwalk Mountains. The new town lies across the river from the old tribal center, safe from wandering ghosts. Secure within the walls is a new tribal council hall and a temple to Enstala, the Victorious Eagle. She protects the town and unites the new Enstalos Tribe. The temple's dome and tower are foreign to Heortlings, as are the shrines to Etyries, Doburdun, and the Tarshite mining gods Asella and Torkal. The Lunars have made Fort Enstala a new, model settlement for the subdued Sartarites.

Forthanland

Fertile river valley (B5)

Source: *History of the Heortling Peoples*.

Forthan was an Orgorvaltes clan chieftain who fought against the Stravuli when the Liornvuli forced them over the Dragonspine. He earned the names "Foe-breaker" and "Skillful-Hand," but he wearied of war and retired to the valley by the Stagwood Hills, there to live out his days in peace. The Sun Dome Templars farm this land now, but still pay respect to the ancient hero.

Fossil Forest

Petrified forest in the Print (D7)

See also *Chaos Woods, the Print*.

Source: *Jonstown Compendium*.

A forest made entirely of stone trees "grows" in the Print. When the Chaos Woods grew, many miles away across the Choralinthor Bay Vestkarthen drove his sky spear into the ground to release the earth fires of the Vent. A gigantic column of smoke and ash rose, and Kolat blew it upon the evil mass that oozed in the Print. This had no effect on those places already polluted, but it covered all the living woods with ash. When the ash blew away, everything left had turned into stone, even the creatures (which amazingly still lived, but very slowly). Thus, the Print now has a terrible Chaos nest at one end, but the fossilized forest halts its spread.

Four Holy Hills

See *Four Winds, Lookout Hill, Nine Moss Hill, Sacred Top*.

Four Winds

Orlanth temple on the Cherry Ridge (D4)

Sources: *Resettlement Sagas, Where Our Gods Tread*.

Sacred storm hill, one of the Four Holy Hills of Killard Vale. Rites here commemorate when Orlanth the Chieftain summoned the Four Winds to come to him here. Later Vingkot did the same, and after him other Vingkotling and Heortling kings since before the Dawn. The rites begin with summoning the Four Winds, and then can expand to include the worship of any wind deity.

Fox Hollow

Prosperous town in the Lorthing Vale (E3)

See also *Lorthing Vale*.

Source: *Resettlement Sagas*.

Home to the Culbri, the oldest Culbrea clan, and to the tribal king, who rules from Treeleaper's Hall, built by the greatest modern hero of the tribe. The leatherworkers are renowned for their fine saddles. A stout earthen wall and wooden palisade surrounds the town since the disastrous defeat of Starbrow's Rebellion of 1613, which left the Culbri weak and vulnerable to raids.

G

Gagol

Ruin on the Shadow Plateau (A7)

See also *Shadow Plateau, Tarpit, Tower Hills*.

Source: *Saga of the New Good Land*.

Gagol is the name for the ruin that was once Akez Loradak, the wondrous Palace of Black Glass. Once, thousands of buildings and caves covered the plateau, all created by Argan Argar to woo Esrola. Thousands of trolls, humans, and other beings lived there in harmony, and from it the Only Old one ruled his Kingdom of Night for centuries.

In the battle between the Only Old One and the Pharaoh, the Pharaoh smashed the city to bits. Now, it is a boot-chopping plain of broken glass shards of every conceivable size.

Gamla's Leap

Sacred hilltop in the Sheep of Luck Hills (E1)

Source: *Silverquill Parchments*.

Hedkoranth planted a nest of storm boulders here in the Storm Age, and worshippers chip them in the Brothers' Day rites to produce thunderstones. Gamla Bronzeheart was an Amad adventurer who tricked a troll shaman into leaping from the cliff top.

Gamla's Leap is infamous throughout the Far Place as the site of a massacre in the early weeks of the Righteous Wind Revolt. A few godar and warriors survived to recount the sudden assault of Gagarthi and mysterious windriders who spat flaming balls of madness. The Bigger Wind cult claims the massacre as a victory.

Ganax River

Tributary of the New River (A6)

Source: *Saga of the New Good Land*.

The Ganax is the only waterway on the Shadow Plateau that still serves as a regular transport route for the Kogag Boat Trolls. The meager remains of their famous commercial fleet travel from one side of the Plateau to the other, transporting what little trade still requires their services.

Forests of the Far Place

*"The Far Place hides its simple charms,
Beneath the rain and fog.*

*Passion, life, and simple joy
On dewy hill and fertile bog."*

—Drofats the Dittyman

The primeval forests of the Far Place are sacred to the Lady of the Wild and her twin sons Odayla and Ormalaya. Their realm holds giant woodlands untamed by god or mortal, towering groves, hidden valleys, cruel and clinging mists, high twisting ridges and sudden falls, plunging streams and underground lakes. The landscape defies the subjugation of roads and open trails, confronting and exhausting the outsider. Such places are known throughout Dragon Pass as "the gors and gallt," the wild, eternal forests and waste of the Far Place.

The people of the Far Place divide the gors into two parts, separated by the verdant cattle country of Jaskor's Hold. The Storm Gors encompass the Lost Man Wilds, under the rain cape of Skyfall, and are forever soaked by plash, scud, and tempest. The Deep Gors stretch east of the Hold through the Lost Woods, Sheep of Luck Hills, and Perilous Hills. The uplander clans who dwell in these wild places are proud and isolated, distrusting of any outsider.

Gazzam Graveyard

Quakebeast graveyard in the North Koffer Hills (B1)

Source: *Jonstown Compendium*.

This is a long, low hillside studded with the bleached stone bones of long-dead quakebeasts. The wind howls between curving ribs which tower five man-heights into the air and through empty eye sockets in skulls the size of steeds. The beasts' souls are unquiet still. Wise folk shun the Graveyard, for everyone who visits returns pale and weak, the life slowly leached from their bones into the huge, still skeletons. Some tales talk of the wild nights when the North Koffer Hills shake and rumble, no doubt as the ghosts of the dinosaurs briefly walk again.

Gazzam Skull

Hill in the Bush Range (C1)

Source: *Where Our Gods Tread*.

This hill is sacred to Maran Gor, for she birthed the first of the gatorgarings here in the Vingkotling Age. They are extinct now, but this skull marks where the greatest of them returned to die. The body was here once, too, but was lost when Maran trapped the armies of Chaos within Snakepipe Hollow.

Geo's Inns

Geo was one of Sartar's companions when he came to Dragon Pass. He gave refuge to the devastated remains of the Sanchali Tribe, and so formed a hospitality cult that serves wanderers and adventurers. Membership in the "Cult of Geo" is open to any citizen of Sartar. (After the occupation, Lunar sympathizers were expelled; they are never allowed within the inns, and are distrusted by all members). Although non-members can pay to stay at the inns, members receive free room and board. Although apolitical in nature, the cult has always been closely associated with the House of Sartar.

Geo's Inns can be found throughout the land. No one who has been there is sure of the location of Geo's Hideaway Inn, although the Lunars are known to be actively seeking its location. Lunar authorities believe the inns to be dens of sedition, but for the most part leave them alone as a sop to the conquered nation, although they did destroy one inn in 1618.

Ghosts-Around

Dragonewt city by the Feyghost River (A3)

Source: *Jonstown Compendium*.

The woodlands at the head of the Feyghost River swarm with dragonewts from this city. People avoid this land, as the dragonewts do not welcome intruders.

Ghost Gors

Primeval forest to the northwest of Chalk Man Vale (D1)

Source: *Silverquill Parchments*.

In 1607, 3,000 Lunar soldiers set out into the deep forest of the gors during Dark Season. They were never seen again, and their ghosts still haunt the forest.

Ghost Hills

Hills in Beast Valley (B5)

See also *Neutral Hills*.

Source: *History of the Heortling Peoples*.

When the Invincible Golden Horde fled the Dragonkill massacre, the Golden Survivors fled south to hide in the Stagwood. When the Burning Survivors fled the dragonfire that awaited them there, the Flaming Men died before they reached these hills. When the Last Breath Survivors entered the hills, they found the dragonewts waiting for them. The dragons trapped the Last Breaths' souls here when they died, and their ghosts haunt these hills even now.

Giant's Walk

Path across the Vale of Flowers and Jaskorvale (D1-E1)

See also *Vale of Flowers*.

Source: *Jonstown Compendium*.

Giants have worn this 200' wide path from the Rockwoods to the Shade Table. Where they battered the sheer cliff of Snakepipe Hollow is a steep but climbable slope, easy enough for horses. This path forms the main route for caravans crossing the Wyrms' High Pass across the Rockwood Mountains north to the dwarf settlements at Greatway and the primitive land of Balazar.

Glasswall

Vitrified fort in the Sharl Plains (C1)

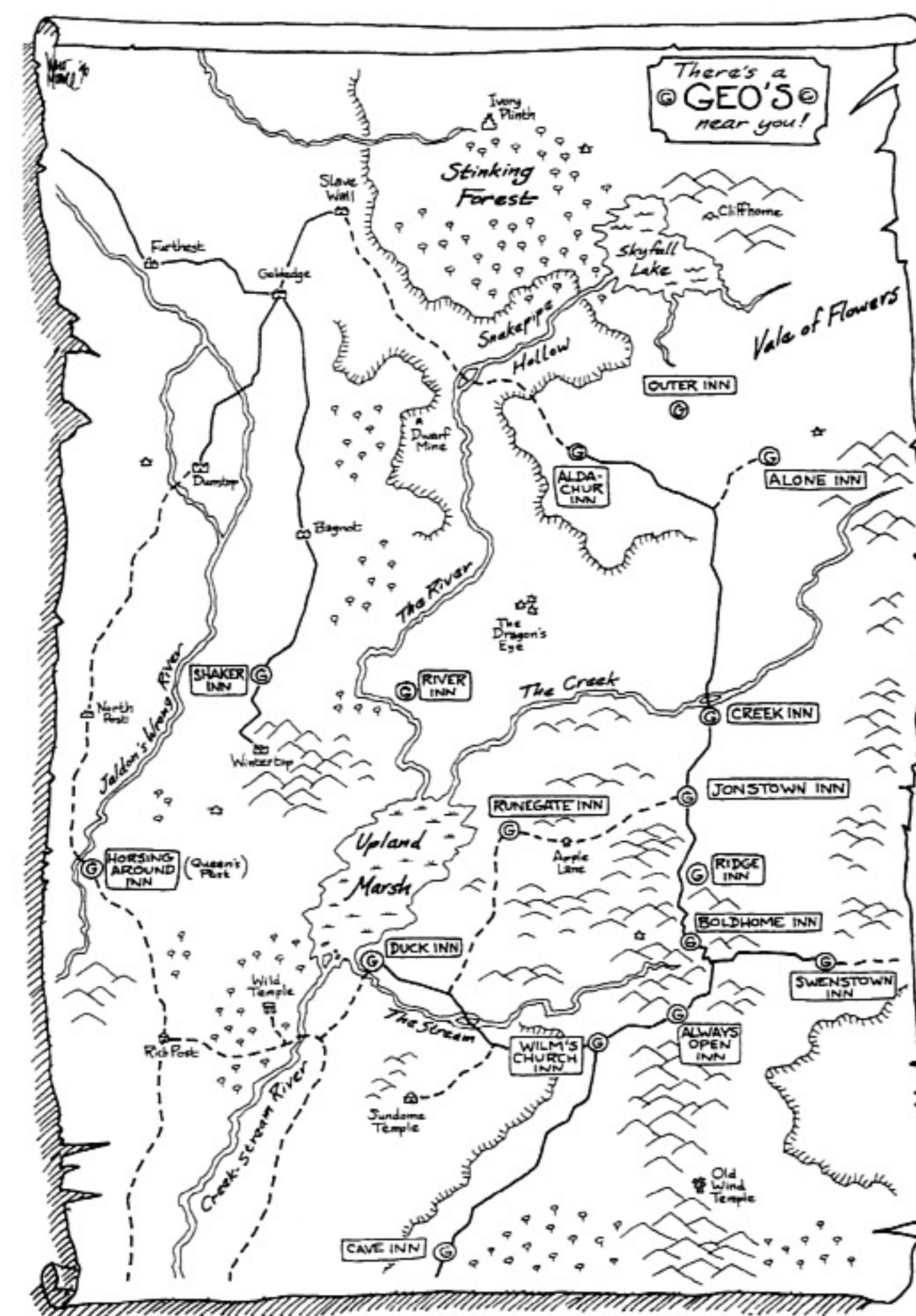
See also *Sharl Plains, Snakepipe Hollow*.

Source: *Silverquill Parchments*.

Glasswall is a fortified settlement within an enduring EWF ruin. Past generations have destroyed all trace of the original buildings save the walls themselves: towering protective battlements that dragons fused into glass during the Dragonkill. The walls serve as much-needed protection against outbreaks of Chaos from nearby Snakepipe Hollow.

Glasswall sits on the edge of the Sharl Plains, looking across Dwarf Run to Tarsh and the Glowline. A Lunar customs house monitors the traffic between Tarsh and Alda-chur. Though the settlement offers food and shelter, few travelers care to tarry here.

The sterile fields surrounding Glasswall contain a melted glass army, a stark reminder of the brutality of the Dragonkill. Hundreds of vitreous pillars and flowing sculpted forms imprison the shadowy outlines of screaming men and rearing horses. Many a priestess has glimpsed this army in visions: one day they shall march again.



The Glowline

The Glowline is a magical barrier around the Lunar Empire. From outside, observers see a wall of vague red light that is entirely insubstantial. Within, no special visual effect occurs except that many people see a red nimbus around the Moon in its Black phase. Outside the Glowline, Lunar magic is cyclical; within, it is not.

Godar Hills

Hills in Heortland (B7)

Source: *Where Our Gods Tread*.

The first godi, Hantrafal, made the first sacrifice to Orlanth here on Silvertop Hill. Now any sacrifice of the Religion of Orlanth and Ernalda may be performed here.

Gold Lamb

Low hill formed of yellow sandstone (E4)

Source: *Resettlement Sagas*.

In ancient times, Voriof pastured his people in the hills and kept them safe from darkmen, wolves, and Chaos. When Dawn came, he rested. Shepherds point to a pair of rocky spires at one end of the hill that mark the god's curling horns. The Aranwyth's precious cloud sheep grazed here until the Empire came, then fled with the dawn. The hilltop flutters with brightly colored windsocks set to catch the long-lost sheep. The Lunars laugh at this superstition and leave the herdsmen alone.

Golden River

Tributary of the Teslir River (A1)

See also *Hill Forts of Dragon Pass*.

Source: *The Secret Kingdom of Arim*.

The Golden River flows down from Goldedge through Kitchen-vale. People still pan gold from the river, but no one finds the big nuggets here anymore. The Pig Pass runs alongside the river, so-called because the tusker sows would follow this route to Kordros Island. The Tusk Riders followed the same route when they came raiding in later years.

Gollanstead

Lands between the Solthi and Syphon rivers in Heortland (C7)

Source: *History of the Heortling Peoples*.

Gollan was the Larnsti that stayed at home while his family traveled. Now, thousands of years after his death, his descendants live here and his sons still live in the stead that wanders this region.

Good Rain Hill

Sacred hill in the Lizardwood (E2)

Source: *Where Our Gods Tread*.

Good Rain Hill rears up 2,500' at the southern tip of the foothills of the Indigo Mountains. At the summit is a small lake that freezes over every winter. Filled solely by rainwater (rather than by any underground spring), the lake is sacred to Heler, and a small shrine stands on its banks. The hill is steep in places, and reaching the lake involves an arduous climb, but it is worth it. Collected with the proper rituals, water from the lake can enhance Heler's magic if sprinkled on the ground within a week before the working.

Goodfarm Vale

The richest Torkani lands (E2)

See also *Torkan's Last Fort*.

Source: *Resettlement Sagas*.

The Torkani settled this valley a generation after they arrived in Torkan's Vale, and it became the center of their tribal lands after

they were pushed from that place by the Telmori werewolves. The soil is rich here, so that the local clans are agriculturally wealthy. Other, poorer, Torkani clans dwell to the north and east, where they have hewn their steadlands from the rugged pine forests.

Goodfork

Farming center in Killard Vale (E4)

See also *Killard Vale*.

Source: *History of the Heortling Peoples*.

This granary town is the largest of the remaining Kheldon settlements, and it is from here that loyal Druver Tann, the Garzeen devotee, runs what little of the tribal affairs are still legally theirs to administer. Some say that the town's name celebrates the fertile soil and abundant crops of the region, while others claim it refers to the food quality at the old Inn of the Startled Goose that used to stand at the center of town. Most likely it was simply thought auspicious to site a settlement here where two trails join. The Empire keeps a small garrison here to guard the granaries. Each sack of grain going into and out of Goodfork must be accounted for.

Goranthel Ford

Village in Dwarf Run (C2)

Source: *Jonstown Compendium*.

This small village owes not only its existence but also its form to Isidilian of Dwarf Run. Anticipating times when he might need the services of outsiders, he encouraged a small settlement here, the only place where he permitted people to live in Dwarf Run. Every season he visits Goranthel Ford with a procurement roster detailing the services he wishes to hire, whether commonplace or esoteric. His wages are generous, though, so he rarely fails to find the right people from the crowd of laborers, artisans, adventurers, and opportunists that gather in hope. The rest of the time this settlement is more like a hamlet, albeit a very distinctive one, as the dwellings built by Isidilian are of exactly the same design, cubes of concrete and metal. Over time their human inhabitants have subverted their efficient uniformity, though: most decorate them, and some richer settlers have built crude stone and wood corridors to link several houses into larger homes.

Greenhaft

Village in Cinsina tribal lands (D3)

Source: *History of the Heortling Peoples*.

This village is the center of the Greenhaft Clan of the Cinsina Tribe. The Greenhaft own the Bronzewood Tree, a magical tree from the Gods Age. Its limbs grow straight, perfect for weapon hafts. The green bronze of the tree limbs gives the clan its name. The Greenhaft Clan was once part of the Culbrea, but the Lunars joined them to the Cinsina after Starbrow's Rebellion.

Greenstone

Ernalda temple in Ormthane Vale (C3)

Sources: *Where Our Gods Tread*.

Greenstone is one of the richest Ernalda temples in Sartar, and a small community of worshippers, pilgrims, and refugees has grown up around it. Ernalda used to rest in this spot, and it is reputed to be the place where she lay down to sleep before the Great Darkness. Now it is easy to send prayers to or receive blessings from her here. Entarios the Supporter, one of the most powerful women in Sartar, resides at the temple. Whomever she supports, wins.

Grizzly Hills

Hills in Tarsh (A1)

See also *Grizzly Peak*.

Range of hills in Tarsh best known because of the presence of Grizzly Peak, a site of famous battles since the Storm Age.



Grizzly Peak

Sacred hill in the Grizzly Hills in Tarsh (A1)

Sources: *History of the Heortling Peoples*, *Orlanthi Mythology*, *Composite History of Dragon Pass*.

In the Storm Age, Orlanth placed his torc on Vingkot and declared that justice resided in him. The Sky Bear objected and challenged Vingkot for the rights that Orlanth gave. Vingkot said, "This is a place of peace. We have agreed to speak here first."

"I am not one of you," the Sky Bear growled, and attacked.

The fight was fierce, but Vingkot was fiercer and more fearsome and slew the Sky Bear. Its body lay like a great hill upon the earth. Vingkot claimed that hill as his own sacred land. Orlanth was pleased with this resolution. Vingkot built his stead near the place where everyone had assembled. He called it Grizzly Hill, and his longhouse, Stead of the Ram, stood atop it. His great herds grazed upon its slopes.

In the Dawn Age, the Liornvuli were unable to conquer the Stravuli living in these hills because "their ancestors had been buried in their holy place, called Grizzly Peak."

Grizzly Peak is a dark and forbidding mountain. In 1582, the Tarsh army confronted the Exiles and their allies at the Battle of Grizzly Peak. The Exiles lost, and many of their priestesses were killed (as was the king of Sartar, Tarkalor). Bagnot fell soon after, and the Exiles were confined to a small region about Kero Fin and their temple. The mountain is still haunted by the angry souls of the Exiles who died here. Devotees of earth cults can feel the bitterness of the battle in the very bones of the mountain, though they are also safe from the ghosts that occasionally rise from the stones like an angry mist.

Gudnystead

Village in Sartar (D3)

Source: *History of the Heortling Peoples*.

Well-protected by an earth and stone wall, this village is home to the Gwandor, famous war clan of the Culbrea Tribe, and their many battle trophies. The chieftain lives in a hall on Two-Pine Ridge, but the clan assembles here for moots. Nearby Death Hollow holds the largest Humakt temple in the Culbrea lands.

Halfort

Balmyr royal fort in the Charandar Hills (D5)

See also *Charandar Hills*.

Source: *History of the Heortling Peoples*.

The salt mines near this ancient hill fort have brought wealth to generations of Balmyr kings. Lunar sympathizer King Willandring Clever-Kennings rules from here, and the ancient fort resounds to the barking of dogs and the cries of slaves forced to toil in the mines. A new shrine to Doburdun was built within the walls.

Hannand

EWf ruin in Dwarf Run (C2)

Source: *The Argrath Book*.

Hannand was a small city of the Leftside community of the EWF at the end of Dendelle Lake. It was the loading place for goods traded from the local dwarves.

Harda Pass

One of the Five Passes across the Dragonspine (B2)

Source: *The Secret Kingdom of Arim*.

Also known as Gornan Pass, this is called Harda Pass after the hero who stood off the armies of Gbaji here after the Battle of Night and Day. He and his wounded companions delayed the huge army for days, first by outfoxing the scouts, then by burning the forests, and finally by pushing rocks onto the lead forces. They were finally killed, but their souls still encourage any Orlanthi raiders who defend this precipitous pass and trail. In the Bush Range lives a clan of his descendants, and when they do their magic he throws huge boulders from Kero Fin at targets in the pass.

Hardtop

Peak in the Dragonspine (A4)

Source: *Majestic Spirits of Dragon Pass*.

Hardtop was the third child of Orest, the Earth Mother. Stubborn and unyielding, Hardtop is the face of earth that resists the plow but provides a firm place to stand. Followers of the La-Ungariant Practice come here to bind Stone Skin spirits.

The Stampede

The Stampede tells of feuding between the Stravuli and Liornvuli tribes. Sarlanth the Bold, King of the Stravuli, had Kalanth the Plow Priest destroy the walls of the Liornvuli fort of Kordros by causing a herd of thunder walkers to smash against the walls. Sarlanth the Bold then bore off Queen Durlindi, the wife of Liornvuli's own King Dargos. She renounced her marriage at the next Ernalda rite, and then married Sarlanth. When Dargos attempted to avenge himself, Sarlanth and his wife frustrated and ridiculed him.

Sarlanth and Durlindi lived happily ever after, and died at the same moment, old and at peace, in 109. But revenge was not finished, and as their funeral pyre was being laid, King Dargos led an army from Liornvuli. At its core was Culgak, a trebuchet that withstood every magic, weapon, and creature that tried to destroy it. The cremation was never finished, and the bodies of the lovers were hidden forever, denied proper rites. The Liornvuli advanced, and after Kalanth the Plow Priest was killed with his king defending Beken's Well, the Stravuli defense collapsed. Within two years, all the Stravuli clans west of the Dragonspine had submitted or fled from their ancestral lands around Mount Grizzly and over the Spine.

King Vekka at Grizzly Peak

King Vekka of Sylila asked the Liornvuli, "Is the grizzly the large, vicious bear which stands up?" They assured him that it was. "Then that is a place holy to my Grandfather Karborn, who is the father of all bears. If I seize that holy place, will you then give it to me?" asked Vekka. The Liornvuli assured him that they would be happy to do that, and they offered him guides and instructions.

King Vekka of the Odaylings went to Grizzly Peak, which is steep and powerful, although truly dwarfed by nearby Grandmother Kero Fin.

But Vekka was surprised by what he summoned from the hill with his ritual: not Grandfather Karborn but the prince of the Stravuli riding a giant bear. The Stravuli prince challenged Vekka to a duel, the loser of which would agree to worship the other's god. They fought, and although it was difficult, the prince of the Stravuli overcame Vekka as the Sun set. But Vekka wasn't killed. The victor said, instead, "Meet Orlanth." The bear picked up Vekka in its mouth and spiraled into the air until it was as high as two pine trees, then dropped Vekka. Vekka lived, but was carried home on a stretcher, where he died of his injuries.

The Harda Trail

Source: *Jonstown Compendium*.

Here is how to reach Maranaba by the Harda Trail. Start at Runegate. You must go with an Issaries caravan or by small boat. The Issaries temple at Runegate organizes the caravans. Unless you have a small army, have made previous arrangements with the dragonewts, or enjoy risking a dragonewt encounter, you should avoid crossing the Dragonewt Wildlands at all costs. Issaries-protected caravans have arrangements to travel the wilderness.

Caravans sacrifice at Old Top to Orlanth the Traveler. They ford or ferry at Two Sisters, then travel another fifteen miles to River Inn Ford. The land is gentle and wooded, with several landmark trees. Because caravans are often slowed by oxen or the elderly, an overnight stop is often required. This is usually done at Tink, a ruin partially inhabited by a band of outlaws, lost souls, and strangers who have been granted permission to live there by the dragonewts. Travelers are encouraged to avoid these ruffians.

To go secretly, or without Issaries escort, go to Old Top and sacrifice to Orlanth the Traveler. Descend to The Creek and go downstream until you find the Two Sisters. These are two little villages on each side of the mouth of The Creek. If the water is low, it is a ford and the people will help carry through the muck. If the water is high, they have boats to ferry. Hire a boat there, although it will be costly. Let them tell you how dangerous it is because of the marsh, and ask how much the charge is. Then tell them you are a great warrior or destroyer of undead, look ferocious, and offer half the price. That will be fair.

The boat will skirt the edge of the marsh and reach The River where it enters the Marsh. The pure divine waters flow clean and clear into the muck and stink of the marsh for some distance, so it is easy to find. The boat can go upriver about five miles to the River Inn Ferry. Make sure to get out on the western bank. The whole boat trip ought to be a long day journey.

River Inn Ferry is a little town. A couple of clans dominate it, and eke out a meager existence in small farms around the town. They have a stockade wall and lock the gate every night. They pay tribute to the lords in Irist Hold. The area is quite nice and could obviously have many more inhabitants. But the war has stripped it of its former residents, whose ruins and graveyards can be found along the 20 miles of this river, all the way up to Dwarf Run. The site of Salor is to the north there. Little is left now since its stone was taken in Yarandros' time to build a fort and many towns that are now also in ruins. It is still called the Banding Lands after the famous heroic family that lived here then.

Directly westward from River Inn Ferry stands Great Kero Fin. Go outside the town and look at it and ask for her protection. Turn your gaze from her to the right and stop at the close, prominent peak there. It is Delvalan Hill, one of the Earthtops, and a sacrifice to the Goddess must be made for your safe journey there.

Looking west, you can see three ranges of hills that seek to impede your progress. On your left, the series of hills that are between you and the Great Mountain are the Tamlane Hills. North of Delvalan Hill and stretching to the right are the ridges of the East Bush Range. The higher, steeper hills beyond are the Dragonspine. When you see its rather regular hump and valley

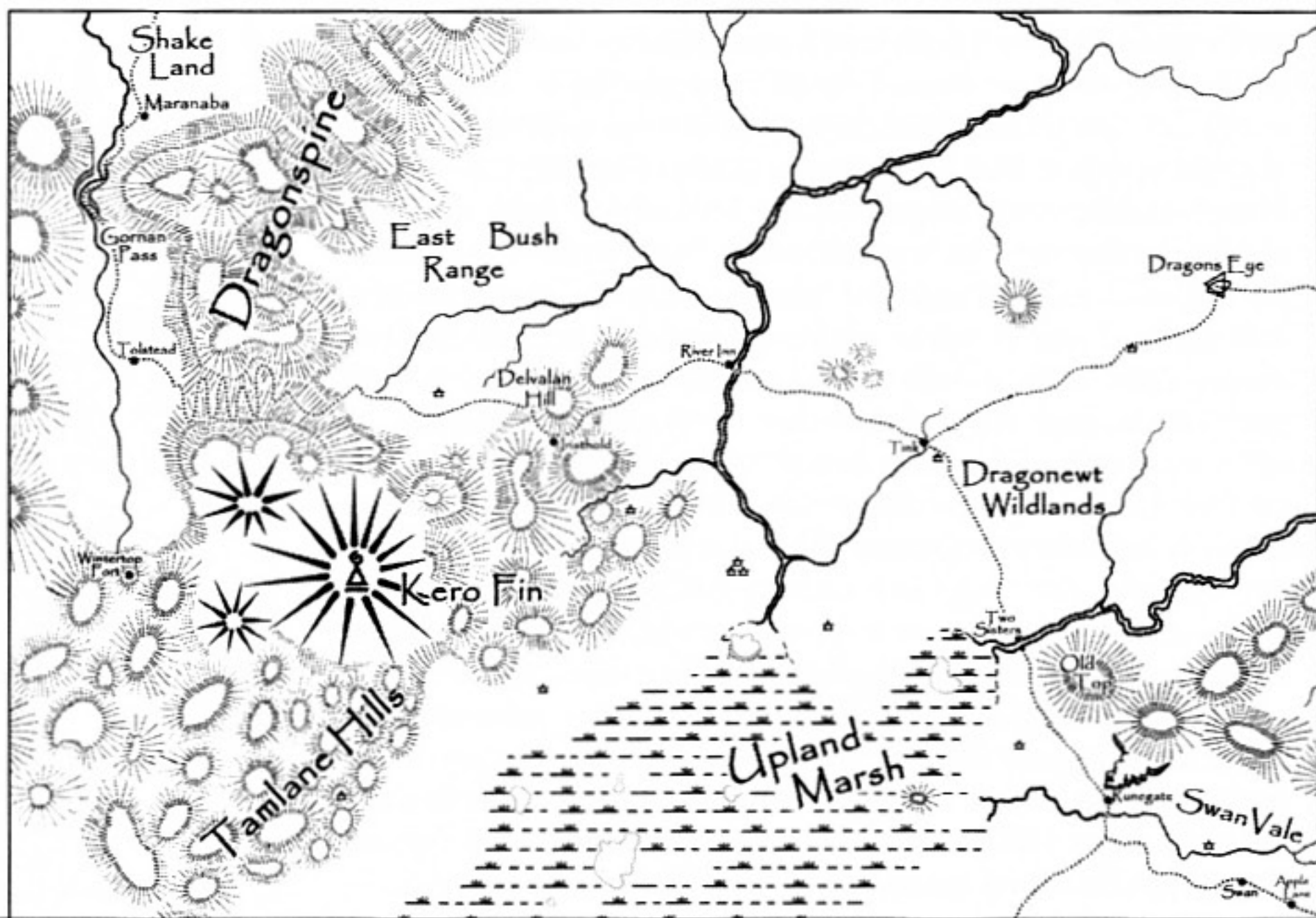
here it is easy to see the long-buried bones. The influence of these bones, which Orlanth left here, has created the Bush Range Wilds. The land is not suitable for farming; it is scarcely usable for sheep. The immensely varied wildlife is profuse throughout it. The residents there are tough, and raid and ambush travelers regularly, even those with Issaries guards and blessings. Cover is common, and gullies and cliffs are numerous and provide anyone with cover if they are hiding. The residents of course know it best of all, and are a constant danger. If confronted by large numbers, don't kill them. They are ruthless in revenge. Remember the phrase, "I have a ransom!" In general, don't think that you can go through this part with impunity.

From River Inn Ferry, two passes are possible, Harda or Dendrogi. Skip Dendrogi Pass for these reasons: it is better to approach the Temple from uphill, Harda Pass is protected by the chieftain in Irist, you will be blessed to pass so close to Kero Fin, and the view from Eyefull Crest is the best view of Tarsh you will ever get unless you fly. Finally, whereas the switchbacks of Harda are far more difficult and slow than Dendrogi, the danger of the Falling Ruin far outweighs the relative ease of the ground.

Someone from River Inn Ferry will take you to Irist. It is a compact hill fort on the large hill south of Delvalan Hill. "The chieftain of Irist is the Pass of Harda." Respect this man, and bring to him the price that he asks for passage: one ewe or two wethers for each person with his entourage. He prefers silver. The chieftain in Irist owns the sacred hill, and after you pay him his fee he will send his priestess up to the hilltop to make the offerings. You do not need to attend this ceremony, but may if you wish. She offers a pig to Maran the Shaker.

The chieftain usually patrols the entire Harda Path and Pass. He pays off or fights the raiders of the Bush Range so you don't have to. If you sneak past the fort and are found by his patrols upon the trail without a guide, you will be attacked. Furthermore, the area is often the playground for *gornan*, and if Maran has not been appeased at Delvalan the threat from rockslides, trembling paths, and similar natural dangers is high.

The Dragonspine itself must be crossed by a series of switchbacks on each side. Though a bird might fly it and cover five miles, travelers must go back and forth along such steep paths that a hearty walker can reach the top and descend in half a day, but most people camp at the bottom and set off for the entire day, and drop exhausted at the far side as the long summer day ends.



Hartside

Valley north of the Solthi River (C7)

Source: *Jonstown Compendium*.

In the Storm Age, the hero Orlgar had a huge stead here where he kept domestic deer. On this side of the river he kept the harts, and on the other the does.

Hendarstead

Stead of the Hendarli tribal king, in Wintertop Vale (B3)

See also *Wintertop Vale*.

Sources: *Where Our Gods Tread*, *The Secret Kingdom of Arim*.

Yinkin used the name Tol when he stayed here, and this village was once called Tolstead. Tol seduced Tarhelera here and she bore him the cloud cats, which still return to this "litter site" on Yinkin's Day to honor their mother and father.

Hendar settled amid Tolstead's ruins after he crossed Harda Pass. Hendar's followers had journeyed with him from Saird to escape the Empire and seek Arim's Secret Kingdom. Finding the best lands already taken, Hendar led his people "south across the Dragon's back." He was the first to cross the Harda Pass in three hundred years, but he never reached the south, preferring the comfort of the valley at the foot of Orlanth's mother. The locals say his descendants, including the Illaro Dynasty, will never hold territories in the south because of Hendar's choice.

Herongreen

Fort on the Donalf Flats (D2)

Sources: *Resettlement Sagas*, *Silverquill Parchments*.

In the Storm Age, Larnste cut his foot upon the pinnacle Enduring, which was and is and will ever be. It is a mighty landmark, its razor

heights hidden in cloud, and Herongreen sits at its base. Varanor Smoke-of-Altars used the cast of its shadow to mark the walls of his palisade, and it took him four years to complete them.

Angry locals tricked and burned Fogar One-eye at the place where the vengeance blast whirls in circles still. Fogar revealed himself as Orlanth the Wanderer, but caused the deceitful household of the Povarings to catch fire instead. They ran all about, setting fire to the countryside for ten miles around in the "Just Burning" that destroyed their clan. The Dinacoli settled the ancient Vingkotling fort during the Resettlement.

Herongreen controls the road between the Far Place and Sartar, and is a rich source of income to the Dinacoli Tribe. The sacred Herons of the Green have always "provided omens of peace and war," and the locals protect them. Now they cry through the night, and their chicks' plumage is tipped blood red, a terrible omen.

Heruvernald

Temple of Ernalda on Kordros Island in Tarsh (A1)

Source: *Composite History of Dragon Pass*.

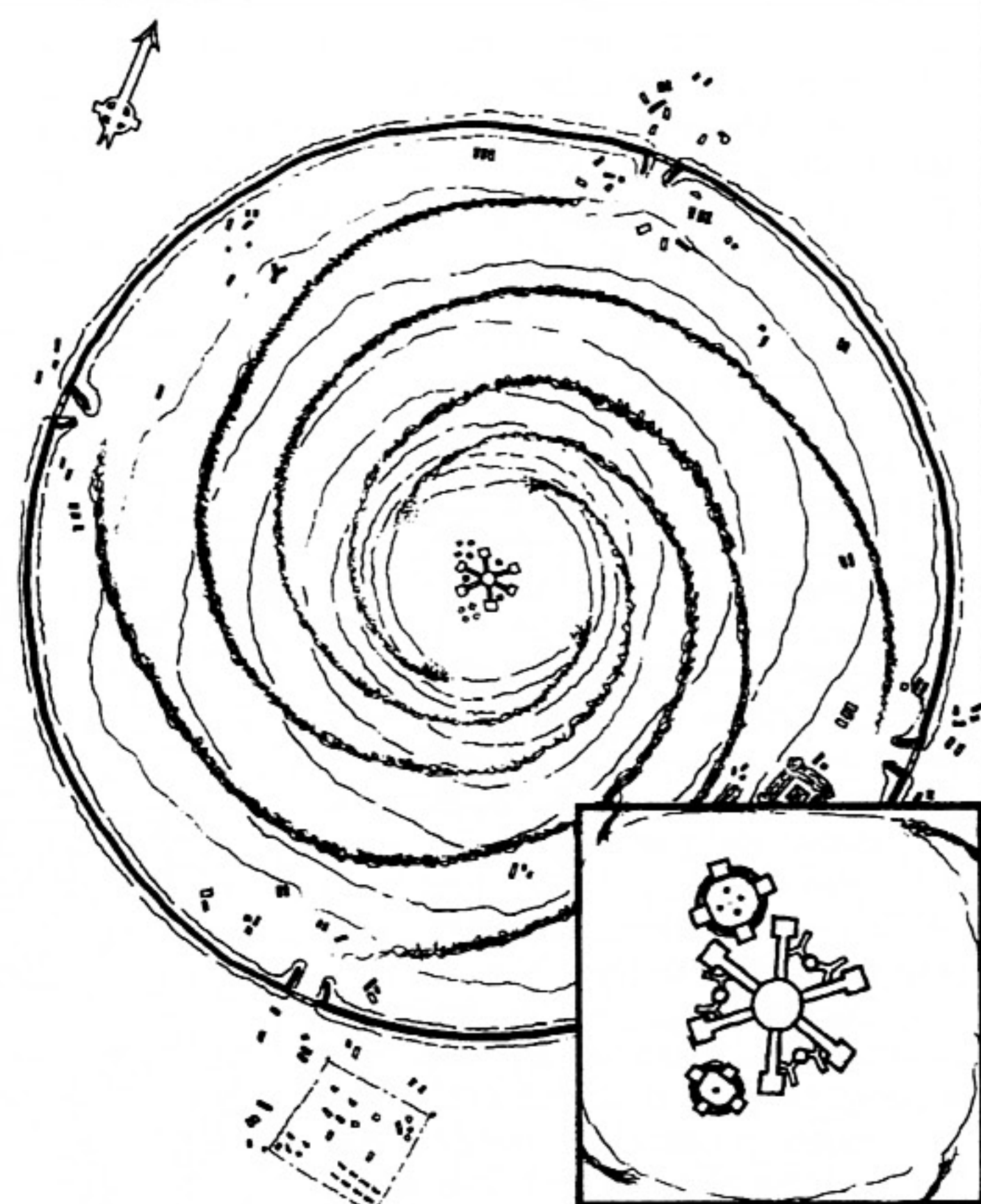
Heruvernald is the greatest Ernalda temple in Tarsh. It is also the simplest in appearance, merely a square stone building much like a large loom house, before which stand three low stone tables, each completely covered in a filigree of fine carvings, as ancient runes and images recount the myths of Ernalda. The sacrificial tables are known as the Guesting Stones: one is dedicated each to Maran, Sorana Tor, and Esrola. A wide, copper-valved passage leads into the ground from the inside of the building, past Babeester Gor axe maidens and even less appealing guardians, into the heart of the temple. This is where HonEel intruded into the rites of Ernalda and proved she was the One Who Waits of the Lunar Pantheon.

Hill Forts of Dragon Pass

Large, ancient hill forts are known throughout Dragon Pass and, indeed, all the larger Vingkotling area. The Vingkotlings were the first people to build them, and several are known to be from that era. Most of them are now abandoned, usually due to the ravages of history, but they are often visited, since they are the best jumping-off sites for many heroquests.

Many stories say Dragon Pass itself is a huge hill fort dug out and erected by the gods. Some landmarks remain from that era. In Holay is the old Warriors Gate, also called Rigsdal's Tower: Lyran Mountain; and in Esrolia stands the Peace Gate, comparatively unscathed with both jambs intact, hinges visible, and parts of the broken gates around. In Kitchenvale (by modern Gold-edge) are spectacular landmarks: the Ovens, wide open caves that are very hot; Ma's Soup Spot, a string of boiling hot springs; Hearth Heath, where huge Mahome festivals are held; the huge slab of the Butcher Block; and Bluebell Field, where the accidental fire occurred and only the "apology flowers" can grow. It is still blacked and desolate where the goddess burned her evil owner. Other hills in the area are mounds upon which gods built their steads, huge rings of rock that are like isolated calderas, or are known to have been the houses of various goddesses.

The demigod Vingkotlings raised huge earthworks suitable for their legendary magnitude. They are generally made of earth, and even the ones that were made by scooping out a hill instead of raising a mound appear to be man-made. They vary in diameter from Vingkot's Fort, which is over four miles, to the twelve that are over a mile wide, and many that are a quarter to half a mile. These last are most numerous and were built by the Vingkotlings in the Storm Age. Few hill forts have been built since then, Hadager Hill being the exception, built at the height of Dawn Age Heortling strength.



Traditional Heortling hill forts combine rude but rugged defensibility with a plan spiralling out in homage to Orlanth. However, traitors and invaders are eager to use them for their own purposes, such as Willandring Clever-Kennings of the Balmyr, who has built a new temple to Doburdun in the center of sacred Halfort.

Hidden Valley

Beautiful open valley in the Deep Gors (E2)

See also *Alone*.

Source: *Silverquill Parchments*.

In the Storm Age, young Barntar grazed his hardy Redmane cattle here until a great bear killed them. Barntar drove the bear away, but it has come back many times. He then built a lodge from the felled trees, and set boundary stones at the edges of the clearing, so that the forest never came back. That lodge was here for many years, and is now a shrine. Barntari hold a big bear hunt there every year.

High Valley

Valley on the Shadow Plateau (A7)

Source: *Saga of the New Good Land*.

This riverbed is the approach to the Gate of the Palace. Before the Plateau's devastation, High Valley was the site of many sumptuous dwellings that belonged to the richest of the Argan Argar troll merchants. Most have fallen into ruin, and the few that remain have been turned into fortifications. The Shadow Plateau's current ruling forces occupy several of these buildings.

Hill of Orlanth Victorious

Holy hill on Owlflight Ridge (E3)

Source: *Composite History of Dragon Pass, Orlanthi Mythology*.

In the Great Darkness, Orlanth set off upon the Lightbringers' Quest from this hill. During the Gbaji Wars, Harmast Barefoot also departed from here on his Lightbringers' Quest, as did subsequent heroes from Dragon Pass who attempted the quest. It has been used as an open Orlanth temple site ever since.

More recently, in Sea Season of 1613, Lunar forces attempting to desecrate the temple were massacred, an event that ignited Starbrow's Rebellion. Subsequently, the Empire occupied the site with Yelmalion mercenaries, who drive off all worshippers. They have renamed it the Hill of Yelmalion Victorious.

Humakt's Hill

Natural temple in the Dogbone Hills (E3)

Source: *Where Our Gods Tread*.

Towards the end of the Vingkotling Age, Humakt came here to discuss strategies with the people. He stuck his sword into the earth and sat on this hill. Afterwards, people came and threw offerings into the deep crevice made by his sword. Since then, it has remained a holy place to speak to Humakt.

The Delvalan Stone

Irist and the Delvalan Clan followed Hendar, but when Hendar stopped at Tolstead, Irist passed beyond and attempted the Gornan Pass. The Delvalan had not appeased Maran and the gornan attacked, hurling rocks upon them as they threaded their way through the pass. Irist lost a quarter of his clan to rock falls before the savage landscape finally beat them back. Hendar had taken all the best land in Wintertop Vale, and he would only give the Delvalan space on the margins.

Irist went to the Shaker Temple and asked what it would cost to let his people cross in safety. The priestess replied that "the land must take for the land to give," and Irist laid down his life for his people there and then. The Shaker priestess gave the Delvalan the bloody altar stone as a covenant from Maran. Whoever crowns their leader on the stone, where Irist gave his life to Maran, will rule Harda Pass. The Delvalan inaugurate all their leaders on the sacred stone. The Stone Guard, the finest warriors of the clan, have sworn to protect both the stone and the rightful Lord of the Harda Pass with their lives.

Hustula

Hills in Heortland (C7)

Source: *Where Our Gods Tread*.

Hu the Sword lived here with his family long ago. It is now famous for its several Humakt shrines.

Indigo Mountains

Steep, inhospitable mountains between Dragon Pass and Dagori Inkarth (E2)

Source: *Jonstown Compendium*.

Darkness spirits haunt these mountains and cast deep shadows in the steep-sided valleys between the peaks. Purple heather covers the slopes between tree line and snow line. Several of the peaks are volcanoes, and their purple-white smoke plumes can be seen even from Furthest and Boldhome. By night, shadow spirits battle with the red glow that radiates from the cones. A tribe of trolls dwells here who subsist mainly by hunting. They often raid the surrounding human lands, so that even the Torkani are wary of them.

Irist Hold

Hill fort on the eastern slopes of Kero Fin Mountain (B3)

See also *Harda Pass*.

Source: *The Secret Kingdom of Arim*.

Irist Hold, a Vingkotling hill fort, controls the Harda Pass. The Delvalan Clan of the Iristaros Tribe controls Irist Hold, and is fated to do so while they continue to inaugurate their chieftains on the Delvalan Stone. Just north of Irist is Delvalan Hill, on which is a temple to Maran Gor. There, travelers who wish to travel the Harda Pass can arrange for a sacrifice to the goddess to protect them from the earth daimones of the pass. It is the sacred hill where she birthed the first of the dordarings.

Ironspike

Hill fort in Jaskorvale (D1)

Sources: *Taroskarla*, *Silverquill Parchments*, *Orlanthi Mythology*.

Ironspike is an ancient hill fort set amid the verdant meadows of Jaskorvale, a settlement famed for its Earth Season cattle market and as a gateway to the wild troll lands of Dagori Inkarth. Taros the Ridgeleaper, leader of the Far Walkers, first resettled it.

The Spike itself is a huge and pointed 120'-tall shard of iron, a fragment of Korang the Slayer's poison spear, shattered in his great Godtime battle with Skyriver Titan and Hard Earth. No one approaches the Spike or tries to mine its iron, for it is still poisonous to gods and men. Nothing grows nearby; even the winds that touch its pitted face quickly sicken and die. Sometimes the spirit of the Spike screams in anguish, to the terror of every living thing in the fort. For protection, the settlement of Ironspike is set in the lee of the great hill, on the opposite side from the Spike.

Each clan has its own quarter, keeping a strained and uneasy peace in these times of Yelmalion ascendancy. Crafters, merchants, cattle farmers, and guides live here, and the settlement is wealthy and secure. The Feasting Hall of Conla Brightshield, the Tovtaros king, is set at the height of the hill. His thanes maintain the peace of the market and the sanctity of the tribal law rock.

In Ironspike's market, buyers can find exotic wares: silks and insect products, black honey and brilliant dyes. Local guides lead the brave or foolhardy north to the lands of the trolls and giants, or to distant Balazar. Cattle buyers gather here in late Earth Season for the great market. Even the famous Goldentongue trader Joh Mith has visited, offering his exotic wares for cattle and magic.

Jaldon's Rest

Grave of the Praxian hero Jaldon Goldtooth (E3)

Source: *Composite History of Dragon Pass*.

After Derik of the Poljoni killed Jaldon, the demigod's followers took his body (and that of his steed) and fled with them towards Jaldon's Rest, where Jaldon is always laid to rest so that he can return one day. Exhausted and wounded, they stretched into a long line as they rushed along the pass now known as the Ambush Trail. Derik's forces there split the Praxians into small groups, then began to systematically exterminate the raiders.

The few remaining Praxians that reached Jaldon's Rest placed the demigod and his steed beneath the ancient cairnstones once again, then turned to face their doom. After the battle, Derik and his followers stacked the heads from all the dead Praxians upon the cairn and cursed it. Despite that, Jaldon returned and cleared this site of its curse, so it is a place of power for the animal nomads.

Jaldonkill

Border fort in the Yellow Hills (E4)

Source: *Composite History of Dragon Pass*.

Derik Furman was a mercenary and hero who founded the Poljoni people after his success on the Horse Path Quest. Since Sable Riders had slain his kin, his hatred of the Praxians was insatiable. He gathered refugees and volunteers (including Grazers, Sartarites, and even animal nomads) to defend Sartar's Praxian marches.

When Jaldon Goldtooth came to life again, Derik conceived a daring stratagem. He attacked the Praxians with a small force, then fled through the Yellow Hills by many trails (where the rest of his followers waited, in small bands). The nomads gave chase, and at the site now called Jaldonkill, Derik laid the demigod to his rest. The Praxians have often raided but been stopped here. The defenders claim they have killed Jaldon here several times.

A fort still stands at Jaldonkill. Before the shattering of their tribe in 1618, the Dundalos held the fort. Nominally, the Enstalos hold it now, but the Lunar Army dominates here, using the fort as a base for border patrols.

Janfjord

Prosperous farmlands in Heortland (C7)

Source: *History of the Heortling Peoples*.

Jan Ironclad was a great warrior of the Garanvuli Tribe at the Dawn and settled a prosperous farm at the end of this fjord. The region has acquired his name as a result.

Jansholm

Contested Heortland city (C7)

Source: *History of the Heortling Peoples*.

Jansholm is a fortified island in the Solthi River that has prospered. It is the capital city of Karhend, the region of Heortland between the Marzeel and Syphon rivers. Two arching stone bridges cross the Solthi here, meeting on the island. Jan Ironclad recognized the impregnability of this natural stronghold, and when the Garanvuli acclaimed him king he built his fortress here. He still guards this place as the city wyter.

The river and strong ramparts protect the city, which has been the center of power of the Jondalar Tribe for generations. A great palace with cyclopean stone walls forms a city within the city. No enemy has ever successfully assaulted its well-defended courtyards. Wilhelm the Bloody, Earl of Karhend, rules from Jansholm. A former vassal of Rikard Tigerheart, he betrayed his king to the Empire. Thus, this redoubtable fortress proved no obstacle to Fazzur's advance. "Cities," the general noted, "fall to betrayal from within, even when they will not fall to assault from without."

At its seasonal peak, some 19,000 people live in Jansholm. Most are Jondalings, but a sizeable number are Seshnegi who traveled to Heortland with Rikard but now serve the Empire as mercenaries. Despite being a minority, their kinship to the Earl gives them control of Jansholm, much to the chagrin of the Jondalings.

Jarolar Keep

Fort on Two-Pine Ridge (E3)

Source: *Jonstown Compendium*.

Saronil built the broch of the Keep of Sarotar here, and later Jarolar built the walls. The Gorde Clan holds the fort now. They were once part of the Culbrea, but the Empire joined them to the Cinsina Tribe following Starbrow's Rebellion. The presence of Telmori in these hills means the Gorde Clan lives within the safety of Jarolar's walls or close by. Many of the clan have turned to Doburdun and the Seven Mothers for the promise of Lunar protection from the Wolf Brothers.

Jaskor River

River that flows into Skyfall Lake (E1)

Source: *Silverquill Parchments*.

Jaskor's River is the Raider's Stream, for it flows through the rich cattle country of Jaskorvale. Four feuding clans graze their herds by the mossy banks, and midnight clashes over much-loved herds often stain the crystal waters red.

Jarolar's Walls

Jarolar was a great builder in the tradition of his father and grandfather. He had no dwarf help, for Saronil lost that aid, but his brochs and walls still stand throughout Sartar.

Jarolar's walls are all of the same design. The outer face of the main wall is supported by layers of rubble 2' thick, which are separated by long horizontal timber poles spaced two feet apart, and faced with a scarp of unmortared stone blocks. As Jarolar added layers, the higher ones became shorter, creating a ramp up to the wall. The stone provides protection from fire, the timbers from battering rams. The wall stands 15' to 20' high, and a 3' wooden palisade tops it, shielding defenders from missiles. A defensive ditch often fronts such a wall, making assault even harder.

Watchtowers (usually of wood, occasionally stone) stand along the perimeter, and great gates control passage. Jarolar built the walls at Duck Point, Dangerford, Runegate, and Jarolar's Keep in this way, and his descendants followed his example.

Brochs

Saronil was the first to build these tall towers of unmortared stone, but his son, Jarolar Longstride, constructed most of them. Standing around 45' tall and 60' in diameter, brochs have two concentric walls, creating a hollow-walled tower. Wooden floors partition the tower into several levels. The ground floor is a store-room and (when the broch is under siege) a shelter for cattle and sheep. The upper floors tend to be a public hall and (above that) private rooms. In the wall-spaces are corridors and stairways connecting the tower's levels. A thatched roof crowns the tower, surrounded by ramparts that give a commanding view of the surrounding land, even in the hills. A lower outer wall encloses most brochs, creating a courtyard.

Some brochs have blockhouses guarding the front gate. A tribe builds a broch not only for defense, but also to impress its neighbors. For those without an ancient hill fort, these stone towers are an improvement over a simple palisade.

Jaskorvale

Cattle-rich valley of the Jaskor River in the Far Point, also called Jaskor's Hold (E1)

See also *Ironspike*, *Jaskor River*.

Sources: *Taroskarla*, *Silverquill Parchments*.

When the first Far Walkers cautiously ventured across Lost Man Hills, they discovered an open, well-watered valley dominated by two ancient hill forts. For many, this was at last the promised land they had sought in their long, terrifying journey across the Deathline. Jaskor Dark Earth was first to walk its green beauty. Taros Ridgeleaper cut the first tree in the lee of the larger fort, called Ironspike. Soon after, his son Tovar cut his own stead at the smaller hill fort of Piddledown, now the home of the Tovtaros tribal king.

The quarrels and kinstrike of the Far Walkers drove many to established steads in the surrounding uplands, but Jaskorvale was their sacred soil, and the source of most of their wealth. The Far Walkers eventually grew into four wealthy clans, and the open fields of the Hold brimmed with fat cattle. Each hide of grass is jealously defended, and the ease of raiding means the clans are almost constantly feuding. In Earth Season, the clans sell excess beasts to merchants from Alda-chur and beyond, and the great cattle drive herds them slowly across the southern hills.

Jerra Hill

Sacred hill in the Lost Man Wilds (D1)

Sources: *Jonstown Triads*, *Orlanthi Mythology*.

Jerra is the first and greatest of the Three Good Wolf Sisters who protected and nurtured many tribes in the Long Night. Jerra, the Wolf Eye Mother, held powers of seeing; Taran, the Wolf Limb Sister, held powers of doing; Kaldi, the Wolf Claw Daughter, held powers of hunting. TreeBurner met in secret with Ugly Golod here, and handed over Jerra in exchange for the EverBlaze Token. This was one of the "Three Evil Trades." Where Ugly Golod later spat out Jerra's bones and eye is GoodMother, the Hill of Jerra. On that rocky height a priestess may see with Jerra's Eye to discern the future of her clan, though it make her tremble.

Jisteel

Ruin below the Shadow Plateau (B6)

Source: *Jonstown Compendium*.

An ruin that for unfathomable reasons its builders never chose to inhabit. It was later occupied by strange creatures of Darkness and Uncertainty. When Ezkankekko ruled the Shadowlands, fell creatures of Darkness warded the remains of the city, and it was nigh on impossible to enter this ruin without the help of powerful troll shamans. Although these entities are mostly dispersed,

Storage Pits

Heortlings store their surplus grain in flask-shaped pits dug in the earth, 6' deep and 3' across, made air- and watertight with a seal of clay, and covered with a mound of earth to prevent the clay from cracking and drying. Hill forts and other tribal or clan refuges host many such pits, sometimes a hundred or more, to guard the stored grain and provide a larder for times of trouble. This way of preserving grain, particularly seed grain, is a secret of Asrelia; her followers know that the grain sleeps, as did Ernalda in the Darkness, and will not germinate. Such pits also hoard valuables in times of trouble against future need. With the coming of the Lunars, many storage pits hide swords and treasures away from Imperial eyes.

Some food grain is stored in granaries raised on posts, so that the pit seal need not be broken, but Asrelia's priestesses know magic to reseal the pits if needed.

trolls moved into the Marsh after the Only Old One's fall, and protect their domain fiercely. Some even dwell on the edge of the ruins, though the hissing ghosts keep them from the interior.

When the Backmarsh formed and the city dropped to its present level, many buildings toppled. However, the Dragon Empire built strongly, and although age and the oily waters of the marsh have eroded the buildings, a substantial section of the city's central district yet remains above the marsh. Except on rare hillocks, these buildings protrude as oddly geometric rocky islands, now crowned with thick vegetation.

Jomesland

Plains in eastern Sartar (E2)

See also *Stagland*, *Stonegate*.

Source: *Composite History of Dragon Pass*.

In 1607, the Telmori destroyed the Maboder Tribe. The Maboder had withheld their fyrd from the army during the invasion, and the Lunars could not let the annihilation of an ally go unpunished. James Hostralos, a Lunar officer from Aggar, led a force of peltasts and magicians against the Telmori. All the tribesmen who hated the Telmori aided the Lunars, but many rebels and outlaws aided the Telmori. James captured two of the Helkos brothers and executed one of them to prove his word. He slew the beast brother of Kostajor Wolf-champion, king of the Telmori Tribe, savior of Sartarite princes Jarosar and Terasarin.

James forced the Telmori to negotiate peace and give hostages. After that, people called him "Wulf," and he always wore the skin of Kostajor's wolf brother. He received the old Maboder lands as his reward. Farmers from the Imperial Heartland and army veterans settled Jomesland, along with a few former Maboder clansfolk, who live as slaves.

Jonstown

City in the Arfritha Vale (D3)

Source: *Jonstown Compendium*.

Sartar founded the city in 1481 to settle a feud between Quivini tribes and the Telmori. Its first mayor was Hauberk Jon, a famous warrior from the Malani Tribe. He is now the city's wyter, with feats to detect and kill Telmori.

The New City was erected on two steep hills, and is where most of the townsfolk live. It is also where the tribes of the confederation come to trade. The New Market is renowned for the leatherwork of its artisans, and the Sages' Quarter houses the most famous Lhankor Mhy library in Sartar.

An ancient hill fort overlooks the modern city. The Old City is within the fort, divided into three parts: the Old Market, used now for moots; the wealthy Hill Quarter; and the Temple District, which holds the House of Peace (largest Chalana Arroy hospital in Sartar) and a Seven Mothers temple dedicated to Teelo Norri. A ramp connects New City to Old, climbing over the ridge called Sartar's Seat.

K

Karfonstead

Ruins on northern Kordros Island (A1)

Source: *Orlanthi Mythology*.

In the Storm Age, Liorn the Young and Deleen Kodigsdottir found refuge here. Liorn won the friendship of the Oslir and Teslir rivers, so the Lastralgortelli refugees elected him king. The Liornvuli were among the people united by Heort in the Silver Age. Heort lived at Karfonstead for a time after freeing Ivarne from the Ice Tomb.

Karse

Ancient port city in Heortland (B7)

Source: *Composite History of Dragon Pass*.

Karse is the most important port for offloading goods destined for Sartar, Prax, and Tarsh. It lies along the lowlands at the mouth of the Marzeel River. A previous settlement on the opposite bank was abandoned centuries ago, but its ruins (and those of the ancient hill fort that overlooks it) are still visible.

The newer city was settled in EWF times, and it thrived for centuries. Disaster struck when Dragon Pass became impassable and the Closing of the oceans dried up trade. All that remained was a fishing community huddled amid the decaying grandeur of their forebears. After the Resettlement, the Pharaoh encouraged people to settle once again in the "Barony of Karse" to provide a route for goods from Sartar across the Choralinthor Bay. With the Opening, Karse grew in importance and its barony thrived. In 1619, the Empire captured the city by surprise assault. Troopships came from Corflu, in Prax, landing their troops along the coast and then battering the city from land and sea.

Karstanstead

Former Volsaxi royal stead (C6)

Source: *History of the Heortling Peoples*.

Karstan Nine-With-One was a Volsaxi king more skilled with his sword than lovemaking. He completed the Six Labors and so won the hand of Janerra Stillwater, but he appreciated the great Bull of Tanir more than Janerra's beauty. All that famous bull's offspring could be milked six times a day, and the Volsaxi clans never went hungry while he was in their herds. When Harvald of the Bacofi Tribe stole Janerra's heart, she helped him carry off the bull, and it was seven years before Karstan won both bull and wife back. In the ensuing war, the Bacofi lost land to the Volsaxi. When High King Hardrard the Green took up residence in Whitewall, Karstanstead became just a summer lodge.

Baron Sanuel's forces occupy Karstanstead now, seeking to prevent the stead's becoming a rallying point for the Volsaxi. He has not closed the Derensev Library, despite reports that it has provided free information to several rebel groups.

Kero Fin, Mount

Mother of Mountains, Greatest Mountain of Dragon Pass (B3)

Sources: *The Secret Kingdom of Arim, Where Our Gods Tread*.

This titanic mountain is the body of the goddess Kero Fin. It is over eight miles high, and is visible throughout the Dragon Pass and for hundreds of miles in all directions. Its base is so narrow the mountain appears to be a needle rising out of sight into the sky. People sometimes say it hangs downward from the sky because it appears so strange. It is sometimes

called Wintertop, after its main peak. Lion Peak and Little Mountain are lesser peaks on Kero Fin's slopes.

Kero Fin is the daughter of Earth and Mountain. She resisted Larnste's planting of the Rockwood Mountains, and kept Dragon Pass clear of other mountains except for her descendants. When great Umath thrust himself into the world, she rose higher to meet him. The child of that union was Orlanth; when her son comes to visit, he is visible as a great cloud hovering over and around her peak, unmoving until he leaves. This motionless cloud is a marvel to behold. His brother Yinkin, son of a later mating, was born in the Whistling Caves. Ice and snow cover the top of Kero Fin year round, for it is one of the steeds of Inora, Kero Fin's most loyal daughter. The top of the mountain is also holy to Elmal, who shone there throughout the Darkness.

Kero Fin is Orlanth's birthplace, and so is a site of pilgrimage for his worshippers throughout the region. The lower mountain is dotted with shrines and holy sites. Snow, alynx, and wind daemons are plentiful here. At the base is a temple to Maran Gor, the Shaker. At the top is a temple to the Mountain, Mother of Storm. In between lie the difficult cliffs and precipices that Orlanth priests overcome in daring fits of religious zeal. Once high up, the pious response is to jump and let Orlanth catch you, but those who have been acting in non-Orlanthi ways may not be helped, and thus will plummet to sure death.

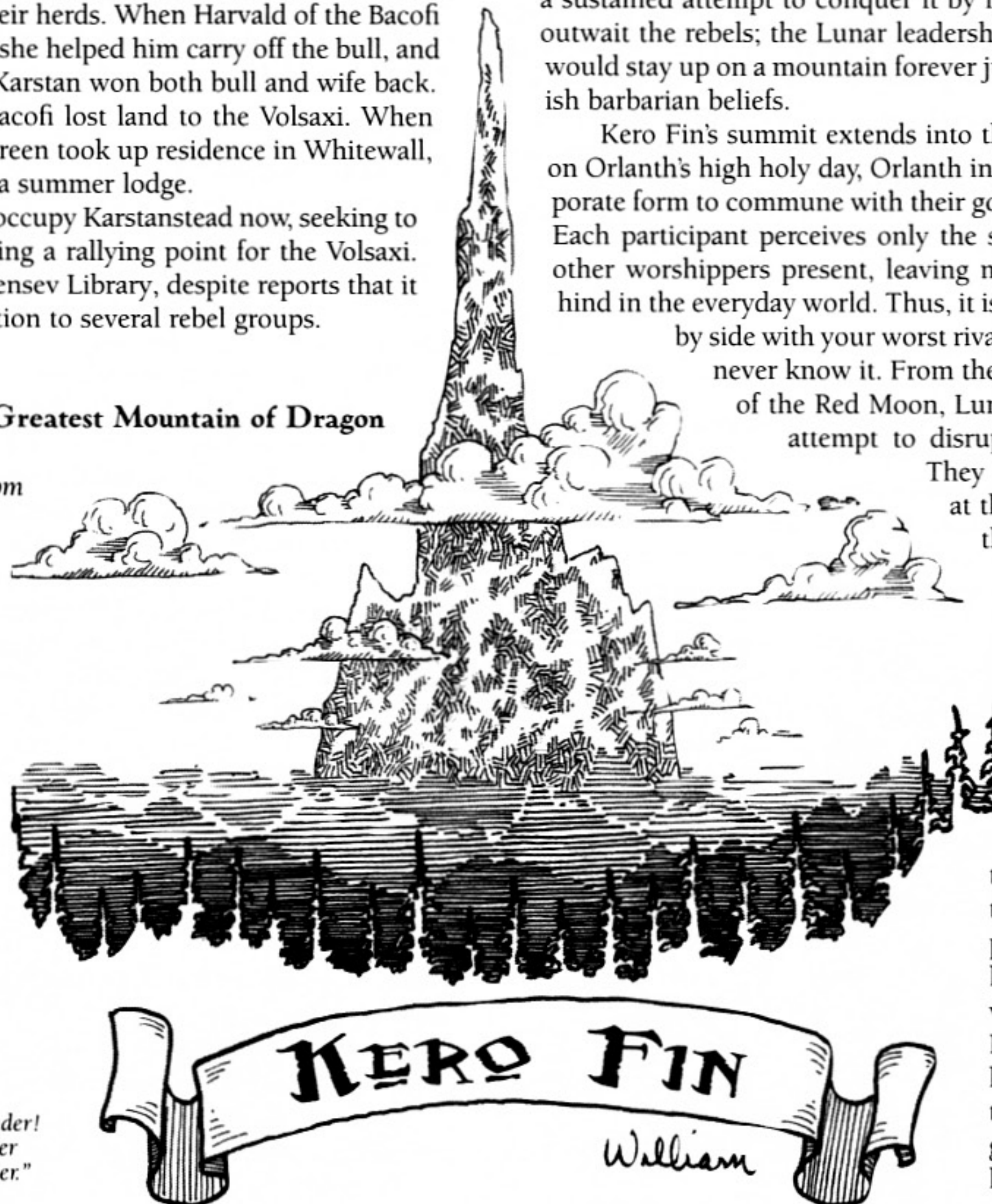
Climbing Kero Fin is a daunting task, for great physical and supernatural hazards await all but the most pious devotees of the Orlanth Pantheon. The Lunar attempt to control access to it has been half successful, but even they are not bold enough to mount a sustained attempt to conquer it by force. Their strategy is to outwait the rebels; the Lunar leadership can't believe that they would stay up on a mountain forever just to preserve their foolish barbarian beliefs.

Kero Fin's summit extends into the Other Side. Each year on Orlanth's high holy day, Orlanth initiates fly there in incorporate form to commune with their god on the day of his birth. Each participant perceives only the spiritual identities of the other worshippers present, leaving mundane perceptions behind in the everyday world. Thus, it is possible to worship side

by side with your worst rival from an enemy clan but never know it. From their perches on the surface of the Red Moon, Lunar heroes and demigods attempt to disrupt this event each year.

They fire deadly moonbeams at the swarms of Orlanthi as they come and go, hoping to pick off major figures in the Rebellion.

Kero Fin holds the secret of sovereignty to Dragon Pass, although it often rests in surrogates, such as the Feathered Horse Queen, Sorana Tor, or the Lady of the Wild. In the past, great men competed to win her Necklace; among the winners was Aram-ya-Udrum. Her Necklace has long been lost, and those who seek to rule the Pass must now gain the support of one of her daughters.



"Hail! Snow! Lightning! Thunder!
Every one is right there under
Kero Fin, the mountain wonder."
—Drofats the Dittyman

Kikh

Troll hunting lands on the Shadow Plateau (A6)

Source: *Saga of the New Good Land*.

Once, trolls and other Darkness worshippers from all across Dragon Pass would come to Kikh Fields for the Argan Argar markets. The trolls held spectacular contests of beetle jousting, trollball, trollkin hurling, brewing, and other popular entertainments. Now this region is home only to wandering troll hunters and their families, who pick through the grounds where splendid Argan Argar pavilions once stood.

Killard Vale

Fertile valley at the foot of the Quivini Mountains (D4)

See also *Crow Top*, *Four Holy Hills*, *Goodfork*, *Quivini Mountains*, *Quivin River*, *Sacred Top*, *Six Peaks*, *Wethersfield*.

Sources: *Resettlement Sagas*, *Where Our Gods Tread*.

The Six Peaks surround these farmlands east of and below Boldhome. The Vale has two parts: Farmside in the south, with Goodfork as its granary, and Townside on the north, with Wethersfield as its granary center.

Once, Orlanth sat down here, leaned against the knee of his friend Quivin, and laid his head between Cow and Raven. Heort was born in this vale. In the Gbaji Wars, the area was called Rebel Vale, and in the EWF period it repulsed dragons and kept its people free. The Six Peaks protected them.

During the Resettlement, Karvi Blackeye led his people right here, and led rites on Nine Moss. He found people already practicing on Four Winds, and so rushed and sacrificed on Lookout. He sacrificed to Orlanth the King and Rigsdal here, as in ancient times. His sacrifice was accepted as the winds took away the burnt offerings, and since then the godar have come here for rain season rites. Derreva the Clever had her godar sacrifice on Sacred Top, then sent them atop the Cow for Ernalda the Cow rites. Karvi then got the White Raven to help him, so Derreva enlisted the aid of the Blood Crow at nearby Crow Top. The Corvid War ensued, as people from all around fought to possess the lucky vale. Killard, who later became king of the Kheldon, finally brought peace to everyone. He is worshipped now at Sacred Top, too.

Killer Wilds

Impassable woods in Tarsh (B2)

Source: *The Secret Kingdom of Arim*.

The Killer Wilds are impassable terrain in the West Bush Range. Several vicious trees live here, as well as the Bindorf Lion, the Janadar Boar, and Bandar the Carnivorous Elk. Although everyone fears those creatures, their purpose is to warn everyone to stay away from the resident nakasa, terrifying earth demons.

King's Hills

Hills in Tarsh (A1)

These hills are a favorite hunting place for the Tarsh kings.

Kitori Wilds

Dangerous wild lands west of the Stormwalk Mountains in northern Heortland (D5–D6)

Source: *History of the Heortling Peoples*.

The Kitori Tribe occupies these magical woods. They once ruled everything between here and the Shadow Plateau, until Tarkalor defeated them. The Wilds are sometimes called the Troll Woods.

The Kitori are an exceedingly strange people, for sometimes they are humans, sometimes trolls, sometimes both, and sometimes neither. They worship Underworld gods and the Storm Tribe, but rarely venture forth except to pillage and take slaves. Whoever enters their forests disappears.

Kjartan's Pool

Forgotten lake in Richberry Vale (C4)

Source: *Resettlement Sagas*.

Kjartan's Pool lies where The Stream and the White and Chorms rivers converge. It is pure essence water, and seems curiously forgettable to most theists. Sartar's companion Geo said, "I've slept by its shores many a night, and even crossed it in a boat, but I still can't remember what it looks like."

The ruins of a floating EWF-era village remain near the pool's center. Local boat traffic carefully avoids the site, called Kjartan's Folly and attributed to Kjartan Both Eyes. Lights are frequently seen around the village, and it emits deep moans every Wildday. None of the surrounding clans desires to make a claim upon the pond. However, occasional Pelaskos worshippers come on pilgrimage, to pull exotic species from the Pool's deep places.

Koffer Hills

Range of hills in Tarsh (B1)

See also *Cold Hill*, *Gazzam Graveyard*.

Source: *Orlanthi Mythology*.

Koffer was a great Stravuli warrior of the Dawn Age whose clan claimed all the hills that now bear his name.

Kordros Island

Land between the Oslir and Teslir rivers in Tarsh (A1)

See also *Banjarn*, *Boarford*, *Duelfield*, *Dunstop*, *Karfonstead*, *Sowford*, *Teslir River*.

Source: *The Secret Kingdom of Arim*.

Kordros Island was covered with rich fertile loams by Ernalda, and was one of her favorite little gardens. Now it is the breadbasket of Tarsh, a patchwork of slave-worked wheat fields and orchards. Rivers defend it on all sides, and in the Darkness the whole island was a fort where people sheltered. After the Dawn, the Liornvuli lived here. Later, the EWF built cities on the island, and to this day their ruins are places of power and mystery.

After Arim reentered Dragon Pass, the Danbalings lived here. They disagreed with the people of the Secret Kingdom many times, and each is the enemy in the other's Resettlement sagas. They did follow Arim to the Battle of Falling Hills, and since he won they remained loyal.



Lakes, the

Picturesque lakes along The River (C2)

See also *Dendelle Lake*.

Source: *The Argrath Book*.

The Lakes are picturesque sections of The River, separated by steep falls and white water. The waters of this immortal current are undiluted here by any source less than the Skyfall storm. Up-river from here the water is clearer, the denizens more unusual, and the hazards greater.

Larnste Hills

Wooded hills in Sartar (D3)

The wooded southern hills are home to the Lysang Clan, now of the Malani. The Underwillow Clan of the Cinsina keeps to the northern hills and lands around Larnste's Table.



Larnste's Table

Plateau in the Larnste Hills (D3)

See also *Cinsina Lands*, *Drum Point*, *Two Pine Ridge*, *Two Ridge Fort*.
Source: *Composite History of Dragon Pass*.

Larnste raised this steep-sided plateau when he needed a place to rest his staff and gloves while he ate. The Orlanthi hold many rites atop it now. Nearby Cinsina clans hold annual celebrations and races here. Lant Ulfar's head watches from the edge.

Rebel forces took shelter upon Larnste's Table during Starbrow's Rebellion. As the Lunar forces surrounding them grew, the Table became the scene for the negotiations that sent the leaders of the rebellion into exile.

Last Cast

Vingan temple south of Old Wind Temple (D5)

Source: *History of the Heortling Peoples*.

Vinga made the Last Cast here when Chaos marched from the Wastes to Kerofinela. Others ran, and in the end only Urox and Vinga stood here. When the Friends-now-foes came, Vinga almost fell, but made the Last Cast to drive her enemies away. Last Cast is now a Vingan refuge for exiles, outlaws, and red-haired women. Here, on the margins, they can shelter until the time comes to return home. A few holy hermits kept this temple until Starbrow's Rebellion; since then the temple has grown every year. Lunar scouts seek its location, but they have not found it yet.

Lead Hills

Hills formed from the body of the Great Serpent (A6)

Source: *Saga of the New Good Land*.

In 1318, Belintar's conquests drew him close to a confrontation with the Only Old One. That ruler summoned the Great Serpent to protect him, a monster over 100 miles long, and so hideous that most trolls and humans fled when they simply heard it in the distance. Even all of Belintar's guards (save one) ran when they saw it. But Belintar was not fazed, nor did its poisonous breath harm him. He killed it with his Thunder Rock, and the serpent crashed to the ground, lashing about and causing tremendous damage. The body is now the Lead Hills, and can still be seen in the way they lie. The Spike is the tip of its tail, Blackwell is where its head was smashed, and the EWF city of Anjoralini was buried beneath its coils.

Lismelder Lands

Fertile plains alongside the Upland Marsh (C4)

See also *Malani Hills*, *Upland Marsh*.

Source: *Resettlement Sagas*.

In 1356, a woman's husband was killed by her own brother. Her father, tribal king Mad-Blood Malan, denied her justice, so Lismelder departed with many followers to found a new tribe. The Colymar, to snub the Malani, granted the queen the fertile lands around the Upland Marsh. Lismelder's departure weakened the Malani, and the Colymar defeated them in the Zarran War. The Marshedge, Poss, Lonendi, Bostrop, and Goodweaver clans live in the low-lying plains along the Marsh. The climate there is more benign than in the hills, and the growing season longer.

The Lismelder Tribe struggles constantly against the forces of Delecti that seek to expand the boundaries of the Upland Marsh. Delecti's minions plant groves of blackthorn trees, and the Lismelder burn them to drive the marsh back. The Lismelder Tribe joined with the Colymar in seizing Durulz Valley in 1380. The zombie chain emerged from the marsh three years later, and burnt the Lismelder steads and farms. Indrodar Greydog, the Humakti hero, saved his queen's body from the Marsh and negotiated peace with the durulz. Indrodar's Necklace, a Humakti temple in Swordvale, still wards the Lismelder against the undead threat.

Lizardwood Wilds

Forest between the Far Point and northern Sartar (E2)

See also *Good Rain Hill*.

Source: *Jonstown Compendium*.

These pine forests lie between the territories of the Sun-worshippers of the Far Point and those of the Darkness-worshipping Torkani Tribe. Skirmishes are common, and many raiding parties cross the woods in both directions. The woods are sacred to Asrelia, and many strange primeval reptiles created by that goddess inhabited them in ancient times. The lizards that dwell there now are mostly rat-sized and insignificant, mere shadows of their former glory. Nonetheless, they are in unusual profusion, in both number and types, and few of them seem to mind the cold of winter as much as they would elsewhere. Wise travelers avoid hurting them, for fear of angering Asrelia.

Long Lake

Lake in Tarsh (A2)

Source: *The Secret Kingdom of Arim*.

An otherwise undistinguished lake, famous only for the annual spawning of its ghost salmon, which swim up the Pibbdy Falls and through anyone and anything in their way. Having a ghost salmon leap through you is a disquieting experience.

Lookout Hill

Fertile valley at the foot of the Quivini Mountains (D4)

See also *Killar Vale*, *Six Peaks*.

Source: *Where Our Gods Tread*.

Lookout Hill is a high, sacred hill of Killard Vale. Deloradella wove the Blanket of Gloom from the foulthorn bushes that grew on the hill, so the Thunder Brothers burned them off.

The Giant Lant Ulfar

Lant Ulfar the giant lived in the Quivini Mountains during the Gods Age. He was content just to live his life and beat his drum, but there was one god who annoyed him: Larnste, the God of Motion. Larnste could not stop, no matter the need, but was always constantly in motion. His footsteps would interrupt Lant Ulfar's drumming, so the giant decided one day to stop Larnste. He set a trap on the top of a nearby hill, a table set with all the foods that gods love—stewed balarn fruit, juicy haunches of gazzam, and beakers of the effervescent wine of Stralos. He knew that this might tempt the god to run around the table to inspect the food, so he made a tanglefoot trap to slow the god, and he would drum the Slow Beat. With all this, he would stop the God of Motion, and in doing so make him cease to be, for Larnste cannot ever stop by his very nature.

Lant Ulfar sat behind his drum, with his drumsticks thrust into a little hill of dirt he scraped together, waiting for the little running pest. As he sat, he did not notice Destor stalking up behind him. Destor knew what Lant Ulfar was doing, and did not want anything to happen to his uncle, Larnste. As Lant Ulfar saw Larnste approaching from far off he reached for his drumsticks to start the Slow Beat, but Destor dealt him such a blow that the giant's arm was severed, and with a second blow he was shattered into pieces. Destor hit him so hard that the giant's head flew to the table he had set for Larnste, and his heart flew farther, coming to rest on Two Ridge Top. And so Larnste was able to enjoy his meal.

Lookout Mountain

A peak at the southern end of the Indigo Mountains (E2)

Source: *Where Our Gods Tread*.

Tatouth stood here when he watched for the Wandering Tribe who invaded Orlanth's tula from the east. He stood here again when they fled and saw where they hid, so that later he led the Thunder Brothers on a raid to avenge themselves.

Lookout Ridge

Hill overlooking Belastran Pass (A4)

Source: *Jonstown Compendium*.

Lookout Ridge was used to watch Belastran Pass even in the oldest times. Orolmarn raised it to keep an eye on the pass Orstan made, as part of their rivalry contests. Thus, it is also superlative grazing ground. It is currently occupied by lookouts who report to the Grazers' Luminous Stallion King.

Lorthing Vale

Rich valley in Culbrea Lands (E3)

See also *Fox Hollow*.

Source: *Resettlement Sagas*.

The heart of the Culbrea lands is Lorthing Vale, a wide valley of prosperous farmland, large herds of cattle, and the famous Lorthing ponies, renowned for their endurance and their even temper in battle. The Barlamani Clan cultivates the northern lands of this Lorthing River valley while the Culbri Clan, centered on Fox Hollow, lives in the south.

Lost Man Wilds

Hills in the Far Place (D1)

See also *Jerra Hill*.

Sources: *Taroskarla*, *Silverquill Parchments*.

The Lost Man Wilds are a region of wild forest lying within the rain cape of Skyriver Titan, perpetually swept by shower and storm from the boiling sky gash to the north. Constant rain and frequent floods and mudslides can quickly destroy a trail, so outsiders risk losing their way and perhaps their lives. Even the plants and animals are slightly different. Networks of caves and underground rivers permeate the region, which is also called the Storm Gors.

The Tovtaros clans who dwell in isolation here are known as the Bluefoot, for they tattoo their feet in ancestral rites and can walk without footprints through mud and snow. The Wilds border Snakepipe Hollow, and the clansfolk face infrequent but deadly outpourings of Chaos, as well as frequent raids from trolls out of Crabtown. Their steeds are larger than most, with entire bloodlines living within stoutly defended palisades. The Tovtaros have suffered much under Harvar Ironfist, and several of the clans have been torn apart by kin-strife and betrayal.

M

Malani Hills

Hills in Sartar (C3)

Source: *Resettlement Sagas*.

The Malani Clan first lived in these hills during the Resettlement, and although they have moved away, the name has stuck. The Goodsword, Greydog, and Hillhaven clans of the Lismelder live here now.

Maranaba

Temple of Maran, located in Shakeland (B2)

Source: *The Secret Kingdom of Arim*.

Maranaba is the Shaker Temple, sacred to Ana Gor and Maran. Maran built this great temple fortress where the blood of Havan Vor, ancestor of all humans, was spilled. From its safety, she destroyed many foes and armies. It was called De Gavarum before the Dragonkill, but when Arim came to Dragon Pass he found the Goddess waiting for him, and the temple was restored and repopulated. It is now the religious force behind the Exiles, and a focus for resistance to the Empire and the present Tarshite dynasty.

Maranaba is located in a series of caverns deep beneath the earth and surrounded by a wall made from a jumble of megalithic rocks. Few visit here voluntarily except initiates in the cult. King Varstapoor's shade guards the temple, and Palashee Longaxe is entombed within its rock.

Maransdun

Fort called "the place that stands when the land moves" (A2)

Source: *The Secret Kingdom of Arim*.

A hill fort in Shakeland built on a low rise and surrounded by a wall made from boulders far too heavy for any but giants to lift. Vestenbora herself resettled the Maransdun. It is the refuge of the Marantaros Tribe. Brontosaur ribs buttress the queen's mead hall, and her throne is carved from quakebeast ivory.

Markdale

Valley in Volsaxiland (C5)

Source: *History of the Heortling Peoples*.

These are lands of the Sylangi Tribe. High King Broyan of the Volsaxi was born and raised in Markdale and has many kin there still.

Markstora

Waterlogged valley in Tarsh (A1)

Source: *The Secret Kingdom of Arim*.

When the Danbalings sought to challenge Arim's kingship, he challenged them to muster in this valley and make their case. The Danbalings arrived ready for war, but Arim spoke with them and embraced their chieftain, appointing him and his sons his first Armsmen, or war leaders. Overcome, the Danbalings wept tears of joy and surprise that sank into the earth, and since then the Markstora has been fertile but prone to waterlogging.



Marzeel River

River in northern Heortland (B7)

Source: *Jonstown Compendium*.

The Marzeel used to empty into The River before the Pharaoh diverted its course. Its upper reach is a fierce, rushing river that boats cannot navigate, but past Vingaford it widens and slows as it flows to the sea at Choralinthor Bay near the city of Karse.

Marzeel Vale

River valley in Volsaxiland (C6)

Source: *Saga of the New Good Land*.

The lands here were unsettled for centuries until Hagard the Blond and his four clans moved in and cleared it, driving out the trolls. His descendants are the Bacofi Tribe.

Many steads in the valley are now deserted. King Hroar's mob carried off many of the inhabitants to slavery in Darsrest after they dared question his religion. Others fled in fear to the Kitori Wilds, and have not been heard of since.

Monroland

Common name for territory of Sun Dome Temple of Sartar

Monro was the leader who settled this land with his sun-worshippers after discovering the god Yelmaliu. It includes the rich Amber Fields, Forthanland, and the Neutral Hills.

Moundgraves

Grave mounds of ancient heroes (B1)

See also *Dendrogi Pass*.

Source: *History of the Heortling Peoples*.

A hill region where the Dragonspine, Koffer Hills, and Bush Range all meet. These hills are the grave mounds of ancient heroes. Most have been forgotten, but Dendrog's Grave is one of the notable mounds. It is of red stone different from the surrounding rock, made from the shards of Shalanvar. It is topped by a single plinth that bears his rune.



Nala's Hills

Hills in Tarsh (B1)

Source: *Where Our Gods Tread*.

Face Rot used to come to this place and ruin the wedding sacrifices of the Vingkotlings until Hedkoranth smashed her. Now little bits of her can still be found in the surrounding valleys, used by wicked shamans to set their foes to fighting with their spouses. The broadest of the hills is the most famous Earthtop Hill of the area, famed for its comforting childbirth magic and thus beloved by small women bearing strapping Tarshite sons.

Neutral Hills

Hills dividing human-settled lands from Beast Valley, which Ironhoof forbade to people (B5)

Source: *Resettlement Sagas*.

By agreement, people only settle permanently along the Forthan River, though the Sun Dome Templars and Curtali have summer pastures here. These hills were once the Stag Woods, an ancient forest. The dragons burnt the trees away when the Golden Survivors tried to take refuge here in the Dragonkill. There is only a sprinkling of trees here now.

Barrow Mounds

Before Chaos mortally wounded Vingkot at Stormfall, the Orlanthi did not cremate their dead and bury the ashes in urn fields. Instead, they interred them within burial mounds or graves with the greatest of the treasures they had won in life. After cremating Vingkot, the Orlanthi began to burn the dead, so that the Predark could not corrupt their bodies.

Typically, the tumulus that forms the mound of a chieftain or thane is about 200' across and 20' high. Those of kings and heroes are far larger, often mistaken for hills or mountains. Carls and cottars may get a low mound over a small grave.

The entrance to the tomb faces towards the north. A short tunnel leads to a ramp, which climbs to an inner mound at the heart of the tumulus. The burial chamber is usually about 30' square and 9' high, with its walls supported by rock and timber. The grave goods vary with the owner's wealth, but for nobles might include a funeral bier and wagon, tapestries, arms and armor, brooches, torcs, drinking horns, cauldrons of mead, and gold and silver.

Such places are, of course, sacred, and those who rob them risk the wrath of Asrelia and Ty Kora Tek, as well as any descendants an ancestor can incite to track down the thief.

New Lunar Temple

Lunar Temple under construction (D5)

Sources: *Jonstown Compendium*, *Composite History of Dragon Pass*.

The Empire has begun construction of a new Reaching Moon Temple in the hills south of the Sambari Pass. After extensive surveying, this site was chosen because of a vast supply of raw energy available there. To be called the Temple of the Moon Victorious, this will be a new type of temple, whose radius of protection will cover all of Sartar and the surrounding lands.

Before the Lunars came, this was the site of the New Wind Temple, a magical structure of pure, raging wind, sacred to Orlanth. Like the wind, pilgrims could feel and hear the temple but not see it with mundane vision. The only way in was through magical doors controlled by the Stormwalkers, powerful Orlanthi magicians and warriors who withdrew from everyday life.

When Whitewall fell the New Wind Temple vanished, its winds stopped as suddenly as all others in the Pass. The inside of the temple is part of the Storm Realm in the God World, and the Stormwalkers long ago learned to think in the timeless logic of the Other Side. Although individuals occasionally left the site to intervene in the conflict between Lunars and Sartarites, the rest of the Stormwalkers seem to have lost their chance.

New River, the

Canal dug to divert the Creek-Stream River (A6)

Source: *Saga of the New Good Land*.

The Pharaoh dug a deep ditch to divert the Creek-Stream River into the Runnel River. It has steep banks, sometimes a hundred feet tall depending upon the water flow. It is very difficult to cross. The waters empty into the Choralinthor Sea through Esrolia.

Nine Moss Hill

Sacred Ernalda hill of Killard Vale (E4)

Source: *Resettlement Sagas*.

Ernalda and Esrola called the people here and explained the ways of worship and pious reverence. They left behind two huge standing stones to mark the place for worship, each roughly shaped like a goddess and with a lesson hidden in each type of moss. People from Killard and Lorthing vales come here to perform the high holy day rites of Ernalda and Esrola on top of the hill.

Sartar's Royal Roads

The princes of Sartar were road builders. Each "royal road" is 12' to 15' wide and rests upon a foundation of soil and rubble 4' to 5' high, cambered for drainage. In marshy ground, the road runs on a bed of tree trunks. Its surface is paved with slabs of stone. The road runs in straight sections, with no curves, traversing its way up steeper slopes. At intervals, it widens to allow shrines and wayside rest stops. Watchtowers and guardposts are spaced along the road. The House of Sartar provided the watch for the roads, which are royal property and under royal protection. Travelers must respect the rights of the clans through whose tulas the road passes. Assaulting a traveler is an offense, with equal wergild paid to the House of Sartar as to the traveler's kin.

Sartar himself built the King's Road, which runs from Jonstown through Boldhome to Wilmskirk. The most famous section is Sartar's High Road, which winds north and west along steep cliff faces in the Quivini Mountains. After Boldhome, the dwarves built a narrow path from North Gate to Jonstown, an arched path just three feet wide. Sartar's masons added to it, making a perfectly straight road 12' wide with low walls on each side. The wide, paved surface juts out upon the faces of cliffs, perched there on stone supports that seem to grow right out of the rock. The road goes straight over gaps, supported by buttresses and towers. The road is secluded and those who do not enter at one end must scale cliffs to reach it.

Saronil built the Swenstown Road (which runs through the Killard Vale and Quail Hills to Swenstown) and the Quivin River Bridge, a wondrous piece of dwarf-directed craftsmanship whose single span arcs unsupported over the river. Jarosar commissioned the Dangerford Road from Jonstown to Dangerford through Cinsina lands. Tarkalor built from Wilmskirk: the Duckton Road to Duck Point and the Whitewall Road. Terasarin built his Alda-chur Road from Dangerford to Alda-chur through Herongreen, linking Sartar and the Far Place.

The Lunar Governor-General now controls the roads (in Temertain's name), and the Provincial Army mans guardposts. Sometimes they suppress bandits, but mostly they impose arbitrary tolls on travelers and set up roadblocks to hamper rebels. Since Sartar's Flame was extinguished, the magic that kept the roads in good repair has failed; potholes, ruts, and weeds mar the surfaces. Instead of taking the roads, now many Heortlings keep to the "ridge ways," "spirals, wends, and winds," and "starlight trails" that run from stead to stead through the back country, covering vast distances while avoiding official scrutiny, and provide "Destor's path" for rebels and smugglers.

Although Pavis was a Sartarite colony, it was never part of the kingdom. The Pavis Road is not a royal road but a Lunar military road that runs from Herongreen to Torkan's Last Fort, following the traditional wagon tracks, before heading into Prax.

Northvale

Valley in Volsaxiland (C6)

Source: *History of the Heortling Peoples*.

Northvale is the heart of the Bacofi Tribe, descendants of the Orvantes, who settled here before the Dawn. When King Hroar allied with the Lunars, the Northvale clans were glad to settle their old scores with the Volsaxar. When Mad Hroar converted to the worship of Rufelza, the Northvale clans rose in revolt. Hroar struck back mercilessly, razing steads throughout the valley and carrying off women and children in chains as hostages and slaves to his mad court at Darsrest.

Nymie River

Tributary of The Stream in Colymar lands (C4)

Source: *Resettlement Sagas*.

Nymie means "counsel." The spirit of the river warned many people of coming dangers during the Gods Age. When Colymar came, he sought this river, took its advice, and settled nearby.

Nymie Vale

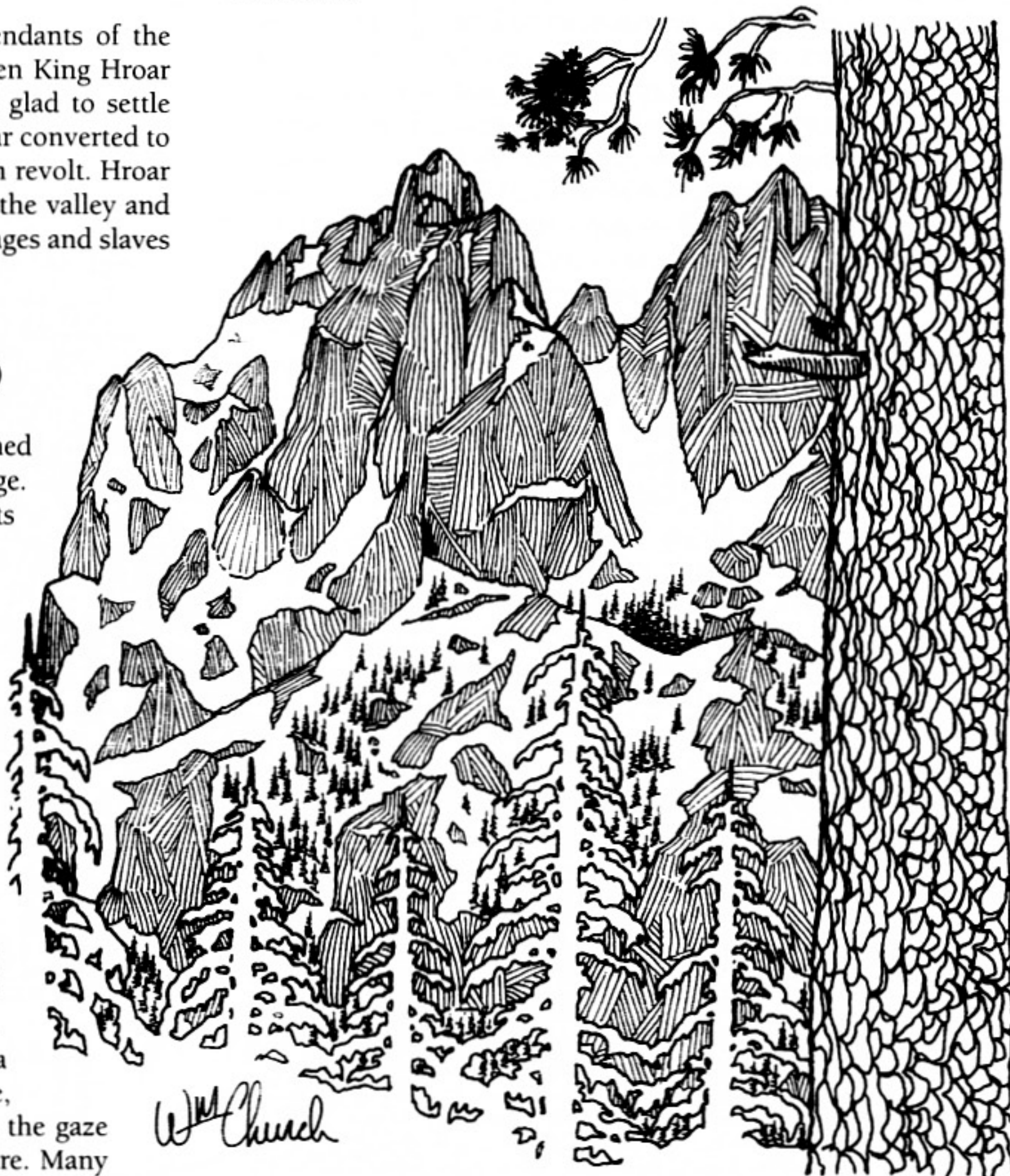
Valley in Colymar tribal lands (C4)

Source: *Jonstown Triads*.

Once, the goddess Orane gave away her clothing in exchange for the Necklace of Enlivenment, which made her the most beautiful goddess. Everyone came to gaze at her, and after a time she grew ashamed because they lusted after her and did not recognize who she really was. So she hid in this valley. She was discovered, then hid again. She eventually traded away the Necklace for food and a ragged dress. She was sad at this loss, but her husband and family were pleased at her return.

The valley has become a place of woe since a greedy Lunar official established a slave farm here, worked by former rebels and their families under the gaze (and whips) of mercenaries from across the Empire. Many

kinsmen have tried to free the slaves, but the Lunars are as efficient as they are brutal, and every attempt has simply swelled the workforce.



Oakland Back

Rugged hill country between the Colymar and Malani (C3)

Source: *Resettlement Sagas*.

Rugged oak-grove hill country between the Varmandi Clan of the Colymar, who live in Swan Vale to the south, and the Isolting, Lysang, and Orleving clans of the Malani, who live in the Thunder Hills. Clans on both sides know the trails here well, and several local landmarks bear the names of valiant heroes who delayed a warband or fell in ambush. It is a "disputed land" and only the bravest herders take their cattle or sheep into it.

Old Top

Peak in Stael's Hills, sacred to Orlanth (C3)

Source: *Where Our Gods Tread*.

When Orlanth released Little Big he untied the bonds here. Little Big leapt to Sartar's Knoll, then to Whitewall, and then out of sight.

Old Wind

Famous Temple to Orlanth (E5)

Source: *Jonstown Compendium*.

High on the eastern face of the Stormwalk Mountains is Old Wind Temple, devoted to the wind and its potent energies. Since time immemorial, the people of Heortland have built windmills in the hopes of taming the mighty beasts of the air: the bull-gust, the long blow, and the whipping windsnake. But the Dawn Age architect of Old Wind knew that No One Can Make the Wind Do Anything. According to legend, he built a windmill that did not drive a grinding-wheel or sawtoothed ring, but simply showed the unstoppable power of the wind, its sails whipping round and round, like the blades of destiny or the turning rune of eternal change. So inspiring was the sight that it became the focus of a short-lived but frantic craze, as Orlanthi from across the Pass and beyond flocked to see and to build, with their followers, their gold, or simply their own two hands. Soon, one windmill became many, and windmill was built on windmill and windmill was built of windmill. Before long, the present structure was complete: bizarre, ramshackle yet somehow a towering monument to the faith of the Orlanthi, a hundred windmills turning in the breeze, doing nothing but paying homage to the wind and in doing so purifying and strengthening it. The architect threw himself from its summit and was caught up in a whirling storm of wind and blades, propelled to the Storm Realm so quickly even his name blew away with him. Others of lesser devotion vainly attempted the same feat and the air was red with their blood. Like the hurricane that blows from nowhere and as quickly passes, the Windmill Fever subsided.

Old Wind is still a holy place to all who revere Orlanth. The site of pilgrimage and devotion, it can be heard for miles. Tatus has told his commanders to bide their time, saying that soon the windmills will stop, though most feel they should have when Whitewall fell.

Creaking and groaning, whistling and whirring, the windmills turn in glory to Orlanth. Let those who decry it as a Mostali generator or monument to human folly curb their tongues before it.

Olorost

Ruin at the confluence of The Stream and The River (B4)

Source: *The Argrath Book*.

Olorost was a bustling port of the Leftside community of the EWF, located where The Stream joined The River, an offloading point for goods going farther north through Dragon Pass.

Orlanth's Hill

A high hill north of Goodfarm Vale (E2)

Source: *Jonstown Compendium*.

This high, domed hill rises from the forests of the Lizardwood, but is bare of trees. The wind always seems to blow stronger here than nearby, and lightning strikes frequently. An open-air temple stands at the summit, marked by standing stones and colored windsocks.

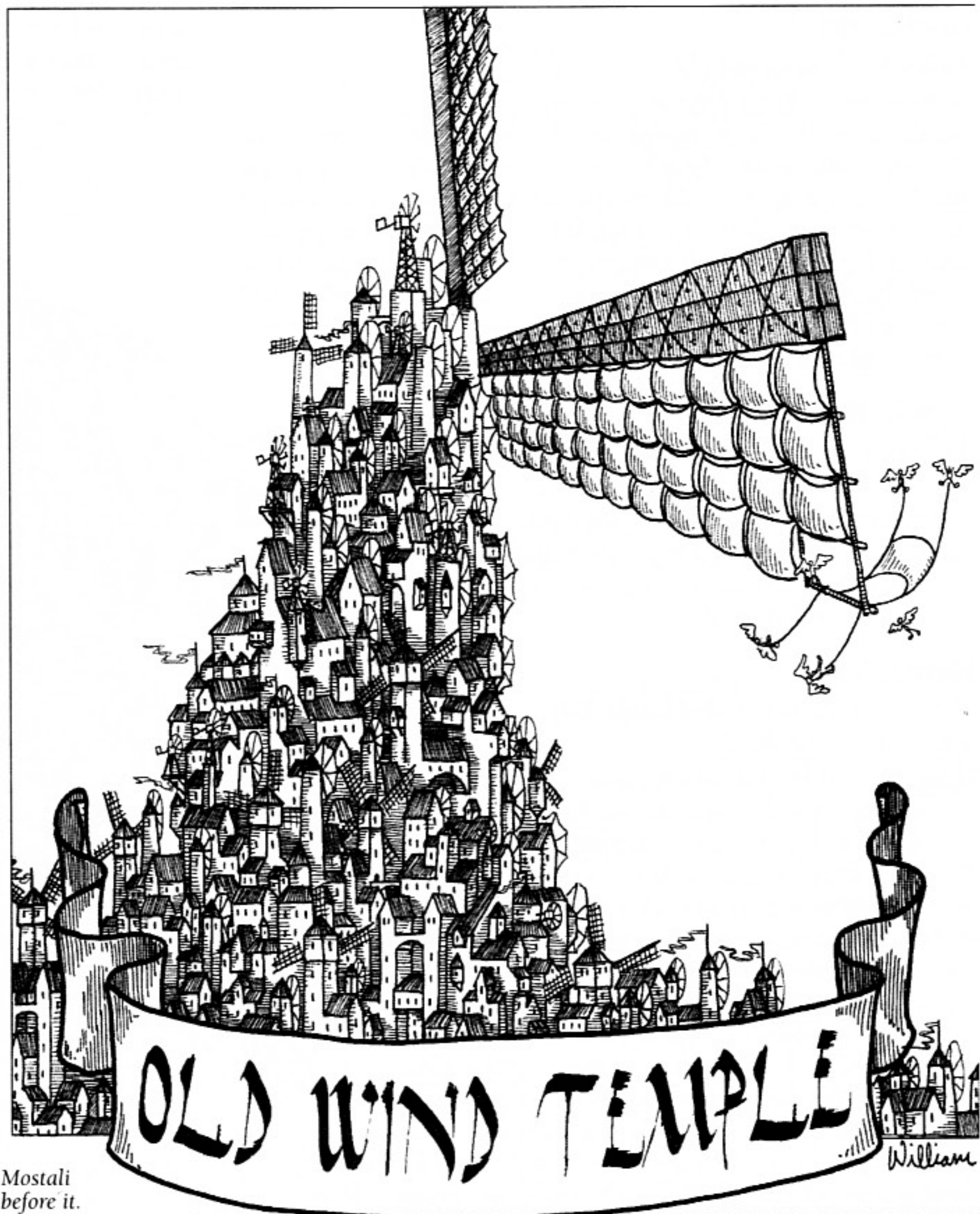
Ormthane Vale

Valley north of the Oakland Back (C3)

See also *Greenstone*

Source: *Resettlement Sagas*.

In EWF times, this region was ruled by the Great Thane. The Orleving Clan of the Malani, who live here now, are his descendants. They shun the ruins. The Varmandi Clan of the Colymar used to live here, but Orlev One-eye drove them out.



Orolmarn Hills

Hills in the Grazelands south of Hardtop (A4)

Source: *Jonstown Compendium*.

Orolmarn had these hills as part of his stead during the Storm Age. The Saddle-which-Flies and Silkmane Grazer clans dwell in the southern hills, while the Laughing Dog Clan claims all the pastures of the upper hills.

Orvano Hills

Hills in the Far Point south of Chalk Man Vale (D2)

Source: *Jonstown Triads*.

At this hill, the gods handed over Voria to Turim the Giant. This was one of the "Three Evil Trades."

Orvistula

Region of Heortland southeast of Jansholm (C7)

Source: *Jonstown Triads*.

Orvis was a king of the Garanvuli who won the wide lands between the Syphon and Solthi rivers for his people, overcoming three threats: the Orgorvaltes who came to raid but left in tribute, the Night Tribe who came to conquer but fled in fear, and the Scorpion Queen who came to destroy but never left.

Owlflight Ridge

Hills south of the Hill of Orlanth Victorious (E4)

Source: *Resettlement Sagas*.

Ancient ruins of unknown origins dot the crests of this ridge. During the Corvid War, the Brass Owl hunted along these highlands and slew all trespassers. This ridge was the border between the Culbrea and Aranwyth tribes, but since Starbrow's Rebellion the hills have firmly been under Aranwyth control.

Owlstead

Fortified Locaem stead in lower Branvale (C4)

Source: *Resettlement Sagas*.

Salvi the Good built a stead fort here, where his descendants still live. The Locaem still worship the owls as deterrents to death.

P

Patio, the

Tableland below northern Shadow Plateau (A6)

Source: *Saga of the New Good Land*.

When the Only Old One's people met with large groups of their foreign allies, especially the Heortlings, they moved their markets and events from Kikh Fields to "the Patio." Many Orlanthi friendship ceremonies were held here. Orlanthi would try to impress their hosts by flying up the sheer and dangerous side of the Plateau. In respect for his visitors, the Only Old One would pacify the Plateau's guardian entities during such times, else they would surely have been killed, eaten, or worse in the attempt.

Pegasus Hills

Hills between The Stream and Bran Creek (C4)

Source: *Jonstown Compendium*.

During the Inhuman Occupation, herds of winged horses grazed on Pegasus Plateau and galloped in the air. The Grazers tell that when they arrived in Dragon Pass the pegasi were still here, although the beast-men say that most had flown away. The Grazer champion Josadarin the Stallion lassoed, broke, and rode one of these fabulous beasts, and this caused more of them to flee.

By the time Colymar led his people north of the Crossline,

the pegasi were just a memory, with only the occasional stallion glimpsed flying over these hills. No one had seen one for two hundred years until a few showed up recently owned by a human merchant-adventurer named Puehan, who uses them commercially. The Grazers say that some of the Wanderers flew to the Sky World on the pegasi, and that their descendants will return on their flying mounts in the people's hour of need.

Pegasus Plateau

Plateau in the Pegasus Hills (C4)

Source: *Jonstown Compendium*.

The meadows atop this plateau are fine grazing, but no trails wind up the side. The only way to reach the top is by flying or by a tricky climb up the red cliffs that surround the plateau. The pegasi of the Pegasus Hills grazed here once, but have been gone for centuries. Because of its inaccessibility, Pegasus Plateau has no known permanent inhabitants.

Penendros

Ruined EWF tower (A3)

Source: *Resettlement Sagas*.

A shadowed ruin stands by a large tower. People crossing Dragon Pass generally avoid camping here.

Pharaoh's Marsh

Marsh on the Shadow Plateau (A6)

Source: *Saga of the New Good Land*.

When the Pharaoh slew the Great Wyrms, it dammed the Creek-Stream River. The waters backed up until the Pharaoh dug the New River to drain the area. Known by many as the Dammed Marsh, this region is home to much that is unusual, including a settlement of peculiar newtlings, a stranded jolanti waist-deep in mud, and many plants that are not chaotic but yet not quite right. Some people say that the Wyrms' blood gathered into a pool at the center of the Marsh, where dragonewts and newtlings perform unique rites. However, no explorers who have sought the pool have yet re-turned to confirm its existence.

Pibbdy Falls

Waterfall where the Long Lake flows into the Teslir (A2)

Source: *The Secret Kingdom of Arim*.

So eager are the waters of the Long Lake to join the Teslir River that they have cut a steep notch as they tumble down to meet it. These falls are noteworthy for the sight of the ghost salmon, which leap up the falls in the last weeks of Earth Season. Translucent, iridescent, and as long as a man's sword, the salmon are an impressive and unearthly sight. Locals know better than to try to catch any, though, ever since Pibbdy Hedriksson tried snaring one with a dream-catcher and was drowned after being dragged six miles upriver. "Pibbdy" is still the local term for someone whose ambitions seem greater than his or her capabilities.

The Ballads of Old Tarsh

While living in exile among the horse-tribe, Arim the Pauper met Sorana Tor, High Priestess of the Shaking Earth. Their love story has been preserved in several ballads, which were combined by the troubadour Eight-string into the Founder's Cycle, once called the Tarsh National Epic. The ballads are stirring, lyrical love songs, but each is also a political allegory that illustrates one of Arim's Nine Dicta and Three Warnings. Indeed, even as "The Giving of Roses" warns that even in beauty one finds thorns, so it has been much used recently by those skeptical of closer links with the Empire.

Poet's Mountain

Mountain in the Yellow Hills (E5)

Source: *Jonstown Compendium*.

This small mountain on the north side of Dundalos Valley was the site of frequent pilgrimage by skalds, bards, and musicians. The Heortlings raise no shrine here, for the entire hill is sacred. Since the Dawn, the winds here have drifted with snatches of song and music. Those who sleep at the mountain often wake inspired with the gift of poetry and song, but madness strikes those less worthy.

Since the destruction of the Dundalos Tribe, the hill echoes with only sad songs. Few come here anymore.

Print, the

Large, unnatural, Chaos-tainted valley (D7)

See also *Chaos Woods*, *Fossil Forest*

Source: *Jonstown Compendium*.

In the Gods War, Larnste the Walker saw a twisted thing squirming through the world. He stamped on it, and the impact raised the Stormwalk Mountains and made the Print. This did not kill the thing, which bit and wounded Larnste. Poisoned ichor dripped to earth and left oozing sores hurting all life within. Larnste howled and limped off, and his infected blood made the Chaos Woods.



Quackford

Large trade town at Sartar's Bridge over The Stream (B4)

Source: *Resettlement Sagas*.

Quackford is the offloading point for flatboats, with many people coming and going. It has historically had a high durulz population, hence its name; no one remembers any other name for it. In 1602 the Lunar Empire settled an old dispute and took Quackford from the Arnoring Clan. Now that the Empire has lifted the bounty on durulz, life here is returning to normal, but the ducks are so important to the river trade that even at the height of the pogroms, local administrators tacitly protected their community.

Drogarsi and the Three New Things

Before Orlanth saved us all from Stasis, there was no music. One day, Wandering Drogarsi found something he had not seen before, the body of a strange beast at the edge of the wilderness far from Orlanth's Camp. The winds accompanying him made an appealing sound as they played among the reeds that grew nearby. Inspired, Drogarsi took the creature's bronze horns and fashioned an instrument. He smiled at the notes it made. He had sung and drummed before, but no one had ever heard anything like this.

Others heard the sound and came to listen. They had heard nothing like this either. Some clapped, some danced, some began to sing. But some who heard the New Music were afraid. It was a new thing. Some stood still, some hid, some ran and told the Emperor of the World, for he had decreed that there would be no new things. When he heard of this New Thing he was wrathful, and sent Guardians to punish Drogarsi, led by Ysar the Burning.

Many fled at Ysar's fearsome coming, so Drogarsi did another new thing: He played the first War Song, and those with him were heartened. They began to fight the Guardians with sticks, rocks, and spears. No one had resisted Ysar before, and he fled howling back to his master. After this, Drogarsi did the third New Thing and sang the Victory Song.

Quail Hills

Range of hills on the edge of Toena Vale (E4)

Sources: *Majestic Spirits of Dragon Pass*, *Resettlement Sagas*.

The quail "west of the Toena Path, south of the Quivin River, and north of the Swenstown Road" belong to the Kheldon Tribe, and to the Aranwyth "east of Toena." Both tribes herd plentiful sheep on the low rounded hills, and raids along the border are frequent. In the Godtime, the Quail Spirit fled here from her pursuers. Soon her offspring were too numerous to be consumed. Clever spirit-talkers who can find her hidden nest can call upon her powers of hiding and fertility if they can perform the Three Tooth ritual.

Defender's Fort, a temple to Vinga, was razed by the Lunars after Starbrow's Rebellion. Four times it has been magically rebuilt overnight and four times the Empire has destroyed it again.

Quivin Mountain

Central, tallest, and most sacred peak of the Quivini Mountains (D4)

Sources: *Resettlement Sagas*, *Where Our Gods Tread*.

Quivin is the son of Vestkarthen and Kero Fin, the first stranger to visit Orlanth's Camp. He was defeated by Vadrus in the Gods War, but liberated by Orlanth for the sake of their mother. He is a white-headed elder, a wise old man who always offers counsel and support to Orlanth.

Orlanth leapt from the mountain into the sunset to kill the Fire King. Vingkot leapt atop the mountain to prove his worthiness to be king. Down its slopes came the first blue sheep of ancient times. Within its valleys, King Sartar established once-proud Boldhome, capital of Sartar.

Quivin River

River running through the Killard and Toena vales (E4)

Source: *Orlanthi Mythology*.

When Thorgeir brought his cow to stay with Quivin, the milk overflowed the jars and pots to form a river. This river springs from the side of Cow Peak and runs through the Killard and Toena vales before vanishing under the thirsty soil of Prax.

Quivini Mountains

Steep peaks and ridges that surround Quivin Mountain (D4)

See also *Boldhome*, *Cow Peak*, *Ernaldoring Peaks*, *Quivin Mountain*, *Ternveka Mountain*, *Wild Mountain*.

Source: *Resettlement Sagas*.

The Quivini Mountains are a small group of peaks north of the Stormwalk Mountains and southeast of Wintertop. They are steep and almost unclimbable, and some are snow-topped all year. They are the spiritual and political center of the Principality of Sartar, whose city of Boldhome perches improbably on their eastern face. The rugged hills north, west, and south of the Quivini Mountains are the Quivin Wilds: Saruvan's Hills, Two Face Hills, the Wild Mountain Wilds, and the Brambleberry Hills.

Clans of the Culbrea, Cinsina, Colymar, and Kheldon tribes use the lower reaches of the mountains as pasture. High up are caves and tunnels, which people have used as treasure troves or hidey-holes down the centuries. Small groups of bandits, rebels, outlaws, and madmen live there. The mountain is also home to varied daimones of wind and snow. A few large predators, including wyrms and ice crawlers, feed on mountain goats, marmots, and the occasional mountain climber.

Vinga's center of power in Sartar is the Fort of Mists, a temple magically hidden somewhere in the mountains. The Lunars seek it high and low, but it eludes them.

Racing Ridge

Hills in the Grazelands (A3)

Sources: *Resettlement Sagas*, *Where Our Gods Tread*.

This ridge is where Orlanth watched the nine horses race to decide which was the true horse of the Storm Tribe, and where Redalda raced to show her love for Elmal. Ever since, the ridge has been a place where friends and rivals alike race their steeds. It was the site of the Great Race in 1494, when Temernim of Dunstop, Jaradros of Sylthi, and Sartar of Boldhome each rode his finest steed in one of the marriage contests for the hand of the Feathered Horse Queen. Later, Derik Poljoni's son, at Sartar's behest, outraced the best steed and rider of the Feathered Horse Queen. In present times, the Starcatcher and Arrowcloud Grazer clans meet each Fire Season to pit their best Jardani in feats of horse racing and archery.

Rainbow Mounds

Caves in the Thunder Hills (D3)

Source: *Jonstown Compendium*.

Beneath the Rainbow Mounds is a famous system of caves, with walls colored in all the hues of the rainbow. The entrance is easily located because of two unusual granite formations found on top of its hill, said to have been brought here by superhuman feats in pre-history. One is a rune-inscribed plinth. The other is the enormous Giant's Table; between its two huge, irregular columns, under the broad cap that surmounts them, lies the entrance to the limestone caves inside the Rainbow Mounds.

Ramsleap

Small Volsaxi city bordering Bacofi lands (C6)

Source: *History of the Heortling Peoples*.

In the Dawn Age, the Marzeel was so wild that no one could cross it. The Urothing Clan of the Orvantes lived here, and had a breed of great rams that could leap the river. It is now a special feat of the people there, obtained by sacrificing to Uroth, their ancestor, to bless rams. Travelers who want to cross the river here must do so on a ram's back.

Red Bird

Village in the Arfritha Vale (D3)

Source: *Resettlement Sagas*.

Bandi, afterwards called Red Bird Bandi, settled here according to a prophecy. Ironically, his grandchildren provoked a curse that banned all red birds from entering the Arfritha Vale where the fort sits.

Red Cow

Fort in Cinsina lands (D3)

Sources: *Jonstown Triads*, *Orlanthi Mythology*.

Gochbadun was a great aurochs bursting with vigor and health. He could sire fifty cows every morning, and each gave birth to a fine calf by sunset. He had a white head and white feet, but his body was the red color of blood. All his offspring

were colored the same way; the skalds call them the Red Cows of the Orgorvaltes. Six of every seven could be milked three times a day, but the seventh was always thin and weak, and was sacrificed to Uralda. Ten men could stand on Gochbadun's broad back, and he was taller than three men. His bellowing was like thunder, his breath like fire. Courageous, fierce, and strong, Gochbadun was the chieftain of the aurochs. Ulanin the Rider carried him off from the stead of the giant chieftain Bergilmer despite the keen watchhound. Ulanin then built this hill fort of two ditches and three banks, half a mile wide, to guard the herd.

Red Cow Fort was tested three times. The first came when Bergilmer came looking for his missing cow. The second was when King Hargart Many-trials of the Stravuli raided the Orgorvaltes because he wanted Gochbadun for his own. Jarenst Bear-club held off Hargart's warband for three days and nights at Dangerford that time. The third and final time was when Foul-of-the-Woods led an army of broos here. That time the fort failed; no one remained to tell of it, but the red broos were seen after that. The Red Cow Clan of the Cinsina repopulated this fort in the Resettlement, but has never managed to bring the aurochs back.

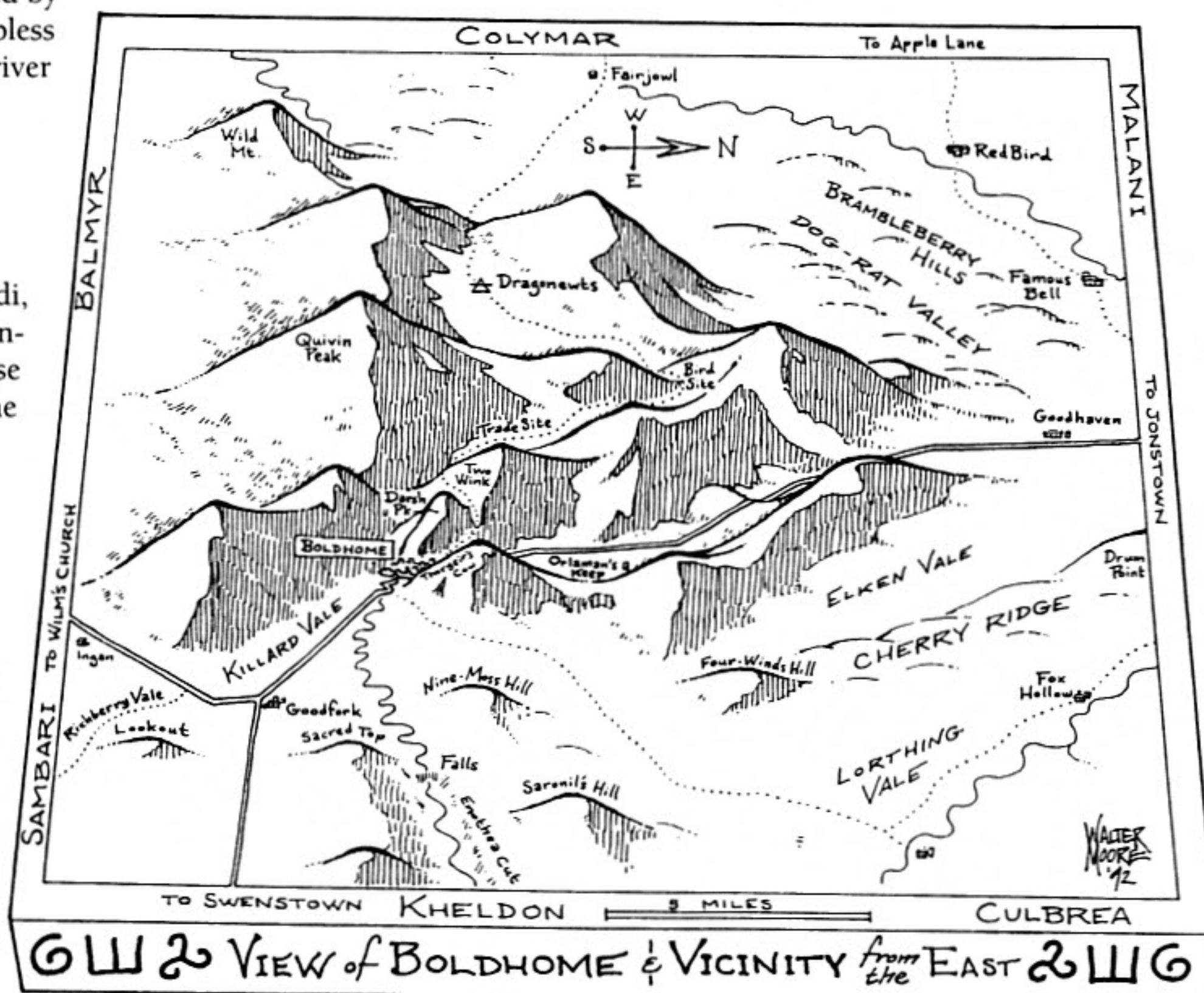
Richberry Vale

Vale between Locaem and Colymar lands in Sartar (C4)

Source: *Resettlement Sagas*.

This vale was the headquarters for The Stream's forces in the Gods Age. Reflecting their ebb and flow, it is frequently flooded. Scattered bits of high ground support small steads, whose inhabitants largely live on the vale's largesse and carry on ancient feuds. The recent transfer of the Zethnoring from the Colymar to the Locaem has done nothing to stop the raids between the two tribes.

The vale is rich in cranberry in the swamps, raspberry brambles on higher ground, and strawberries in the drier meadows. The vale appears idyllic but is full of treacherous ground, and is not safe to cross without a local guide. Being an essence, The Stream offers no temples. Furthermore, its forces plundered other sites of power, so there are only a few weak shrines here to local powers.



"One peak, two peak, three peak, Wink:
The Quivini Mountains beckon all
To live life on the brink."
—Drofats the Dittyman

Rich Post

Grazer trading town in Southvale (A4)

Source: *Resettlement Sagas*.

The Grazers have several settlements where their elderly, handicapped people, and lame horses live. A stockade circles each of the three great trading towns, with a tower at the center and various buildings scattered between.

The River

Divine River, the First River (D1-B3)

See also *Creek-Stream River*, *Skyfall Lake*.

Sources: *Where Our Gods Tread*, *Orlanthi Mythology*.

During the Chaos Wars, Engizi came from the God World as a flood and drowned the Chaos gods. He falls now from the Sky at Skyfall Lake. He flows pure and divine until he reaches the Upland Marsh, where his body mingles with other waters and becomes a normal part of the mixed world.

Roadend

Village in Sorang Valley (D5)

Source: *Resettlement Sagas*.

Once a temporary camp supporting work on the Whitewall Road, Roadend was turned by Tarkalor into a fort guarding travelers against Kitori raiders. For years the road *did* end here, but now the village is just a waystation. Local residents are soldiers, craftsmen, and traders serving the needs of travelers. Baron Sanuel of Volsaxiland controls the fort now, and his men-at-arms patrol the road and surrounding hills, ensuring the free passage of goods. In return, they charge a toll for passage south. The old hill tracks still exist, however, and much unofficial traffic in people and goods flows off the road heading south.

Roundstone

Fort in Sambari Pass (D4)

Source: *Where Our Gods Tread*.

Roundstone sits atop Hedkorianth's Hill, where the god is always present. It is the site of the Sambari king's hall, noted for its rich

tapestries depicting the Resettlement of Sambari Pass. The fort is ancient and the outer walls have vitrified ramparts where the Vingkotlings unleashed Dagalarobran Oakfed, the Undying Fire, to burn away Chaos in the Darkness.

The Roundstone is a single undecorated piece of stone within the hill fort's perimeter. Ten feet across, its flat top stands 5' to 10' above the sloping ground. The stone is a chip from Great Weighty, embedded here when Hedkorianth flattened the mountain god who once lived where the pass is now. The Sambari Tribe uses the Roundstone as a podium during moots.

Runegate

Fort in Swan Vale (C3)

Source: *Resettlement Sagas*, *Composite History of Dragon Pass*.

The Hyaloring Triaty—the Enhyl, Narri, and Lonisi Clans—settled the area around Runegate. The Enhyl and Narri joined the Colymar Tribe after the Taral War, which followed the destruction of the Lonisi Clan by the Hiording and Varmandi clans; the Taraling Clan came from remnants of the Lonisi. The Hyalorings brought the "Rune Gate" with them from the Holy Country. The lintel posts of the East Gate form a Luck rune. The locals call the gate the Fool's Gate, for "only a fool trusts to luck."

Jarolar built the wall around the town and the towers within. During the Lunar invasion in 1602, the Lunar and Sartar armies first faced each other near Runegate Fort. On the Full Moon, an army of corpses marched out of the Upland Marsh and assaulted Runegate. The defenders cut down the undead, which clambered over each other to storm the walls. The next morning, the Lunar army scaled the walls using the newly killed corpses as ramps. A relief army attempted to intervene, but Lunar cavalry harassed them and did not allow them to get close.

That night, a glow from the north frightened the Sartar army. A huge bat, glowing like the Red Moon, flew into sight, swooped on Runegate, and crushed it by landing right within the walls. The towers burst, and the people of the city were seared and eaten. However, the gate and those sheltering beneath it survived both the attack of the Crimson Bat and the subsequent inferno.



The Creek



The Stream



The River

"Creek, and Stream, and River, all three: by magic divided.
River, and Creek, and Stream, all three: by kinship united.
Stream, and River, and Creek: Essence, Soul, Spirit."
—Drofats the Dittyman

Sacred Top

Holy hill of Killard Vale (E4)

Source: *Jonstown Compendium*.

Sacred Top is the tomb of Amilanth and Jeromar, Storm Age heroes whose love kings forbade in life but could not deny in death. They spoke their marriage vows while in the midst of the Hot Dead Battle, in which both died. There is a sword graveyard at the hill's base and altars for many gods and heroes atop it. Killard is the most revered, but despite Lunar persecution, sacrifice to Orlanth of the Night, Great Ruling Ernalda, and Destor the Adventurer continues. A large black mound on the north side is dedicated to Grandfather Havan Vor and all the Ancestors. So many people worship there, it is said, that the wood-sellers who supply the hecatombs are the richest men in the vale.

Three princes—Jarosar Jarolarsson, Terasarin Tarkalorsson, and Salinarg Korlamansson—were cremated on Sacred Top. Salinarg was also burned on Frog Sister and in Tarndisi's Grove.

Salor

EWf ruin in the crook of The River and Shalanvar River (C2)

Source: *The Argrath Book*.

This old EWF city sat at the south end of the Lakes, at the head of the Intan Trail. Not much of it remains. The Lunars have recently installed a Moon shrine nearby.

Sals Ridge

Hills in the Far Point (E1)

Source: *Where Our Gods Tread*.

Dar used to sit here, deliberating a judgment alone. The Four Angry Gods ambushed him here, and though Dar killed three, the fourth laid him low and robbed the council of his decision.

Salvi Top

Sacred hill near the Branlands (C4)

Source: *Resettlement Sagas*.

Salvi the Good offered sacrifice to Orlanth here, and to the Owl Lord that protected his clan from the Raven's anger. Salvi was cremated atop this hill, and the Locaem's most important temple to Orlanth was here, before their Doburdun-loving king closed it.

Sambari Pass

Valley between the Stormwalk and Quivini Mountains (D4)

See also *Caroman*, *Roundstone*.

Sources: *Resettlement Sagas*, *Where Our Gods Tread*.

Sambari Pass separates the Quivini and Stormwalk mountains. Hedkoranth created Sambari Pass with a cast of Great Weighty when a mountain god angered him during the Storm Age. The Sambari prosper from the tolls charged for passage along the King's Road, which runs through the Pass. The Charcoal Oak is also here, the place where Oakfed was stopped when he roared in from Prax the very first time, and where he can be called forth to fight against Chaos.

It was here Sartar confronted Dunorl Tooth-winds, a savage kolating. Sartar finally won by enchanting Dunorl's Drumbeat of Power into a sweet song carried by a secret breeze, whose voice now leads people to safety. Humiliated, the shaman retired to Prax. Their contest was fearsome, and everyone avoids the place where they fought.

Saronil's Hill

Hill on Owlflight Ridge (E4)

Source: *Resettlement Sagas*.

The ashes of the second ruler of Sartar, Prince Saronil, rest atop this steep hill under a giant cairn. A dark umbroli cloud usually hides and protects the summit.

The lower slopes of the hill are taken up by Tarkalor's Graveyard. This cemetery holds the funerary urns of heroes who lived and died in service to the House of Sartar, a tradition begun by that king. A hermit has lived on the hill for the last forty years, acting as caretaker to the cemetery. He says nothing of his origins, but occasionally blesses those who prove their loyalty to Sartar.

Sartar's Knoll

Peak in the Duran Hills (C5)

Source: *Resettlement Sagas*.

Also called First Step and other names, this ancient holy place is the highest of the Duran Hills, visible from most of Streamvale and the Amber Fields. A great clearing on the top of the knoll marks where Little Big landed after his first leap, and is a breathtaking example of the famous "lightning on storm cloud" rock structure typical of the Duran Hills. Sartar came here to sacrifice five times, and called worship here the first step of success.

The Lunars control worship on the hill now, allowing only limited use of the shrine to Sartar. They have a small guard post to enforce this decree and to spy on movements in the surrounding area. Rumor says the outpost is haunted, and troops hate postings to the bleak and forbidding hill.

Saruvan's Hills

Hills between the Quivini and Stormwalk mountains, at the top of the Sambari Pass (D4)

Source: *Where Our Gods Tread*.

These ragged hills are the remains of the wall Saruvan Quivinson started building between his father's camp and the Stormwalk Mountains. Saruvan's hand was crippled when giants knocked down the walls, which were never rebuilt or even cleaned up. The only known temple to Saruvan the Builder lies atop the highest hill, at the southern end of the range.

The hills are massive blocks of limestone, the tops only thinly covered by soil. The original blocks are still visible in the many sheer cliffs, but shattered pieces of all shapes make travel challenging. Miners have taken high-quality stone from these hills for many royal building projects, including Wilmskirk, Boldhome, and the royal roads.



Sazdorf

Troll-occupied ruins in Battle Valley (E3)

Source: *Jonstown Compendium*.

The Haunted Ruins, built during the EWF, are home to the Sazdorf trolls, who have lived here since 1562, when they fled Tel-mori incursions.

Shade Table

Infamous site in Snakepipe Hollow (D1)

See also *Giant's Walk*.

Source: *Silverquill Parchments*.

Little will draw the giants of the Rockwood Mountains as surely as blood. Having trampled their way along Giant's Walk, they stop at this giant, flat-topped dolmen and sniff the air for human blood, whether the warm scent of living prey or the charnel richness of the battlefield.

Shadow Plateau

Plateau on the north shore of Choralinthor Bay (A7)

See also *Backmarsh*, *Blackwell*, *Dekor*, *Diki River*, *High Valley*, *Jisteel*, *Kikh*, *Lead Hills*, *Patio*, *Pharaoh's Marsh*, *Tarpit*, *Teken*, *Uz Vale*, *Vaden*, *Zedar Hill*.

Source: *Saga of the New Good Land*.

The Shadow Plateau is a broad tableland that stands about 3,000' high just north of the Choralinthor Bay. The east end is higher than the west, and is where trolls and humans lived from the Darkness until the Dawn Age.

Argan Argar defeated Vestkarthen and forced the captive god to raise the beautiful Palace of Black Glass, to help Argan Argar woo Esrola. She accepted Argan Argar's proposal; their child was Ezkankekko, the Only Old One, who then ruled all of the intelligent races of the area.

Ezkankekko's rule began during the Dark Time and lasted long into history, until Belintar the Stranger murdered him and smashed the beautiful palace. Most of the living places upon and within Shadow Plateau became desolate. Swarms of trollkin later gathered or were released on its surface. The ravenous things have denuded the entire plateau of everything edible, including the lichen that elsewhere gathers upon bare rocks, and have even eaten the topsoil. Stranger creatures still are rumored to live on the plateau, including monsters, ghosts, and a strange tribe of humans who ride the ridiculous animal called *camel*.

Shakeland

Valley in Tarsh west of Wintertop Peak (B2)

See also *Maranaba*, *Maransdun*.

Source: *Jonstown Compendium*.

This rugged, pitted valley is sacred to Maran, and trembles as she breathes in and out. The earth is strong and heavy here, and as travelers approach her holy sites (such as Maransdun and Maranaba), they can expect to be appraised by human and magical sentinels.

Worshippers of Maran often say that Shakeland includes all of Dragon Pass, for they say that their Goddess created the Pass when she shook Kero Fin down to size.

Shalanvar Lake

Cold lake in the East Bush Range (B2)

See also *Dendrogi Pass*.

Source: *History of the Heortling Peoples*.

One of the Numb Lakes in the East Bush Range, noted for their unnatural coldness. It is long and narrow, and freezes over earlier than any other lake nearby. It is part of Shalanvar, the dragon killed by Dendrog.

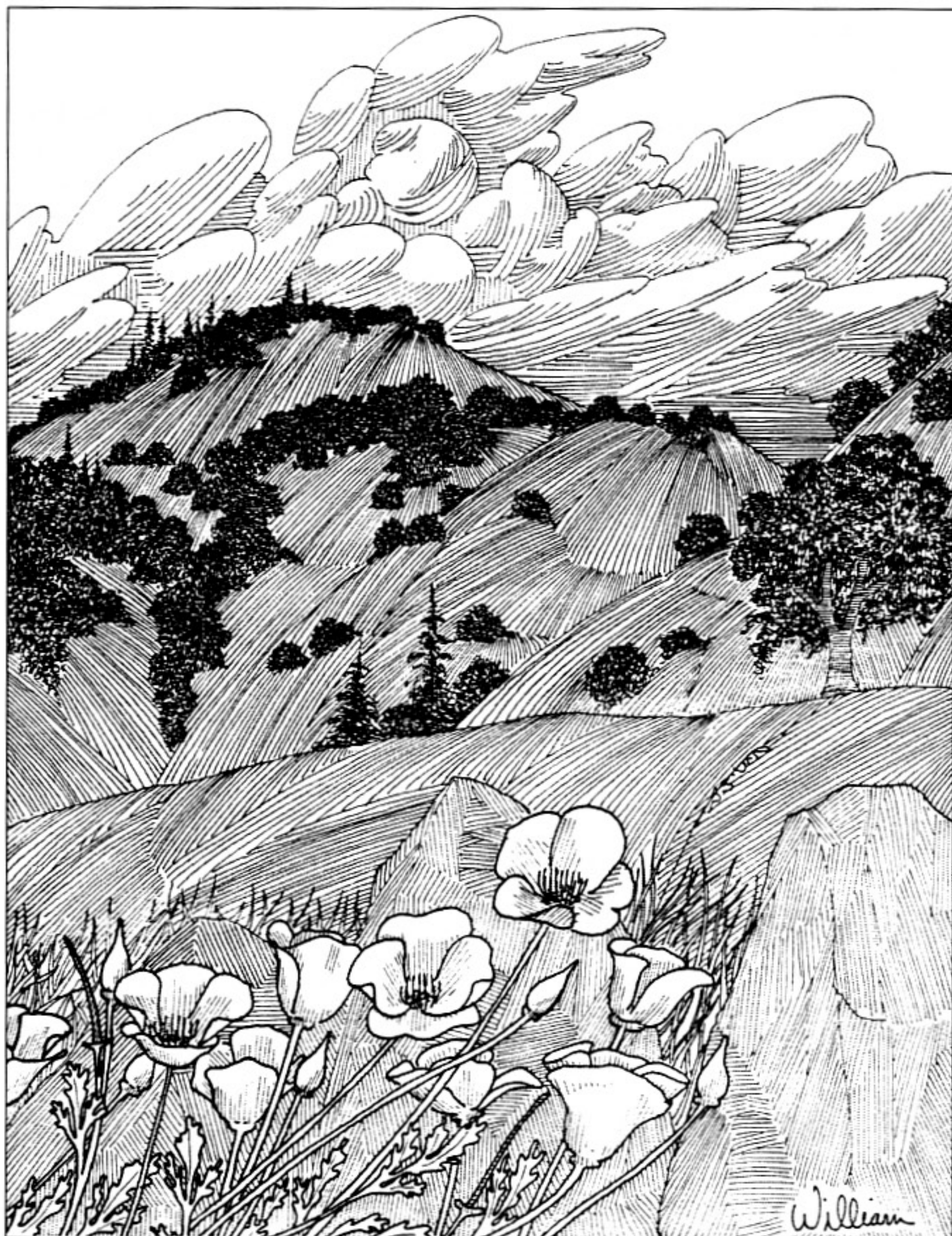
Sharl Plains

Plains of the Far Point (C1)

Source: *Silverquill Parchments*.

The Barley Woman Sharla is an aspect of Ernalda in her role as land goddess of the Aldachuri and wife of Yelmalio. Her plains are densely populated, with dark, moist soils supporting crops of barley and oats.

The wind daimones of the Sharl delight in weaving complex circles and abstract geometric figures in the ripening grain. No one understands their meaning or purpose. Some believe the arcane spirals to be the work of god-crazed Orlanthi godi, kolatings, the dragonwets, lunes, or even illuminated White Moonies. Others say they are trickster winds, like the fabulous farting flurries of Fairjowl or the tickle winds of Janfjord. Whatever their origin, they are growing more common, and are the cause of much uncertainty among the dull but dutiful cottars of the Plain.



Sheep of Luck Hills

Hills in the Far Point (E1)

Source: *Silverquill Parchments*.

Originally there were six Sheep of Luck, but Mallia took one, Yin-kin's father Fralar ate another, and a third got into a head-butting contest with Urox over a particularly gorgeous ewe. The rest were called the Good Luck Sheep, and were Heler's: Ancient Azure, War Ram, and Shining Silver Fleece. Heler gave Barntar the three lucky sheep as a wedding gift.

From Barntar's stead, the three Sheep of Luck passed through the Storm Tribe, members of which variously found, bought, stole, or were given them. Most Storm Tribe gods have a Sheep of Luck story. All enjoy good fortune and welcome wyrd until the time comes when the sheep leave their company, and then misfortune, violence, and sorrow come upon them from each of the six directions. When Orlanth returned at the Dawn, he gave the sheep these hills as their new home. Their descendants live there now; everyone knows trouble comes if they ever leave.

Silent Trade Landing

Trading ground in the Dragonewt Wildlands (C2)

Source: *Jonstown Compendium*.

Silent Trade is one of the few places where humans can trade with dragonewts in *relative* safety, though it is not without danger. The merchants who know the rules to conduct the ritual trades guard them jealously. Traders place their goods out for inspection, and interested dragonewts place their goods next to them. A merchant who does not feel he is getting a fair exchange may retrieve his goods or change his offer, but the dragonewts may be angry. Some feel it is worth it despite the risk, for a lucky trader can make his fortune if he has the right items available. One year, dragonewts might trade bright, singing gems for Esrolian greenware; the next, they might crave Kralori bronzework, but offer only tailless deer or goats in return.

Sit Here

Judiz anquer nopasi (IXO)

Source: *Where Our Gods Tread*.

This is the most famous Deadeye trickster shrine. It got its name when Orlanth was preparing for the Lightbringers' Quest and told Eurmál to "Sit here." Eurmál was so scared that he actually sat still, and now all trickster magic ceases in these two vales, so that tricksters become normal people for a short time. Later, Heort and the Only Old One each mustered an army in one of the vales (formed from the imprint of Eurmál's buttocks), out of sight of the other and protected from each other's tricksters.

Six Peaks, the

The two mountain peaks and Four Holy Hills that surround Killard Vale (D4)

See also *Cow Peak, Four Winds, Killard Vale, Lookout Hill, Nine Moss Hill, Sacred Top, Ternveka Mountain*.

Source: *Where Our Gods Tread*.

In the worst part of the Great Darkness some people, the Frozen Dozen, huddled together in a winter wind. Despair spoke among them, and some were ready to succumb to its finality. But that night they heard six voices speaking in tones beyond normal hearing. The voices spoke of protection, safety, and rest. The people slept, trusting in the sonorous voices, and when they woke one was born among them, already showing little antler stubs. They named him Heort. That is why he is said to have "two parents and six protectors." As everyone knows, Heort grew into the hero who led the Orlanthi peoples of Dragon Pass out of the Great Darkness

Six Sisters

Spirit peaks in the Forloss Hills (E3)

Source: *Majestic Spirits of Dragon Pass*.

These six limestone massifs atop a rise in Battle Valley were spirits active during the Darkness, who slept during the Dawn Age but were awakened by the EWF. Each sister has a beautiful female human body but the head of a different animal. The sisters treat equally with any shaman who comes to them and uses the proper rites, unless the worshipper is one of that sister's particular foes. (Trolls know the Sisters as the Six Hags, but they appear differently to them, and are not helpful.)

Guhub is the Frog-headed Sister, farthest to the west; she has a special hatred of the Praxians. Tarojo, the Snake-headed Sister, knows secrets of dragonkind remembered from the Imperial Age, and can protect worshippers from dragonewts on her hill. Hawuha is next, the Owl-headed Sister who hates elves and other aldryami so much that no plants grow on her massif. Farthest east is Yazukub the Bee-headed Sister, who hates Praxians but loves bats, many of whom roost on her hill. Next is Hegobi, the Wolf-headed Sister, who hates trolls more than her sisters; all the food that grows on her hill tastes bad to trolls, even insects and fungus. Last is Lerujit, the Dolphin-headed Sister, who laments the devastation of her merman kinsmen by Urox the Stormbull. She dislikes anyone who kills hawks or vultures, for many nest on her peak.

Skull Hill

Hill in the Far Point (D2)

See also *Bone Hills, Dragon Skull*.

Source: *Jonstown Compendium*.

The shattered skull of Drathdaw the Stone Dragon lies at the end of the Bone Hills, its draconic snout staring across the Donalf Flats. Within the great off-white stone hill are five great caves: the Left Eye, the Glarer, the Snort, the Lug Hole, and the Maw. Trolls come here, marching across Donalf Flats to spit into the monster's orifices and laugh. In winter, when the bracken has died back, the broken teeth of Drathdaw jut up from the surrounding peat.

King Ortossi

Ortossi was the eleventh king of the Colymar. He was of the Karandoli Clan, and ruled from the year 1479 to 1491. It was he who refused to allow King Sartar to build a city in the Colymar lands, despite Sartar's prophecy that if the city was not built, disaster would befall the kingdom.

One day, the nobles and thanes of the tribe were hunting with the king. They were going across the Six Sisters when one of them, Venharl of the Jenstali Clan, the son of Intagarn, said that he could show them where there was greater prey than mortal deer. Ortossi said he would like to try this adventure. Some of his companions wished to discourage this, but Venharl said, "It is the type of thing for a king who seeks the wilderness." Then Ortossi felt he had to go.

They went to the Bee Sister's hill, though not high enough to see the stone at the top. Then Venharl sang some words he knew, and a gate in the side of the hill opened. Out of it dashed the blue wolf, which had haunted the king's dreams. With a great cry, Ortossi and his companions dashed off after it. Two expeditions left to find him, including the king's sons and daughters. They did not return, so two years later the tribe acclaimed Venharl as king.

The sons and daughters of Ortossi did come back, years later, and led their clan into the Otherworld. Neither they nor the metal, wool, leather, or wood from their houses were ever seen again.

Skyfall Lake

Terrestrial source of The River (E1)

Source: *Jonstown Compendium*.

A never-ending thunderstorm drops continuous sheets of rain into Skyfall Lake's turbulent depths. During the Great Darkness, three gods fought a Chaos god named Korang the Slayer here. The first god was killed and is now forgotten. Hard Earth disarmed Korang and was killed; part of Korang's spear fell to earth at Ironspike. Then Skyriver Titan came from the sky. He was wounded and leapt back up to his home, but his blood flooded through a hole in the sky and drowned Korang. The deluge has continued ever since. Sometimes strange things from the Realm of the Gods fall from it into Skyfall Lake. Some are valuable, but most are dangerous.

A number of troll villages ring this lake, which is surrounded by the Skyfall Marsh. Trolls who live here do so under the protection of the demigoddess Cragspider. Retainers manage her rule over this area; she never leaves her nearby lair of Cliffhome. A thin coating of glistening web covers many of the structures of the villages. This material is used by the trolls as an adhesive fishing line. Some of them trade these strong, gluey ropes to outsiders.

One feature that separates these trolls from most others is their huge love and veneration of spiders. These creatures are holy to fearsome Cragspider, and are allowed to roam the villages unharmed. Spiders as big as cats and dogs, though unnerving to outsiders, pose no threat to the locals. The same cannot be said for the larger ones, some of which are as big as elephants. These monsters periodically stalk through the villages, peeling roofs from huts in search of prey. Although they usually eat only trollkin, they are large enough to take a strong adult troll if hunger demands.

The largest of the Skyfall Lake villages is Crabtown, named after the enormous crab shell that serves as the roof of its temple to Skyriver Titan. Its Grog Shop is notorious among practitioners of the fine art of alcohol abuse. Unlike most troll establishments, it will serve humans, though even the mildest troll concoction is enough to knock a human drinker under the table.

The trolls of Skyfall Lake sometimes trade with humans, but only those familiar with their rules of hospitality. They assume all newcomers are hostile until proven otherwise, even trolls. Gifts of food and promises of peaceful conduct are necessary displays of goodwill. The best guarantee of a friendly reception is a token of recommendation from someone already considered a friend by the local trolls.

Smithers

Village on the border of Durulz and Beast vallies (B4)

Source: *Jonstown Compendium*.

The beast-men do not possess the secret of metalworking, but instead trade here with humans for metal goods. As a result, this tiny village has many smiths.

Smithstone

Medium-sized city in Heortland (B6)

Sources: *Saga of the New Good Land*, *Where Our Gods Tread*.

Located at the widest bridge across the raging Marzeel River, Smithstone is the hub of Volsaxiland and an important trading center between Heortland and Sartar. Seven thousand people call Smithstone home, mostly Volsaxi but also Jondaling refugees who fled Rikard Tigerheart. Now both refugees and locals find themselves subject to foreign lords.

Smithstone fell to Imperial assault in 1619, and since then has been the capital of the Volsaxi March, gifted by the Empire to Baron Sanuel, a Trader Prince. Smithstone was an important supply base for the Empire's siege of Whitewall, and Lunar soldiers and their camp followers still fill the streets. The finest redsmiths

in Heortland toil here now. Once they labored at the forges freely for Volsaxi chieftains, now they toil unwillingly for the Empire. Gustbran forged many famous tools here, including the sword Uzclevaer, the wheel Gold Spinner, and Starkval's hearthposts. A prominent rock, flat-topped and scorched, is said to be his anvil.

Earthen ramparts faced with stone encircle Old Smithstone. The settled area was once all within the walls, but it has slowly spread beyond. Its unplanned streets are a warren of alleyways and dead ends. The residents live in distinct neighborhoods separated by guild or clan. A ditch and bank surrounds the old hill fort at the town's heart, now topped with the foundations of the great stone castle Baron Sanuel is building.

Smoking Ruins

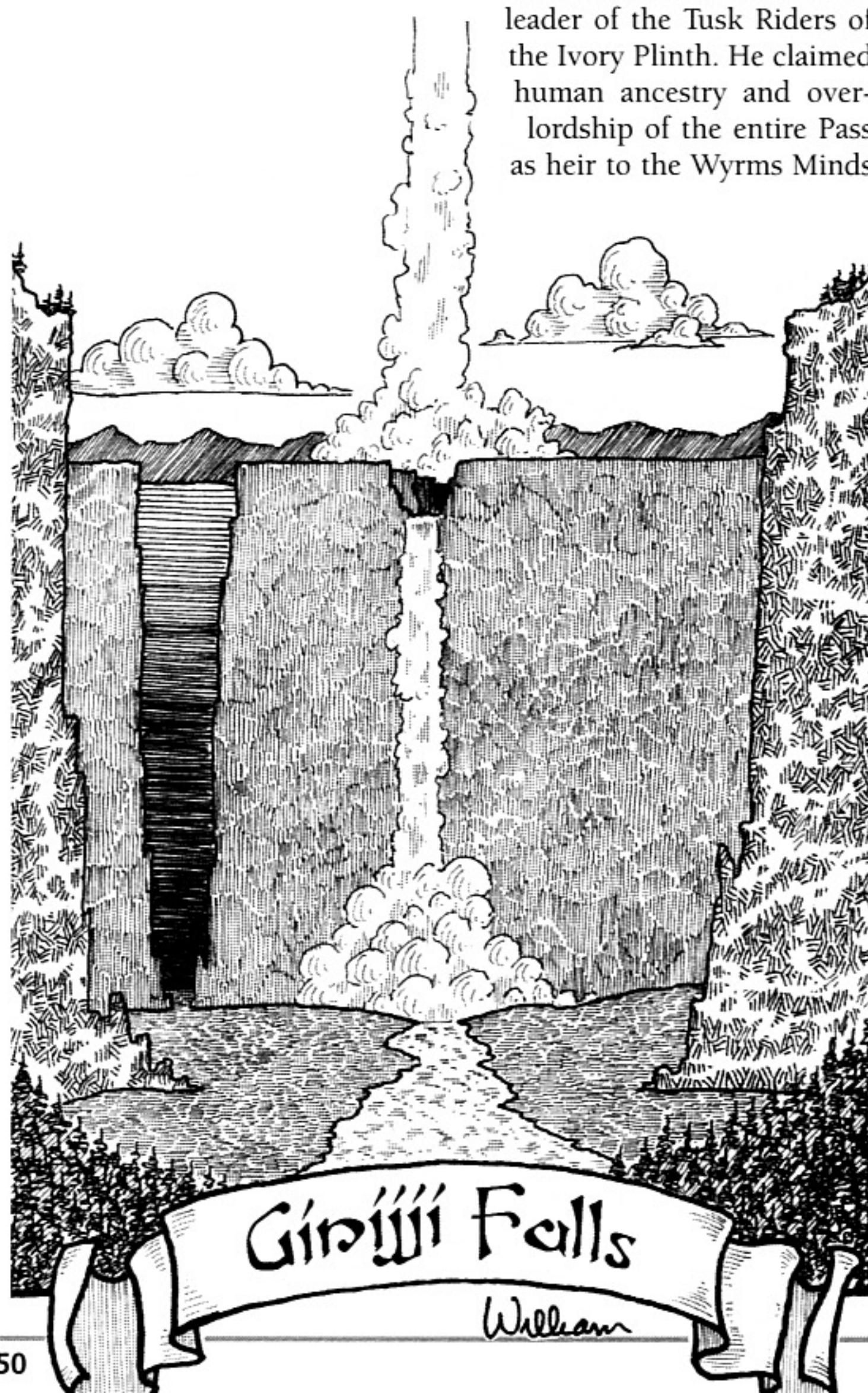
Permanently smoking ruins in the Grazelands (A4)

Source: *Orlanthi Mythology*, *Composite History of Dragon Pass*.

During the Inhuman Occupation, Dragon Pass became the Graylands, a great troll stronghold. Many expeditions went out from there to raid human holdings in Saird and Kethaela. The trolls of the Graylands were in two main swarms. Kajakab the Brain-eater, a troll from the Castle of Lead in Shadows Dance, led the Mountain Tribe. Vamargic Eye-necklace led the Wood Trolls from the south. He was unusual because he was a great troll (which are almost all of low intelligence), and also because both of his parents were cave trolls.

Around 1180 outright war broke out between the troll factions, much to the misery of the other inhabitants of the Pass.

Karastrand Halftroll was the leader of the Tusk Riders of the Ivory Plinth. He claimed human ancestry and overlordship of the entire Pass as heir to the Wyrms Minds



Collective. He was a pawn of the trolls for awhile, until dragonewts assassinated him. His people were mercenaries after that, but mostly fought against the elves near them in a conflict so bloody that the entire region soon became known as the Stinking Forest.

After Karastrand's death, the troll leaders allied against the Pass' other inhabitants. In 1222, the trolls won two victories against the dragonewts. Forty miles to the east of the ruins, not only did they discover that they could beat these mysterious foes, but also that they were delicious. They call this "Uz Eat Dragonewts" because of the typically grotesque feast that followed, with the trolls devouring the many dragonewt corpses. As a result, the troll clans gathered and wrought even greater slaughter, known in their stories as "Uz Eat More Dragonewts." This time, however, the victory debauch was so intense that no one noticed the small force of beast-men that assembled and launched a surprise attack, massacring the trolls. The corpses were heaped up in the ruins and set afire as an insult to troll beliefs. Ever since that time the ruins have kept smoking. While the fires burn, the trolls may not contact the ancestors who died here, and no hero has ever extinguished the flames.

Heortlings know that the troll pyre smokes in the ruins of Korolstead, former hill fort of the Koroltes Tribe founded by Korol Kendoros, one of the Four Brothers whose adventures inspired the Vingkotlings to great deeds. One time, Korol needed a safe place to live. He mounded up a huge hill to hold his fort, and encircled its top with a wall so wide it enclosed not only his great stead but also all of his plow lands. Doriziland was once the name of this part of the Grazelands. The Smoking Ruins are still a good jumping-off point for heroquests for those prepared to risk the Grazers and troll ghosts. Mastakos' left boot print is here too, made after Orlanth recovered his sinews from the Bad Dogs.

Snakepipe Hollow

Festering Chaos Nest, also called Ginijji (C1)

Source: *Orlanthi Mythology*.

During the Great Darkness, when the forces of Chaos were washing reality away, Maran collapsed the earth into the three-lobed canyon of Dwarf Run, Trader's Valley, and Snakepipe Hollow to trap a chaotic army. Chaos still lurks in the valley. It survived by burrowing deep beneath the earth. The Hollow periodically attracts or spawns monstrous things in great numbers. Occasional floods of Chaos creatures pour forth from the caves in the cliffs to terrorize the surrounding lands.

The sheer cliffs surrounding Snakepipe Hollow range from 100' to 200' in height. The River is deep and calm, about 650' wide where it flows through the Hollow. Troll traffic occasionally follows The River upstream, but must portage boats at Ginijji Falls (also called Highwater Falls) to reach Skyfall Lake.

The "snakepipe" for which the Hollow is named was a wondrous artifact held by a mighty Earth temple. The temple was destroyed or lost during the Gods War, and its location is unknown.

Solfint River

Tributary of The Creek (E2)

Source: *Silverquill Parchments*.

A wild and unpredictable river, the Solfint's icy waters often break their banks during Sea Season. Spirits haunt the river that only the Amad clans have learnt to appease. Nonetheless, many healing herbs grow in the nearby meadows, and small swimming reptiles frequent its banks where it passes through the Lizardwood.

Solthi River

River in Heortland (C7)

Source: *Where Our Gods Tread*.

Solthi was a god who fell in love with a mortal woman in the Storm Age. He courted her and at last formed this river as a bride-price. Many clans in the valley are their descendants.

Solthon Vale

Fertile valley in the Grazelands (A2)

See also *Penendros*.

Source: *Composite History of Dragon Pass*.

Many unwallled steads dot this valley. The vendref here rebelled in the reign of Endars Stand-up, when the Tarsh king offered freedom to those who joined his banner. The Grazers decimated the clans who rose here, and extinguished their spark of independence.

Sorang Valley

Chorms River valley in Sartar (D5)

Source: *Resettlement Sagas*.

This famously beautiful valley lies along the upper reaches of the Chorms River. The land rises steadily away from the river on both banks, leaving little land suitable for plowing, but much that is good for grazing beasts or growing fruit trees. During the Resettlement, Sorang ceded his claim to tribal leadership to Balmyr in order to secure perpetual rights to the best parts of this valley.

The Battle of Night and Day

Source: *History of the Heortling Peoples*.

In the early Gbaji War, the High Council of the Land of Genertela invaded the Heortling lands many times, more often with success than defeat. By 368, the Council had captured the northern cities of the Berennethelli Tribe, then taken or burned all the towns and steads. Those Heortlings resisted heroically until everyone was killed or driven out. Subsequent invasions met only normal resistance, and most of the other tribes surrendered, joined the High Council, or fled to the hills. In set battle the Dara Happan army seemed invincible. Even in the hills, the Talastari tribes (northern Orlanthi) were as good as the Heortlings. The Heortlings were backed into their homeland of Kerofinela.

In 375 the Sunstop occurred. Nysalor the Liar, Gbaji himself, was born, and thus a new weapon was available to the High Council. In 378, a new army mustered, including humans, elves, and dwarves among the forces and led by Dara Happans. The army invaded Dragon Pass, and despite extreme caution, the following year they forced a battle against the Heortlings and their

prehistoric allies, the Unity Council, among whom trolls were prominent. At the battle, an extraordinary event occurred when the troll army mustered for massed combat.

Darkness and rainstorms ruled the battlefield when the High Council's army met the Heortlings at the place now known as Solthon Vale. The Dara Happans died by the thousands, up to their knees and waists in mud. High King Garindath the True, heir to Heort and bearer of Orlanth's Thunderstone, led the Heortling army. He struck with Thunder, but Lokamayadon destroyed him with Tarumath Lightning, which silenced the Thunder and killed Garindath. The great troll heroes Gore and Gash fell upon the Dara Happans, but Daysenerus, patron of the new Sun Dome Temples, revealed his light to protect them. Kyger Litor snuffed out his light, but then Nysalor himself appeared. He ripped the innards of Kyger Litor from her soul and cursed the entire troll race. Lokamayadon, filled with the new power of Tarumath, led his men to crush the Heortlings. So great was this victory that Gbaji's Army ruled the area completely, and no further huge battles took place until the coming of Arkat.

Sounder's River

River in the Verge (E6)

Source: *Where Our Gods Tread*.

After the Devil was pinned to the Earth by the Block, his influence still corrupted the land. Waha the Butcher diffused this threat by digging the Good Canal, diverting Sounder's River from her path. Waha forced Sounder and all of her creatures to wash the Devil away to the sea. She did, but by eroding the Devil she became so polluted that she was shamed and hid her head in the Earth. The Earth rejected her and forced her to the surface at the Devil's Swamp in Prax.

Sounder's Vale

Sounder's River valley in the Verge (E6)

See also *Exilestead*.

Source: *Jonstown Compendium*.

Many seasonal streams join the Sounder's River as it flows through this valley when the Sea Season thaw melts the snow in the Storm-walk Mountains. The land here provided good grazing for the beast riders until the Poljoni and other Sartarite exiles came.

Southvale

Valley in the Grazelands west of Ten-Ri Ridges (A4)

See also *Rich Post*.

Source: *Jonstown Compendium*.

This small valley is dotted with vendref steads. The Sunflower Grazer clan lives here.

Sowford

Village on the Teslir River (A1)

See also *Boarford*.

Source: *History of the Heortling Peoples*.

When the tusk boars migrated to their Kordros Island rutting grounds, the sows crossed the Teslir here. The Stravuli and Liornvuli hunted the sows for their meat, but the cull was too great, and over the years following the Dawn fewer appeared with each migration, until one year they just stopped coming.

Spike

Stone on the Shadow Plateau (A6)

Source: *Saga of the New Good Land*.

A prominent stone hook that is the tail-tip of the Great Serpent slain by the Pharaoh.

Spinosaurus Flats

Moorland home to herds of quakebeasts (B3)

Source: *Jonstown Compendium*.

The many different types of quakebeasts here are all covered with crests, horns, spikes, and spines. So outlandish are their displays that many people say the terrible beasts are competing to outdo each other. Most ridiculous are the antlersaurs, which fight like deer with spiny antlers that grow ever larger and ornate but never fall off. Most terrible is the spearosaur, a two-legged carnivore 40' to 50' long, with man-high back spines in a frill and long crocodile-like jaws.

The Knowing God's scholars say these beasts originate as degenerate incarnations of dragonewts who tried to hasten their spiritual progression, so that they were stunted or twisted on rebirth.

Spirit Bone Mountain

High and steep peak by the Dragonspine (A3)

Source: *Majestic Spirits of Dragon Pass*.

Kolatings recognize this mountain as a Kolati peak. Kolat sat on this mountain with his drum when he sent all of the bad animal spirits away; when he defeated Hombobobom in a drumming contest; and when he whittled his drumstick and gambling sticks. The Grazers call it Bad Spirit Mountain.

Stagland

Disputed tribal lands around the flood plains of the Wandel River, a tributary of The Creek (D3)

See also *Jomesland*, *Stonegate*, *Torkan Vale*.

Source: *History of the Heortling Peoples*.

Once claimed by the Maboder Tribe, the region gets its name from the good deer hunting. Only the very brave hunt here, however, for the Telmori consider the land theirs. The Gwandor Clan of the Culbrea formed when the Telmori broke the Stonewater and Kortyling clans, and their warriors long to take revenge on the wolf-men. The Red Cow and Blueberry clans of the Cinsina also fought with the Telmori here. But then the Telmori exterminated the Maboder Tribe. The land quickly grew wild again, so that the werewolves could hunt better. Duke Jomes Wulf soon defeated the Telmori and took this whole land as his own.

Stagwood

Hill fort in the Neutral Hills (B5)

See also *Forthanland*, *Neutral Hills*, *Vorda Hill*.

Source: *Jonstown Compendium*.

The Rostoak Clan of the Curtali Tribe holds Forthan's ancient hill fort, but all of the clans are entitled by the Vorda Pact to shelter in its walls in times of trouble. The Empire maintains a garrison here now, from where they watch over their plantations in the Dreven Vale and patrol the Whitewall Track from Vaantar.

Starfire Ridges

Range of hills west of the Nymie River (C4)

Source: *Resettlement Sagas*.

The tops of these tall ridges are burnt, cindery ground. In the Gods War, these were steads of the rich and famous Illavan Clan, who took their wives only from the Sky World. When war sundered kin, the Sky Gods sent a huge meteor storm against the mortals. The Cinder Pits, a blasted region of ash and still-smoldering embers, marks where the attack burned their town. The Orlmarth Clan of the Colymar Tribe holds the ridges now.

Starkside

Region of Heortland (C7)

Source: *Where Our Gods Tread*.

Starkval used to own this area as part of his holdings from Orlanth for the great work he did for the tribe.

Kolat, the Spirit-Talker

Kolat is the master of the spirit winds, the drummer of storms, the maker of the gambling sticks, who lives in the Cave of Winds. Although all Heortlings respect his magic and pay homage to his bond to Orlanth, he is a shaman, and thus something alien and fearsome. As the Heortlings say, "Three things does a shaman bring: an evil eye, an empty bowl, and a troubled destiny."



Starkval Hills

Range of hills in the Grazelands (A3)

Source: *Jonstown Compendium*.

Starkval once had a rich stead in this place, which was a valley. But the Gods War cursed the lands, and to reverse the effect he had Maran Gor turn the stead into hills. The Proud Colt and Day-break clans of the Grazers live here now.

Stenog Hill

Sacred Maran hill in the Wolf Ridges (E3)

Source: *Where Our Gods Tread*.

Here Maran birthed the stenogs, grazing beasts that trampled the countryside and were famed for their extreme stupidity. The hill is jagged and irregular, with frequent clefts lying between bare rock shelves trampled flat by stenogs in ancient times. Tough grass and sparse bushes cover the lower slopes. A shrine to Maran stands here, but the presence of the Telmori keeps it untended.

The stenogs were too dim-witted to survive the Darkness, but were reborn from this same hill during the days of the EWF. The Cinsina hero Amald the Spine-Crusher slew a group of the beasts that dwelt here in the late fourteenth century.

Still Lake

Lake in Torkan's Vale (E3)

See also *Torkan's Vale*.

Source: *Jonstown Compendium*.

The river that runs through Torkan's Vale widens here and flows only very slowly. Thick reed-beds cover the margins of the lake, while choking weeds and green scum spread out far from the shore in the summer months. No boats now cross its clogged waters.

Stone Cross

Border marker in Beast Valley (A5)

Source: *Composite History of Dragon Pass*.

Stone Cross is the biggest of the Crossline crosses, and is intact. The dragonewts wanted to keep humans out of the Pass after the Dragonkill, so they erected a deadly invisible wall around their homeland. In the north, the edge was called the Deathline. In the south, it was called the Crossline. A series of crosses, each topped with a different beast's sculpted head, reached east to west. Even without these barriers, the superstitious awe and fear which humans held for the pass were enough to keep even the boldest adventurer out for over a century.

Stone Nest

Small city in Durulz Valley (B4)

Source: *Jonstown Compendium*.

Stone Nest is an anomaly, a durulz town built away from water and walled with stone. While no durulz ever lived in Duck Point, 2,000 once lived in Stone Nest. With a quack of "Just as good as you," artisans rivaled cities like Wilmskirk and Jonstown, while retaining the feel of a lakeside village and nest.

The durulz left when they were made scapegoats for Starbrow's Rebellion. Most fled to Beast Valley or to hideouts in the Upland Marsh, and bounty hunters slaughtered those who stayed. Now Stone Nest is a ghost town, with no permanent residents. "Humans had to destroy it," the durulz say. "They were jealous."

Stonegate

Fort in northern Sartar (E3)

Source: *Jonstown Compendium*.

The Telmori depopulated and razed Stone Gate (the royal stead of the Maboder Tribe) in 1607. After Jomes Wulf defeated the Telmori in turn, the victorious soldiers built Wulf Fort on the site.

Stop Here

Imperial waystation in Tarsh (A1)

Source: *Jonstown Compendium*.

Built around a large and elaborate Imperial waystation, Stop Here is a showcase funded by the cunning and inventive Temple of Etyries Audacious in Filichet. Warm springs bubble through the marble bathhouse. The Hall of Kocho Gastronome caters to every appetite, from passing laborers seeking a snack to sustain them to visiting dignitaries eager to savor the famous nineteen-course Banquet of Kocho's Span. It has never made a profit in its twelve years of operation. The last visiting inspector from the Provincial Overseer's office called it "As powerful a pacifier as a thousand hoplites," and the subsidies show no sign of drying up.

Storlock

Village on the border between Sartar and the Far Point (E2)

Source: *Jonstown Compendium*.

Storlock is inhabited by Torkani merchants, their followers, and a few Argan Argar trolls, though few members of either race live here permanently. This small village has Heortling longhouses in the center and trollish huts haphazardly arranged on the outskirts. The relationship between the two communities is at times uneasy; the trolls generally avoid the many non-Torkani merchants who visit, allowing the Torkani to monopolize trade.

Stormwalk Mountain

Spiralling Great Mountain in the Stormwalk range (E7)

Source: *Where Our Gods Tread*.

Stormwalk was a rock monster whom Urox grabbed by the head and twisted into a spiral. The mountain's distinctive shape can now be seen clearly from any distance. Upon its slopes, Orlanth tamed the Storm Bull to be his follower. Upon its peak, Hendreik the Untouchable hides in splendor, though if you walk the spiral you find only ice and snow, and perhaps a frozen stead. Followers of the hero path of Gorangi Vak can tame the ferocious *zarur* sky bulls that live on the top, gaining powerful flying mounts.

Stormwalk Mountains

Mountains between Kethaela and the Plains of Prax (E5-E7)

See also *Bullrun Mountain*, *Ezzjuzz Mountain*, *Old Wind*, *Stormwalk Mountain*.

Source: *Saga of the New Good Land*, *Orlanthi Mythology*.

These formidable crags are also called the Storm Hills. Some say Larnste formed them when he stamped on a Chaos thing. Others claim that Urox raised them to prevent a fight between his friends Tada and Vingkot, and they still divide Kethaela from Prax. They rise abruptly from the Heortland Plateau, and forests cover the upper slopes. Sambari Pass, just south of the Quivini Mountains, is the best route across. Stormwalk Mountain is the sacred central peak of the range, which continues south to the sea.

Stravulstead

Heortling ancestral ruins in Tarsh (B2)

Source: *Orlanthi Mythology*.

These ruins of a town and temple are enclosed by cyclopean walls. It is also called Iliastead, but that name should never be used in earshot of members of the Firstblood Tribe, lest it arouse them to anger. Stravul the Lean was chieftain and founder of the Stravuli, one of the Star Tribes formed from the remnants of the Jorganostelli Tribe of the Vingkotlings. Constant wars with the Liornvuli of Kordros Island finally drove the Stravuli over the Dragonspine.

Arim the Pauper is one of Stravul's descendants, and Stravul prophesied to him in the Right Foot Forward Dreams that set him on the path of his destiny.

The Stream

Tributary of the Creek-Stream River (D4-B4)

Source: *Resettlement Sagas*.

The Stream starts as a small pool of essential water high in the Quivini Mountains, marking the place where Gavren clawed The Stream as it turned from its siege to help The River. The pool has curious healing properties, but is anathema to theists.

The Stream flows from the pool and washes down the mountain in a growing cascade of bluish water, retracing the route of its ancient assault that almost cleared the mountain of all defenders. It roars into Kjartan's Pool at Nine Leaps Chute, its thunder still calling its followers to join it. It flows out of Kjartan's Pool with a greenish tinge, still pure essence, but now navigable. Tributaries below Kjartan's Pool add mixed water to the flow, but the pure essence water runs down the center of The Stream to where it joins the Creek River. Boaters familiar with The Stream can spot the edge between the different flows, and are wary of the strange currents along it. Gavren's children still avoid The Stream.

Streamvale

Valley cut by The Stream (C4)

Source: *Resettlement Sagas*.

The north bank of The Stream is high, in places cliffs, in others merely a steep bank. The south side is flat and broad but prone to flooding, as well as being home to the giant crayfish, so the land right by The Stream is a waterlogged wilderness. Farther uphill lie pastures and hay meadows, then tilled lands and Locaem steads on the shoulders of the valley. Raids in the vale are often by boat, and the folk say, "A gift from The Stream" for any misfortune.

Styrman's Hills

Hills along the Solthi River (C7)

Source: *Saga of the New Good Land*.

Creatures from the Chaos Woods often travel through these hills to raid. Thus, many styrmens camp here waiting to ambush their foes and honor Urox, their god.

Suchara Vale

Valley of the Marzeel River (B7)

See also *Enfrewstead, Karse*.

Source: *Saga of the New Good Land*.

When the Empty Gods destroyed the Mountain, The River reversed its course and flowed to the sea, running through Suchara Vale. Then Marzeel joined him. Together, they cut a wide gorge down to Choralinthor Bay. The impassable cliffs of the Shadow Plateau soar to a thousand feet above the gorge, keeping the valley in shadow for most of the day.

When the Pharaoh killed the Great Serpent, blocking The River's course, the Marzeel retreated, exposing many fertile new fields and meadows. The clans here are part of the Jondalar Tribe, though the isolation of the Suchara Vale makes them independent.

Swanvale

Valley of the Swan River (C3)

See also *Apple Lane, Swan*.

Source: *Resettlement Sagas*.

The upper Swanvale is home to the Hiording Clan of the Colymar Tribe, also called the Seven Brothers Clan and the "Swansons." The main bloodlines of the clan descend from Hiord and Safeela, a swan maiden. He stole her magical wrap, so she stayed with him for seven years, giving birth to a son each year and, last, to a daughter. The village of Swan is where Hiord raised his children, and is the traditional stead of the Hiording chieftains.

Several other clans of the Colymar Tribe live in Swanvale. The Taralings live east of Runegate, north of the Swan River and south of Stael's Hills, plus a smaller area south of Swan. They formed from survivors of the Lonisi Clan following the Taral War. The warlike Varmandi live around Tarkalor Keep north of Swan. Driven from the Arfritha and Ormthane vales, they feud continually with their neighbors. The Enhyl Clan lives at the mouth of Swanvale on the edges of Lismelder tribal lands, the Upland Marsh, and the Starfire Ridges around Ostor Colymar.

Swenstown

City of 1,000 to the east of Boldhome (E4)

Source: *Jonstown Compendium*.

Swen Leapfoot of the Balkoth Tribe helped Sartar found this city in a pass through the Guardian Hills. He afterwards went on to other deeds, but a fierce daimon that lives in Swen's Tree serves as the city's protective wyter.

Swenstown is a regional marketplace and a place of trade with Praxians. It has a special alliance with the Poljoni Tribe, to whom Sartar granted membership on the City Ring in exchange for their aid against the Praxians.

Sword Hill

Hill in northern Sartar (D2)

Source: *Resettlement Sagas*.

Here the Black Company of Efrodar Humaktsson stood back to back against the swelling horrors of Ginijji during the Dawn Age, and together were victorious. Since then, giant black stone swords have towered over the hill's summit, blades pointing skywards in defiance. Since then, many Humakti warriors have fought on this hill and defeated overwhelming odds through trust in their sword brothers. Angorat the Shade-Sword gathered his company here to fight the trolls back when they would not make peace with Sartar. Li Phanquann stood here alone against the hopping vampires that followed him from the east, and used the power of the hill to bring death to the unliving. Tuvular Boar-Blade gathered his sword-moots here in the Dawn Age, and is buried among the hilltop's razor-sharp spires. His descendants still defend the hill's altar and join with pilgrim soldiers to sing songs of battle and glory.

The Salmon Rite

In 1476, Enjossi came and promised that he could bring the salmon back to The Stream. No salmon had swum there since The River had changed course over 150 years earlier. Success seemed unlikely, and the cost of failure to the whole tribe could be great. The Balmyr had already refused to support the adventurer. Nevertheless, in 1476, King Rostakos of the Colymar Tribe did risk it, and Enjossi proved himself to be the Salmon Man. He swam from the Choralinthor up the New River, leapt the Seven Falls, and spawned at the source of The Stream. Since then, there have been many salmon, and the Enjossi Clan has thrived.

The Dead Rains

Occasionally, a mass of dark clouds comes down from the Rockwood Mountains. They roll across the land, low to the ground, oppressing all good folk as they pass. They cross the Grazelands without dropping any rain, then travel up the Streamvale. Eventually, they hit the side of Wild Mountain or Saruvan's Hills and drop torrential but short-lived rains.

The Dead Rains are an ill omen for any activity they fall on. The clouds respond neither to Orlanth, nor to Heler, nor to Kolat. Because of this, folk know that the vassals of the soulless Stream still send messages and aid to their master.

Syphon River

Contrary river in Heortland (C7)

Source: *Where Our Gods Tread*.

The Syphon is an evil river, some say a Chaos river. It flows backward from Choralinthor Bay uphill into the Print, where Larnste's tainted blood burned a deep hole all the way to the Underworld. The Syphon River has always flowed into this hole, for it alone of all the waters of the world refused the call of Magasta. Backford, a fortified city, is the safest crossing of the Syphon.

T

Tak's Cut

Valley on the Shadow Plateau (A7)

Source: *Saga of the New Good Land*.

Tak was the troll hero who made this valley, once the proud home of rich trolls. The Pharaoh cursed it, and one of the Plateau's shrouding shadows became an enemy of the trolls. Although it is confined to the valley, it sometimes expands to attack unwary hunters and other travelers who pass nearby. The troll hero Rojak Silvertusk (a descendant of Tak) is preparing a heroquest to regain control of this entity or, failing that, to destroy it forever.

Tamlane Hills

Bandit-infested foothills of Kero Fin Mountain (B3)

See also *Irist Hold*.

Source: *Star Javelin Journeys*.

Climbing out of the Broken Neck Hills, the rugged, bleak Tamlane Hills are unsuited to plow or cattle and marginal even for sheep. They are home to some Iristaros clans, who scrape a tenuous living by hunting here. More populous than the clansmen, however, are raiders, or bushwhacker gangs, who ambush caravans coming from or heading to these desperate people.

Tantrell Hills

Hills in Sartar (E4)

Source: *Orlanthi Mythology*.

Tantrell was an Orgorvaltes tribesman who defeated his Praxian enemies in the Nine Blows of Anger. Dundalos, Kheldon, and Sambari tribal lands border on the rugged hills of this wildland.

Tarndisi's Grove

Spirit place in the Colymar Wilds (C4)

Sources: *Resettlement Sagas*, *Jonstown Compendium*.

In Colymar lands grows Tarndisi, a huge ancient horse willow tree. It can give a blessing to cure horses or boars of disease, to stop infection in a wound, and to purify water to be drinkable. When the Colymar came to the Starfire Ridges, they made a pact with the grandmapa spirit of the grove. Neither axe nor fire would be found under the canopy; gods would not be called, nor sacrifices made. In return, the grove would warn the Colymar of strangers and provide his blessings to those who could gain them.

Tarpit

Vast morass of tar atop the Shadow Plateau (A6)

Source: *Saga of the New Good Land*.

The Tarpit marks the site where the Only Old One used to have his palace. After the spires of the Obsidian City were smashed and fell, the old ruler went forth to his final duel and was killed by Belintar. Then a great bubbling rose from the basements of his old palace, creating these extensive tar pits. The crater around is steep on three sides, open on the last.

Teken

Troll hills north of the Shadow Plateau (B6)

Source: *Saga of the New Good Land*.

This hilly place is the only inhabited troll region around here that is not on the Plateau itself. Protected by the Lead Hills on one side and the Pharaoh's Marsh on the other, the trolls here fiercely defend Blackwell Fort from intruders. However, trading expeditions may enter Teken and negotiate with the Argan Argar worshippers, and many members of the Kitori Tribe took refuge here after their tribe fled the upper Marzeel Vale.

Ten-Ri Ridges

Low hills in the Grazelands (A5)

Source: *Resettlement Sagas*.

The Yellow Orb, Dawn Racer, and Burning Hoofprint clans of the Grazers live in these rolling, verdant hills. Here too among the vales is the dell of Fountain Paint Pot, where steam periodically bursts through patches of red and pink mud. The Burning Hoofprint say it is the imprint of the horse of their great ancestor, Jordan, while the Dawn Racer say it is where the Sun's Daughter is imprisoned by demons of the Underworld.

Ternveka Mountain

Mountain in the Quivini Mountains (D4)

Source: *Orlanthi Mythology*.

Ternveka is a tall peak in the Quivini Mountains. It is the "Raven Peak" that Boldhome was built north of, "between raven and cow." Ternveka was a divine raven who came into being when Quivin stared at the mountaintop. It formed from his peering, and became a spy for him. But the White Raven was horrified by what it saw in the Gods War, and finally refused to leave here.

Teslir River

Tributary of the Oslir River that forms Kordros Island (A1)

Source: *Orlanthi Mythology*.

The Teslir is a wild and wicked river that often slips its banks and floods the island. The last time this occurred it was Ersenvoora, who loved but could not have Arim, who wrestled it, tamed it, and set it in its current bed.

Tink

Refugee village in the Dragonewt Wildlands (C3)

Source: *Jonstown Compendium*.

The squalid town of Tink near the Dragon's Eye is a refuge for adventurers, exiles, and inhuman outcasts.

Tink's best-known inhabitant is Forang Farosh, a human who claims to be from the EWF era, trapped as a ghost for centuries. He eventually possessed the body of an adventurer, trapping the hapless soul in his place. This type of soul exchange is rare, but saves Forang Farosh the trouble of commanding a possessed body. He is silent about what he did in his former life, or how or where he was trapped. But he is generally trustworthy and honest, charging a fair fee for his draconic lore, which is extensive. He dresses very distinctively, but rarely leaves Tink.

Toena Fort

Hill fort in Toena Vale (E4)

Source: *Jonstown Compendium*.

Ancient hill fort resettled by the Toena Clan of the Aranwyth. The fort also has a well-known Elmal temple. It houses the Aranwyth tribal seat, and their kingship rites are those of Elmal Rex. In recent years, Yelmalion mercenaries have been brought in to help resist the increasingly bold Culbrea. Their presence has caused strife with the Elmal-loving townsfolk.

Toena Vale

Quivin River valley (E4)

See also *Quivin River*.

Source: *Resettlement Sagas*.

Rich valley along the Quivin River, claimed by Old Man Aran and held by his descendants ever since. The valley winds through the dry hills like a green serpent. The Aranwyth tula is dusty and dry, so the rich fields and meadows of the vale are jealously guarded. Toena Fort is the largest settlement, but the rest of the valley is heavily populated with steads and farms. Strong, steady winds are funneled through the Sambari Pass and surrounding ridges to make the valley perfect for kites and windmills. In winter, troll caravans cross the vale under cover of night, traveling between Kitori and Sazdorf lands under the protection of the tribal king.

Ever since Old Man Aran bargained with Golden Lamb, the hills surrounding Toena Vale have produced wool of surpassing quality and abundance. Much goes into making the famous Aranwyth sweaters. These oily, unscoured wool garments are knitted into patterns that identify the wearer's clan and kin and bring out the wool's inherent magic. These magical cloaks and sweaters are highly prized and the secrets of their making well guarded.

Too Far

Run-down village on the edge of Tarsh (B1)

Source: *Jonstown Compendium*.

A shabby little town, little more than a waystation on the road to Alda-chur, inhabited by sutlers, innkeepers, horse-traders, and tax agents. The battle mark shows where the Household of Death was destroyed when they tried to invade Tarsh.

Top Ear

Prominent hill north of the Dragonspine (B1)

Source: *Resettlement Sagas*.

This hill is widely presumed to be formed by one of Sh'hakarzeel's ears, and is thus visited by those hoping for a magical cure for hearing problems. Hucksters in Too Far still sell "Top Ear Tonic" made from infusions of local herbs to credulous travelers. In fact, the hill was an EWF-era watch-station, but only a few sages appreciate the true meaning of the name.

Torkan Vale

Valley that forms the Torkani tribal lands (E3)

See also *Still Lake*.

Source: *Resettlement Sagas*.

Torkan led the second group of Heortlings to re-enter the Pass during the Resettlement, and founded the tribe that now bears his name. In 1460, a horde of Telmori werewolves descended upon the people of the valley, slew all they could catch, and laid waste to the ancestral steads. Now light woodland with thick undergrowth covers the former agricultural land. Telmori hunting bands make their home here and in the hills around.

Torkan's Last Fort

Fort in Goodfarm Vale (E2)

Source: *Resettlement Sagas*.

This was once the last human settlement between the Torkani tribal lands and the troll land of Dagori Inkarth (known to humans as Shadows Dance). Built by Torkan on the ruins of an old hill fort, it is now the seat of the powerful Siganti Clan, and is the last settlement larger than a farmstead on the main route between Sartar and Prax. A small temple to Humakt serves the most dedicated of the Torkani warriors, who defend Goodfarm Vale from both their Praxian and Telmori neighbors.

Tower Hills

Ruins of the Great Tower on the Shadow Plateau (A6)

Source: *Saga of the New Good Land*.

This region contains the remnants of the broken Great Tower of the Only Old One, scattered about where it fell when the Great Wyrms seized it in a coil and snapped it in its death throes.

Trader's Valley

One of the Five Passes through the Dragonspine (B1)

Source: *Jonstown Compendium*.

Also called the Wideway or Trader's Way, this is the broadest gap through the Dragonspine Hills, north of Top Ear. It is the easiest route, provided no monsters spew forth from Snakepipe Hollow.

Two Face Hills

Wild hills on the edge of the Quivini Mountains (D4)

Source: *Orlanthi Mythology*.

These jagged hills were formed in the Darkness when the Two-Face-Horde of Chaos creatures, which could look like anything, crept up on the Storm Village. Rigsdal saw through their disguise, and sent his shooting stars down to stop them. Yavor came to his aid and kept up a barrage of lightning for two days and three nights until there was nothing left but shattered rocks.

The hills are still a wild place, all but impassable, full of steep cliffs, shifting footing, and cutting stones. They were barren during the Imperial Age, but elves reforested them during the Inhuman Occupation, and they are now covered with a thick beech forest, the mighty roots of the trees burrowing through the rubble.

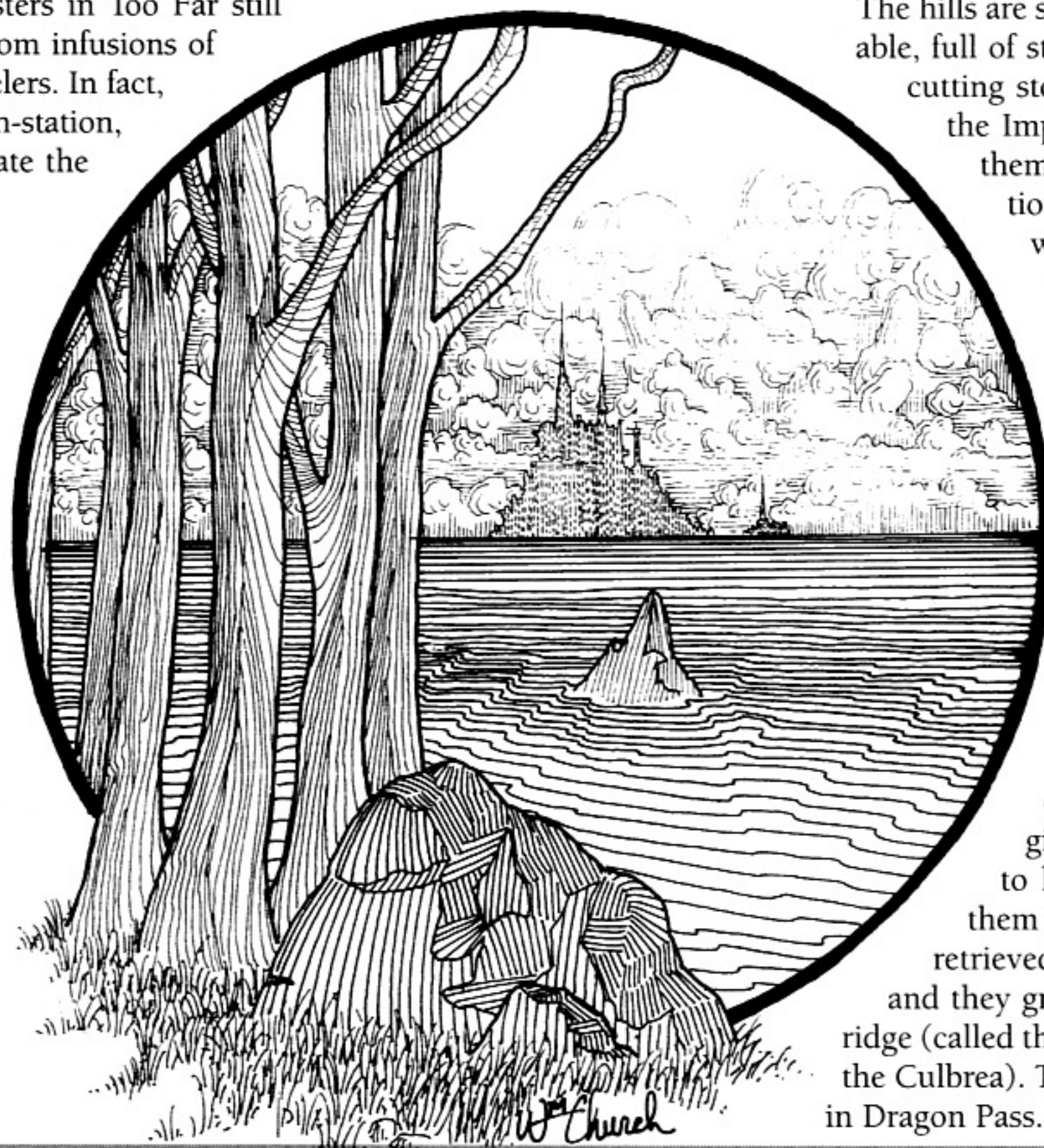
Two-Pine Ridge

Ridge between Culbrea and Cinsina lands (E3)

See also *Drum Point*, *Larnste's Table*.

Source: *Where Our Gods Tread*.

The famous Gwador Clan of the Culbrea Tribe holds this wooded ridge despite the claim of the Cinsina Tribe. The giant Lant Ulfar raised the ridge to hold his drumsticks. He stuck them in the ridge one time but never retrieved them (because he was dead), and they grew into two great trees on the ridge (called the Fat Pine and the Bare Pine by the Culbrea). They are among the oldest trees in Dragon Pass.



Two Ridge Fort

Fort at the north end of the Thunder Hills (D3)

See also *Drum Point*, *Larnste's Table*, *Two Pine Ridge*.

Sources: *Orlanthi Mythology*, *Resettlement Sagas*.

Two Ridge is the highest hill in the Thunder Hills, on the edge of the Oakland Back. When Destor slew Lant Ulfar, the giant's head landed here, forming Two Ridge Hill. Prince Terasarin of Sartar fell to his death from this ridge.

The entire hill was a fort of the Orgorvaltes in the Vingkotling Age. The ridges were the outer walls, and are still topped by fragments of obsidian from the vitrified ramparts. The break to the southwest, where the road runs up to the fort, is Old Gate; the Isolting Clan of the Malani Tribe mans a watchtower and posts guards at the old gates. The break in the east is the Night Gate, where the Malani maintain the old shrine to Humakt Rigsdal.

The "new fort" is within the old inner defensive dike, where a new wooden rampart tops the old earthworks. Here the Malani have their tribal hall, with its famous boar figure, outlined in silver nails, on the roof. Malani kings have had their royal hall here since the Resettlement, when Mad-Blood Malan, the Silver Boar himself, settled these lands and forced the Colymar out of the Arfriitha Vale.

Two Sisters

Ford and ferry at the mouth of The Creek (C3)

Source: *Jonstown Compendium*.

Two little villages sit on either side of The Creek here. If the water is low, it is a ford and the people help carry travelers through the muck. If the water is high, it is a ferry instead.

Twotop

Double hill fort in Destor's Hills (C5)

Source: *Jonstown Compendium*.

This Vingkotling hill fort is on a tall peak of Destor's Hills, visible from Whitewall, and is protected by three rows of ditch-and-bank defenses. Firsttop is now the seat of the Sylangi Tribe of the Volsaxi, but was once the spiritual home of the shattered Kultain Tribe. The king's hall is still there, but most people live in Secondtop now, returning to the ancient fort only in times of danger. Secondtop sits on a lower hill near the junction of the Branvale Track and the Whitewall Road, dominating the trade route to the south. Tarkalor built the palisade fort here to protect travelers. Some 600 people live here now, many no better than outlaws, bandits, and thieves.

Ulaninstead

Ruin in Richberry Vale (D4)

Sources: *Orlanthi Mythology*, *Resettlement Sagas*.

Ulanin the Rider was the husband of Orgorvale, one of Vingkot's Summer Daughters. Together, she and Ulanin founded the Orgorvaltes, who lived in the land around the Quivini Mountains. The Quivini and Hendreiki tell stories of the Orgorvaltes Tribe and Ulanin the Rider. Many are war tales of Ulanin and Berenneth, founder of the Berenneth-telli Tribe (and Ulanin's brother-in-law).

Little remains to mark Ulanin's stead except an old upraised marker stone. A small hero cult

once worshipped Ulanin and received war magic here, but the Empire has suppressed it. The Poljoni come here in pilgrimage, and the Locaem and Colymar tribes have fought over ownership of this site for over a century.

Upland Marsh

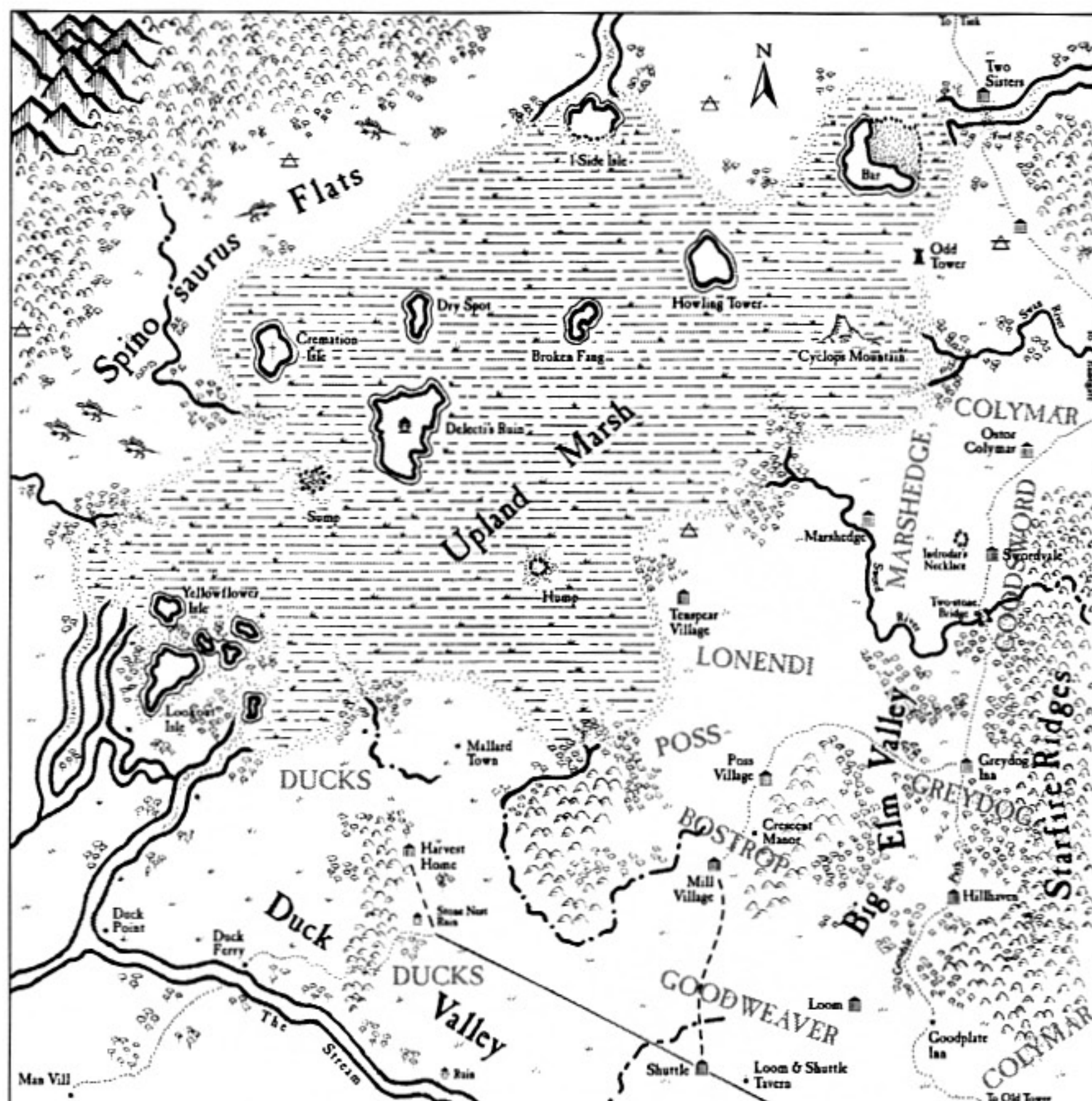
Decaying cypress swamp riddled with undead (C3-B4)

See also *Cyclops Point*, *Delecti's Isle*.

Source: *Jonstown Compendium*.

The vast and fetid swamp known as the Upland Marsh is infamous as a haven for undead creatures created by the sorcerer Delecti the Necromancer, who formed the marsh at the beginning of the Dragonkill to protect himself from enemies (including dragons). The brackish water stinks and is infested with disease spirits; the earth is soft and moist, but fertile only to noxious, creeping, or poisonous plants. The air is thick and clotted in the bog, catching in the throats of the living; fires are hard to light, and quickly sputter out. Even those who normally take comfort in darkness (such as trolls) find that the night has a malign, insinuating spirit, which seems to impel them towards some terrible doom. Delecti's powerful magic and many servants see to it that creatures who die here, intelligent or not, are usually reanimated to serve him.

Zombie patrols tirelessly scour the marsh for intruders. For centuries, heroes have sworn to penetrate Delecti's lair and put an end to his unholy existence. For centuries, Delecti has slain them. The cult of Humakt has donated more than its share of heroes to Delecti's long roll of victims, recently including members of the famous Temple of the Wooden Sword. At least the Humakti do not end up as zombies, fighting those who follow their example. The high proportion of durulz Humakti is attributed by many to this circumstance, although the durulz seem to have other potent magic they use against Delecti.



Uz Vale

Old approach to the Palace of Black Glass (A6)

Source: *Saga of the New Good Land*.

The central area of the Shadow Plateau, Uz Vale, is drained northward by the Diki and Kiki rivers, which periodically flood to wash the road clean. It is sometimes called Manroad because humans used it to approach the Palace entrance. It used to be a beautiful garden, but nothing lives there now.

Uzfields

Rolling and grassy hills northeast of Pharaoh's Marsh (B5)

See also *Bonn Karpach*.

Source: *Saga of the New Good Land*.

The Uzfields is the small remaining section of a grassy region of rolling hills that included what are now Teken and the Pharaoh's Marsh. Here the trolls of the Shadow Plateau fought numerous battles, and a great many burial mounds and shrines to the honored dead dot the land. Tomb-robbers have shunned this region until recently, rightfully suspecting that their greed could only lead to terrible death. Since the fall of Ezkankekko, however, thieves have become more daring, and some few who survived have recovered valuable artifacts. If captured by troll patrols from Blackwell, the criminals receive no mercy; their partially dismembered bodies are left horribly alive for days, roped to crude gallows and tormented by Darkness spirits.

V

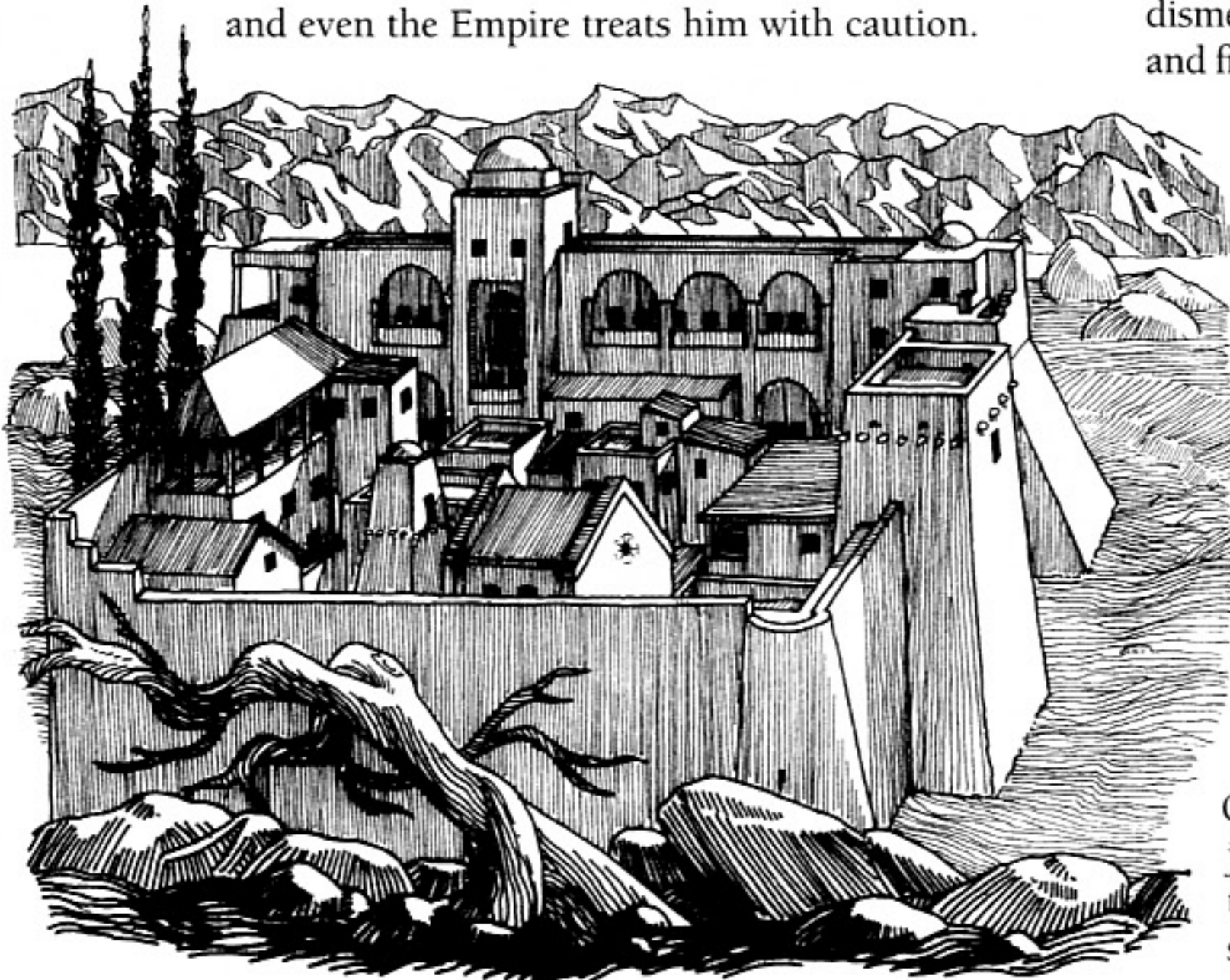
Vaantar

Sun Dome Temple in the Amber Fields (B5)

Source: *History of the Heortling Peoples*.

Palangio the Iron Vrok built this Dawn Age temple to Daysenerus after the Battle of Night and Day. When Arkat liberated Dragon Pass, his army razed it. Almost a millennium later, an Elmal temple was established on the site, but the land and temple grounds were granted to Monro and his followers by King Tarkalor for helping conquer the Kitori, and they erected a new Sun Dome Temple (which is how most people know it). The golden dome (but not the square form of the temple) is visible over the walls. Count

Lukus rules over these lands with stern impartiality, and even the Empire treats him with caution.



Vaantar, before the building of the Sun Dome Temple.

Vaden

Blighted region of the Shadow Plateau (A6)

Source: *Saga of the New Good Land*.

When the Only Old One ruled, Vaden was a rich pasturage of fungoid forests for magnificent insect herds. Now it is a blighted place, and although many varieties of giant fungus remain, the succulent growths that fed the useful insects are gone. Several feral species still roam this place, and troll hunters and warriors come here to try their abilities against ferocious troll-eaters.

Vale of Flowers

Valley of giant flowers in Dagori Inkarth (E1)

See also *Giant's Walk*.

Source: *Jonstown Compendium*.

Giant flowers give the Vale its name. Despite the presence of a few elves, trolls claim this entire valley in which giant bees and butterflies flit from flower to flower. Giants trampled the main path on their way to Shade Table in Snakepipe Hollow.

Vargastgrave

Gravesite in the Verge (E5)

Source: *History of the Heortling Peoples*.

In the Dawn Age, the Heortling peoples were nearly exterminated by the High Council of the Land of Genertela, better known as the Second Council. Lokamayadon killed everyone who opened a way to Orlanth's Realm (including all boys who performed the initiation rites) until Vargast Redhand broke the curse. He went to a secret place in the Verge, where men and women gathered, and they made the Clan of the Verge. Chieftain Vargast summoned evil to him, challenging Lokamayadon and his terrible allies to come and face him there. Word went out, and out of hiding came many warriors and holy folk to help Orlanth, or die trying.

Chieftain Vargast and his band crushed a hundred attacks by the ruthless army, who were slaughtered so completely that the few survivors revolted rather than follow orders again. Then Lokamayadon fell upon Vargast and his followers, who prepared for death. But Vargast astonished everyone, for Lokamayadon had a weakness, and Vargast used it like Death upon the evil wind. With a shower of burning cinders, the evil wind blew out. Palangio the Iron Vrok waded into the fight then. Vargast wounded the demigod, but he was just human and was weakened from his battle with Lokamayadon. Palangio clove Vargast through the body, then dismembered the corpse, burned the bodies of Vargast's followers, and finally destroyed the camp. Although it was a Heortling defeat, hundreds of Dara Happans also died there, and they serve Vargast and his men in the Storm Realm as thralls.

Verge, the

Harsh lands on the edge of Prax (E5-E6)

See also *Exilestead*, *Vargastgrave*.

Source: *History of the Heortling Peoples*.

The Verge forms the borderland between the Plains of Prax and the Stormwalk Mountains. The rough hills are dry and make poor cropland but the grazing is good—far better than the chaparral to the east. Seasonal streams bring meltwater down from the mountains and the Sounder's River flows year round, but otherwise it is a marginal land on the verge of livable.

During the Dawn Age, the Verge was the last refuge of Orlanthi free from Lokamayadon. In modern times, the Poljoni happily herd their cattle and sheep in these hills, even though they must fight off the animal nomads who raid here seeking metal goods and slaves. The Dundalos used to aid the Poljoni against them, but now the horsemen are alone.

Vesfeld

Village in Beast Valley (B5)

Source: *Jonstown Compendium*.

Vesfeld is a weekly market for the beast-men. The centaurs control this place, but the folk come from all over the valley to trade. Tantar's Rock is here, where Ironhoof held the first meeting of his ring, and the Chief of the Centaurs still holds yearly assembly here to give all the people of the valley a chance to speak.

Victory Hills

Hills in Dwarf Run (C2)

Sources: *Orlanthi Mythology*, *History of the Heortling Peoples*.

This was a place of triumph in the Unity Battle. The different peoples held back the forces of Chaos as they tried to bubble out the trap of Snakepipe Hollow. That spirit of defiance and unity is still strong here, and Prince Jarolar drew upon it when he made his stand at Dwarf Ford.

Vingaford

Ford over the Marzeel River (B7)

Source: *Where Our Gods Tread*.

Vinga and Marzeel each led their followers in a series of battles here to determine who was dominant. Vinga defeated her foe at last, and established the ford so that people could cross safely. The Marzeel River remains deep enough downriver from the ford to allow larger boats to pass along it.

Volsaxiland

Valley along the Marzeel River valley (B6)

Source: *History of the Heortling Peoples*.

Volsax was a great leader at the Dawn, and became chieftain of all the people in this valley. Years later, his clan became the chieftain clan of a tribe, and their tribal territories were much larger than this vale. Other clans live in the valley now too, but its name has remained unchanged.

Volsaxiland contains many famous sites, including Orlanth's Lone Rock. Orlanth stuck a thunderstone in the here ground one night, and now the Night Jumpers begin all their raids from it.

Vorda Hill

Prominent hill in the Dreven Vale (B5)

Source: *History of the Heortling Peoples*.

Vorda is a very tall and prominent hill, surrounded by flat lands. Vorda was a chieftain famous in the Imperial Age. Once, she took her whole clan to the hill, where they were besieged for three years. During that time, she erected a temple to Ernalda the Queen and Urstera, Korda's famous ancestress who protected them.

The Beast-men

Source: *White Bear, Red Moon*.

The "beast-men" include centaurs (usually the predominant type), minotaurs, fauns and satyrs, manticora, tiger-men, bugheads, fox women, and other types, as well as many shapeshifters. The reputed origins of the various types are many and colorful, but what all have in common is a partial human form and nature, often overpowered by the creature's animal half.

After the Dragonkill, the beast-men were neither powerful nor organized. But the room left by the absent humans provided a haven to the creatures, allowing them to regain their natural states of communication with the wild. They grew in strength, but even so were abused by trolls (especially by the depredations of intentionally-loosed trollkin swarms) and dragonewts.

Voss Varainu

EWf ruins in Beast Valley (A5)

Source: *The Argrath Book*.

An EWf city located at an important ford and portage. Near its southern gate was the infamous Stitched Zoo, where experiments created new types of beings.

Vul

Village on the shores of the Long Lake (A2)

Source: *Jonstown Compendium*.

Famed as the most persistent but also unluckiest settlement in Tarsh, this village was called High Tree until a storm toppled its tree; then Bright Spring, until Maran reclaimed her waters; then Peartree, until a blight laid waste to its orchards. The strange daemon Vul has offered to protect it from further mishap.

Vusvan

Valley along the Vusvan River (B5)

Source: *History of the Heortling Peoples*.

The Six Hero Feud raged across this valley for eighty years during the Imperial Age. The graves of the six heroes are now shrines for the Curtali clans that live here.

Vusvan River

River that flows into the Pharaoh's Marsh (B5)

Source: *History of the Heortling Peoples*.

Vusvan was a Darkness Age hero who became the god of this river to support his people. He was reduced to a little pool of ice-free water for generations, until renewed by the Dawn.

W

Wall, the

Cliffs on the Shadow Plateau (A7)

Source: *Saga of the New Good Land*.

This craggy cliff once served as a defensive wall for Gagol, the lands surrounding the Palace of Black Glass. The Argan Argar warriors and their Zorak Zoran allies would gather atop its ramparts, and many times successfully defended their capital from the surface people. The cliff remains, but its upper defenses are largely smashed. Troll-eating darkness demons haunt the caves in the cliff itself, and few trolls are strong enough to survive a journey along the river trail. Gate Gap was the gateway through which people were allowed to approach the Only Old One's citadel. A pair of 20' tall statues stood on either side of the gap.

Ironhoof was born during this time, and grew to maturity within a year. He was the son of Ner-jalari, the Centaur Queen (sister of the horse god) and Orlanth, King of the Gods. Non-humans are reticent to tell their tales to humans, but many places in the Pass bear marks of Ironhoof's deeds. Among these are Ironhoof's Wrestling Ground, where he killed Snetgarl the troll king; his "causeway" upon The River; and the New Animals' Boundary (long lost, but not forgotten). The latter two were stone plinths topped by crude carvings of animals' heads.

The beast-men, when led by Ironhoof, bore a great friendship for the Grazers, and always sided with them during the initial wars after humans resettled the Pass. As politics became more complicated, Ironhoof became more reserved, often commanding his subjects to avoid all human contact. Even the Grazers became suspect after a time, especially when they allied with Tarsh.

Wasp Wilds

Wild hills south of Sartar belonging to the Wasp Riders (D5)

Source: *Jonstown Compendium*.

These wilds are claimed by the Wasp Riders of Wasp's Nest as their exclusive territory, forbidden to everyone else. No roads or paths cross it, and constant flights of giant wasps pass over, either patrolling or hunting, so no one challenges their decree.

Wasp's Nest

Nest of giant wasps that are ridden by strange pygmies (D5)

Source: *Jonstown Compendium*.

This overgrown, stepped pyramid sits atop Windtop, the highest point of the Wasp Wilds. Isalla, the great wasp queen, fled from the servitude of Sensarosaron to settle in the pyramid during the Dawn Age. She birthed the first giant wasps, and she remains to this day inside the temple, served by the loyal Vespidae, who tend her and her children.

Inside the visible pyramid are more than a dozen levels of chewed wood, dried mud, and grasses; at the bottom is the actual nest. The plant debris protects the Nest from the elements and conserves heat, producing a spectacular combed structure that withstands all weather. Orchards of the long-lived but hard to grow olek tree surround Wasp's Nest. The pygmy wasp riders defend these orchards with their lives.

The wasp riders are extremely aloof, keeping their distance from strangers. Little of their culture is known. They consider the olek tree orchards holy, and the Wasp's Nest contains their living goddess, so they allow no strangers in the area. In particular, the infamous and deadly Spider Hunters attack trolls without mercy, and even raid into the Troll Woods on occasion. Wasp riders and wind children compete for the same hunting grounds and prey. They raid livestock from the Sylangi, Sambari, and Enstalos tribes or venture into Prax to catch herd beasts. They do trade with the

people of surrounding clans, especially for honey. For their part, the clans participate because they want to keep the wasps away. (The wasp-hating Firebull Clan of the Sambari Tribe occasionally attacks the markets, and always speaks out against them.) In return, the clans receive strange fungal fruits, bizarre pottery, incredibly valuable paper, and, on occasion, exotic mercenaries.

Wethersfield

Town in Killard Vale (E4)

Source: *Resettlement Sagas*.

Wethersfield has a long and eclectic history. It is the Harst market center for the Townside river settlements of Killard Vale. Derreva is buried there, and residents say that Heort himself was born here. Sartar stayed here for a long time while preparing to make Boldhome, which supplanted Wethersfield as the largest settlement of the area.

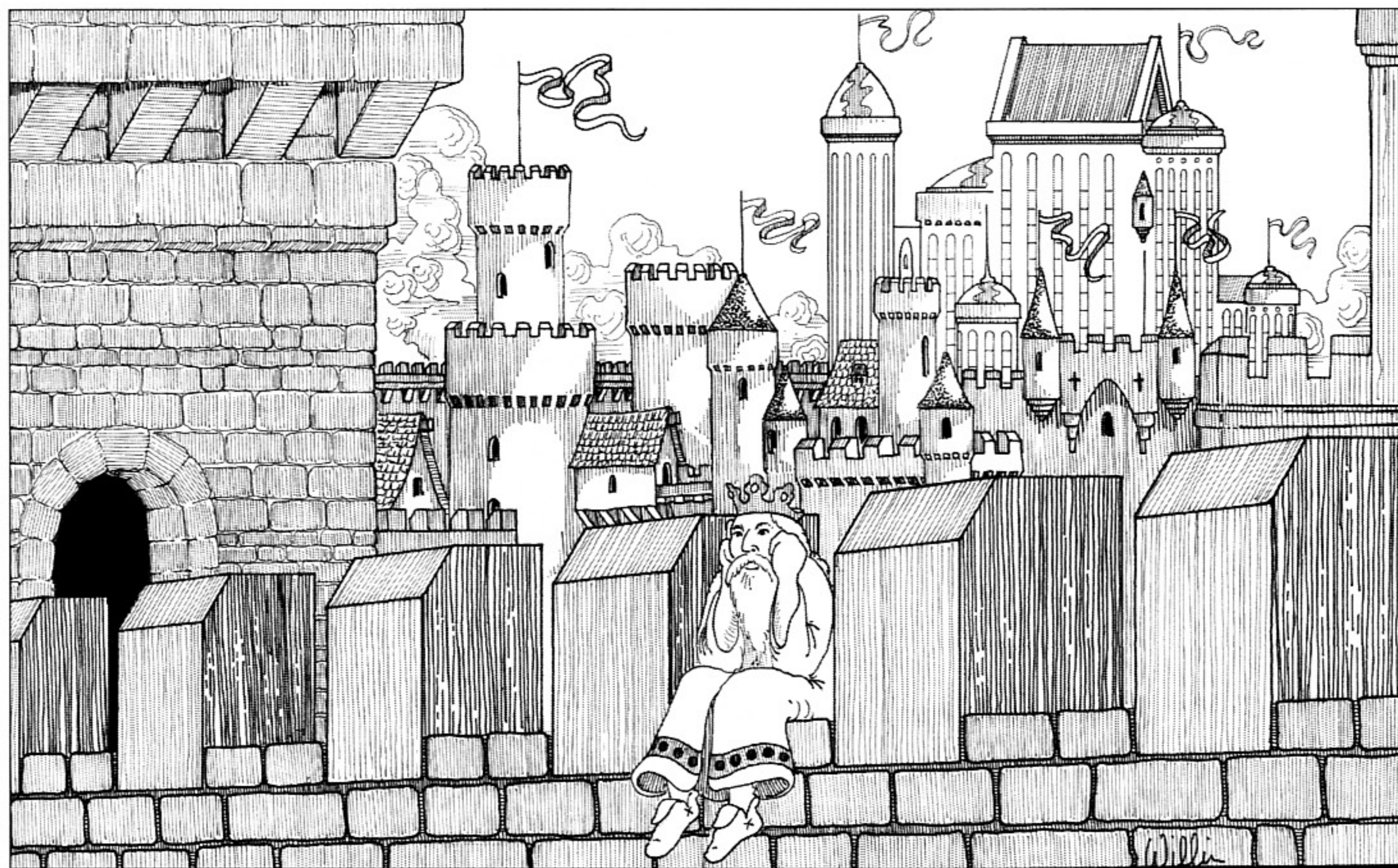
Whitewall

Fortress, capital of Volsaxiland (C6)

Source: *Saga of the New Good Land*.

Whitewall is an ancient fortress that never became a proper city. It sits atop a high plateau of white stone, which the builders used to make the city's walls. The early Hendreiki kings lived there, but their descendants moved away because of its difficult access. Centuries later High King Hardrard the Green took up residence again to resist the Pharaoh and the king of Heortland, and afterwards the high kings of the Volsaxar ruled from there.

Whitewall was the last stronghold of Orlanth. The Empire, determined to depose high king Broyan of the Volsaxi, besieged it with soldiers and magic, discipline and ferocity. Ultimately, the dreaded Crimson Bat settled upon its walls. Its defenders, forewarned, had fled, but even so on the Windsday of Death Week in Dark Season 1621, Whitewall fell—and the Great Darkness descended on the world again.



A Wild Temple Ceremony

We knew that they were preparing a great summoning at their prehistoric stone ring in the wilds, and so Prince Argrath sought to disrupt them at any cost. With a flush of victory and the confidence of pride, we set forth at his word.

Yaramio Karsteno led his tribe of Wasp Riders, and I led the other flyers. I placed Redwing in charge of gargoyles and led the oddities myself. As we approached in the starlight, I could see the amassed hordes already engaged in their primitive rite. Their numbers were uncountable as they spread out among the miles of stones. They had formed lines and circles about the center, and danced to a crude and persistent drumming that seemed to echo off of the heavens. With a shock of recognition, I saw that they formed the pattern of a great spiderweb.

A host of dark figures launched themselves upward, as if by unheard signal, but no holes showed in the web. The wasps dropped towards them, riders' arrows hissing and flaming in the night, and forms crashed into the surging formation below.

I saw a huge beast, perhaps an elephant drawn down from the ice or a small quakebeast. It was lurching stupidly among the formation as if drunk. When it struck the dancing lines of beast-men they would all run together into a knot about the beast. This sent it lurching away again, leaving a litter of broken life behind, only to stumble into another line farther onward. I saw that where the wasps fell the weblings broke, and the dancers gorged themselves on the remains in a brief and rabid feast.

Three wyrms broke through, with some harpies close after, winging upward. I thought they all smiled. Redwing led his gargoyles in a dive. Two wyrms fell, and we lost two flyers in killing the third. Redwing, alone, joined me again.

Then we saw the cloud. It was a black empty mist, big as a bireme, moving among the lines of the dancing web. It passed the ecstatic beast-men without harming them. I saw its movements, stalking the tired animal I had seen before. I now saw that what I had thought an elephant was in fact a huge wolf! An uncanny and unnatural beast foreign to my world since Godtime. Its coat was matted with blood and its tongue lolled from its mouth. Parts of beast-men hung from its dry tongue.

As I watched that mammoth wolf stagger about, it seemed that the black cloud had legs which carried it swiftly upon the net towards its prey. The wolf stumbled, as if blindly, into another weave of dancers. They seized it; some drew weapons; some carried wasp parts. The wolf dropped to one knee, then two, always laying about with steel jaws that killed five at a time. More beast-men piled on, kicking and biting, and I saw a duck drive a thornstick into the wolf's eye. The spider rushed forward towards it at a great speed.

"Run, Boss," said Redwing, and popped from sight. I ordered Proudwing to climb for life. Wurm jaws snapped where we'd been. Proudwing kept dodging, and I directed him to flee westward, towards the Grazelands, since it seemed safest, and the last pursuer turned back at Gulder's Hill.

White River

Tributary of The Stream (D4)

Source: *Where Our Gods Tread*.

The Stream's loyal lieutenant was busily cutting off Quivin's Stead when his master called him to help save Engizi, and he responded faster than anyone else. This formed the White River, which flows off of Wild Mountain through a series of gorges and over several cascades, before plunging into Kjar-tan's Pool at Three-Leap Falls. It gets its name both from the chalky look of its waters and from the white-capped waves in the cascades. It is widely considered to have the best salmon and trout fishing in Sartar, so the folk along its banks brave its turbulence and fish it heavily.

Wild Mountain

Peak in the Quivini Mountains (D4)

Source: *Where Our Gods Tread*.

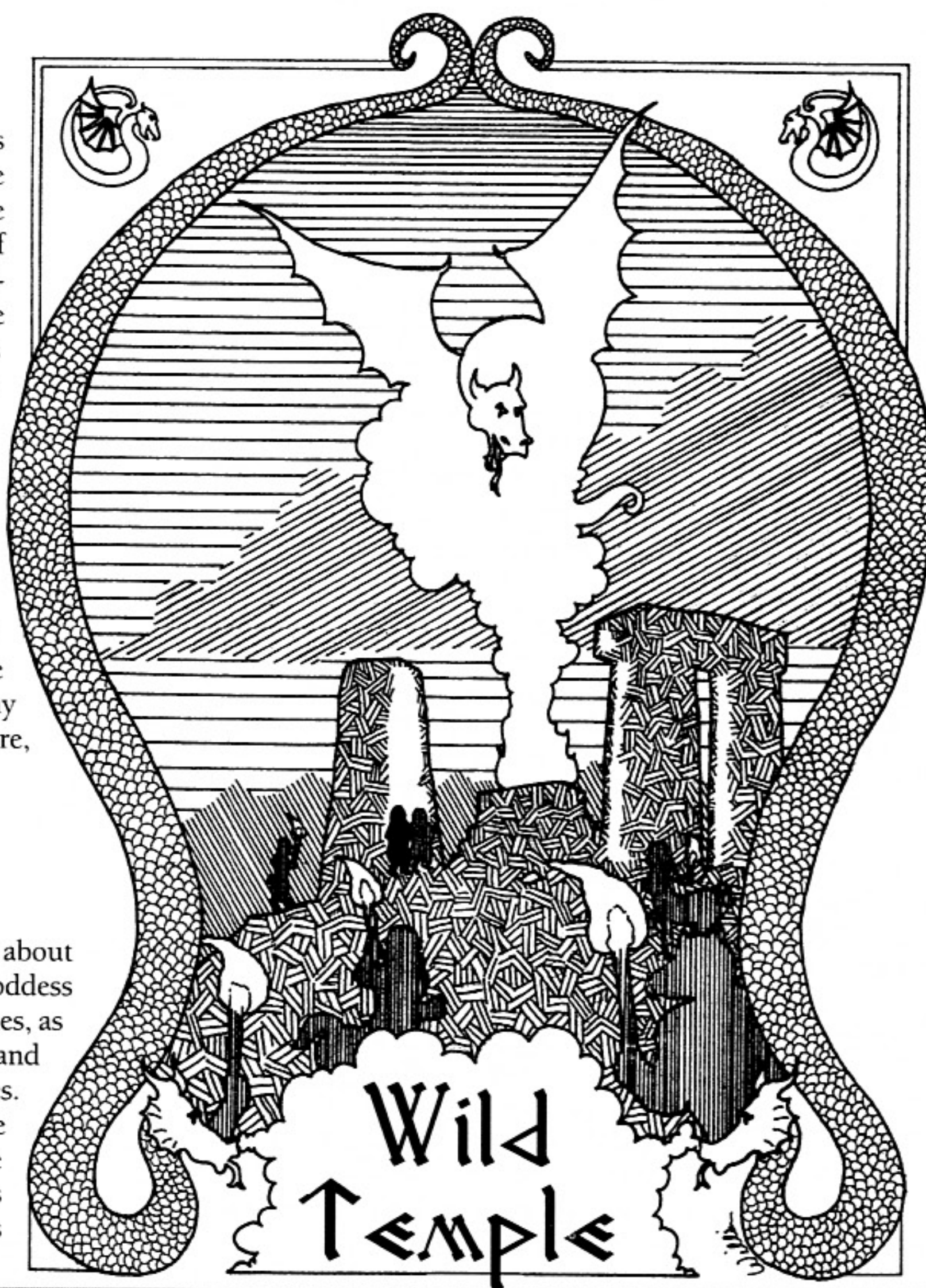
Wild Mountain is steep and conical. It thrusts up abruptly from the surrounding hills, and is almost separate from the other Quivini peaks. Nothing grows on its sides, but a tiny forest perches atop its peak. Yinkin's son Gavren hid there, and it is sacred to him.

Wild Temple

Vast field of standing stones in Beast Valley (A4)

Source: *Majestic Spirits of Dragon Pass*.

A veritable forest of standing stones covers an area of land about five miles across and forms a temple to Arachne Solara, Goddess of Nature. Within the outermost circle are several smaller ones, as well as a few small groups of stones. The entire area is wild and overgrown, and great, ancient woods crowd it from two sides. There is no care or kempt to it, for none who worship there find that a hindrance, and none that are worshipped there care. Thus, at any given time one can find piles of bones here, a mastodon skeleton there, and many smashed skulls of animals and human beings all around.



Wilmskirk

Sartarite city in Chormsland (D4)

Source: *Resettlement Sagas*.

Wilmskirk sits on a ridge above the Chorms River, overlooking the surrounding farmlands. The first of Sartar's marvelous cities, it still shows its heritage. Wilms was one of the companions who entered Dragon Pass with Sartar. A great craftsman and builder, he designed the city around an open-air temple to Orlanth. The people still revere Wilms as the wyter, and folk throughout Sartar respect him as a patron of artists and craftspeople.

This small city of 1,500 centers on an array of temples along the peak of the ridge, with the Harst market at the north end and the Silver-Tongue market at the south. The Locaem and Kultain tribes were winning the war the city was built to end, and they received quarters along the river side of the ridge. The Balmyr and Sambari, who were losing, have quarters along the inland edge. Lunar officials have taken over the Kultain section since they dismantled that tribe, and people call it the "Red Quarter" now. The slave trade has grown so large that a new "thrall market" of slave pens lies between the Sambari and Red quarters.

Wintertop Fort

Highland town of the Great Mountain (B3)

Source: *The Secret Kingdom of Arim*.

Wintertop Fort is the highest settlement upon the great steep approaches to Kero Fin Mountain. It is a small town ready to rent its sons as porters, climbers, and haulers to anyone who brings tobacco, foodstuffs, or certain candles and bells that they like. Wintertop is also the Tarsh Exiles' main market, where they trade the produce of their alpine valley to the clans who live on the bleaker mountain slopes. The population swells to a thousand in Earth Season when the market is thronged with clan folk trading sheep, plunder, and thralls for the necessities of winter survival.

Wintertop Vale runs from Wintertop Fort to Hendarstead, a sacred valley where the Heortlings once lived and farmed. Only here does Esrola's sweet influence bring forth the earth's bounty

for the people of the mountains. Defended and hidden by forbidding mountains, it is the breadbasket of the rebel tribes. The Vale is home to the Hendarli, the tribe of Illaro Blacktooth, founder of the current Tarshite dynasty. Members of the tribes brew strong, long-lasting beer from winter-grown hops. Hendar beer is cold (unlike most Sartarite beer, which is warm), refreshing, and restores morale. It also gives the valley its other name: Lager Vale. The Vale is bitterly cold in Dark and Storm seasons, as winter slides down the slopes and pools in the valley bottom. Often the thaw does not come until Sword Day, late in Sea Season.

Wintertop Fort crowns a steep hill that overlooks the vale below. Walls formed from cyclopean stone blocks defend the fort from the valley, and the waters of a glimmering cold tarn guard its back. The inhabitants say that they and their ancestors have lived here since the Dawn, and claim to know nothing of the Dragon-kill. Arim's Second-hand Man said that he got their loyalty for the Reluctant King.

Wolf Ridges

Hills granted to the Telmori by Sartar (E3)

See also *Dogbone Hills, Stagland, Torkan Vale*.

Source: *Composite History of Dragon Pass*.

The Telmori arrived in Sartar in 1460, pushing the Torkani north. The Culbrea, Maboder, and Cinsina tribes also suffered, and all local herdsmen fled from the wolves. Hauberk Jon of the Malani led the Heortling resistance, leading a raid and killing the Telmori human pack leader, his family, and his household. In 1480, Sartar made peace between the humans and the Telmori and set the boundaries which all were to keep from that day forth.

The Wolf Ridges became the new home of the Telmori, and are sacred to them. The hills are grassy, but wooded draws and copses characterize the vales between them. The Telmori often violated the borders by hunting in Stagland, but never again took humans or livestock from other tribes. With the Lunar conquest fifteen years ago, the tribes ignored Sartar's pact and encroached on the ridges. The Telmori reacted by annihilating the Maboder.

Sartar's Cities

Sartar's Five Cities are Wilmskirk, Jonstown, Swenstown, Boldhome, and Duck Point. They differ in character but, except for Boldhome, all follow a similar pattern. The magically erected stone walls are 20' high, topped by battlements. Several gates pierce the walls, each defended by a two-towered gatehouse. The shorter tower stands 30' high, the taller 100', with a parapet running between them. The 20' high gates are of thick oak reinforced with bronze, and are wide enough to allow two carts to pass one another. When the gates close at dusk or in times of danger, a postern gate allows access. Small towers defend long stretches of the perimeter wall between the gates.

Inside each gate is a courtyard with a public well, where merchants hawk their wares, people gather, and townsfolk gossip and watch those coming and going. Each city has three distinct marketplaces: one for food and clothes, one for livestock, and one for goods. Quarters divide each city, usually along tribal lines, with streets crowded with the shops.

Sartar's cities contain extremes: open land between steads where crops grow and animals graze, then cramped streets where people live side by side with strangers, not kin, and use coins for purchases. Buildings are usually of wood; the cities have skilled masons, but stone houses are expensive, so only about a quarter of the buildings are stone. Timber houses resemble stead houses in the rural hills: single-storied buildings 12' to 20' wide and 30' to 50' long, with a beaten earth floor, stone hearth, walls of wattle

and daub, and a shingled roof; most have cellars and loft spaces. Furniture is sparse: table, chests, some stools, and a raised earth platform for sleeping. For craftsmen the house is also a shop, but householders often work and trade outside where the light is better. Stone houses are usually square, 40'-50' on a side, two-storied, with fireplaces and chimney. Downstairs is a shop, public room, or servant's quarters, upstairs are private rooms. Many houses have small vegetable plots.

An Orlanthi-style City Ring governs the city, its members appointed from among leading citizens and the tribes of the confederation. The City Ring levies taxes, controls the distribution of food, and keeps the peace with the aid of a small police force headed by a constable. A mayor heads the council, elected every five years by the citizens from among the city ring members. Citizenship is like clan membership, judged by Heort's laws of society. It extends to all those who own land they live on, pay taxes, obey the mayor, and aid in the town's defense. A citizen has the right to speak at the city moot, receive food from common stores, and become a guild master.

Guilds are unions of people sharing a similar occupation. For city folk, they substitute for the extended kinship bonds in a clan, providing status, mutual aid, and protection.

The Lunars have settled in Sartar's cities now, bringing with them strange laws and foreign customs. Despite this, refugees flock to the cities, seeking work or at least food. The population of beggars has thus grown, and crime is a burgeoning problem.

Woods of the Dead

Woods in the Far Place (E2)

Source: *Composite History of Dragon Pass*.

Ghouls and other undead haunt these forested hills of the deep gors. Evil King Brangbane of the Dinacoli and his followers hid here in 1501 after Sartar outlawed him and cursed him to eat only the dead. Unrepentant, Brangbane continued his foul and murderous ways. In the depths of the Woods, the king sought to forge a new tribe in mockery of Sartar's true magic. He performed foul magic, and became the King of Ghouls. Avenging ghosts of those he had unjustly slain found him, and to this day pursue him through the Woods and beyond.

The undead fyrdmen of the Ghoul King still raid the steads and tulas of their former tribesfolk, and occasionally strike north into the Hidden Valley. The Sword Hill Humakt temple has sworn to eradicate the tormented ghoul and all who follow him.

Wyrmgghost Ruins

Ruined villa deep in the Dogbone Hills (E3)

Source: *Jonstown Compendium*.

This well-preserved ruins remains from the EWF era. The Provincial Overseer has sponsored several expeditions to dig at the site, but the dragon-headed ghosts stalking the grounds drive the investigators away each time. Telmori haunt the forests around it, but both they and the Torkani avoid the site.

Zatarn Lake

Lake at the headwaters of the Marzeel River (D5)

Source: *Jonstown Compendium*.

Zatarn is holy to the Kitori, for at the bottom of this dark lake is an opening to the River Styx. Monsters occasionally emerge from its depths, making fishing upon it an adventure.

Zedar Hill

Hill of black ruins on the Shadow Plateau (A7)

Source: *Saga of the New Good Land*.

Once the vibrant headquarters of the Only Old One's defensive force under his loyal sentinel Machamab, powerful magic blasted this place during the battle with the Pharaoh. Its glistening black forts, shining roadways, and great walls are now mostly in ruins. Remnants of the Argan Argar army still maintain it as best they can. They continue to rebuild their forces, keeping them ready, for they know the day will come when the Only Old One returns.

Zoo

EWF ruins in Beast Valley (A5)

Source: *The Argrath Book*.

Known during the EWF as the Stitched Zoo, this ruin lies near the southern gate of Voss Varainu. The Remakers carried out macabre experiments here during the EWF to create new types of beings. Many living beast-men recall their origins in this hideous place, which they now shun and curse.

Yinkin Hills

Hills in Beast Valley (A5)

Source: *Where Our Gods Tread*.

Orlanthi remember these hills as a place where Yinkin taught humans to survive in the Darkness. Somewhere in these hills is the trysting place where Yinkin lay with Velhara, Lady of the Wild, and sired Gavren the Lurker. It is one of the most famous "litter sites"; Gavren returned here many times to father litters on various earth goddesses.

Yinkin's Rest

Hill by the East Bush Range (B3)

Source: *Where Our Gods Tread*.

A hiding place (whether from danger or just to have a quiet nap) for alynxes and their worshippers. It is too bad that no one else is ever let into those fine, restful places.

The Crimson Bat at Boldhome

"The Crimson Bat lifted slowly from Runegate and soared towards Boldhome to repeat its horrifying meal. When a dragon appeared, the defenders were disheartened, but the monster instead attacked the Crimson Bat.

Both monsters were destroyed."

—The Composite History of Dragon Pass





SOURCES

Several Gloranthan sources have contributed to the entries in this gazetteer.

The Argrath Book

A collection of texts purporting to answer the question “Who was Argrath?” Unearthed in the Enxender Library, it was compiled primarily from materials written after the events described. This gives a degree of objectivity at the cost of a certain inaccuracy.

Composite History of Dragon Pass

Although seemingly a single, unbroken, analytic narrative, this is actually a patchwork of contemporary accounts from a variety of authors. It tells the history of the peoples of Dragon Pass, leading up to the events in the early Hero Wars.

History of the Heortling Peoples

Twelve books compiled both from traditional epics and stories and from fragments of materials contained in poetic kennings and triads, this ambitious work purports to be the history of the Heortling people. The author, Kulbrast the Bold, rarely set foot outside the Nochet temple of Lhankor Mhy; much of his scholarship was dubious, and huge sections of the material are apocryphal. The source quoted here actually consisted originally of 24 books. Books XIII–XXIV, which complete Kulbrast’s work and include prophecies for the end of the Third Age, have long been lost.

Jalk’s Book

A late collection of facts about the Orlanthi of Dragon Pass. It includes Amstalli the Old’s “Colymar Book,” source of most information on that tribe, and the famous but unattributed “Report on the Orlanthi.”

Jonstown Compendium

An often miserable collection of facts, factoids, fiction, and fun from the gossips and wise of the kingdom. Nonetheless, it often contains gems of fact and curiosity.

Jonstown Triads

Jonstown is the site of a huge repository of written knowledge, including the *Jonstown Triads*. In abbreviated form, it records about four hundred stories, hidden (in parts) within the triads. Scholars can sort through them and access a myth, but most people know only the titles and examples given.

Majestic Spirits of Dragon Pass

A collection of poems recounting the places in Dragon Pass where spirits dwell. It is largely based on Grazer chants, overlaid by kolati drum-songs. It is infamous for its internal contradictions, redundant repetition, and confusing use of multiple names for the same entity. Nonetheless, it is the most comprehensive guide to the spirit landscape of the region.

Orlanthi Mythology

Not a collected source, but a general reference to the myths of the Heortling peoples of Dragon Pass. These are largely oral, but constant retelling, story-sharing among tribes, and the activities of Lhankor Mhy sages result in a surprisingly high level of consistency among tribes.

The Resettlement Sagas

A document that records the legends and history of the earliest Heortlings who moved back into Dragon Pass after the Inhuman Occupation. It covers the period from approximately 1300 (when Colymar sneaked into the pass with his clan) to 1374 (the time of the last successful migration, of the Vidalings).

Saga of the New Good Land

This is the official account of how Belintar became Pharaoh. It was written by scholars working for the Pharaoh and promulgated by his Chamber of Correct Instruction. Shorn of its obvious and often crude propaganda, it offers a comprehensive survey of the places, wonders, and key historical events of the Pharaoh’s Holy Country.

The Secret Kingdom of Arim

This work tells the tale of the earliest Tarshite settlers who came into Dragon Pass from the north after the Inhuman Occupation. Parts were used in the *Composite History of Dragon Pass*.

Silverquill Parchments

A disparate collection of Far Place facts and ephemera, now kept in the Dark Tower by the Pond, outside modern Alda-chur. The author is reputed to be the librarian Silverquill, Wild Sage of the Duckwoods. The core documents of the collection have been dated to immediately before the Fimbulwinter of 1621-1622.

Star Javelin Journeys

The story of the Alakoring clans of Saird who followed Arim the Pauper into Tarsh and the Far Place. It was pieced together by the Vanchite exile Urivel Dog-of-the-Morning both as a tribute to his patron, Millivich of Derfik, and also as a political ode to Sairdic claims of rightful authority over northern Dragon Pass.

Taroskarla

The founding saga of the Far Place, detailing the long journey of Taros the Ridgeleaper and the Far Walkers, along with their kin-strife, many battles, and struggle to survive in a strange land.

Where Our Gods Tread

List of holy places where the gods (carefully avoiding any heroes) were worshipped in the time of compilation. Six versions exist; the one used here, the so-called Pagappos List, is generally considered the most accurate.



GLOSSARY

In this section, we briefly describe some of the important peoples, individuals, and entities of Dragon Pass. However, space limits us from including everyone mentioned in the text. Thus, many have been omitted, either because they are fully detailed within the text or because the information is available elsewhere, notably *HeroQuest*, *HeroQuest Voices*, *Thunder Rebels*, and *Storm Tribe*. If you want to know more about something or someone mentioned in *Dragon Pass*, check the indices of those books for additional references.

Words in **boldface** type indicate other glossary entries.

Alakoring Dragonbreaker: A hero who saved the Heortlings from the **Empire of the Wyrms Friends** at the end of the Imperial Age. He reformed their laws so that priests could not lead them astray again. In his honor the Heortling peoples north of Dragon Pass call themselves Alakorings.

animal nomads: The nomadic peoples of **Prax** and the Wastes east of Dragon Pass.

Aramites: Tribe of trollish humans who ride on giant boars. They worship in the Cult of the Bloody Tusk (which demands bloody sacrifices) and hire themselves out as mercenaries to those willing to pay their dreadful blood price.

Aram-ya-Udram: Hero who led his people, the **Aramites**, through the Darkness and the early Dawn Age. The Heortlings chose him to be their representative on the **Unity Council**, even though he was not one of them.

Argan Argar: Troll god of trade, communication, and surface darkness. Worshipped by some humans as Argar Argan.

Arim the Pauper: Founder of modern Tarsh.

Arkat: Dawn Age hero and anti-hero, dedicated enemy of the **Bright Empire**. He was the main opponent of **Nysalor** (whom he called **Gbaji**), and led a 75-year war against him. He allied with, and then betrayed, many peoples in his campaign.

Aroka: The Blue Dragon that captured the waters. Aroka caused a terrible drought, defeating several deities until Orlanth killed him and freed the rain god Heler from the dragon's belly. Orlanth sent the remnant of the dragon north as the Oslir River.

Bagdalch: The Spirit Crow or Blood Crow, imprisoned in Crow Top during the Gods War. Derreva summoned him during the **Corvid War**.

beast-men: Half-human, half-beast inhabitants of Beast Valley, including centaurs, minotaurs, fox-women, and stranger types.

Belintar: The Stranger who swam ashore in **Kethaela** and became the living god called **Pharaoh**. He conquered the Six Lands with strange magic, slew the **Only Old One**, and instituted the contest of the Masters of Luck and Death to provide himself with a constant source of new bodies.

Berennethelli: Leading tribe of the Dawn Age Heortlings, descendants of Berenneth the Rider and Redaylde Vingkottdottar. They were conquered, hunted down, enslaved, and destroyed; **Harmast Barefoot** was the last survivor.

Blackmor: King of the Colymar Tribe, Blackmor is a convert to the Lunar religion and a supporter of the Empire. He ruthlessly purged the tribe of supporters of the old king, Leika Orlkensordotter, who now serves King **Broyan**.

Bran: Called "Great-Bearded Bran," this formidable warrior of the **Vingkotlings** is buried at Famegrave.

Brangbane: A king of the Dinacoli who gained magic power by making soup from the fingers of girls. Cursed by King Sartar to find real food repulsive, Brangbane turned to eating the dead and is still King of Ghouls in Sartar.

Bright Empire: Dawn Age empire, centered north of Dragon Pass, that worshipped the new god Nysalor.

Broken Council: A modern name for the **High Council of Genertela** that oversaw the **Bright Empire** at the end of the Dawn Age. It was "broken" in 365 when the trolls, Heortlings, and dragonewts left it.

Broyan: High King of the Volsaxar Confederation, who resisted the Empire in Whitewall and still foments rebellion.

Bush Rangers: Recent settlers of the Bush Range, which was devastated by the Empire after the Battle of Grizzly Peak. Most are Lunar provincials, exiled here or granted land for service. Some are bandits, outlaws, and rebels.

Colymar: The first Heortling to enter Dragon Pass after the Dragonkill, who founded the Colymar Tribe.

Corvid War: Derreva the Clever freed **Bagdalch** and sent murderous crows to drive her enemies from Killard Vale. Karvi Blackeye protected his followers by summoning **Ternveka** and his ravens. Killard, later king of the Kheldon Tribe, settled the conflict.

crannog: Stockaded village built on an artificial island in a lake or marsh.

Cragspider the Firewitch: A troll heroine with powers of darkness, fire, and spiderhood who also commands the Black Dragon. She sought to break the Trollkin Curse, but her efforts created the great trolls instead.

Dagori Inkarth: Ancient troll lands northeast of Dragon Pass, called Shadows Dance by humans.

Daysenerus: God of the Descending Power, a **Nysaloran** deity worshipped in the Dawn Age at the Sun Dome Temples.

Dendrog: A Vingkotling warrior in the Storm Age. His son was killed by the dragon **Shalanvar**, whom he slew in turn. He is worshipped now as a dragonslayer.

Derik Furman: A Dundelos tribesman who warred against the **animal nomads**. He slew their hero **Jaldon Goldtooth** at Jaldonkill and founded the **Poljoni** Tribe.

Doburdun: The Loyal Storm, a Pelorian god promoted by the Lunar Empire as an alternative to Orlanth.

dordarings: A species of **quakebeast** birthed by Maran in the Green Age, now extinct.

The Dwarf: Mostali leader of Dwarf Mine, more properly called Isidilian the Wise. He sometimes trades dwarf technology with other inhabitants of the Pass, for a price.

Empire of the Wyrms Friends (EWF, Wyrms Minds Collective): An Imperial Age empire whose citizens experimented with draconic knowledge and secrets.

Empty Gods: The Chaos gods, who entered the world to destroy it, thus causing the Great Darkness.

Ethilrist: Hero whose demon-riding Black Horse Troop serves the highest bidder as mercenaries. He was (illegally) granted lands west of Dragon Pass by the Red Emperor, and lives in his town of Muse Roost.

Etyries: Lunar goddess of merchants and trade.

EWF: Abbreviation for "**Empire of the Wyrms Friends**".

Exiles: Tarshites who still resist Imperial rule, clustered on the slopes of Kero Fin Mountain.

Ezkankekko: Troll name of the **Only Old One**.

Far Walkers: Settlers from the north of Dragon Pass who colonized the the Far Place, led by **Taros Ridgeleaper**.

fyrd: The (defensive) militia of a Heortling clan, consisting of most hale adults.

Garanvuli: One of the **Star Tribes** of the **Vingkotlings**, founded by Garan, the star lover of Serias. The tribe lived in the lands around the Syphon River.

gatorgaring: A species of **quakebeast** birthed by Maran in the Green Age, now extinct.

gazzam: Pelorian name for dinosaurs. See also **quakebeast**.

Gbaji: Western word meaning "Deceiver," applied by some people to **Nysalor**, by others to **Arkat**.

godi (fem. *gyrda*, pl. *godar*): A god-talker, a type of part-time Heortling priest. Most are devotees of their deity.

Gore and Gash: Twin troll heroes who led their tribe to **Dagori Inkarth** during the Darkness.

gors and gallt: The wild upland forest and marsh (respectively) of the Far Place region.

Gouger: God-pig of the **Aramites**, worshipped alongside the hero **Aram-ya-Udram** and a nameless darkness demon.

Greatway: Dwarf city of the Rockwood Mountains between Dragon Pass and Balazar.

Haliftoor: Third child of Illaro Blacktooth and **Sorana Tor**, he ruled Tarsh for four years before his nephew **Marof-dul** assassinated him.

Hard Earth: God who threw himself against **Korang the Slayer's** spear and shattered it, but was killed by his efforts. His body became the six peaks of the Black Dragon Mountains northwest of Skyfall Lake.

Harmast Barefoot: Famous hero of the Dawn Age. He was the first mortal to complete the Lightbringers' Quest, and so released Orlanth and saved the Heortling peoples.

Harvar Ironfist: Self-styled Duke of Alda-chur, who supports worship of **Yelmalio** and Doburdun and employs outlaws and Gagarthi. He has ruthlessly suppressed Orlanthi resistance to his Lunar-backed rule.

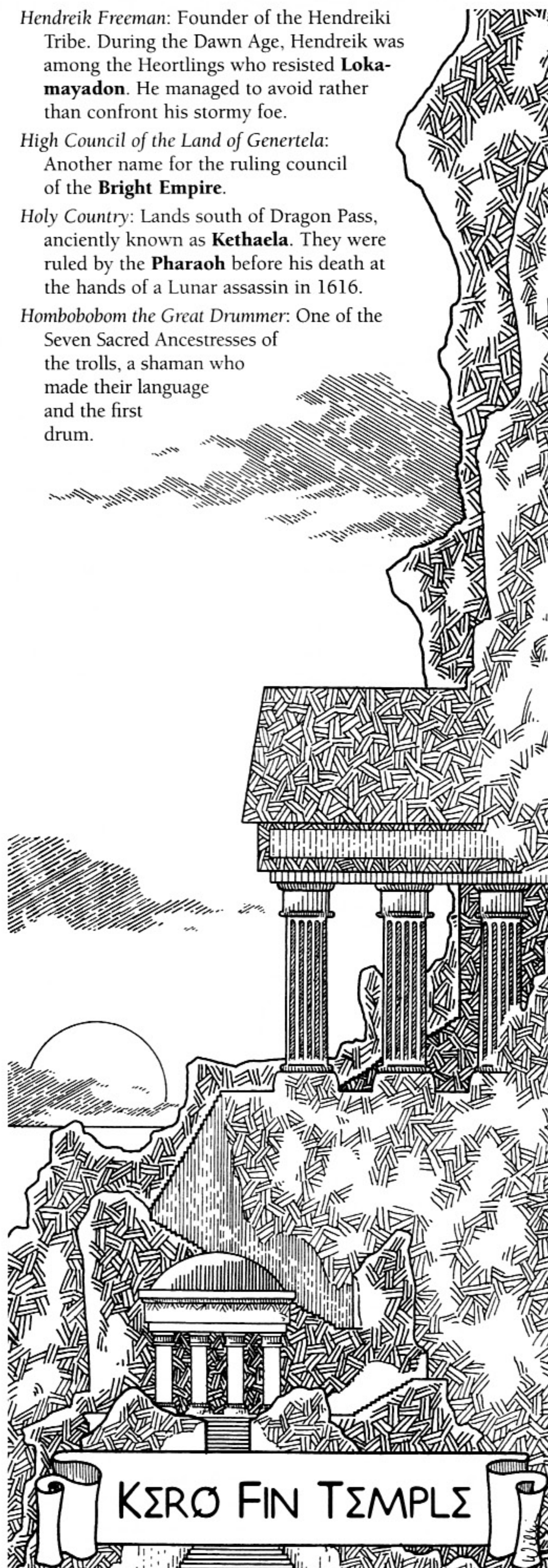
The greatest temple to Kero Fin in the land sits high up the mountain, the highest point normally reached by ordinary humans. Its austere elegance and worn stone betray its age, but its icy columns and broad granite frontage defiantly resist the elements.

Hendreik Freeman: Founder of the Hendreiki Tribe. During the Dawn Age, Hendreik was among the Heortlings who resisted **Lokamayadon**. He managed to avoid rather than confront his stormy foe.

High Council of the Land of Genertela: Another name for the ruling council of the **Bright Empire**.

Holy Country: Lands south of Dragon Pass, anciently known as **Kethaela**. They were ruled by the **Pharaoh** before his death at the hands of a Lunar assassin in 1616.

Hombobobom the Great Drummer: One of the Seven Sacred Ancestresses of the trolls, a shaman who made their language and the first drum.



HonEel: Lunar heroine called Third Inspiration of Moonson. She led the recovery and reunification of the Lunar Empire after the depredations of the Pentan nomads. She seduced the king of Tarsh and bore him an heir, and thus at last brought Tarsh into the Empire.

Hyalorings: Ancient people who once occupied **Saird** and were allies of the **Vingkotlings**. Some Heortlings (descendants of the **Berennethelli**) claim them as ancestors, and the Grazers acknowledge kinship as well.

Illaro Blacktooth: First Tarshite king of the current dynasty, he restored the kingdom after the civil war that followed the end of the **Twins Dynasty**. His line was taken over when his great-grandson Pyjeemsab was seduced by **HonEel**.

Inhuman Occupation: Period after the Dragonkill when humans were forbidden from entering Dragon Pass and so non-humans like the **beast-men** dominated the land.

Ironhoof: A centaur hero, chief of the beast-men during the **Inhuman Occupation** and first modern being to earn the title **King** of Dragon Pass. Ironhoof recently reappeared to lead his people after being gone for centuries.

Jaldon Goldtooth: Praxian hero who unrelentingly harried the **EWf**, then returned in the time of **Derik Furman**. The **animal nomads** still know magic to summon him from his grave to lead them in raiding Dragon Pass.

Jan Ironclad: A famous warrior of the **Garanvuli** Tribe.

Jarolar: The third prince of Sartar, grandson of King Sartar.

Kallyr Starbrow: Exiled queen of the Kheldon Tribe. She led a failed rebellion against the Empire in 1613, but still resists. She is allied with High King **Broyan**.

Kethaela: The Six Lands surrounding the Choralinthor Bay, south of Dragon Pass: fiery Caladraland, earthy Esrolia, the Shadow Plateau, stormy Heortland, atheistic God For-got, and the watery Rightarm Islands. Since the coming of **Belintar**, they have been known as the **Holy Country**.

king: Generic term for a lord mightier than a chieftain. In this work, it has three primary uses: the ruler of a tribe, the ruler of a foreign kingdom (such as Tarsh), and the sacral post of King of Dragon Pass (see page 69). Additionally, the princes of Sartar are often described as high kings.

Kitori: A mixed tribe of humans and trolls that lives in the Troll Woods, but which once occupied the Upper Marzeel valley and dominated the surrounding lands. They were defeated by **Tarkalor** and his Sun Dome allies.

Kodigvari: One of the **Summer Tribes**, founded by Kodig, who was High King at his father's funeral pyre. Once the royal tribe of the **Vingkotlings**, it was wiped out in the disastrous Sword and Helm War; the warriors' widows formed the Esrolians, among whom women still rule.

Kolat: Great spirit of wind and storm. His followers are rare among the Heortlings, for they are shamans and spiritists.

Korang the Slayer: A brutal Chaos god who bore a spear that roared as it sucked the life from its victims. He killed a dozen gods, but then **Hard Earth** broke his spear and Engizi the **Skyriver Titan** drowned him.

Koroltes: One of the Summer Tribes of the **Vingkotlings**, which lived in what is now the Grazelands, south of the site of the Battle of Night and Day. It was founded by the descendants of Korol Kandoros, renowned for his knowledge of the law.

Kostajor Wolf-champion: Chieftain of the **Telmori**. He served the House of Sartar well in his youth, saving two of their princes from death on the battlefield. His wolf-brother was killed by James Wulf, which greatly weakened him.

Larnsti: A magical brotherhood in Heortland that works to liberate the people.

Liornvuli: Liorn the Young married Deleen Kodigsdottir to form the Liornvuli, one of the **Star Tribes** of the **Vingkotlings**. They were called the "Island Tribe" of the Upper Oslir because they lived on Kordros Island.

Lokamayadon: A hero of the **Bright Empire**. He abandoned Orlanth in favor of Tarumath, the mystical High Storm, and waged a divine struggle against the old storm god, a conflict that he ultimately lost.

Malan: First king of the tribe that bears his name, Mad-Blood Malan bequeathed his descendants his warlike ways and foul temper. His daughter left to found a tribe of her own, the Lismelder.

Marofdul: Ninth king of Tarsh, who gained the throne by killing his uncle, **Halifitoor**, then later abdicated in favor of his own son. His grave is Marof's House, a small temple where he can be consulted for oracles.

Moot: Formal meeting of all adult members of a clan or tribe.

Nysalor: The "Perfect God" created at the end of the Dawn Age by mortals. His birth began a struggle that lasted for 75 years, until **Arkat** killed him and scattered his pieces across the world.

Only Old One: The son of Argan Argar and Esrola, who led the trolls of the region to many victories. Afterwards, he led the **Unity Council** into history and ruled **Kethaela** until the coming of **Belintar**, the **Pharaoh**. His worshippers say that he will rise again to lead them.

Orgorvaltes: One of the **Summer Tribes** of the **Vingkotlings**, which lived around the Quivini Mountains.

Orvantes: One of the **Star Tribes**, which lived around Vol-saxiland and the Stormwalk Mountains.

Palangio, the Iron Vrok: A general of the **Bright Empire**. The appearance of **Nysalor** at the Battle of Night and Day transformed Palangio, who became a powerful hero, even slaying **Arkat** in Ralios.

Pharaoh: A title of **Belintar** that means "living god." The Pharaoh was the sacred king of the **Holy Country**. He reincarnated in a new body each time he died until the last, when the Lunar heroine JarEel assassinated him.

Phoronestes: First Lunar king of Tarsh, son of **HonEel**.

Poljoni: Nomadic, horse-riding tribe of western **Prax** founded by **Derik Furman**. Most are of Sartarite descent, and the entire tribe is hated by the native **animal nomads**.

Prax: Relatively fertile part of the Wastes that borders Dragon Pass on the east, inhabited by the **animal nomads**.

Predark: Orlanthi word for Chaos.

Pure Horse People: Horse-riding nomads from Pent who settled in **Prax** during the Imperial Age, before being driven out by the **animal nomads**. They are now the Grazers.

quakebeast: Any of several huge creatures that shake the ground when they walk. Many are the children of Maran. People sometimes use the word "dinosaur" for them, but only some quakebeasts are actually dinosaurs, and only the largest dinosaurs are quakebeasts.

Quivini: The tribes that inhabit the lands around the Quivin Peaks. They originally included the Balmyr, Culbrea, Dun-dealos, Malani, and Torkani tribes, but was often used by enemies to refer to the principality of Sartar itself. Now, the term usually refers to the Cinsina, Colymar, Culbrea, Kheldon, Locaem, and Sambari tribes, who actually live around the Quivini Mountains.

Red Moon: A celestial body visible from Dragon Pass night and day on the northern horizon. (Within the Glowline, it is visible in the upper sky.) It is the celestial body of Sedenya, the Red Goddess. Its phases follow a seven-day cycle, and affect the magic of all Lunar magicians.

Saird: An oft-contested region north of Tarsh that includes the Lunar Provinces of Aggar and Holay.

Salinarg: Seventh and last free ruler of Sartar, who died trying to defend Boldhome against the Lunar Empire.

Salvi the Good: Locaem Resettlement hero. Salvi led his followers north of the Crossline to reclaim the lands that had once belonged to his ancestor, Great Bearded **Bran**.

Saronil: The second ruler of Sartar, son of **King Sartar** and the Feathered Horse Queen.

Seravus the Enchanter: Enemy of the storm gods during the Gods War. He stole all the herd beasts, but the Thunder Brothers won them back, killing him in the process.

Shadow Empire: A name for the Kingdom of Night set up in **Kethaela** and Dragon Pass by **Arkat** after he slew **Gbaji**. He placed the Heortlings of Dragon Pass under the rule of the **Only Old One**, and they paid the Arkat Tax to their overlord for many years.

Shalanvar: Lord Ice Dragon, a fragment of the First Dragon, which lived atop frozen Shalanvar Peak. Shalanvar was slain by the hero **Dendrog**.

Sh'hakarzeel: The cosmic dragon, called Mover of Heavens and Father and Mother of Dragons. It was slain by Orlanth, and its head now decorates the mobile constellation Orlanth's Ring.

Skyriver Titan: A name for Engizi, the god of The River, who leapt from the Sky to attack **Korang the Slayer**. He received a wound that still gushes forth blood into Skyfall Lake, but with the aid of The Creek and The Stream he washed Chaos away.

Sorana Tor: Incarnation of Ana Gor, Heortling goddess of human sacrifice and death. **Arim the Pauper** married her, and so became **King** of Dragon Pass.

Star Tribes: Tribes formed from the remnants of **Vingkotling** tribes shattered at or after Stormfall, the battle where Vingkot himself died. They include the **Garanvuli**, **Liornvuli**, **Orvantes**, and **Stravuli** tribes.

stead: A Heortling farm.

Stravuli: One of the **Star Tribes** of the **Vingkotlings**, founded by Stravul the Lean. Its members lived around the Upper Oslir, the Dragonspine, and Grizzly Peak.

Summer Tribes: With his Summer Wife, Vingkot had three sons and two daughters: Kodig the King, Hengall Second Son, Vestene (who married Goralf Brown), Korol Kandoros, and Orgorvale (who married Ulanin the Rider). Their descendants were the Summer Tribes: the **Kodigvari** of Esrolia, the **Vestantes** of southern Aggar, the **Koroltes** of the Grazelands, and the **Orgorvaltes** of Quiviniland.

Tarkalor: Fifth ruler of Sartar, grandson of King Sartar. He became **King** of Dragon Pass, and later died fighting the Lunar Empire at the Battle of Grizzly Peak.

Taros Ridgeleaper: Leader of the Far Walkers who colonized the Far Place region during the Resettlement.

Telmori: Tribe of wolf-worshipping humans.

Temertain: The current (uncrowned) prince of Sartar, a Lunar puppet more interested in obscure scholarship than governance. He has dreams of becoming the "Philosopher King" of legend, but is despised even by many Lunar supporters.

Terasarin: Sixth ruler of Sartar, who added Alda-chur and the Far Place to the kingdom by marrying off one of his sons to the queen of the most powerful tribe of the region.

Ternveka: The White Raven, who roosts on Raven Peak in the Quivini Mountains. During the **Corvid War**, he came to drive off **Bagdalch** and his evil spirit crows.

thane: An appointed nobleman.

thrall: A Heortling slave.

Tol: A name of Yinkin in stories of his erotic adventures. Orlanth often appears in these tales under the name of Tat, giving rise to the sequence of "Tales of Tat and Tol."

Torkan: The second leader to bring his people into Dragon Pass from the **Holy Country**. He became the founder of the Torkani Tribe, which is friendly to trolls and even worships troll deities, such as Argar Argan.

tula: The lands claimed by a clan or tribe.

Twins Dynasty: Ruling house of Tarsh formed by the children of Arim and **Sorana Tor**, **Varstapoor** and **Vestenbora**, the Tarsh Twins who destroyed the Lunar army at the Battle of Falling Hills.

Unity Council: Darkness era and Dawn Age council of all races that governed Dragon Pass and the surrounding lands, sometimes called the First Council.

Vargast Redhand: Dawn Age Heortling hero who resisted **Lokamayadon's** prohibition on Orlanth worship. He formed the Clan of the Verge, ended Lokamayadon's existence, and was slain by **Palangio** the Iron Vrok.

Varstapoor: First king of the **Twins Dynasty** of Tarsh. He was frail and pretty, but was unanimously elected king of the Tarsh Tribe when his father died.

vendref: The slaves of the Grazers, many of whom originally came from among the Heortlings and Alakorings.

Vestenbora: First queen of the **Twins Dynasty** of Tarsh. She was big and forward, and while still a girl became the first high priestess of the Shaker Temple after it was reopened by **Arim the Pauper**.

Vingkotlings: Descendants of Vingkot, the **Summer Tribes** and **Winter Tribes** who are the ancestors of all Heortlings.

Wanderers: Migrants who left the Grazelands to form new clans and tribes in the reign of Josadarin the Stallion.

wind children: Winged descendants of humans and air spirits, who call themselves *nar sylla*. They are simple hunters, but have a natural magic ability to control wind spirits.

Winter Tribes: With his Winter Wife, Vingkot had two sons and three daughters: Penene (who married Kastwall Five), Janard "Lastralgor," the twins Infithe (who married Por-scriptor the Cannibal) and Jorganos Archer, and Redaylde (who married Berenneth the Rider). Their descendants were the Winter Tribes: the Penentelli of northern Aggar, the Lastralgortelli of the Oslir Valley, the Infithetelli of northern Tarsh, the Jorganostelli of the Upper Oslir, and the **Berennethelli** of Upper Saird.

Wyrms Minds Collective: Another name for the **Empire of the Wyrms Friends**.

wyter: A daimon or lesser god who protects a clan, tribe, or other community. In *HeroQuest*, it acts as a guardian.

Yelmadio: God of the Sun in the Hills, Preserver of the Light, worshipped in the Sun Dome Temples.

Zarran War: A war between the Malani and Colymar tribes for control of the Arfritha Vale.



APPENDIX

Kings of Dragon Pass

Sources: *Composite History of Dragon Pass*, *Jonstown Compendium*.

The King of Dragon Pass is the sacred consort of the Earth Goddess. It is a position of much magical significance. The King must recognize the inherent sovereignty of the land for the Life-giving powers of Earth, and he must vow to protect the land from harm. Although the reasons are unclear, the Inhuman King of the dragonewts recognizes any legitimate claim to kingship, and traditionally provides his warriors as mercenaries to the King.

In ancient times, sovereignty was bestowed by Kero Fin herself to her chosen one, the Beloved of Kero Fin: first Orlanth, her son; then Vingkot the High King; and later to a long line of mortals. Since the Resettlement, heroes have taken differing paths to become King. Rather than wooing Kero Fin directly, they have instead won the hand of a representative of the Goddess, usually a daughter. Ironhoof won the title by catching Velhara, Lady of the Wild. Yanasdro's married the "Horse Goddess." Arim married Sorana Tor, an incarnation of Ana Gor, at the Shaker Temple. Sartar, Tarkalor, and Moirades wed one of the Feathered Horse Queens of the Grazers by completing the sacred marriage contest.

The Sacred Kings

Ironhoof the Centaur: from 1120 to 1218.

Yanasdro's the Sun: 1260 to 1290.

Arim the Pauper: 1345 to 1370.

Sartar Bondmaker: 1492 to 1520.

Tarkalor Trollkiller: 1569 to 1582.

Moirades: 1579 to 1610.

The Tarsh King List

1. *Arim the Pauper*: 1340-1368.
2. *Varstapoor the Twin*: 1368-1375.
3. *Ovartien Twinson*: 1375-1395.
4. *Yarandros Charecrazy*: 1395 -1440.
5. *Orios Longarms*: 1440-1448.
Civil War
6. *Illaro Blacktooth*: 1455-1470.
7. *Tastinim*: 1470-1477.
8. *Halifitoor*: 1477-1481.
9. *Marofdul*: 1481-1487.
10. *Pyjeemsab*: 1487-1490.
Lunar Regency
11. *Phoronestes*: 1510-1535.
12. *Philigos*: 1535-1555.
13. *Palashee Longaxe*: 1538-1555.
14. *Phargentes Kingslayer*: 1555-1579.
15. *Moirades*: 1579-present.

The Princes of Sartar

1. *Sartar*: Crowned 1492, apotheosized 1520.
2. *Saronil, son of Sartar*: Crowned 1520, died 1550 rescuing his granddaughter.
3. *Jarolar, son of Saronil*: Crowned 1550, killed 1565 fighting Tarsh King Phargentes.
4. *Jarosar, son of Jarolar*: Crowned 1565, killed 1569 by Lunar spirits.
5. *Tarkalor, son of Saronil*: Crowned 1569, killed 1562 in battle.
6. *Terasarin, son of Tarkalor*: Crowned 1582, killed 1600 by a dinosaur.
7. *Salinarg, son of Korlaman, son of Eonistaran the Sage, son of Sartar*: crowned 1600, killed 1602 in battle.
Lunar Occupation: 1602 to present.
8. *Temertain, son of Jostisan of Karse, son of Markalor, son of Eonistaran the Sage*: Installed 1614 (never crowned).

The Household of Death

Following Salinarg's coronation, his two daughters and his 8-year old son, Harsaltar, stepped forward and took unbending vows and iron oaths to defend the kingdom. At Sartar's Temple, they invoked the aid of Humakt to gain heroic powers in trade for terrible geasa. Others, inspired by the ceremony, did likewise. They formed the Household of Death, sworn to defend Sartar to the death and beyond, into the Land of Death.

At the Battle of Boldhome, Harsaltar the Terrible met the Red Emperor in single combat and gave him a terrible wound. That could have won the day, except that the Emperor slid past Harsaltar's defenses and forced the boy to break a geas, which killed him. None of Salinarg's family survived, nor did a single member of the Household of Death. The Empire then hunted down and killed all known heirs. Everyone presumed that the House of Sartar was ended, until the discovery of Temertain in the Holy Country by Sartarite adventurers.

The Sartar High Council

In the tradition of Orlanthi kings, Sartar and his heirs did not rule alone but with the aid of a ring, called the Sartar High Council. Although there were usually thirteen positions on the ring, seven members were noted for holding pieces of the royal regalia for the prince. When the Empire sacked Boldhome the regalia was nowhere to be found, and none of the pieces has been recovered by the Empire. Thus, the puppet Temertain remains uncrowned.

Rebel leaders have attempted to reassemble the Ring of Sartar several times, always with only partial success. If they could assemble the entire Ring, it would be a powerful summons to restore the spirit of Sartar to the principality.



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Map Listing

This section lists all places that appear on all maps in the work. A letter-number combination (such as C1) indicates a location on the main map. A number alone indicates that page of the book. "BC" indicates the map on the back cover of the book. Note that variations in spelling and form are common on the maps, many of which are drawn from original Gloranthan sources.

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|---------------|-------------------|---|----------------|----------------------------|
| Mountain | Mountain Pass | Mountain Peak (Major mountains are represented by their rune) | Chaos | Large City (10,000-25,000) |
| Rough Hills | Escarpment | Point of Interest | Dwarf | Medium City (5,000-10,000) |
| Rolling Hills | Swamp | Sun Dome Temple | Dragonewt | Small City (1,000-5,000) |
| Lowlands | River | Reaching Moon Temple | Trolls | Town (<1,000) |
| Savannah | Seasonal River | Glowline | Sacred Site | Village (<500) |
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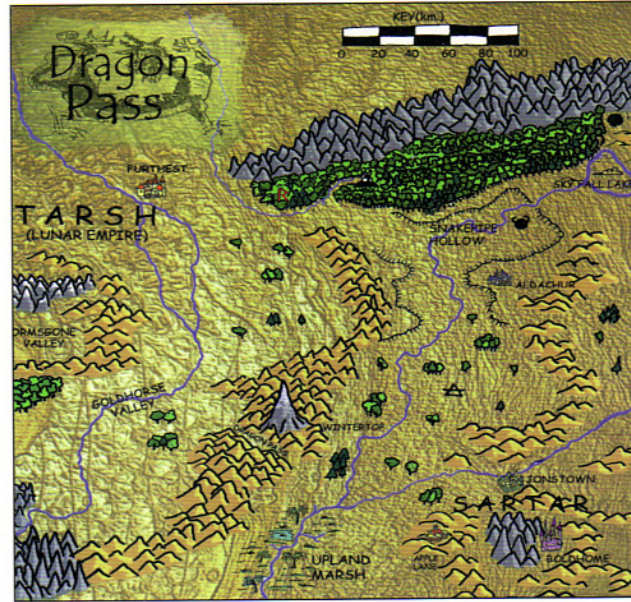
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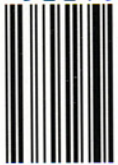
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