

Dunor Region

Here sits the Queen of Cities, Dunor, the centre of civilization in the Dunor valley, and overlord of much of it. It has stood for over 500 years, and is a very busy port and trading centre for the lands around. It is also a focus of pilgrimage to the Great Pantheon of All Gods, and the major supply point for the arduous pilgrimage to the sacred sites near Skorra on the Glacier Kristol.

The immediate lands around are superb wheat-growing fields, and it is therefore also the major bread bowl of the region. It is no wonder the Guilder-Lords, who rule in compact together, with the Herzog Hans at their head, are rolling in almost obscene wealth – they seem to come up Trumps at every turn.

To the west lies fairly rocky terrain, and there the Feriador Elves dwell, and have attained great skill as stonemasons – a strange elven trade indeed.

Under Mt Greta lies a might cavern – with wonders of glittering stalagmites, soaring columns and coloured limestone shawls, and lit by myriads of fireflies. Yet at its deepest recesses is said to lie entrances to an altogether more foreboding world filled with evil denizens of the dread Underdark.

Across the mouth of the Dunor River are small scattered farmsteads, and a might chasm, Gerhalt's Gap, that descends into a cleft filled with the roiling waters from an underground river. None have gone there and returned.