

Cultist Region

Your Majesty,

This windswept, almost treeless region, high cliffs bordering a rough rocky shore, rugged mountains to the east shielding the arid hinterland, is best known for the Cult of the Maenads of Eternity. They are regarded as dangerous, crazed, sadistic and very xenophobic – they even hate gnolls! Their ‘lair’ comprises a stepped pyramid, with various cult buildings, and a defensive tower. Rumours abound about the denizens of the below-ground structures which are definitely known to exist (from an escaped fellow tribesman of Okauyak). A ruined tower nearby bears the signature of their wrath – the dead still wail in the ruined halls.

The road from Isendathing to the ‘civilized’ city of Dunor runs just inland from the coast, passing from Mt Knupfiez in the north, to Bundiltz in the south. Along the way is a welcoming sight for travellers – the Silver Leg Inn – set in a hollow on the bleak moors of Aradmin. I believe they are also a front for a smuggling and human slavery gang, and a little cove at the mouth of the only stream on the moors is most likely their beach-head.

Further on towards Dunor City, a sorry sight of the fallen, broken and cast down monument of Lord Doggetage lies on the left – another triumph of the Okauyak Clan. And right where the road turn east are mysterious pillars of carved stone, representing a totally alien scenes – the Eternal Obelisks they are known as by others, or as we say, the Teeth of the Okauyaks.

The area east of the mountains, on the verge of the Berend Waste, is inhabited by two other gnoll sites, the Ingilik clan and the shaminic settlement of Eskitor, on the very edge of the tundra. They are not likely to offer much competition for raids on the coastal area though.

This finished my report, O King, and may our raiding be successful. Especially when that smuggler gang arrives again – then whoopee for the travellers in the Silver Leg Inn

Your most humble servant,

Gringroth Teeth Gnasher,

Chief Scout.