

Map Notes for Dungroth Region

This region is mainly desert, with a huge extinct super-volcano crater in its centre. The plain has only a small crater lake, by which sits the wealthy town of Zanesh of the Fires – made rich by the huge amount of obsidian and also iron, which is smelted into many prized implements, including weapons. From the desert and below, the city states are in an almost perpetual war with each other and the wild men of the desert, who love to raid for food, booty and women.

To the more fertile north lies the horse nomads of the Giligunu Plains (though they themselves have a different, uncivilized name for their homeland).

To the north-west, are the wealthy trading and mining city of Alandum, called the Golden for all the gold that they mine and fashion into exquisite jewellery. Further up the mountain pass, between snow-capped Mt Dubimma and icy Mt Shenut, is perched the guardian fortress city of High Irinita. From there to the west lies the fertile plains leading to Galahais.

In the north-east coast is the extensive forest of Silithrim, home to elven tribes, who fight a grim guerrilla war against the logging companies from the cities to the South.