

Dead Forest: an area of living pine and dead deciduous trees. Abandoned villages and keeps, castles.

Basher Bay: salt water, fishing grounds and shipping area.

Castle of the Dead: A large castle, many skeletons and other undead.

Corridor of Doom: An open funneling space in the forest, full of pit traps.

Crying Pond: standing near this pond you can hear crying.

Destitute: a small village, the last survivors of this area lived here. Nothing is known of their fate.

Field of Death: Two broken keeps that tried to protect a small village.

Lake of Surprises: haunted and overflows with no warning.

Protection Keep: a broken keep

Sad Lake: a small lake, unknown depth.

Stalwart Keep: a keep of fighters who defended this area. The garrison is long gone.

The Haunted City: lights seen late at night.

Village of the Salt Gatherers: villagers who go over to Basher Bay and evaporate ocean water for the salt.

Gray trees are deciduous trees who are straining to live.

A number of small ponds. Unknown depths. Anything falls in, the leaves close back up. No signs of anything nor anyone had come by there.