

Dragon Head

Dragon Head is a tiny peninsula, little more than a large headland, near the northern tip of the vast Lanka peninsula, easternmost point on the continent of Kumarikandam. It lies on the equator, and is sufficiently peripheral to the devastated, volcanic heart of Lanka that some of the original, ancient tropical rainforest survives on it. As do numbers of other things. The sparse humanoid population is commonly of local Dwarves, although the coastal regions and offshore islands especially have attracted many other humanoids, often unusual in some way, or outcasts from their own lands. The ancestors of others have been here much longer, and it is fair to say nowhere in the region is particularly safe for fresh outsiders.

Notes on the main labelled sites follow in alphabetical order. These were constructed using, or were inspired by, prompts from The Story Engine's "Deck of Worlds" and its expansion card sets, with some from the main "Story Engine" deck and its expansions too, including "Worlds of Blight & Shadow", "Written in Ash & Bone", "Worlds of Myth & Magic", "Worlds of Tide & Tidings", "Heroes' Quests & Fools' Errands", and the "Story & Worlds Bridge Expansion".

Labelled Sites

Answer Point: A broad, double-tipped, coastal headland on the northwestern peninsula, between Riddle Bay (to the south) and Rocky Bay. The southern tip is used as a navigation point on the (dashed white line) sea-route between Arcave and Eyewreck.

Arcave: Inland of the small, unlabelled, Arc Bay in the headland facing Trickster Isle on the central-western coast, is this village of various humanoids, near the mouth of the River Esik. A well-made bridge carries a good-quality road southeast to the town of Veiled Cavern about a mile (2 kilometres) away. The settlement is made from finely-constructed, dome-roofed, mud-brick buildings, sometimes with several storeys. It is sited just west of a low cliff-line that faces the sea, but which, like the village, is above and a little inland of the coast. A cave entrance in these cliffs leads into a very old underground archive and museum, which the villagers here maintain and protect. It is haunted by several, though not inherently inimical, ghosts. Recently a group of visitors to the archive-museum have emerged from the sea, making an encampment on the shore nearby. They have the form of humanoid leafy sea-dragons, are marine-amphibious, and are seeking information from, and ultimately justice for, one of the archive's ghosts. Locals call them the Flutefolk, on account of their melodious, flute-like voices.

Black Rocks: A long stretch of coastal cliffs on the northeastern side of the Head's tip, from a little south of Dragon Head village to the northern end of Morn Bay, go by this name, on account of their black shale rocks. They contain some variable-quality bands of jet in places, up to gem standard, which some from the village collect and work into small objects and jewellery.

Briar Door: On the edge of the jungle where the Causey Head peninsula meets the mainland in the northern tip of Dragon Head, is this worked-stone, free-standing, tall, open trilithon "doorway". The stones have been elaborately carved all over their visible surfaces with thorny vegetation, in what is now weather-worn low relief. The trilithon once formed a portal to some other plane or place on Nibirum - no one now knows - although as it no longer functions anyway, the matter is somewhat moot. It remains an obvious landmark, and is further notable as the wildlife nearby enjoys an unusually high degree of intelligence. A large, heavy, cast metal, shell-encrusted, ancient religious symbol in the form of a single open eye, was recently washed-up on the beach in Sunken Roads bay nearby. It has been dragged close to Briar Door since by unknown hands.

Cannibal Cabin: Along the jungle trail east between Veiled Cavern and Cracking Manor in the peninsula's west-central part, is a little-used, locally shunned, turning to the north, where the trail veers away from the River Lami. The turning leads to this seedy, ramshackle Cabin. Its sole remaining inhabitant is an elderly Dwarf, who has painted a moralistic code relating to his cannibalistic beliefs on the interior of the main room, in blood. Careful reading of the spidery text makes clear his cannibalism is due to a disease brought here by a demonic spirit with inimical designs upon the nearby humanoid communities. The zealotry of the sole survivor of this former farmstead has though reduced its options in spreading the plague considerably currently. The Dwarf treats the spirit like a deity.

Carnival City: Situated at the southern tip of Carnival Cove on the peninsula's east side, where the River Calp meets the sea, this is really more of a small-city-sized carnival, similar to a modern theme park in some respects. Bright, rather garish, and sometimes subtly off, colours decorate its structures, including a high,

wooden, gated, fence-wall all around it. There are many stalls, rides and attractions, along with a steady flow-through of visitors, some of whom arrive by land, many more by sea, as there is a large harbour area, set slightly apart from the City itself, at the Cove's head, while still others arrive using portals within the Carnival area. There is an uncomfortable edginess to many of the attractions, and few are entirely safe for all visitors, albeit overt permanent disappearances, especially of those liable to be missed, are few. The place is notable for its talking tree, Woodley, that can prophecy the future for individuals, and the City is run by Ringmaster Karnaki, actually an undead, demonic Bogeyman, cleverly disguised in costume and makeup. The City was built on, or over, the site of a supposedly long-lost insane asylum. From here, trails lead north along the Cove's west shore to Elixir, and south along the Calp to the Shadow Academy.

Carnival Cove: A long, deep-water sea inlet leading to Carnival City's harbour at its southern tip, on the east coast, opening between Luchar Head and Glaze Head there. An island in the middle of its entrance, Carnival Isle, is low-lying, sandy, and inhabited only by sea birds. Shipping lanes pass along the deeper channels to either side of the Isle from Fishport and Pale Town, carrying visitors and goods to and from the City.

Castaway Island: Once linked to Causey Head by a now-sunken causeway, this isle lies a short way off the northwestern tip of that headland now. While it remains an important site for prized sea-shells to be found, washed-up along its coasts, shipping avoids it, and it is uninhabited, largely because of a frequent algal bloom around its shores that disrupts local wildlife, entangling and occasionally sinking ships that come too close.

Causey Head: The lightly-wooded peninsula once linked by a causeway to Castaway Island, offshore to its northwest. Two large bays, Sunken Roads and Redsand Bay, lie to its north and south respectively.

Cold Coast: A long stretch of the peninsula's west coast is called by this name, between Hunter's Head in the south, and Scratch Cove to the north. There are some low cliffs along much of it, with sandy beaches in the south, around the mouth of Hunter Creek, giving way to more pebbly, shingle beaches and flat, wave-cut rocks, further north.

Coral Isle: To avoid Neverfound Isle, shipping between Fishport and Pale Town, off the Head's northeast, has been pushed further north, to safely pass the Kelp Whirlpool. More recently, it has been pushed further east too, because this Isle has begun emerging from the sea. It is a low-lying coral atoll, and few ships have yet attempted to land on it. The tales of those that have, or have passed near enough to see, suggest the Isle seems to be covered in ruins. Some say the ruins are coated in coral, others that the ruins themselves are made of, or carved from, coral. Much remains mysterious and unexplored about it, and its low-lying form means it is tidally submerged for sometimes large parts of the day.

Cracking Manor: A small settlement along the trail inland through the west-central jungles between Veiled Cavern and Worthmore. It is not a popular place to visit, for all it is a useful farming and hunting community, supplying the connected settlements. Numerous "accidents" are said to have happened nearby over time, although the terrain locally is quite rugged, and there is only a sometimes tricky ford over the River Esik here anyway. Part of the community are bear-form shapechangers, which, while sometimes suspected, is not widely-known, as the folks with this power are not inimical towards locals or visitors in general. Weird events do happen here, however, such as strange knocking at doors overnight, odd lights seen in the jungle some distance away, and repetitive dreams of being hunted, for those staying here. The Manor House itself is an imposing, if somewhat run-down, structure, still regularly repainted white as a landmark.

Crazed Point: Less a headland, more a distinct coastal angle along the north-facing part of the east side of the peninsula, used as a navigation point by ships heading to and from Pale Town and the Carnival Cove area. Its southeastern side leads off into broad Shell Bay.

Dragon Head: Confusingly, a name given to the northernmost promontory tip of the peninsula, the entire peninsula, and this large-village-sized settlement by the tip of the Head, where the unlabelled Drakewater river meets the sea. There is a good, if small, harbour at the river's mouth, used as a handy stopping-place by ships passing between Eyewreck and Fishport. The headquarters for a holy order of seafarers is located here, and the village more generally is well-known for its high-quality Dwarven smiths. The current village leader claims descent from the legendary folk-hero who set up the Seafarer's Order originally. Some farming goes on along the river south into the denser jungle, along with much fishing, some jet carving and jewellery-making (see the Black Rocks entry).

Elder Tower: At the end of the long trail south from Shadow Academy, skirting the northern and eastern sides of the jungle there, stands this ancient stone Tower. Used primarily by those from the Academy, its purpose to outsiders remains obscure and inaccessible, for all its significance to those steeped in magical lore is clearly great. Somewhere hidden away within it is a huge device that looks like an elaborately intricate timepiece.

This is actually a bomb, an ancient artifact not quite so old as the Tower, a lost weapon from a long-forgotten war. If accidentally activated, it would need defusing quickly to prevent a cataclysmic explosion.

Elixir: Tucked away in an extensive area of jungle by the northeast coast, in the valley of the unlabelled River Helix, this is a village-sized community, populated by a variety of outcast demons. The jungle all around here is a place where miraculous wonders regularly happen. Quite how these demons managed to become exiled here, and why they all remain, is obscure, although they seem perfectly content with the situation. A trail leads southeast by the shores of Carnival Cove to Carnival City, although the demons rarely use it. While the River Helix leads north to Morning on the coast and inland to the Necropolis of the Returned, at the northern and southern limits of the Miraculous Wood, no trails lead to either place.

Eyewreck: Some miles offshore of Rocky Bay on the northwestern tip of the peninsula is a collection of old, semi-derelict ships, loosely lashed together and anchored to the seabed. From a distance, these might be mistaken for a small island, and it is a stopping-place on the regular shipping route between Veiled Cavern and Arcave, and Dragon Head village. Its main purpose is as a base for Dwarven undersea mining, with ships, diving suits and submersible craft much in evidence. Isolated as it is, all manner of strange tales can be learnt here, including a persistent one about recurrent sightings of a ghost ship on moonlit (or moonless, depending on the teller) nights. Sometimes, such stories are connected with something that sleeps beneath the waves being about to awaken.

Fishport: One of the larger islands off the Dragon Head peninsula, this lies due east of the Head's tip, where a thriving town has grown-up around the excellent, large, deepwater harbour on its southern side. A busy port, ships are built and repaired, and regularly sail to and from here, linking with Dragon Head village, Carnival City, Pale Town and beyond. There is also a sizable fishing fleet. These are protected by heavily-armed military vessels against the inimical pirates of Neverfound Isle, as well as other marine threats. The population features a broad mix of humanoids, although Dwarves are much the more numerous. The fishing fleet here uses unusual methods, kept secret from outsiders, because they are so successful. Originally set-up by shipwreck survivors, the town is one of the few more open and welcoming places in the Lanka region. Persistent tales of a ghost ship seen repeatedly south of the island, or towards the Gull Isles, are among the common rumours here - perhaps a plague ship, one long overdue, or known to have been sunk long ago.

Fog Cape: The headland between Rocky and Redsand Bays on the northwestern peninsula points out towards the shoals of Fogger Bank offshore, and like them, derives its name from the frequent mists and fogs that linger hereabouts - hence why the main shipping route passes seaward of the Bank, instead of following the, usually safer, inshore coastal line.

Fogger Bank: An extensive series of shallow-water sandbanks, reefs and shoals northwest of Fog Cape and Redsand Bay off the peninsula's northwestern tip, south of Castaway Island. It is an area mariners routinely avoid, thanks to the persistent fogs, mists, and accompanying doldrum-like calms that plague the region. Seabirds commonly flock here, as a safe haven for them, giving rise to tales of these being haunted islets, thanks to their mournful cries. They also come to feast on the many blighted or diseased sea creatures that seem driven to beach themselves here to die. A few daring seafarers sometimes visit too, in search of prized and magical marine animal materials, and there are numerous wrecks in the shallows to show how few complete such ventures successfully.

Glaze Head: This sharp-angled headland lies on the southeastern side of the mouth to Carnival Cove. Slaughterhouse Sixty-Six-Six is on this headland's inland end. Named for its sparkling, vitreous cliffs, containing veins of glassy obsidian running through its dark, sea-polished, siltstone rocks.

Gull Isles: Four small, craggy islands southeast of Fishport, off the northeastern peninsula's tip, these are the favoured nesting sites for very many seabirds, whose droppings streak the dark shale cliffs white. With no usable harbours and very few safe landing places, the Isles are uninhabited, and largely unvisited, even though the Isles feature in several popular sea shanties locally. Ships generally avoid the area due to its frequent doldrums, with too many places where wind and tide can be wholly unpredictable in a very strange manner. Abnormally high or low tides that can change swiftly, with odd timings unrelated to how the tides usually behave elsewhere, are commonplace here, for instance.

Hunter Creek: One of the numerous rivers across the peninsula, fed by the persistent, often heavy, tropical rainfall that supports the jungle. This one brings regular fresh loads of sand down from the low hills inland, and deposits them at the southern end of Cold Coast on the west shore. The Creek takes its name from Hunter's Head to the south, given it by sailors, as there are no settlements along it.

Hunter's Head: A double-headed cape on the southwestern shore of the peninsula, with a narrow, cliff-lined bay in between that has no safe landings. The northern headland lies just south of the outlet of Hunter Creek, at the south end of Cold Coast. This northern promontory has been adopted as home by a minor deity whose domain is cannibal hunts. It is unclear how, or if, this figure may relate to the situation at Cannibal Cabin, some way inland to the northeast. The deity likes to hold such hunts here from time to time for its followers. On the broader southern promontory is a strange, haunted house, said to be the site of an unusual, very mysterious, grave. The place has become famous enough for an occasional procession of ghost-hunters to visit it over the years, although there are no tales regarding how successful any of these visits were. Whether the lack of such tales may relate to the adjoining headland remains unknown.

Kelly's Head: Easternmost of the mapped coastal headlands here, this lies just east of Shell Bay. It has low, sandstone cliffs around it, whose colouring no one is ever sure about from one viewing to the next - sometimes dark brown, sometimes paler orange to almost yellow, at still others pink, or with hints and streaks of blue or green in places. Some say the patterns of joints and marks on the cliff faces form the outlines of images, a little like tattoos of strange creatures, such as bat-winged cats, or soft-formed creatures that have unusually large eyes, for example, as well as more commonplace jungle creatures, like snakes.

Kelp Whirlpool: Some way north of the closest mainland, this is a dangerous tidal whirlpool, notable for its waters often being green with living kelp plants in and near it, due to the seabed's variable nature hereabouts. Ships snagged by kelp fronds are liable to be drawn into the main whirlpool and sunk. The Whirlpool is so persistent and regular, it has long been a navigational marker for ships passing at a safe distance to its north and east, between Fishport and Pale Town, in order to further avoid the predatory pirates of Neverfound. The Whirlpool was also the site of the last-known sighting of a long-lived, vicious sea-serpent in these waters, lured to its doom by an especially daring sea captain, of whom tales and songs still persist in this region.

Kraken Rise: While the name was originally given to another offshore undersea bank here, northwest of the Fogger Bank shoals, and between which ships had long made their way, disturbances in the waters west of Castaway Island more recently have suggested perhaps that something more sinister is stirring beneath the waves - perhaps the sleeping "something" that may be about to awaken, possibly a Kraken, told about among the offshore miners of Eyewreck.

Leechfort: Set upon some low hills overlooking the great Swamp of Toads to its southeast, in the south-central part of the map, this is a long-established monastic martial arts school, founded in commemoration of a great victory by its original leader and their followers. Just outside the school's outer wall stands the Obelisk of Wine, a tall, dark-red, stone pillar, that was once a source of great chaotic magical power. The pillar was drained of that power long ago, and is the reason the school is here - as the source and site of the founder's victory. There are other curious sites close-by too, lingering results of the earlier chaotic magic in the area, as described in the separate Atlas map for the Swamp of Toads. The "Leech-" part of the name here derives from the persistent, giant Devil Leeches from the Swamp that regularly climb the unlabelled Leech Hills where the Fort lies, seeking food.

Luchar Head: The broad, snub-nosed headland at the north side of the mouth to Carnival Cove on the peninsula's eastern shores. Nobody seems to know who or what "Luchar" was. Some say it is simply a punning warning for sailors to keep a sharp watch at sea.

Memorial Maze: A jungle trail near the River Lami southeast from Veiled Cavern eventually ends at this Maze, carefully constructed from magically-adapted, living jungle plants. Partly roofed by its vegetation canopy, it is not immediately obvious that this is anything more than an unusually dense patch of jungle. It contains though a durable and innovative layout within, created by a parent grieving over their dead child, albeit nobody seems sure who either were, or when the Maze was completed. There are secrets and wonders to be found within, together with deadly dangers in places, as the whole is far larger and more complex than it seems at first. The few who have returned from a journey through it, while reluctant to say very much, have occasionally hinted that it is almost like traversing a path through grief itself.

Morn Bay: This is a large indentation on the northeast coast that some say continues all the way between Black Rocks and Luchar Head, while others hold that its southern end is by the cemetery of Morning. Black Rock's cliffs end at its northern end, with much lower sandstone cliffs beyond there, that rise significantly only shortly before Morning, continuing on to Luchar Head afterwards.

Morning: Atop the sandstone cliffs on the northern edge of the Miraculous Wood that surrounds Elixir, stands this old cemetery. It was the site of a centuries-long contest that supposedly ended with Saint Huldar's slaying of the notorious Vampire Stark who inhabited the place. An unusual crystalline shrine marks the spot in the graveyard where it happened, which is also the final resting place for the Saint's remains. A small settlement

of Dwarves nearby on the inland side by the unlabelled River Helix still tends the place, although the village elder is secretly a werewolf, trying to escape their fated vision of being killed in an abattoir. A set of steep, stone steps have been cut into the cliffs down to a small landing on the shore, also carefully cut and maintained from the rocks. These lead right up to the cemetery gates on the seaward side. Burials are still carried out here from time to time.

Necropolis of the Returned: By the south end of the Miraculous Wood surrounding Elixir, opposite that along the River Helix at Morning down the jungle's long axis, is a second, still larger, old cemetery, of similar form to that at Morning. It too is tended by a small Dwarven settlement set by the riverside. In times past, stories began circulating of a memorial statue here that bled, or cried, or spoke (the tales vary), and which was said to be associated with a significant ghost, albeit again, the tales regarding the ghost and its significance are inconsistent. All variants of these rumours are preserved by the older Dwarves here. While always known for its ghosts (hence the name), in recent times still more ghosts, sometimes from the very distant past, have begun bleeding through into living reality in increasing numbers. Nobody has been able to tell why. More weirdly, and perhaps worryingly, there have been some ghosts of people that have not yet died among them.

Neverfound & Neverfound Isle: One of the larger islands off the northeastern side of the peninsula, this is a place shunned by most right-thinking sailors in these parts, and often spoken-of only in fearful whispers, if at all. It has a good harbour in its southeastern limb (the Isle looks a little like the number "3" from the air), where the eponymous, ramshackle town has grown-up, home to piratical raiding vessels and their crews, ships that have distinctive built-for-speed hull lines, and vertically-striped, black-and-white sails. No regular sea trade routes pass anywhere nearby, and the raiders now attack coastal settlements and farms more often than hunting for the more elusive seagoing ships. The Isle is near-permanently fog-shrouded, regardless of the weather conditions nearby, a fog ironically described as "vision-inducing", given it is really a malevolent, elemental, undead force that some call the "zombie fog" instead, because it exerts a form of, probably magical, mental control over the actions of many of the pirates here, seeming to force or "encourage" their raiding very often. The fog is connected with a mirror concealed somewhere in Neverfound that contains, or contained, the fog-controlling entity, until it was released from whatever bondage held it powerless some time ago. There are rumours that the original settlers on the Isle came to it as a result of an ill-fated sea voyage, although how the mirror and its entity relate to this, if at all, is unknown.

Pale Town: The name of both an island and its town-sized settlement, easternmost of the mapped isles here. The Town was originally set-up as a funerary site for sailors, with the settlement there to look after the graveyard, rather like those at Morning and the Necropolis of the Returned elsewhere on Dragon Head. While that remains an important function of part of the settlement, it has been overtaken by fishing, shipbuilding and farming in their significance to the settlement as a whole. The port is regularly visited by ships from Carnival City and Fishport, with military vessels also quartered here to help defend against the Neverfound pirates. Recently, there have been several acts of vandalism carried out by unknown hands in the extensive old cemetery, an especially worrying development, given that place's long-standing importance.

Rage Mount: None of the hills across the peninsula are especially high, although they are all generally free from the surrounding jungle - some say the equatorial rainfall just washes away downhill anything less tenacious than the grass that grows in profusion across them. This minor peak in the north-central part of the peninsula has a sizable cavern in it that was once home to a Phoenix, and the place still sees a curious magical phenomenon once a year, when burning feathers fall to the ground on the hilltop.

Redsand Bay: One of the smaller, though deeper, and more indented coastal bays on the northwestern tip of the Head, lying between Fog Cape and Causey Head, with Fogger Bank offshore of its mouth to the northwest. Sandy beaches in places around it are indeed red from the red sandstone cliffs that lie around much of its inner part.

Riddle Bay: Similar in size and form to Slip Bay just to its south on the west coast of the peninsula, the River Chame that flows past Worthmore and Wight Chapel empties into this one. A narrow headland, the unlabelled Tusk Point, separates it from Slip Bay, while the broader, double-headed Answer Point forms its northern side. The Bay itself is quite shallow, so most sea-going craft only cross its open mouth to seaward, rather than chance venturing closer to shore here.

Rivers Beas, Calp, Chame, Delsip, Esik, & Lami: These are labelled rivers on the map, although others are named in the map descriptions here as well. Additional labelled watercourses of some significance, not named "River", are discussed separately. Of these six Rivers, the Delsip is by far the largest and longest, starting off-map near the southeast corner, running northwest then north across Screaming Moor and through Torn Woods, to empty into Shell Bay. There are numerous other lesser watercourses scattered across the map besides these.

Rocky Bay: A long, lightly-indented Bay on the northwestern tip of the peninsula, between Answer Point and Fog Cape. Low cliffs of grey shale, with shingle, or wave-cut platform flat rock beaches form its coastline. The water within the Bay is quite shallow, with several areas of barely-submerged rocks at low tide, so ships commonly avoid it.

Safe Mountain: Tallest of the minor hills in these parts, some distance inland of Crazy Point towards the map's central-eastern edge, this is a magically-protected peak, hard to find and harder still to reach the summit of, near which hilltop stands an ancient, small, hidden, eyrie-like castle. It is used to keep safe witnesses to especially terrible events, until those events or their outcomes can be resolved. Nobody from the Dragon Head region ventures near the hill, as the area of the lower Delsip valley has a particularly poor reputation, even for Lanka. Who brings the people here, or takes them away, is unknown, other than to a very few folks at Leechfort and the Shadow Academy, who are also aware of the Mountain's significance.

Scratch Cove: This is a natural, deep water inlet in the west coast, opposite Trickster Isle, that leads to Veiled Cavern by the mouth of the River Lami. Steep sandstone cliffs line both sides of the narrow Cove, and there are no beaches beyond tidal shingle or flatter rocks in places, other than close to the Veiled Cavern harbour. Shipping regularly passes along the Cove between Veiled Cavern and Eyewreck and beyond to the north, while voyages to the south are much less frequent and irregular. There is a fishing fleet of smaller craft maintained at Veiled Cavern too.

Screaming Moor: A large tract of open, scrubby, thorny, moorland between Safe Mountain, Torn Woods and the Vale of Dreamers, near the map's east-central edge. The River Delsip and some of its tributaries flow through it. Blighted in the past by the rites of a long-forgotten form of worship, this remains a place where dark powers can freely manifest at times. Folk hereabouts rarely venture near, as there are persistent rumours that people's nightmares are able to break through into the waking world here, taking the form of ghostly apparitions. Such effects have been, so far rarely, noticed as far afield as Carnival City, the Shadow Academy and even ships at sea crossing Shell Bay.

Shadow Academy: South along the trail from Carnival City by the River Calp, this is an arcane school on the edge of the jungle, east of the river. A further trail continues southwards along the jungle's eastern edge by one of the River Delsip's main tributaries to Elder Tower. The Academy's leader was a former Mage-General in a now-forgotten army, who is secretly trying to restore their lost lover, who is currently one of the magical statues at the Academy. The leader is cursed, hence this situation, despite the success of the Academy, which has trained many high-quality young mages over the generations.

Shell Bay: A large, wide embayment between Crazy Point and Kelly's Head by the map's central-eastern edge. Low, grey sandstone cliffs form much of its western side, southeast of Crazy Point, rising somewhat around the narrow vale at the mouth of the Delsip, where it passes through Torn Woods at the Bay's southern end. The eastern cliffs start out as similarly low, grey sandstone, although this colouring changes to be far less certain closer to Kelly's Head (see that entry for details). There are sandy beaches, interspersed with flatter wave-cut platforms, all around the Bay, where a variety of often unusually intricate sea shells can be found quite commonly washed-up by the tide.

Slaughterhouse Sixty-Six-Six: Forming a significant landmark on Glaze Point, visible from both seaward sides over the open ocean, and Carnival Cove, as well as inland, including from Carnival City, this is a large, curiously-built, almost city-sized complex, created originally thanks to a grim ritual, and still run by the intelligent, flesh-eating, giant insects that performed that ritual. Their preferred meat source, which they fly-off to other colonies, and which is regularly brought here for slaughter and butchering, is demons. They are equally willing to trade such meat to any non-demonic humanoid inhabitants nearby, if requested, but otherwise they keep very much to themselves. The stench close-by can be truly appalling at times.

Slip Bay: One of the smaller coastal embayments on the peninsula's west side, lying between the unlabelled Trice Head north of Arcave, and the equally unlabelled Tusk Point that separates Slip from Riddle Bay. This area has deeper water, so ships passing here are able to follow the coast a little more closely than across the shallower Riddle Bay.

Sundered Dale: A long, narrow cleft of a valley, cut through the central hills of the peninsula, and indeed the reason why some of these low hills even exist. Very many years before, a battle between powerful entities happened here, splitting the land and creating the Dale. Despite one of the longer tributaries of the River Lami flowing through it, finding it in the dense jungle is extremely difficult, so very few folks have even seen it. Among the plants growing along it is a magical herb said to be able to cure any disease, although it can be found only in a very few spots even in the Dale.

Sunken Roads: This is the broad bay closest to the northeastern tip of the Head, flanked by Causey Head and Dragon Head tip. The name probably originated from the lost causeway that once linked Castaway Island to Causey Head. The bay's floor is rocky and unevenly shallow, so sailors tend to avoid it. Its southeastern coast is quite low-lying, with shingle to boulder beaches, and low cliffs along the two connected headlands.

Swamp of Toads: A huge region of low-lying swamplands along the central part of the substantial Toad Run river in the map's lower centre. There is much monstrous flora here, including mangroves, along with a large variety of aquatic and amphibious creatures, not least among these the numerous humanoid Toadfolk. A gigantic Swamp Elemental, treated as a deity by many of the Toadfolk, lives near its heart. Very few other humanoids, excepting the people from Leechfort, ever venture near. The swamp is detailed by a separate Atlas map.

Toad Run: One of the larger rivers here, which drains much of the lower third of the map with its many tributaries. It also flows sluggishly through, and maintains, the Swamp of Toads in its middle section. It reaches the sea just south of the Witsend Bank headland.

Torn Woods: Running right up to the coast at the southern tip of Shell Bay, where the River Delsip meets the sea, this extensive region of blighted to dead woodland continues south to thin-out along the edge of Screaming Moor, and southeast almost to the mouth of the Vale of Dreamers. It was once an area of deadly jungle, where humanoids were sent as a punishment akin to execution, as it was said none ever returned from it. In later times, it has become a giant-arachnid colony, the servants of a huge arachnid-form demon. If anything, this has made the region still more deadly to other living creatures than it was before.

Trickster Isle: The main island off the west coast, opposite Scratch Cove, this is home to a Trickster God, hiding out as fearful of discovery and recapture by his peers, having escaped from his prison elsewhere. One complication is that the ritual needed to first bind him only exists in a mysterious book sequestered in an invisible library somewhere on this Isle. Even the Trickster does not know where. If he can find and destroy the book, his hope is this will leave him free to go on to ruin a nation elsewhere in Kumarikandam, something which has long been his goal, as they were the people who helped trap him originally in ages past. Such an action is yet further complicated by the fact that nation no longer exists.

Vale of Dreamers: A broad, shallow valley near to just beyond the map's central-eastern edge, through which one of the River Delsip's tributaries flows. The Vale is formed from the body of a dead god. Consequently, it is a site of considerable magical potential, for all that power can be hard to control. Incautious visitors can cause all manner of things to magically manifest here, making sleeping and dreaming potentially devastating. An ancient evil spirit has discovered this, and has been trying to have itself freed from confinement by manipulating someone into doing so, thus far without success. It seems very possible that some of the strange magical effects to be found across nearby Torn Woods, Screaming Moor and Safe Mountain all originated with events in this Vale.

Veiled Cavern: While this is the name of the Dwarven harbour town at the inland tip of Scratch Cove, it derives from an actual Cavern a short way southeast of the settlement in the River Lami valley, by the edge of the jungle there. In this Cavern is an ancient stone artifact, a puzzle statue. If its secrets can be unlocked, local scholars from the settlement, and that at nearby Arcave, believe it would explain the origins of the old cataclysm that formed Scratch Cove. That event is thought to have been caused by a guardian of some kind that once lived there. The settlement relies on fishing, farming of the fertile lands between the jungle, coast and Rivers Lami and Esik hereabouts, as well as sea trade, mostly to the north, and occasionally south (off-map). A good road links Veiled Cavern town to Arcave, and two trails lead east into the jungle, one along the River Lami to Cracking Manor and Worthmore, the other southeast eventually to the Memorial Maze.

Wight Chapel: An old burial site just northwest of Worthmore, this has been long-tended by a shambling groundskeeper and gravedigger, who lives here alone in something of a cross between a tumbledown shack and a campsite. While not wholly overgrown, the burial ground is well-hidden even from the Worthmore trail that leads right to it. For a long time, there were the ruins of an old stone Chapel in the cemetery. However, the Chapel suddenly reappeared recently, quite intact, with firmly closed doors. Some daring locals now claim to have seen ghostly lights inside it by night.

Witsend Bank: Southernmost of the mapped headlands here, this lies on the southwestern coast of the Head, just north of the mouth of Toad Run river. It has steep, quite high, pale grey-green sandstone cliffs all around it, that mostly drop sheer into the sea.

Worthmore: This is a village-sized farming and mining settlement in the River Chame valley near Wight Chapel. Most of the population are Dwarves. Trails lead to Wight Chapel from here, and south to Cracking Manor and beyond. In the low hills just northeast of the settlement is an abattoir, where a temperamental slaughterman dispatches and butchers meat animals. He is said by some to have another purpose, as one chosen to free the land from demons, to which end he maintains a secret part of the abattoir for dispatching demons as well. Sometimes, he secretly sells-on such demon-meat, unknown to the buyers. One of the local morticians who suspected this has recently stolen part of a butchered demon corpse, but is now unsure whether to reveal the slaughterman's secret, or preserve and display the remains as a local attraction. So far as anyone is aware, this abattoir has no links with the giant-insect-run Slaughterhouse Sixty-Six-Six on Glaze Head on the peninsula's eastern coast.