

## Divalig Region

**General Notes:** This is a rough mountainous region, cursed by howling mountain winds, and occasional rock avalanches. Through it rises the Grunor River, and the path to Skorra.

**Divalig:** A small hamlet, blessed with a small inn and general stores – the very last safe resting place before the town of Skorra to the south.

**Old Divalig (ruins):** This was the original village, devastated by a massive rock avalanche some decades ago. 10 people were killed in the tragic event. However, it also put an abrupt end to the siege of the town by the Bonecrusher Gnolls who were almost wiped out.

**Bonecrusher Gnolls:** These Gnolls are still recovering from the almost complete massacre of their population during the Siege of Old Divalig. As such, they have yet to pose much of a threat to the humans in New Divalig.

**Dwarf-hold of Garelok:** A small clan of about 40 dwarfs make their home here. They are very reclusive, and have little to do with the outside world. However, their chieftain, a powerful Earth Elementalist, was responsible for the rock avalanche that wiped out the gnoll warband that was laying siege to Old Divalig. Since then, the occasional dwarf is seen in the Tavern of Divalig Inn.

**Rockcrusher Giants:** These Sone Giants are usually the ones responsible for the rock avalanches, as their favourite sport is throwing huge rocks at each other from the mountain peaks. Generally, they do not bother the other folk in the region, however.