

# **Errynor Map 40 - Faerie Land**

This 250 × 200 mile map covers one of the furthest inland areas of Errynor in northwestern Alarius. It includes some of the foothills at the southwestern end of the westernmost branch of the great Hoarfrost Range of mountains over its northern half, and a stretch of the main western tributary river which flows south from here into the greater river that leads to Ever Mere, and eventually the sea at Hatchet Bay in central-southern Alarius. On this map, this tributary is known as the Faerie Run. It rises in the snow-fed inland sea of Silver Spring in the central-southern Hoarfrosts, more than 200 miles (320 kilometres) northeast of this map's northeastern corner (see the separate "Alarius North Central" Community Atlas map). Here, this river forms the nominal western and northern border to a region commonly known as Faerie Land, due to the significant number of crossover portals and thinnings that occur in it between the Mortal dimensional plane of Errynor and that of the Faerie Folk.

## **The Extent and Nature of Faerie Land**

The full extent of where such crossover points between the planes may be found is not limited by the line of the Faerie Run, however. Other substantial liminal zones are scattered across much of the central-southern parts of this map especially. The chief concentrations of where these places may be found can be viewed using the "Faerie Land Core" overlay toggle option in the full FCW version of the map. These are areas where Faerie beings, creatures, events, places and objects are more likely to be encountered by chance at almost any time of year, or where portals may be sensed, discovered and accidentally or deliberately passed through.

As the overlay demonstrates, the Faerie Run river lies a few miles/kilometres inside the most significant of these Core regions, in the map's eastern third. It also indicates this main "Faerie Land" zone extends off this map to the south and east. Indeed, Faerie Land's true range encompasses much of the triangular, often wooded, area that lies between the Faerie Run and its sibling tributary to the southeast, on the southwestern side of the central Hoarfrost Range.

In any of these Core zones, or indeed in smaller ones elsewhere that are not large enough to show at this scale, non-Faerie beings may accidentally slip into the Faerie dimension without realising they have done so - or indeed once there, back into their normal, Mortal, plane. Similarly, Faerie creatures and beings are more likely to encounter those from outside Faerie within these places. Such events may happen at any time.

On certain dates in the year though, the connection between the Mortal Realm and that of Faerie grows especially close. Then, anywhere within the larger marked limit shown when using the "Faerie Land Extent" map toggle can become the equivalent of those normal Faerie Land Core areas, while the Core regions themselves increase markedly in power and influence, to the point where occasionally wild magical effects, of sometimes substantial extent, may happen within them. These enhancements make no real impact on those of Faerie blood, but Mortals may struggle with them, notably those who have been trained to use controlled magical power that operates by reliable rules.

The times when these Faerie enhancements take place is always overnight, between sunset and sunrise, and they are more pronounced still when the White Moon is in the sky and visible, most especially if it is full. There are eight such nights in the year when these particular proximities of the two worlds happen. Four are the nights closest to when the main solar events occur, the two annual solstices and equinoxes. The other four

happen between each equinox-solstice pairing, oddly not at the midpoint between them, but about ten nights closer to the preceding solstice or equinox than that following. In this part of Errynor, these are known as Icemelt (40 nights after the winter solstice), Bellturner (40 nights after the vernal equinox), Lune-asa (40 nights after the summer solstice) and Summerend (40 nights after the autumnal equinox). As Nibirum's year lasts 360 days & nights, each of these events is also 50 nights before the next main solar event.

People living hereabouts recognise the special nature of these nights, and prepare for them, both Mortal and Faerie. Mortals mark the occasions with bonfires and feasts, usually with trappings and specific foodstuffs particular to each occasion for the quartet of "winter" events, between the autumnal equinox to Icemelt. Similarly individually-styled fairs, with activities, games and foods, again with bonfires, are used to mark the four "summer" nights, from the vernal equinox to Lune-asa.

Commemorating the apparent motion of the Sun and the annual round of the seasons, appropriate to the occasion, dominates the solstice and equinox nights, frequently involving the interplay of light and shadow, heat and cold, dry and wet. At Icemelt, the end of winter, the beginning of spring and new life are celebrated, commonly with short poems and the exchange of colourful tokens. Bellturner's activities centre around the starting of fresh projects and new ideas, usually signalled in important, and even some lesser, cases by the ringing of a bell. Lune-asa, a name derived from a widespread belief in this region in the magical link between cats and the White Moon (after the deity Asa, portrayed often as a great black cat, said to be the progenitor of all cats), involves celebrating the start of the harvest. It is always considered especially propitious when it falls on the night of the full White Moon. Summerend is closely associated with remembering the dead, notably those who have died during the past year, though it is also considered a time for reincarnation and foretelling the future. Those of a necromantic persuasion favour it as an auspicious time for revivification of the dead. It also traditionally marks the end of harvest-time and the beginning of winter.

[Something of the natures of these nights and the names for the four non-solar festivals, were loosely based on the timings, names and folkloric associations of the medieval Irish cross-quarter fire festivals of Imbolc or Oimele (now considered Feb 1), Beltaine (May 1), Lughnasa (Aug 1) and Samhain (Nov 1), and especially the more modern - 19th to 21st century - significance ascribed to these, and to the equinoxes and solstices.]

**Faerie Folk** come in a great range of physical forms, often, if not exclusively, humanoid in nature. Indeed, their physical appearance need not be fixed in any given shape at all, although many do tend to prefer one style of shape overall, simply as being more comfortable. Any might appear as a cloud, mist, or a mountain, a boulder, a pebble, a tree, a bush, a plant, an animal, bird or insect, any of Errynor's typical humanoid beings, or those from elsewhere on Nibirum, or something that combines elements of several of these, and may change from hour to hour or day to day as suits them. All Faerie Folk are innately magical, often strongly so. Indeed, some suspect they may actually be the living embodiment of magic. They do not "belong" to Errynor, strictly speaking, as they ordinarily inhabit a different dimension that occupies the same physical space as Errynor, but which can be accessed only using specific power points on either plane, or by powerful magics otherwise. The Faerie Land Core and Extent map overlays indicate the relative profusion of such power points in this corner of Errynor.

**Faerie Settlements**, which may have a fantastical, sometimes variable, appearance even in "normal" Errynor - such as colourful, with a wild mix of architectural styles, including some seemingly living buildings - can be still more astonishing when visited on the Faerie plane. Those familiar with the portrayal of the Feywild in *D&D*, or the

system of nested, increasingly powerful/magical/weirdly wonderful *regio* (essentially planes) of Faerie in the *Ars Magica* RPG, will have a closer idea of how such places may seem and function within Errynor.

Aside from the overt magical influences of the zones of Faerie Land illustrated by the overlays, the primary area south and east of the Faerie Run labelled as “Faerie Land” on the main map also enjoys a somewhat more clement climate than elsewhere on Map 40. Like most of the forests, woods on both sides of the Run are predominantly coniferous, as the climate is overall a cool to cold temperate one in this region. The more northerly hills have more or less tundra conditions, with permafrost pockets in places, for example. However, the milder conditions in the Faerie Land zone promote a longer growing season (so the mapped hills there are shown as greener, as a reminder), and everything tends to be a little more lush and fecund, with more groves of deciduous trees in places than are typical elsewhere. Similarly, in winter’s depths, the ice, snow and cold is never so deadly in Faerie Land as it is sometimes beyond the Faerie Run. Some of these benefits can be found in parts of the larger Faerie Land Core areas as well, notably towards their centres (those areas with at least a 10-mile radius, 16 km, minimum size in all directions only; the smallest is that in the southern Birchkindle Woods).

It is important to appreciate that much of even the Faerie Land Core places appear, indeed usually are, perfectly ordinary. As do many of the crossover points, which of course is where the real magic of the place lies!

## **Other Map Features**

There are around 100 labelled places on the map, mostly natural features, the rest constructions of some kind. All the constructed places and some of the more unusual natural places receive notes later. The Atlas FCW map version also includes three further toggle overlay options beyond the Faerie Land ones discussed above, “Creatures”, “Resources” and “Solar/Geomagnetics”.

“Creatures” include both natural and giant forms of animals, and what many RPGs call “monsters”, creatures that may be like variant or exaggerated natural animals, as well as things from folklore, mythology and the imagination, some of which may be humanoid in form, but which in general rarely, if ever, construct countries or states with settlements and agricultural works, for instance. Some 83 different types of creature are represented on the map by these markers, of which there are a total of 155. Even so, these represent no more than the larger, more active or dominant creatures in their respective places, thus are more likely to be seen or encountered by those nearby or passing through. They are not a comprehensive listing of everything that may be found, though their range and types may help GMs decide what else might be added in particular places elsewhere. As ever, even the labelled creatures are at GM’s discretion. Some further discussion of these mapped creatures, and what some of the names mean, is given later.

“Resources” adds markers to the map showing where significant, still undiscovered, important metal or mineral deposits may be located. On this map, there are just two, one of gold in the Bryn Sur Forest towards the southeastern corner of the map, and one of silver, right on the central-southern map border, a little southwest of the Orc ruins of Copperscream. Such deposits would require careful prospecting to locate, and considerable efforts to extract, refine and use. They do not represent a complete set of all that could be found in this area, and are simply to give GMs the option for a fresh storyline or two.

The “Solar/Geomagnetics” toggle option provides an overlay showing the one-degree latitude arc-lines across this part of Errynor, which run from a shade south of 52

degrees North latitude (lower left of the map) to just over 55 degrees N (upper map edge into its upper right corner). It also features the southern limit arc from where the polar aurora may be seen on virtually any clearer night when it is active - which is almost all of this map away from its southern edge. Even from beyond this limit here, the aurora can be quite frequently seen, and its magical influence sometimes detected.

## **Natural Places**

As noted above, not all the natural physical places are detailed by notes here, just those which have some more obvious RPG potential, as initially designed. Most of these are listed in label-alphabetical order below, although some have been grouped together because they are linked by proximity or nature, such as the list of Mountain Peaks, which also includes all the “Saskia” features.

**Coral Heights Forest:** The lower forested mountains at the southern end of the Hoarfrost Range on this map face roughly southwest, from where the plains-dwellers can sometimes see the ridges and peaks lit up in the reddened sunset light, making them look strikingly impressive. Such an occasion is said to presage a spell of good weather in local lore.

**Faerie Run:** As well as being the perceived nominal northern and western border to Faerie Land (by those unfamiliar with the Land’s true extent at least), and the most major river on this map, the Run itself is a magical Faerie being, what is sometimes referred to as a River God. Humanoids living nearby wishing to take fish from the river, to swim or boat on or across the river, always make some propitiatory sacrifice to the River God first - such as wine, flowers, a special ritual object, or even an animal. The God rarely appears in a recognisable form, except occasionally in summer, when a great satyr playing Pan-pipes may be seen running, or dancing, along the river bank. The music is sweet, wild and very like the continuous sound of running water (the satyr seems not to need to take breaths to keep playing). He wears a garland of river-weed, and trails more weed like a ragged cape when he moves. Other Faeries, commonly in water nymph or satyr forms, may accompany him, and rarely other humanoids may join the train of merry-makers, although it is most unsafe for Mortals to do so, as they may end up exhausted and permanently weakened, or perhaps drowned. The satyr and any entourage can create havoc wherever they roam along the waterside. Those Mortals who try to drive them off will suffer misfortunes in the coming year; those who simply accept this without complaint will enjoy equally good fortune. The God of the Faerie Run understands Mortal languages with difficulty, and can speak only using sounds the river could make, which is often too loud and confused to be intelligible. He is happier acting than talking. He possesses the deity-like power, strength and magics of the river, and can appear in many other forms should he wish. Like any major watercourse, never to be trifled with.

**Faerie Run Falls:** Two significant areas of waterfalls make river travel along the Faerie Run treacherous in its northern section here (setting aside any issues with the River God), Chattering Falls and the Bull Rapids. Both are places where the river valley is closely hemmed-in by hills. The more northerly **Chattering Falls** collectively name three substantial sets of waterfalls between the southern edge of Norlack Forest by the River Eylan’s confluence with the Run, and where the hills of the eastern Salt Ridge range meet those of the northern Aberjourn Hills, around 7 miles (11 km) downstream of the mouth of the Eylan. Each fall breaks the Faerie Run into several streams, with a steep

drop at each, if not a very high one. **Bull Rapids** are somewhat less fearsome, though they comprise half-a-dozen groups of rocky rapids set within the single river course, clustered between the confluences of the Rivers Clack and Shatter, where the Hornpan and Aberjourn Hills lie nearest one another in the Faerie Run valley, again over an oddly coincidental (?) distance of about 7 miles, 11 km.

**Forest of Night:** Like the Nightaid river that runs through it to join the Shatter in the north-central part of the map, both were likely named for the now-ruined City of Night, for all that location lies beyond the Forest's western border as thought of now. However, the Forest of Night is cold and dark year-round, with many dense stands of conifers, along with a substantial area in its northwestern part where there are great swathes of hills whitened by unrelenting snow and permafrost. These latter are due to the presence of an Ice Elemental that resides among the icy hills (see under "Creatures" below). So perhaps the Forest originally named the City. No one really knows.

**Foulmarsh:** Close to the centre of the map is this dismal patch of cold, misty, swampland, almost surrounded by woods, the edges of which forests seem sickly and stunted by the evil miasmas from the marsh. A stream trickles sluggishly east into Blue Usher Beck from the mire, polluting the Beck for some way downstream. Some hold that this miasmatical effect is only stopped by the magical power of the Faerie Run, such that it is forced to spread out into the lands surrounding the Beck's confluence with the Run, and hence why the dismal, deadly marshes, pools, mires, muds and low-lying peat bogs of the insect-haunted **Outram Mere** have grown to be so extensive. However, nowhere does this Mere quite reach the western bank of the Faerie Run river. Foulmarsh enjoys such influence as its western edge, by the eaves of Nettledamp Forest, is home to an aged Green Hag, known only as "The Old Hag of Foulmarsh" by any who speak of her at all, while the ancient stone ruin in the northern part of the Marsh is called "Old Hag's Table".

**Heartfirth Ridge & Salt Ridge:** The hills edging the northern part of the Faerie Run vale are so-named as they drop quite suddenly into the river valley, for all much of Salt Ridge is often a considerable distance from the current river valley itself. The Salt Ridge name applies to all the hills east of a line south from Spotted Burrow, as they also drop equally sharply northwards into the River Eyelan valley. "Heartfirth Ridge" by contrast is only the name of the line of hills closest to the Faerie Run where their map label lies, on the northern edge of the Aberjourn Hills (of which they are strictly still a part).

**Land of the Giants:** A very ill-defined region at the southwestern end of the Hoarfrost Range of mountains. From this map, it extends off the northwestern corner into Errynor Maps 31, 32 and 39. Here, it reaches loosely from Firebrown Castle on the plains to the south of the mountains, to Fellelk House in the Stead Beck valley of the Coral Heights in the mountains, then east as far as the Huge Like Castle ruins by the north edge of Nettledamp Forest, before roughly following the eastern edge of the mountains north to the unlabelled Ice Giant Totem marker on the Shalbet Trail in the southwestern Shalbet Wolds facing the Rimir river valley, before passing up to, and off, the map's northern border, again following the eastern edge of the mountains just east of Allyne in so doing. Some treat the name as meaning just the mountain peaks here (for all these are low compared to many of the other peaks across the Hoarfrosts). Others say it refers to the number of giant creatures (both animal and humanoid) to be found in this vicinity. Most though derive it from the number of humanoid giant folk who may be found wandering or

in settlements across this vague area. A common local equivalent term is “Yetlunhame”, something the giants themselves use at times.

**Lynbeach Lakes:** A group of lakes towards the map’s southern limit, on the Satin Greave river and one of its tributaries, which latter joins the Satin Greave only beyond this map. The Lakes and their surroundings are probably most notable for the swarms of insects that congregate here, and the Lakes’ many fish that feed - indeed grow fat - on them.

**Mountain Peaks & Features:** The mountains here are only the southwestern foothills of the Hoarfrost Range, so while seemingly impressive from this map, and possessed of all the usual dangers of craggy uplands and their RPG inhabitants, they are amongst the more modest features of the Hoarfrost Range overall. There are though five larger, higher, peaks here, which carry local names, from north to south: Allyne, Jester, Esket, Saskia’s Edge and Clorfallen. Of these, Saskia’s Edge has made the more lasting impression on folk hereabouts, with other major features around the peak sharing its name, in Saskia’s Teeth and Saskia’s Maw. Whether Saskia was some great creature of the past, perhaps even a deity, to be so commemorated, is no longer recalled. The Teeth comprise a series of rising ridges, slopes and minor peaks which lead up to the middle slopes of the Edge from the southeast, rising continually from the hills of the western Nettledamp Forest more than 20 miles, 30 km, away. Saskia’s Maw is a similar series of ridges, lesser peaks and slopes running away from the Edge’s western side, albeit bifurcated by the great Shalbet Rill valley, the largest river valley in the mountains mapped here.

**Nettledamp Forest:** One of the map’s larger, named, forested areas, extending from the plains through the hills into the lower mountains around the southeastern slopes of Saskia’s Teeth and Edge. It is noteworthy for the frequent mists and fogs that collect and linger here, sometimes persisting in its hollows for days on end. These are particularly unpleasant towards Foulmarsh and the edge of the Forest near there.

**Shalbet Features:** A name frequently encountered over the northwestern third of this map is “Shalbet” - in the hill range of the Wolds and Forest near the map’s centre top, along with the Arctic Dwarf Trail that enters on the map’s north edge and continues southwestwards through the mountains to the Temple, while the lower slopes of the Temple mount are home to the rising springs that form the headwaters of the Shalbet Rill, which runs some 110 miles (180 km) from here southeast into the Abbotsrod Stream. Despite this, no one knows where the name may have originated, or why it is so widespread, although the Temple is perhaps the more obvious likely connection.

## **Constructed Places**

All the labelled constructed places shown on the map, including settlements, ruins and trackways, are listed below in name order with at least brief notes on each, along with commentaries on their builders, where non-Human. Three unlabelled markers are also annotated here in sequence as well, the Human Monument and the two Totems.

**Archlaround Trail:** Archlaround is the name of the great Arctic Dwarf kingdom in the west-central Hoarfrost Range, which occupies the bulk of Errynor Map 32, to this map’s immediate north. Although only its eastern branch, between Oddbridge Castle and the northern map edge is labelled, the name can be applied equally to the rest of the

connected trail that runs northwest to Spotted Burrow, and then north again off the map from there as a Snow Goblin Trail. Indeed, it is only this more westerly branch that links directly into the Arctic Dwarf kingdom, and that after rambling many miles/kilometres up the Eylan valley, and then one of its off-map tributaries. The eastern Trail ends some way south of the nominal Archlaround border, at the Human hamlet of Norpost, also on Map 32. The white-coloured Trail sections are simple, unpaved trackways that in general are easy to follow by anyone on the ground. The yellow-coloured Snow Goblin part of the Trail north out of Spotted Burrow is rather different. Most Snow Goblin Trails are built on snow and ice only, but snow and ice do not always lie here year-round, so this Trail can be followed on the ordinary surface too. However, like all Snow Goblin Trails, it is narrow and meandering, and while not as impossible as normal for humanoids larger than Snow Goblins to use for any distance, it is a tricky path to traverse for such folk. Consequently, this part of the Trail tends to be used mainly by Snow Goblins or smaller humanoids, or those who have a very pressing need to visit Archlaround. Despite its difficulties for larger people, it is a more reliable way to reach Archlaround than the Trail north from Oddbridge Castle. For more on Snow Goblins and their Trails, see the "Spotted Burrow" entry below.

**Cherrytrick:** A modest Faerie town on the Goatringle Lin river towards the map's southeast corner. See the notes above regarding the character of Faerie settlements for ideas on its form.

**Chill Tower:** Tilted in the top left (northwestern) map corner is this very isolated, slender, tall, free-standing, Human-built, stone tower, whose form is that of a minaret. Often snowed-in for years at a time, no one knows if anyone lives here - and if so, who or what they may be - so the Tower is as much a legendary name that few have heard, as a real place. Perhaps treasure, knowledge and great danger awaits; or perhaps merely an old, abandoned ruin.

**City of Night (Ruin):** In the southern Shalbet Forest - or the western Forest of Night, as nobody is sure where their border is meant to lie - and scattered over both banks of the Shatter River, are the crumbling, overgrown ruins of a Human-built city, long abandoned, decayed and reclaimed by the Forest. Its layout and size are impossible to determine, together with the nature of most of its former structures. Rubble in the river bed and on the banks suggest there may once have been at least three bridges over the Shatter, none of which still stand. Something of the cold and dark which pervades the Forest of Night clings to the remains here as well, enough to keep most sensible folk, and many natural animals, well clear of the place. Those who do come here are likely to be assailed by the general unease that sits heavily over it.

**Copperscream (Ruin):** Close to the central-southern map border, on the plains, are some scattered stonework remains, most of which are unidentifiable as to what they might once have been. There is though also a surviving, partly intact stone well-head of Orcish design, judging by the carvings along what is left of its rim. The well-shaft is still open, and if anyone can rig-up a means to retrieve any, there is ample fresh, potable, water deep in the well.

**Diamond Pocket:** Set upon a rocky knoll in the angle at the mouth of the Shalbet Rill valley, where that river merges with the Stead Beck as it runs out of the Coral Heights forming the Abbotsrod Stream, and also on the edge of the forest where Jealousness Wood

becomes Nettledamp Forest, is an intricate stone Dwarf Castle, which very much looks as if it has simply grown there. The inhabitants are none of the Dwarfs who might be ordinarily met with elsewhere in Errynor, for they are Faerie Dwarfs. **Faerie Dwarfs** are earth Faeries. They grow to between one and three feet tall (30 to 90 centimetres), and have thick, wiry, dark hair, leathery skins, are stocky and look powerful, yet never seem bulky or overweight. They prefer to live in isolated, wild places, and tend to do so in familial clan groups, where they can live a simple existence. Mortals who enjoy a similar lifestyle may be welcomed, although Faerie Dwarfs neither seek out, nor fear, Mortals. Such Dwarfs have an innate magical nature which allows them to transform any objects into precious metals or gemstones should they choose. They may also become invisible whenever they wish. No others can work or affect rock like them, using their supernatural strength and speed. That Diamond Pocket seems to have been grown from the earth is no mere fancy, as it and the knoll on which it stands both were. Since Faerie Dwarfs can see through solid rock, earth and metal, they know where all Nibirum's metal and mineral resources lie, and consequently, attempts to offer them monetary payment cause only amusement, as being entirely meaningless to them. Their chief weakness is their love of ephemeral beauty, thus occasionally one will fall in love with a Mortal and abduct them, or take an especially fine domesticated animal, or beautiful child. They will always leave something in exchange, including another Faerie Dwarf (especially where the taken Mortal creature is a child). Such a changeling Dwarf will stay unless it reveals its true age, or is treated so badly others of its kin must come and rescue it. [Faerie Dwarfs draw heavily on the Dwarfs of folklore, particularly as portrayed in the *Ars Magica* sourcebook "Faeries: A Complete Handbook of the Seelie", White Wolf, undated, but circa 1991, p.67.]

**Edendorf Palace (Ruin):** Towards the west-central edge of Peacock Woods, near the northern bank of the River Swallowcraft and the central-eastern map edge, the woods have grown up around and through this former Beastfolk palace. It once had a low-sloping pyramidal form, square in plan, of which primarily just the stone-built pyramidal base remains. **Beastfolk** are those intelligent beings that are part humanoid, part land animal, and the term is usually applied as a cover-all by those who do not fall into such a category. It can be used to include creatures such as centaurs or lycanthropic shape-changers, as well as many other, more random, forms created by the strongly magical nature of Alarius. In general when building, Beastfolk tend to make best-use of whatever materials are nearby, and rarely quarry or mine stone, or fell timber, though they will re-use such items as prepared timber and stone obtained by trade or from convenient ruins. Thus it is likely the stonework here which now bears some common, lithe, animal-humanoid Beastfolk motifs, was obtained from a still-earlier ruin nearby. Being deep in the heart of Faerie Land could mean its true origin may never be uncovered, even if the possible source of its abandonment may be less mysterious (see the end of these notes, the section on "Northeastern Faerie Land").

**Effet:** On a low, rocky prominence overlooking the northern bank of the Shalbet Rill, about halfway down the Rill's length in the valley bottom of Saskia's Maw, stands this ramshackle, mostly wood-built, Hill Giant castle. The nearby woods show clear signs of having recovered since the timber to build it was ripped-out or felled some generations ago. Not noted for their intellect, some say the placename derives because of the "Effort" needed to set-up the castle by the Hill Giants. Others suggest it may have a much pithier explanation, as a weary expletive because the Giants could not be bothered to look any further to build their home! [Hill Giants are similar in Errynor to their portrayal in D&D.]

**Embrea:** The great Faerie city of northwestern Faerie Land, in the River Clack valley amidst the Aberjourn Hills. It and the River Clack area are detailed by separate Atlas maps and descriptions.

**Faithful Lodge:** A solitary, if sizeable, Human dwelling, out on the plains east of the Lynbeach Lakes towards the map's central-southern boundary. The nearby lands are farmed by its owners, and the woods to its east are maintained and looked after by them as well.

**Fellek House:** On the middle reaches of the Stead Beck in its valley of the Coral Heights towards the west-central map edge, stands this stoutly-constructed stone and timber Rock Giant manor house. [Rock Giants are reasonably comparable to D&D's Stone Giants.]

**Firebrown Castle:** Set on the plains south of the Hoarfrosts, close to the map's southwestern side, is this substantial stone-built Flame Giant castle. It seems to have no obvious outer defences, but the Lord Giant can have a great wall of fire shoot up and surround the entire edifice instantly, should he so desire. [Flame Giants are a rather more intelligent, magically-adept, variant of D&D's Fire Giants.]

**Frame Manor (Ruin):** This is a ruined Human-built stone castle in a bend of the River Swallowcraft in northern Faerie Land, between the Rebel Woods and the Aberjourn Hills, some way east of the town of Seeker's Commune.

**Grittam:** Deep in the Shalbet Forest, by the Shatter River's north bank northwest of the City of Night, this is a roughly-built timber and stone Orc castle stronghold. The structure is strong and sound despite its appearance, and has mud-plastered walls. The Grittam Orcs have distinctive green eyes that shine by reflected light in the dark, and commonly wear their long hair braided into a single plait down their backs. If asked, they will - half-jokingly - claim to be the last survivors of those who finally destroyed the evil that ravaged the City of Night and left it in ruins many generations ago. **Orcs:** Some scholarly opinion in Errynor suggests that all the current humanoid folks here are really just different kinds of Orc, which have each taken different magically-enhanced, at times magically-induced, evolutionary paths to reach their present appearances, abilities and behaviours. This would account for what are commonly considered separate humanoid species being so able to interbreed, where physically possible. "Orc" has though become a general term for those humanoids that do not fit conveniently within the more populous or distinctively widespread groupings across Errynor. Such smaller units or clans have their own names for themselves, which may be known and used by others, although outsiders will more often pick-up on some distinctive physical trait, as they perceive it, to name individual Orc bands, such as eye colour or physical form when carrying out some routine task. The use of terms like "Orc" or "Goblin" is thus merely a convenient "size & type" comment, though it can include a negatively disparaging implication in places, suggestive of "simple, crude, vulgar, uncivilised", regardless of how inaccurate such labelling may be.

**Huge Like Castle (Ruin):** On the edge of the northern Nettledamp Forest, near the centre of the map, these overgrown, yet still in places substantial, stone ruins are the remains of

an old Hill Giant castle. The name is said to derive from someone asking a Hill Giant one day, “What is that?” To which the reply was, “Well, it’s huge, like.” And so the name stuck!

**Human Monument (Unlabelled):** Carved into cliffs overlooking a bend on the west bank of the Crescentflow Beck as it cuts through the Aberjourn Hills in northwestern Faerie Land, is a huge, bas-relief figure of a hooded, lightly-armed, male Human, aiming a short bow high towards the north. The figure was obviously cut into the stone many years ago, as it is weather-worn and moss-covered in places. There is no inscription to indicate what significance the figure may have had. It is though a useful landmark for those following the Crescentflow Beck from Seeker’s Commune (see below) towards Embra.

**Kennel View (Ruin):** At the edge of the plain by the northeastern side of Birdball Forest are the ruins of this abandoned Human village. Its size was not large, albeit this is hard to judge from the scant visible remnants. Enough stonework survives on and just below the surface to allow its origins and general nature to be established at least.

**Lost City of Ign (Ruin):** Deep in the southern Lean Woods are the very heavily-overgrown, well-concealed, remains of this unidentifiable ancient city. Too little survives to tell who may have built it originally, or who lived there once, while even its name can be found hinted-at in barely a handful of rare texts that few know exist. One of those suggests the Cities of Ign and Night were once twin settlements, a speculation which may have resulted simply from the seeming connection between the two names.

**Lusty Tump:** This is a small, but significant, artificial hill built to the north of the River Clack, a few miles/kilometres upstream from its confluence with the Faerie Run. It is of Human construction, and is detailed separately among the Clack Valley features elsewhere in the Community Atlas.

**Malcite Hall:** A ruined Orc-style feasting hall and its ancillary buildings, made chiefly of mud-plastered timbers, with stone footings, and perhaps once thatched roofs. It is hidden away among the foothills and forests on the northeastern side of Saskia’s Edge in the northwest-central part of the map. What is left of its architecture is vaguely reminiscent of the castle of Grittam about 45 miles (70 km) to its north, for those who know of Grittam (on which, see above).

**Oaken Shade:** Tucked-away by the River Shieldtan in southern Faerie Land’s forest depths, about where the southern Blessed Knight Forest, the eastern Silent Guess Wood, and the northern Hazel Hound Wood merge together, is a small, very isolated and extremely hard to locate settlement of Pirilorni. The **Pirilorni** are a type of Elf widely believed to be either mythical or extinct, even by other Elves. The name, pronounced “pi-ri-LAWN-ee”, can be translated as “Dream” or “Dreaming Elves”, although they are sometimes called Dusk Elves or Twilight Elves instead. Tales about them suggest they were the most strongly magical of the Elves, able to perform complex spells by thought alone, apparently. However, they also tended to become incorporeal over time, due to constantly channelling such vast energies, so that despite being immortal, many vanished from view. They did not disappear entirely from the world it seems. They just ceased to have individual identities or any physical form after so vanishing. The reality is they are neither myths nor extinct, as a scattering of mostly-corporeal Pirilorni still exists in Errynor at least, even to the extent of having some smaller settlements in places, such as

Oaken Shade. Their numbers dwindle over time however, as more become incorporeal, while few to no fresh births occur to replace them. They prefer isolated spots to live in, as other humanoid noise and general presence causes them something between discomfort and pain. Given that irritating an extremely powerful magical folk with the ability to accidentally obliterate a city with a thought would be better avoided, this is not a wholly free choice. The Pirlorni are slim-built humanoids with skin, eye and hair shades that match one another in a given individual, but which can be of any colour overall, though the tones are always pale. They communicate mostly telepathically amongst themselves, but when they speak, their voices are soft, and they never waste words. In addition, for non-Elves, it is always difficult to pin down their exact location, as they seem to shimmer and blur as if being viewed in twilight, even when they are in full sunlight. Their settlements and constructions are similar to those of other Elves, commonly located in heavily-vegetated places, especially forests, where they may be concealed more easily. Such places tend to be relatively large in area, with individual dwellings quite widely separated from one another. Homes are usually constructed from living vegetation, either naturally over time, or magically grown and enhanced for the purpose. This makes identifying them near-impossible for non-Elves, given that many have no part at ground level. It is entirely possible that a group of non-Elves might pass through Oaken Shade, without realising it was even there, for instance.

**Oddbridge Castle:** A Human-built stronghold on the south bank of the River Eylan in the northeast corner of the map, where the Archlaround Trail turns west from the north after crossing to the south bank, and then on to Spotted Burrow. A ferry boat is maintained on the south shore for travellers heading north or south across the Eylan, with landing stages on both banks. The northern landing has a bell to call for the ferry if it is not already there. Ferry crossings are made only in daylight, as the current can be treacherously strong, particularly in spring and early summer as the ice and snow starts to melt. In winter, when the river usually freezes, low ice-cairns are set up to mark an established safe path over the river, as the ice is not necessarily reliably thick in parts, and some fishing holes are kept open unless the weather is exceptionally bad. Most of Oddbridge's inhabitants are Human, though Arctic Dwarfs and Snow Goblins are regular, usually welcome, visitors.

**Old Hag's Table (Ruin):** In the northern part of Foulmarsh in the middle of the map is an ancient, broken, mossy-weedy, stone slab. If whole, it would be around 15 feet long by 8 feet wide (4.5 m × 2.5 m or so), and seems once to have been supported by low, stout pillars at each corner and halfway along each longer side. It may have had a carved inscription around its upper border, as there are irregular, weather-worn indentations there now, although this might have been simply decorative, as any legible symbols (if they were) have long rubbed away, together with any signs of who may have created this. There are a few other pieces of ancient carved masonry sticking out of the bog in places nearby, suggesting this may once have been part of a larger structure. The Table has its long axis aligned approximately north-northwest to south-southeast. Whether the Old Hag of Foulmarsh used it as a table, or perhaps still does sometimes, and for what purpose if so, is unknown, and the Old Hag is unlikely to tell anyone the truth of the matter!

**Old Orc Temple:** In the map's lower right corner, immersed in the southern part of the Bryn Sur Forest of Faerie Land, is an ancient ring of 16 roughly-shaped standing stone pillars in a circle about 60 feet in diameter (18 m). The stones are each between 8 and 12

feet tall above ground (2.5 m to 3.5 m). The centre is open and free from trees or anything taller and more substantial than moss and low grass, making a curious glade, with trees clustered as usual only a little way outside the ring of stones. Each stone bears a single, large, deeply-carved, character from the start of the commonest Orcish alphabet used still in Errynor on its inward-facing side. No path leads to the Temple, and no one ever uses it, or even knows if it has, or had, a formal name. For all it is deep in Faerie Land, the Faerie Folk avoid it, as the area within the stones is entirely without any Faerie influence.

**Open Valon:** This is a towering, castle-like structure of Errynor's Birdfolk, cut high into one of the lesser peaks south of Saskia's Edge and the Shalbet Rill, southeast of Saskia's Maw. It can be reached only from the air. It is a roughly small-village-sized settlement.

**Birdfolk** are winged and feathered, flying, intelligent humanoids with hawk-like faces, human-like arms and hands, bird legs with large raptor claws on their feet. They are similar to the Aarakocra of D&D, though much less colourful in plumage. They are rarely encountered, favouring the higher mountains to settle on in general. Their settlements tend to take advantage of sheltered ledges and caves in the higher peaks, often enhanced by stone and wood buildings. These may be partly hand-built, partly magically-constructed, sometimes using semi-solidified fog or clouds, but are always provided with large, high-ceilinged rooms, large openings that serve as both doors and windows (which can be closed with heavy shutters at need), and a central garden or paved cloister that is open to the air above, which often forms the main entrance to such a building. Those wishing to avoid giving offence always first present themselves in this central zone on arrival. Bright colours and sparkling glass, crystal, gems and falling water are frequent decorative elements. Errynor's Birdfolk are sometimes known as Skyrani ("SKEYE-rah-nee"), "Sky-folk" instead.

**Quickheat (Ruin):** The remains of an abandoned Orc village lie by the north bank of the lower Horsepack Stream on the plains in the central-southern part of the map. It once had a wooden palisade walling it around, although this has mostly collapsed now. The buildings were largely of timber and mud construction.

**Ram Ridge:** In an unusually sheltered spot high on one of the mountain ridges west of Clorfallen, on the very west-central edge of the map, is a solitary Beastfolk dwelling for a small clan of minotaur-like people. Their ridge is said to have the form of a gigantic recumbent mountain ram from certain viewpoints.

**Rarebrush:** Nearly in the centre of Birdball Forest, on the north bank of the Horsepack Stream, is this isolated Human hamlet. Few, apart from other near-locals, know anything of it. The folk here have an innate ability to "see" which areas of their home Forest are parts of the Faerie Land Core zones, and they are probably the most Faerie-knowledgeable Humans outside of Faerie Land itself. Humans elsewhere with no experience of Faerie would consider them very odd.

**Ridgemusic Fountain (Ruin):** Set into the west-facing slope of one of the western Coral Heights foothills, by the map's centre-left edge, this is an isolated, very old, stone fountain of archaic Human design. It no longer functions as a water fountain, and is battered and worn by the ages. Its stacked pools spread out in a symmetrical pattern of geometric shapes, some angular, many with curving arcs. Figurative carvings still apparent in many places show Humans playing musical instruments, at leisure and feasting. It seems to

have been simply abandoned, as its current state is apparently due to age and weather, rather than deliberate damage. There are no other obvious ruins anywhere nearby to suggest why it is here.

**Seeker's Commune:** A neat Human town nestled a little downstream of the confluence of Crescentflow Beck with the River Swallowcraft in the latter's valley, just south of the western end of the Aberjourn Hills in northwest Faerie Land. No Mortal who comes here without a strong interest in, and appreciation of, Faerie stays long. Some of those who do stay may eventually travel up the Crescentflow to Embra, to experience a true, major Faerie settlement. An ill-kept path which runs that way begins here, certainly. The place is unlike any other Human town, as it has various Faerie aspects to it, while not all the townsfolk are what they may seem, being really Faerie creatures in Human form. Plus not all the townspeople appear as Humans anyway.

**Shalbet Temple:** The entrance to this timelessly ancient Temple is in the mountainside a short way above the springs that form the earliest parts of Shalbet Rill towards the northwestern map edge. It can be seen easily from a long way down the Shalbet Rill valley, and close-up it is still more impressive, as well as distinctively Faerie in character, having been grown and formed from the mountain itself. The bulk of the Temple has been similarly formed within the mountain, in places extending deep underground. The last part of the Arctic Dwarf Shalbet Trail approaches the entrance overground from the north, over the lower outskirts of the mountains north-northeast of the Temple. It is a purely Dwarf-associated Temple, though any and all of Errynor's Dwarf-folk - or indeed those from further afield - are welcome here, including Arctic and Faerie Dwarfs. The extensive subterranean Temple complex contains details and histories on all known Dwarfen folks and their deities, with a sizeable staff available to assist those visitors coming here for knowledge and enlightenment (or bringing fresh information), when possible. There are plenty of guest rooms and suites. The place is also a great Dwarf stronghold which no one of any sense would ever think to attack. What few outsiders realise is the Temple is also a Faerie Land Core area, too small and subterranean to feature as such on the map, while conferring all the benefits of it being part of Faerie, yet with ready access to the Mortal plane as well. It is one of the very few places where at least one or two Dwarfs from virtually all types existing on Nibirum may be found from time to time.

**Shalbet Trail:** Wending its way across the northwestern corner of the map, this enters from Map 32 on the north edge, and ends at the Shalbet Temple at the head of the Shalbet Rill valley in the mountains towards this map's northwestern edge. It is an Arctic Dwarf Trail, which means it meanders over the surface, never following a straight line for any distance. This is because Arctic Dwarfs believe that to avoid offending the Spirits of Place that reside everywhere on the land, they must always avoid creating long, straight lines on the solid surface outdoors, something their architecture also reflects. Arctic Dwarfs following such a Trail move at the same speed as if the Trail was straight and direct, however, expending no more energy than if that really was the case, no matter how convoluted the Trail may seem. Unfortunately, unless they are with and aided by a group of such Dwarfs, anyone else trying to follow the Shalbet Trail will be greatly impeded, as this movement benefit exists purely for Arctic Dwarfs and those the Dwarfs have allowed to be with them.

**Shine:** A Beastfolk village in the upper Dripping Bray valley south and west of Lean Woods in the northwest-central area of the map. Here, the folk are all lycanthropic werebears. Despite their relative proximity to it, they are unaware the ruins of the Lost City of Ign lie hidden deep in the Woods barely 12 miles (20 km) to the northeast.

**Spotted Burrow:** This is a Snow Goblin hamlet on the Archlaround Trail towards the northeast-central map border, near where the River Feltham meets the Eyelan. A normal trail runs southeast from here to Oddbridge Castle, but north and off into Map 32, this is a Snow Goblin Trail. The Trail crosses the River Feltham outside the settlement, either by a ford when the river is low, or in winter over the ice when it freezes. At other times, only a risky crossing by boat (bring your own boat, as there are none here!) could be attempted. In spring, meltwaters swelling the Feltham make it very dangerous, and often liable to suddenly flood. **Snow Goblins** are the most widespread of Errynor's "Orcs", found predominantly over the snowier and icier regions. They are small in stature, at roughly half the height of an average adult Human, are frequently hairless, have large feet, hands and heads for their body sizes, pale lemon-yellow skins and yellow eyes, and typically wear little to no clothing. They have a close magical affinity with snow and ice, which they can transform quickly, skilfully and artistically by hand and magic into whatever form they desire, be it buildings, sculptures, trails, or slides for skating and fun. Their innate magic means they never feel cold, and are quite comfortable being outdoors naked in even the worst winter blizzards imaginable. Indeed, they rather enjoy those! The downside to this is that in areas warmer than their beloved arctic and tundra regions, they quickly become lethargic and sickly, and will eventually die of the heat, while tropical heat would kill them more quickly. They build settlements even up to city-sized from time to time, chiefly, if not exclusively, from snow and ice. They are a lively, quick-moving, nimble, fun-loving folk, often playing on the ice-caps and snowfields of the north. The Snow Goblins are fond of the Arctic Dwarfs, and will always greet them cheerily when met by chance in the wilds. They are warier of other folks, though their pale skins and the fact they are unaffected by ice-created mirages or snow-blindness means they can usually hide easily, even in plain sight, or escape unnoticed, from those they wish to avoid. They do make trails across the snow and ice at times, or more rarely on the open ground, which trails are narrow and meandering in a form that perhaps copies those of the Arctic Dwarfs, or perhaps is just because they like them that way. These are impossible for humanoids larger than Snow Goblins to use, however. Their name for themselves is Shardnay. Spotted Burrow is unusual for a Snow Goblin settlement in that it has several wooden surface buildings for use year-round, along with a number of snow and ice built places in the colder spots, including some a short way underground, where the winter snows linger longest (somehow, even the outdoor ice structures survive during warmer summers, probably due to the icy north winds that are channelled into whistling down the Eyelan vale here). More snow and ice buildings are added temporarily once the winter snows resume, particularly once the wooden structures become snow-bound or buried. The Burrow's Snow Goblins are also a little more used to non-Snow Goblin visitors passing through, even staying for a time, than those elsewhere, and some regularly travel to and from Oddbridge Castle on what they call "The Broadway", the regular Trail to the southeast of Spotted Burrow.

**Totems:** Two large totemic markers have been erected alongside the Shalbet Trail on the southern slopes of the western Shalbet Wolds, at the northwestern end of Lean Woods. They are about five miles (8 km) apart, and represent an ancient agreement allowing the

Arctic Dwarfs to freely pass through the eastern part of the Land of the Giants to reach their sacred Shalbet Temple in the mountains west of the peak of Esket, when using the Shalbet Trail. The easternmost marker is a 10-foot high (3 m) stone pillar of Arctic Dwarf work, inscribed with details of the treaty in Arctic Dwarf runes on its northeastern side, and in Ice Giant runes on its southwestern face, distinctly visible to anyone using the Shalbet Trail. The western marker is a 10-foot tall wooden pillar, again similarly inscribed with Ice Giant runes on its east-facing side, and Arctic Dwarf runes on its western one. The Ice Giant Totem is considered the eastern border of the Land of the Giants here, and all the humanoid Giants of this region respect it. It has little relevance south of the Shatter River valley, however.

**Walnut Guard Plaza:** Roughly six miles (10 km) west of Old Orc Temple in the deep forest by the southeast map corner, this is a large, open glade, around 600 feet in diameter (180 m) surrounded by deciduous trees, the innermost circuit of which, whose spreading branches form a leafy “wall” around the glade, consists of 16 magnificent, mature walnut trees, each of which is about 80 feet tall (25 m). Being deep in Faerie Land, the place is a particularly magical spot, and is used often for dances, feasts and merry-making throughout the year. The midsummer solstice revels here are famous throughout Faerie, although they are risky for Mortals to attend, as they might never return, at least not in a way their former family and friends might recognise. The trees here are fully sentient - the Plaza’s name is not mere hyperbole - so nothing gets into the glade that might cause the place harm.

## **Creatures**

As noted earlier, a substantial array of creatures natural and less-so may be encountered here. Those marked on the map are detailed below only where necessary. Most can be found with game-relevant statistics among the D&D rules and related RPGs, or have reasonable equivalents there, some noted below mainly where they differ from those more than a little. The animals include ordinary and giant types, though some have one of two additional qualifiers, “Blood” and “Dire”. Some of these types recur in D&D as well. Here however, both terms imply animals that are more intelligent than animals commonly are, and ones that are more likely to use cunning moves when hunting or attacking, as well as being more likely to take offensive action than flee any unfriendly encounters. In addition, “Blood” animals will attack to preferentially feed on fresh blood, if rarely to the point of killing. They may infect such attacked beings with a blood-borne disease on occasion, while usually being immune to such things themselves.

Furthermore, animals that normally have no connection to Faerie which are encountered in any active Faerie Land Core area may be ordinary, or have minor unusual aspects about them (such as odd colouring or behaviour - birds singing different parts of a harmony together, say), through exhibiting abnormal behaviours (animals sitting down to dine around a log being used as a dining table, with leaf plates and cups, for instance, or holding a conversation with travellers in their native tongue, perhaps), to being genuine Faerie creatures that only appear to be Mortal ones by magic, possibly merely by illusion.

The complete list of creatures shown on the map is given next, with the number of such markers for each kind in parentheses. Those creatures listed with an asterisk, “\*”, are given extra commentary in the notes after the list. Some connected or similar creatures are dealt with together in the subsequent notes, meaning a few will be out of this alphabetical sequence there.

Air Elemental (5), Axe Beaks\* (2), Badgers\* (1), Basilisk (1), Bats\* (1), Bat Swarms\* (1), Blood Bats\* (2), Blood Hawks (2), Blood Wolves\* (3), Cave Bears (1), Centaurs (1), Dire Wolves (3), Eagles (3), Eels (1), Faerie Dragon (1), Faeries\* (3), Female Sphinx\* (1), Flying Snakes\* (1), Frogspawn Rafts\* (2), Gargoyles (1), Ghoul King\* (1), Ghouls\* (2), Giant Ants\* (2), Giant Badgers\* (1), Giant Eagles (1), Giant Lynx (1), Giant Owls (3), Giant Pike (2), Giant Rats (2), Giant Snapping Turtle (1), Giant Spiders\* (1), Giant Stag Beetles (1), Giant Ticks (1), Giant Toads (4), Giant Vultures\* (2), Giant Wasps (1), Giant Weasels\* (3), Green Hag\* (1), Griffons\* (2), Guardian Naga\* (1), Harpies (3), Hawk Sphinx\* (1), Herd Animals\* (5), Huge Spiders\* (2), Ice Elemental\* (1), Insect Swarms\* (3), Ki-Rin\* (2), Lammasu\* (1), Land Shark\* (1), Large Spiders\* (1), Lions\* (2), Male Sphinx\* (1), Mammoths\* (3), Ogres (5), Owls (1), Pegasi (1), Phase Spiders (3), Poisonous Snakes (1), Porcupines (2), Polar Bears (1), Pseudo Dragon (1), Ravens (5), Revenant (2), Roc (1), Rock Elemental\* (1), Sabre-Tooth Tigers (1), Shedu\* (1), Skunks (1), Snap Hounds\* (5), Stags (1), Tigers (1), Treefolk\* (1), Trolls\* (5), Vampire\* (1), Wights (1), Wild Cattle\* (5), Wild Dogs\* (2), Wild Horses\* (1), Will O' Wisps\* (1), Wind Walker\* (1), Wolves\* (5), Yeti (2), Zombies (1).

**Axe Beaks:** To avoid any confusion, these are large, heavily-built, flightless birds, with a powerful, broad, axe-shaped beak, and are based on prehistoric Earthly animals. Those on the plains between Quickheat and the Outram Mere in the south-central part of the map, when affected by the extended Faerie Land Core aura, become brightly-coloured in plumage. Ordinarily, they are mostly brown-grey in colouring.

**Badgers & Giant Badgers:** When the Badgers of the Outram Mere, and the Giant Badgers in Faerie Land between Hazel Hound Wood and the southern Bryn Sur Forest, are affected by the power of the Faerie Land Core, they temporarily gain the ability to magically blind anyone who attacks them.

**Bats & Bat Swarms:** The Faerie Land Bat Swarms of the northeastern Aberjourn Hills are a sign and reminder of an old evil in this area (see below at the end of this document). They have the typical D&D "Swarm of Bats" nature beyond this. The Bats of the southwestern slopes of Esket above the upper Shalbet Rill valley, towards the northwest-central map edge can be considered a similar "Swarm of Bats", though without any further inimical implications.

**Blood Bats:** Both groups, those in the northern Coral Heights Forest and those by the headwaters of Bad Beck in the northeastern Nettledamp Forest, are indicative of regions of inimical - Unseelie, if you will - Faerie activities. They can be usefully considered similar to D&D's Stirges, with somewhat greater intelligence, and more usual bat-like forms.

**Blood Wolves & Wolves:** Blood Wolves are similar to D&D's Worgs, and like the Blood Bats, are indicative of the more inimical Faerie Land Core regions. All three packs of Blood Wolves in the southern-central part of the map, and the two ordinary Wolf packs in Faerie Land (one near Crescentflow Beck in the southern Aberjourn Hills, the other in Bryn Sur Forest by the southeast map corner), when influenced by their respective Faerie Land Core regions, gain the additional magical property that if they spot their prey first, their target becomes unable to cry out. However, if any of the Wolves is seen first, they must flee.

**Faeries:** These three markers show where the dominant Faerie humanoids are in their respective Core areas outside Faerie Land - two in the same region of the southeastern Coral Heights Forest, the other in the eastern part of Birdball Forest. They are typically a mixture of the smaller forms of humanoid Faerie, such as Sprites or Pixies, and they may be encountered throughout their own Core “patches”, albeit most likely closer to their markers. Nothing happens in their own Core zones that they do not discover.

**Female Sphinx, Hawk Sphinx & Male Sphinx:** The solitary Female and Male Sphinxes are both in central-eastern Faerie Land, and their presence here is discussed further at the end of this document. They are comparable in many respects to the Gynosphinx and Androsphinx of D&D respectively. The Hawk Sphinx - found in the mountains northwest of Saskia’s Edge - has a winged lion’s body and a great raptor’s head. It is an inimical, less intelligent, less powerful and non-magic-using form of Sphinx, which will deliberately try to cause harm and destruction even when not hunting for food. Known as the Hieracosphinx in some versions of D&D prior to 5th Edition.

**Flying Snakes:** Only found in Faerie Land by the map’s centre-right (eastern) edge, these are somewhat different to the jungle-dwelling Flying Snakes of D&D. They are similar in size (D&D’s “Tiny”), but have much paler to drab colours, a more poisonous bite, and can fly faster than a charging horse. They tolerate no creatures near their nests, so the region around their home is always unnaturally silent, with no animal, bird or insect sounds.

**Frogspawn Rafts:** Two stretches of the Faerie Run river are especially noted for having great concentrations of frogs, and their spawn in season. Sometimes, when affected by the power of the Faerie Land Core, frogs here may be seen behaving unusually, such as standing atop small frogspawn rafts holding punting poles, and having races on the river using them, while crowds of spectating frogs throng the banks. At other times, they might be carrying out alternative humanoid river pursuits, simply boating, picnicking or holding a market on the rafts instead.

**Ghoul King & Ghouls:** In the mountains by the map’s northwestern corner, a Ghoul King rules a small tribe of Ghouls. The Ghoul King is similar to the Ghast of D&D, while the Ghouls here are also much like those in D&D. The other tribe of Ghouls, in the northern Cutting Wood near Foulmarsh, are affected sometimes by the Faerie Land Core region they inhabit. When that happens, while still being inimical creatures, they are more prone to converse with travellers than attack them, and they take on a dog-like facial appearance (like the Ghouls in the “Call of Cthulhu” RPG). They remain dangerous and untrustworthy, but have greater cunning at such times.

**Giant Ants:** Aside from the “normal” Giant Ants nesting on the plains south of the Satin Greave river in the southwest map corner, those in Faerie Land south of the River Clack in the western Aberjourn Hills are discussed in detail elsewhere in the Community Atlas, *via* the Clack Valley map.

**Giant Spiders, Huge Spiders & Large Spiders:** All three of these oversized spider types are found only in Faerie Land Core areas. Giant Spiders occur in the depths of the southern Blessed Knight Forest in the River Shieldtan valley on this map. While they are similar in form and activity to typical D&D Giant Spiders, these are of a Faerie character, so are of greater intelligence, dwell in a webbing settlement of sorts, suspended among the

trees, and can converse between themselves and with others, should they so wish. Huge Spiders hereabouts dwell in the southwestern Aberjourn Hills, and the northern end of the Bryn Sur Forest. These are also Faerie-augmented creatures of greater intelligence, and able to speak ordinarily, for all they are otherwise the equivalent of the mobile hunting spider type, known in D&D as the Giant Wolf Spider. Large Spiders are the smallest of these three kinds, in D&D's "Small" size class, and their poison is also the weakest. They congregate in groups, and here - in the depths of Jealousness Wood - they are of an especially magical Faerie character, indicated by the use of a "Creature" marker, rather than the usual "Animal" one. Acting together, they create complex webs that shine with multiple colours, which webs are able to cast spells when viewed by their chosen targets. In this Faerie Land Core area, they also cooperate with the local Treefolk (see below) to help protect the forests from harm. [The names here derive from an earlier incarnation of D&D than the current one.]

**Giant Vultures:** Both flocks of Giant Vultures shown live in Faerie Land Core zones, and as a result do not have the malevolent character ascribed them by D&D. Instead, they help protect their regions - around Straightbill Woods, and between the Rebel Woods, northwestern Bryn Sur and north-central Blessed Knight Forests in Faerie Land itself - and have the magical ability that if their shadow touches an invisible object or creature, it instantly becomes visible. They are normal carrion-feeders in life habit other than this.

**Giant Weasels:** All three Giant Weasel clans - two in the mountains, one in the southern edge of Birdball Forest - are ordinarily quite normal types of their kind. When the Birdball Forest clan come under the influence of the expanded Faerie Land Core however, along with an increase in their intelligence, they gain the magical power to defeat any scaly serpent-related creature they attack. At such a time, they become the only creature able to withstand the deadly gaze of the Basilisk.

**Green Hag:** Known only as the Old Hag of Foulmarsh, this Hag lives in almost the centre of the map, with the ghastliness of Foulmarsh and the edge of the forests that surround the mire due in no small part to her longstanding effects on the region over very many years. She is the most powerful individual Faerie creature west of the Faerie Run on the map, dominating this part of the Faerie Land Core surrounding her domain. All the creatures marked within that zone, at least nominally, hold her as their sovereign - including the Blood Bats, Harpies, Ghouls and both packs of Blood Wolves. The Revenant beyond Blue Usher Beck has become trapped by her power here, and would welcome any aid to be free of her clutches before it is too late. The whole area of this Faerie Land Core zone is tainted by her presence, such that more wholesome creatures, animals and other Faeries, shun it, for all the Faeries still have respect for the Hag's abilities. She is a great Faerie creature, after all.

**Griffons:** Both mapped Griffon markers fall within the Faerie Land Core areas at least part of the time. That on the plains east of Straightbill Woods does so on the eight main festive nights of the year, but the other is within the main Faerie Land zone east of the Faerie Run, in the central-western Bryn Sur Forest, very close to the Gold Deposit resource marker. This latter is not accidental, as Griffons have had a long association as guardians of golden treasures, seemingly attracted to the metal even when, as in this case, nobody yet realises the gold is here awaiting discovery.

**Guardian Naga:** The sole Guardian Naga is on the northern fringes of the Bryn Sur Forest, close to the map's central-eastern edge. The presence of such a powerful, benevolent creature, along with others of comparable ilk in this part of Faerie Land, is no simple coincidence (see the notes at the end of this document).

**Herd Animals:** Such creatures are basically quadrupedal herbivores, which may wander some considerable distance from their marked placements at times, often seasonally. Their types may be similar or different between the different marked spots at GM's choice - deer, bison, elk or reindeer, for example. The three Herds outside the Faerie-influenced areas are of quite ordinary kinds. Most of the time, this is true as well of the Herd on the southern map edge between Copperscream and the Faerie Run, which only lies within the Faerie Land Core zone when it expands beyond its usual limits. At the right time of year however, this Herd, and that over the Run in the Silent Guess Wood at any time, can show unusual Faerie-related traits. If either Herd is of elk, they become able to change colour to match their surroundings, which while helpful for them brings its problems, as it is at such a time groups of Faeries will actually be hunting for those same elk. If the Herd in Silent Guess Wood (only) is of deer, and other conditions are right, they may be led by the Great White Hart. This is a huge red deer stag with a full set of antlers at any time of year. It is pure white in colour, and has a lion-like mane. It only appears when one or more young humanoids is nearby who has some particular destiny ahead of them, and then solely to the person or people whose fate this will be. The Hart moves silently, leaves no scent and easily outruns the fastest horse. It may lead the chosen person/people to an important object, place or person. Occasionally, it may guide someone away from disaster, and it can appear simply as an omen. It is only ever seen in a forested area, and is always considered sacrosanct; even the most evil creature would never dare harm it.

**Ice Elemental:** While none of the northern hills - the Shalbet Wolds and Salt Ridge - is ever particularly warm even in summer, one part of the Wolds in the northwestern Forest of Night, where it merges into the Shalbet Forest, is always whitened by frosts, ice and snow, in an area extending over roughly 15 miles (25 km). This is due to the presence of an Ice Elemental, which has made its lair here. Ice Elementals are a mix of a Water and an Air Elemental, and they always favour cold places to dwell, making those areas still colder in general, when present on the Mortal plane. In D&D terms, Ice Elementals are larger and more powerful, though much less capriciously inimical, than Ice Mephits, smaller and less challenging than full Air or Water Elementals. They are not especially swift moving, and may reside in the same place for long periods.

**Insect Swarms:** Small, flying, often biting, insects abound across the woods and plains of the map especially. The three marked Swarms are places where the more inimically troublesome insects may be encountered, typical of the Swarm of Insects sort in D&D. Those haunting the Outram Mere can be less unpleasant when the Faerie Land Core aura extends over them, when they may be used as steeds by the tinier Faeries, gaining bright colours and unusual forms if so. This is also true for any such Swarms encountered in the permanent Faerie Land Core zone closest to the Faerie Run on the Mere's east edge at any time.

**Ki-Rin:** Both the map's Ki-Rin reside in Faerie Land Core areas, one in the southern Straightbill Woods, the other in the northeastern Aberjourn Hills. Ki-Rin are tremendous, colourful, flying, unicorn-like creatures, with powerfully beneficent magical abilities. They

are great guardians, which role is particularly the case for that in the Aberjourn Hills (see the notes at the end of this document). Ki-Rin were detailed for D&D in *Volo's Guide to Monsters*.

**Lammasu & Shedu:** These are colossal, human-headed, winged bulls. The Lammasu is male, the Shedu female. They are powerfully magical, benevolent guardians, somewhat like sphinxes. Neither is located within the main Faerie Land Core regions, although the Shedu is not far away, and is within the extended zone present on occasions on the plains by the west bank of the Faerie Run, a little south of the Hornpan Hills. The map's sole Lammasu is on the plains close to the map's southwest corner. [Both featured in earlier editions of D&D, though confusingly the Lammasu was sometimes illustrated as identical to the Male Sphinx, and both could be either male or female there.]

**Land Shark:** The Land Shark that lurks in the upper Shalbet Rill valley deep in the mountains between Esket and Clorfallen is basically the same as D&D's Bulette.

**Lions:** The Lions marker on the plains of the map's southwestern corner is simply a normal animal pride. That in the northern part of the Faerie Land Core region that extends across Jealousness Wood and the southwestern part of Nettledamp Forest has been touched by Faerie however, so that their roaring magically terrifies those hearing it, the unluckiest of whom become temporarily frozen with terror.

**Mammoths:** To clarify, all the mapped Mammoth herds are of the cold-climate woolly variety.

**Rock Elemental:** The map's only Rock Elemental (essentially identical with the Galeb Duhr of D&D) lives in the westernmost Hornpan Hills, near the northwestern edge of Birchkindle Woods, overlooking the Dripping Bray valley.

**Snap Hounds:** Very similar to the Blink Dogs of D&D, they often settle in packs near areas affected by portals of one sort or another; on this map of course, of the Faerie kind. They are though less common in Faerie Land Core areas themselves here. Sometimes, Faerie creatures will have them help when additional guards are needed in such places - like in the Abbotsrod Stream vale where Jealousness Wood merges into Nettledamp Forest, where the Hounds assist the Treefolk in keeping this Faerie Land Core region free from interference from the neighbouring zone ruled by the Old Hag of Foulmarsh, for instance.

**Treefolk:** The Faerie Land Core region which covers most of Jealousness Wood north into the southwestern Nettledamp Forest, with its hills and lower mountains, is home to numerous Faeries that fit within this general category. The marker on the south side of the Abbotsrod Stream in the central-eastern part of this area shows where they can be most readily located quickly, as although not a recognisable settlement as such, it is used as a frequent meeting place for news and discussions by the Treefolk. They are always on-guard for incursions from the neighbouring Core zone by the Old Hag of Foulmarsh. Most of the Folk have plant or tree forms and include what in D&D would be Blights (but not of the inimical sort), Dryads, Treants, Awakened Shrubs and Trees, and Wood Woads (from *Volo's Guide*). Some are other Faerie beings in mobile tree/plant shapes as well.

**Trolls:** Most of the mapped Troll markers represent Trolls that are of the common D&D types. Those in the main Faerie Land Core region (in the northern edge of Blessed Knight Forest), and two other groups on the plains west of the Faerie Run when the Core region extends there on special nights, are of, or can take on, a somewhat different character, becoming properly Faerie in their natures. This means that while their physical shapes remain similar, their skins become very pale, almost to a blue-transparency. Those in Blessed Knight Forest live in what might be taken for rocky hillocks, but are really carefully-constructed, very old, partly underground, stone houses. Faerie Trolls tend to move and speak slowly, thinking carefully before acting. They would never consider moving away from their homes under any circumstances. They live quietly, only meeting together on special occasions to hold ponderous dances, or long games of cribbage or bridge (something very likely for the plains-dwellers who only occasionally come under the Faerie influence, or “wake-up” as they term it). Cribbage as played by Faerie Trolls uses rows of little standing stones that run for miles (yet which can look like scarcely-noticeable pebbles unless the whole area they are in is experiencing an enhanced Faerie Core episode, or a cribbage-playing Troll is nearby). The cribbage games last decades at a time, and have rules too complex for any other than Faerie Trolls to comprehend. Bridge for Faerie Trolls uses cards believed to be the ancient precursors of fortune-telling cards, like the tarot. It is only played beneath dolmens (standing stones supporting a larger flat stone as a roof) or a constructed stone bridge. Faerie Trolls are effectively indestructible, with rock-like skins - thus unlike D&D Trolls, acid and fire have no effect on them. Their only weakness is sunlight; if caught in direct, natural sunlight, they are turned to stone until the following sunset. While stone, it is nearly impossible to tell the rock was once a Troll. If this happens outside a Faerie Land Core region during one of the extended overnight Core periods (whose effects last only from sunset to sunrise), the Troll will be turned to stone permanently, caught in the first ray of sunrise just as the overnight effect ended. If the rock that had been a Troll in this case can be identified and broken open, a quantity of pure silver will be found inside. [Part of this Faerie Troll lore was derived from real-world European folklore, much of it as adapted in White Wolf's *Faeries: A Complete Handbook of the Seelie*, pp. 65-66.]

**Vampire:** The Vampire marker on the southwestern side of the Coral Heights Forest represents the nominal ruler of the westernmost of the smaller, separated, Faerie Land Core areas west of the Faerie Run, which runs along part of this low mountain ridge. Affected because of the Faerie aura, this Vampire has a strongly Elvish-romantic look. Think more Neck-Romancer than Necromancer. Some of the old Foundry Miniatures “Empire of Elves” range of 28 mm cast metal miniatures may give some ideas - ruffled shirt open to the navel, deathly pale skin, very posed/poised stance, clothing and any weapon (usually a broadsword) festooned with living flowers, such as particularly thorny, blood-red roses, which here emit a strong, not unpleasant, yet slightly tainted, scent. He uses a shallow mountain cave as his lair in Errynor's usual reality, with flowering vines around and partly over its entrance. This is a Faerie portal that in the Faerie Realms is actually the entrance to a rose-festooned, fantastic castle, in-keeping with his overall look and style.

**Wild Cattle:** Herds of Wild Cattle of various types, including D&D's Aurochs and Cow (= Oxen; both from *Volo's Guide*), roam across much of Errynor's lowlands, where there is sufficient suitable grazing. The three markers shown in Faerie Land Core areas here - two by the northern edge of the Bryn Sur Forest east of the Faerie Run (with just one label),

one on the plains northeast of Birdball Forest not far from the Kennel View ruins - are of somewhat different kinds again. Those by Birdball Forest are Faerie Cattle, white with red ears and muzzles, and are able to become invisible at will (they simply open a portal to another part of Faerie and slip into that, so do not reappear in the same place afterwards). They are beasts of exceptional quality, yet impossible to domesticate. The Herds by Bryn Sur Forest are identically coloured, though are more similar in appearance to Aurochs, with a comparably fierce temperament when provoked, though somewhat greater intelligence. They will not allow any humanoid creature to touch them or even approach too closely; a cow will kill her calf should it be so touched, for instance. They are inherently magical, as well as naturally resistant to all forms of magic, and are fiercely protective of the lands they habitually roam, to the point of having been known to slaughter an invading army. Each Herd is led by a great King Bull.

**Wild Dogs:** Both Wild Dog packs roam the plains west of the Faerie Run between Outram Mere and Straightbill Woods, so at times they can be affected by the expanded Faerie Land Core area there. Then, they can change to their Faerie forms temporarily, white with red ears and muzzles, and while remaining wingless, they also gain the ability to fly at their usual walking or running speeds. These alterations last only so long as they remain within Faerie Land Core areas.

**Wild Horses:** The Wild Horses of the northern Blessed Knight Forest, where its spur heads north to merge with the Rebel Woods, is a Faerie herd. The animals are large, beautifully-formed, with shimmering silver coats and bright blue eyes. They and any rider, whether Mortal or Faerie, that they choose to bear, can move over land or the surface of freshwater at a normal pace. They cannot be tamed or coerced, but for sometimes unclear reasons, one or more will opt to accompany and aid humanoids who are seeking to accomplish some great act until it is completed, the people involved are all dead, or otherwise prevented from achieving their mission.

**Will O' Wisps:** The Will O' Wisps of the southwestern reaches of Birdball Forest are living Faerie creatures, rather than the inimical undead forms typical of D&D. Some may be forms of tiny Faerie using magic to appear as a floating/flying ball of coloured light; others are real or illusory lights created by the true Will O' Wisps, which are themselves tiny magical creatures that only appear as such colourful spheres of light. They are often capricious and mischievous, tricking non-Faerie humanoids into losing their way, or forgetting their allotted tasks, although there is no real malice to them. They simply like to play. They can also appear or disappear at will, and can change their size or colour in a similar manner.

**Wind Walker:** Wind Walkers are a form of lesser Air Elemental that favour mountain tops. They emit a noise like whistling wind (or howling to roaring wind when more than one is present), using the power of the wind if they need to attack or defend themselves. They are telepathic and ethereal creatures, so are not always physically present in Errynor. Just one is shown on this map, making its home on a mountain roughly halfway between the Coral Heights peaks and the Shalbet Rill valley, not far from Fellelk House. Although in a Faerie Land Core area, the Wind Walker is not a Faerie creature, nor is it affected by the Core zone at all. [Wind Walkers featured in some earlier versions of D&D than 5th Edition.]

## **Northeastern Faerie Land**

As some of the Creature descriptions above have indicated, the area between roughly the central Aberjourn Hills south to the Rebel Woods and northern Bryn Sur Forest, east to the map's edge, has an unusual concentration of particularly powerful, benevolent creatures, including a Female and Male Sphinx, a Ki-Rin and a Guardian Naga. At an ancient epoch now largely forgotten, parts of this area were attacked and subjected to a great evil power. While long-since defeated and supposedly destroyed, the presence of inimical Bat Swarms in Faerie Land areas are always a sign of some lingering taint of evil, and the unusual prevalence of so many bands of Ogres in the central Aberjourn Hills - known to be brutish, unpleasant creatures whether of Mortal or Faerie origins - also points towards this. That the only two substantial ruins known in this part of Faerie Land are both nearby in the Swallowcraft valley, Frame Manor and Edendorf Palace, seems unlikely only to be coincidental. Even the presence of the two magical Wild Cattle herds and the Flying Snakes is probably not accidental either. The source of the evil seems scattered, unless the Bats point closer to it, and when, or how, it may return cannot be established. The guardians though suggest strongly there is no "if" involved.