

Evth Pass

Evth Pass forms a significant access route through the narrowest part of the Uthold Amorith mountains, southwest of the furthest inland tip of the great Suis Elisyr landlocked sea in west-central Doriant. The central and northeastern Pass has been carved by the action of the River Redshok and its tributary the Sussu. Beyond the Pass, the Redshok continues northeast over the Uthold Brake Plains into the southwestern end of the Suis Elisyr, some 90 miles (145 kilometres) distant from the map's northeast corner. The shorter southwestern leg of the Pass has been cut by the Saskulaana River, a minor headwater tributary of the continent-spanning river whose course west to the Enyr Sea separates the lush lands of Erelenil to the north from the vast desert of Qaras to the south. On such a continental scale, no river on this map is especially significant, despite their local importance.

The route of the Pass is marked by the solid line of a road from the map's top right to lower left corners, for all it is really only a well-defined dirt trail on the ground, away from the few settlements along it, and the occasional stone bridge. It follows the north bank of the Redshok over the Shu bridge near the Sayada Shrine, rising steadily and entering the Pass proper by Laburnum Grove on the lower eastern slopes of Mount Tulukaruk, and the woods opposite on the lower northern slopes of Mount Hugo. A second bridge crosses the Aliissa soon after, then the valley broadens while continuing to rise, where the Redshok Vale to the east joins the valley of the Pass, where the Sussu joins the Redshok. A bridge over the Sussu carries a trail east along Redshok Vale to the settlements of Sho-Kaia and the Zulivor Mine, and then off-map east to the main part of the Uthold Dwarven realm. Further south the Pass valley narrows again, where the slopes of Rillrai and Ghul Hill to the west almost meet those of the northwestern side of the large Kaskil hill to the east in places. Early in this section, a broadening of the valley again contains a number of farms in the vicinity of Dallzann, where the road crosses the upper Sussu by another bridge. After Dallzann, a riverless stretch rises on to the highest point in the Pass, roughly five miles (8 km) beyond the Sussu crossing, beyond which the road descends somewhat more steeply towards the south bank of the Saskulaana, over a minor tributary's ford a couple of miles northeast of what is said to be an old ley-line between the Ayjalanu Temple and Witch's Gibbet high on Ghul Hill. One last bridge, over the Tsiskw by the Chexi Shrine, where the open valley of the Tsiskw meets the base of Denn hill, is counted by many as the southern end of the Pass. Further west, the road skirts the northern end of the Uthold Weald, here commonly called Passguard Forest, before exiting the map.

Although the Pass area lies almost on Nibirum's equator, the climate, and much of the vegetation, trend more towards the temperate than the tropical, in part thanks to the general elevation of the Duin Elisyr plateau, the enormous mountain region surrounding the Pass. Even the highest peaks here are snow-free year round, however.

Only the more significant woodlands are shown on the map, some of which are named to reflect their dominant tree species, for all most are unlabelled. Shrubs, lower-growing plants, including grasses, with smaller stands of trees, are scattered across the landscape elsewhere, with tall grasses being commonest in the more open lowlands, notably on the plains in the northeast and southwest map corners.

In terms of humanoid inhabitants, the Pass lies at about the western limit of the realm of the Uthold Dwarves. To the west and south beyond this map, the lands are more sparsely populated, while to the north and northeast, Human realms predominate. Consequently, most settlements on the map are Dwarven. However, the borderland nature of the Pass means that its southerly and western parts are home to other humanoids, along with an occasional intelligent, though non-humanoid, creature.

Numerous items on the map are labelled in different colours. Red indicates creatures of some kind, including a few settlements. Green is for vegetation features. Light brown shows occupied Dwarf settlements, pale grey unoccupied and ruined places, along with labels for specific hills, mountains and valleys. Purple indicates two Gnome settlements, and blue rivers and other water features. Not all these are detailed in the following notes, usually either where the name simply indicates a river or other obvious terrain feature, or where the creatures are likely familiar enough from various well-known fantasy role-playing settings to need no elaboration. Items that are provided with notes here are done so in alphabetical order based on how their label appears on the map, although those in close proximity, or otherwise connected, may be described together, with cross-references.

Labelled Items

Aguda Rocks: High up on the northeastern slopes of Cha'atl Ridge, towards the map's east-central edge, these Rocks form a notable area of boulders and rock outcrops of blue-coloured stone, which is quite different to the rest of the bedrock outcrops nearby. Closer inspection shows them all to be crawling with worm-like creatures a little below their outer surfaces, and either the blue stone, or perhaps these odd inhabitants, do seem to have magical potential. However, a flock of Harpies has adopted this area for their lair, so even managing to see the rocks close-up can be rather a challenge.

Angos' Shrine: On the upper slopes of the southeast ridge of Denn hill, in the lower left-centre of the map, this is an old, stone-built Shrine containing the stone-carved effigy of a naked, wolf-headed, Dwarf-stature humanoid, captioned in ancient Uthold Dwarf runes as "Agnos". The Shrine seems unused now, although it may once have had connections to Issumatar (see that entry for more, and also the Bandit Cave and Witch's Gibbet notes).

Asenath's Scar: A magically-blasted section of hillside on the mid-southern slopes of Tukka Heights in the map's southeast corner. This is a place where no vegetation grows, and where there are no living creatures of any kind. Animals avoid it. The Scar still radiates magic like a radioactive poison, making it unsafe to venture here for long. It is though a very obvious landmark in the Lo'ok River Valley.

Ash Dryads: In the map's top left corner is a stretch of woodland of primarily ash trees, many of which are home to Dryads. It is very dangerous to enter here intent on hunting or felling timber.

Axe Beaks: Giant, flightless birds with broad, axe-like beaks, roam parts of the Uthold Brake Plains in the map's top right. They can be very vicious, and treat other bipeds as a threat.

Axota: By the east-west trail along the north bank of the Aliissa to Vurugor in the map's north-centre, are numerous apparent plants sprouting sometimes very large, blade-like, silvery leaves. These though are actually steel-bladed weapons, growing from the soil as if they were plants. They grow thus magically, yet the weapons themselves are non-magical, for all they are sharp and the steel is good quality. While growing, they never rust. They take about a year to reach maturity, when folk from Vurugor come to harvest them. The weapons behave like plants otherwise, including blowing in the wind, which can be dangerous to those getting too near them.

Ayjalanu Temple: Low on the southwesternmost ridge off Kaskil in the map's south-centre, overlooking the Pass road near where it meets the Saskulaana, this is a large, stone-built, pyramidal Temple, surrounded by burial mounds. All are ancient. Believed to lie at the south end of a magical ley-line, said to connect the Temple with the Roadside Graves and Witch's Gibbet to the north, over a distance of almost seven miles (11 km). The Temple is no longer in use.

Bagada Cairns: Set on the higher southern slopes of Cha'atl Ridge near the map's east-central edge, roughly four miles (6 km) south, and over the Ridge from, Aguda Rocks, are numerous Dwarven burial mounds, burial caves and shafts, many of which are linked by subterranean passages that are guarded by still-functional metal automata. A group of Phase Spiders have set up lairs in some of the older tombs. The site is still used occasionally for important Uthold Dwarf burials, and a trail leads southeast for this purpose to the Zulivor Mine and beyond (off-map).

Bandit Cave: Such a solitary route along which goods must travel as the Pass road, has attracted the attention of various nefarious characters over the years. Currently, one such group of Bandit humanoids have made camp in a Cave on the north side of the west ridge up to the summit of Denn hill in the map's southwest, near the southern end of the Pass. Sometimes they keep watch from Angos' Shrine on Denn's southeast ridge, and sometimes they use the abandoned Dwarf Hadzi Mine on the western side of Zenn hill as their hideout, making sure the old, worn trail leading in the Mine's general direction from the southwest does not look more used than normal in doing so. There are several old shafts within this former Mine, used now as a store for dried foods and some loot by the Bandit gang.

Banshee: Lurking on the south bank of the River Aliissa, roughly halfway along the turn-off trail to Vurugor from the Pass road, is a Banshee, said to come out and screech if someone passing along the trail is doomed to die soon. Quite who is intended is rarely certain, especially if one or more groups is using the trail at the time, and she never crosses the stream northwards, or clarifies further.

Bee Caverns: On the northwest-facing slopes of the higher southwest ridge of Kaskil in the map's centre-south, is the cave home of a village-sized group of Bee-folk, who sometimes raid the higher, middle portion of the Pass road, the Redshok Vale and Tsiskw valley trails to their north and south respectively. The Caverns and the Bee-folk are detailed in a separate Atlas map.

Blue Poppies: One area of the Uthold Brake Plains south of the Redshok and the settlement of Rhalvill is noted for these tall, blue-flowering plants. The seeds have valuable medicinal uses, and the folk from Rhalvill cross over the river in boats in season to harvest them, as they refuse to grow closer to the settlement, for all some are found elsewhere on the Plains beyond this map. In bloom, they make a striking landmark as well.

Brigands: Like the Bandits at the south end of the Pass (see the Bandit Cave notes on them), the northern entrance has attracted its share of similar raiders down the years, such as this group, who are presently camped deep in the woods southeast of the Redshok at the northwestern foot of Mount Hugo, in the map's upper centre-right. Being closer to a number of Dwarf settlements, the gang here are more circumspect in their activities, operating or moving mostly by night, often preying on travellers using the Redshok Vale trail south of the mountain, rather than in the Pass itself.

Cedar Woods: A larger area of forest on the lower northern slopes of Cha'atl Ridge down onto the edge of the Uthold Brake Plains, towards the map's central-eastern edge, which is mainly composed of aromatic cedar trees. It is also home to a number of free-roaming Brown Bears, while the Bloodhawks, Harpies and Giant Vultures that live along the lower northern mountainsides nearby are commonly seen flying over, or perching among, the trees.

Chexi Shrine: An old, stone-built wayside shrine set on the south side of the Pass road bridge near where the Tsiskw meets the Saskulaana, and where the trail east to the settlements at the west end of Uruy'da Valley branches off the Pass road, at the southern end of the Pass. It is customary for travellers on the Pass road, and sometimes those using the Uruy'da trail without entering the Pass, to leave a small offering at the Shrine for a safe journey. Many such trinkets are still here, the older ones notably weather-worn. Even the Bandits and Bee-folk raiders rarely steal from the Shrine, out of superstitious respect for the place (and for fear of potential supernatural retribution should they do so). It is tended occasionally by the priests from Rhalvill far to the north, who also look after the Sayada Shrine by the Pass's north end.

Creeping Blight: On the lower southern slopes of the highland area in the approach to the Pass, a little east of the Uthold Weald section of the Passguard Forest, and south of the Tsiskw River in the map's lower left, is an irregular zone approximately 4 miles (6 km) across, centred on the relatively intact ruin of Ged-Ahini Keep. Within this area, nothing grows, and the land surface is covered with - or has become - a powdery, grey-white ash. A weakly inimical magical aura can be detected across the whole Blighted area. Those who have encountered it may suspect a similarity to Asenath's Scar many miles further east, on Tukka Heights. The Keep is said to be haunted, and while the ash stays within the Blighted region, no matter how the wind blows, the Blight's area expands a little every year, although never uniformly. A few hundred yards/metres southeast of the Keep is a large, circular, Stone Maze, partly built into the ground, and roofed over completely with stone slabs except for a couple of entryways, forming a semi-subterranean labyrinth. The entrances seem never to be in quite the places what legends there are of the place locally say, and seem to shift from one visit to the next anyway. Trapped within the labyrinth is a physically powerful Ogre, which is kept in magical stasis until living humanoids enter the Stone Maze, at which point he activates to hunt them down. If killed, he is restored fully healed back in stasis again within the Maze. Other features, and perhaps treasures, may be hidden here, or in the Keep.

Dallzann: Close to the centre of the map, this is a stone-built Dwarven hamlet, beside the stone bridge over the upper Sussu, carrying the Pass road. Set-up as the final travellers' waystation in the Dwarven realm, farms in the flatter, central part of the valley nearby help support it, and its inn. Information on known features of the Pass and those scattered over the nearby upland terrain may be learnt here. Armed patrols are normally only sent out to deal with identified troublemakers, or investigate unusual events, as most travellers arriving here have their own guards, either because they have come from beyond the Dwarven region to the southwest, or are heading that way. The Pass' raiders stay well away from the settlement, and rarely raid even the more outlying farms.

Duohydra: In the western segment of the Passguard Forest, which extends off the map's lower left edge, by the southwestern foot of Tenn hill, is the lair of a huge, two-headed serpent. Whether it is a natural snake that happens to have two heads, or a genuine hydra with only two heads, no one seems to know.

Earth Elementals: Higher up the southwestern slopes of Tenn, northeast of the Duohydra's part of the Passguard Forest near the west-central map edge, is a steep, narrow, valley-head in which a small group of Earth Elementals are hatching and raising several young Purple Worms. The folk of Nyurganu and the Bandits, both relatively close-by, know enough to leave this area well alone.

Flesh Cave: Concealed on the mid-western slopes of Mount Tiye near the central-southern map edge, is a small, rounded opening to a most curious Cave. Inside, it is entirely made of living flesh, and the whole radiates a distinct magical aura. The Cave is not large, and has no other exits. It is really a summoning mage, who has been magically converted into this place.

Frozen Lightning: More correctly, this is a 50-foot long (15 metre) petrified, dendritic lightning bolt, lying on the ground surface in the northern Uthold Weald part of the Passguard Forest. It is hard as steel, yet is made

of fused soil, seeming much as a natural lightning strike might create a fulgurite within the soil. Those tend to be quite fragile, however, and do not occur only on the ground surface. The object has been here for some time, as there are small patches of moss and lichen growing on it (but no other vegetation).

Ged-Ahini Keep: See the Creeping Blight notes for this place.

Ghost: Haunting the lower southern slopes of Mount Hugo north of Redshok Vale in the map's northeastern quarter, is a wandering undead Ghost. Few locals admit knowing of its existence, for all Mount Hugo has something of a reputation as a place best-avoided (this is possibly due to the Brigands elsewhere on its lower slopes, however).

Gilldain: A larger Dwarf hamlet by the River Redshok on the Uthold Brake Plains in the map's top right corner. It serves travellers using the Pass road through it, along with Plains farmers, and it has a decent inn, if one nowhere near so impressive as the Koros Inn around eight miles (13 km) to the west. The fishing is especially good on the Redshok nearby, thanks to additional nutrients in the water from the Hot Spring, a similar distance away to the southwest. It is a good place to pick up news and gossip from the Uthold Dwarven realm as delivered by travellers going to and from the mountains.

Great Grave: High up on the northwestern side of the west ridge on Mount Michilanu near the map's upper left corner is a gigantic, ancient burial mound. It contains an equally huge humanoid skeleton, and perhaps some long-forgotten treasures. While clearly the body of a giant, the remains are substantially larger than any giants living in the vicinity still today.

Hadzi Mine: Details are noted under the Bandit Cave entry.

Hot Spring: A natural pool bubbling-up with warmed, mineralised water, from which flows a stream east into the River Redshok some miles away, in the map's top right corner. A trail leads northwest to a ferry over the Redshok to the Koros Inn. When visitors to the Inn wish to bathe in, or drink from, the waters here (which have mild natural healing properties), the ferry operates, with carts or riding animals available to carry folk the three miles (5 km) to and from the Spring. When numbers are sufficient to justify it, a temporary settlement of tents and huts can be built rapidly by the pool, allowing visitors to stay at the Spring for a few days. There is ample evidence here at other times to show the extent of such past shanty villages.

Iceworm: Trapped high on Mount Tulukaruk's mid-southern side, in a small cave behind a waterfall, is a baby Iceworm. In its distress, it has frozen the back of the waterfall and the wet walls of the cave, so it cannot get out. How it got here at all, or how long it has been here, are unknown. Given the isolation of the spot, nobody is aware of its existence either, although the small stream that flows by the cave is always notably colder than any others locally. Iceworms are not usually found in the tropics, and their parents tend to be very protective of their young, so there is the potential for a dangerous event or conflict here.

Inger Rocks: In the angle between two streams on the mountainside in the map's top left corner is a series of large, natural boulders, all carved carefully into giant forms of various fruits and vegetables. They have obviously been here for some time, albeit carved by unknown hands.

Issumatar: This is a very old, long-abandoned, Dwarf city, most of which lies underground, by the headwaters of the Saskulaana River, south, and a little below, the high valley where descending ridges from Mounts Piktaungitok (to the west), Tulukaruk (to the north) and Elleyanu (on the southeast) meet, in the map's upper left quarter. Two old, worn, in places lost, trails lead to it, one from Vurugor in the Aliissa valley to the east, the other from the main Pass road to the south, alongside the upper Saskulaana in its narrowing valley there. Part of the old southern trail nearest the city gates, the Stone Road, is still slab-paved, reasonably intact, and lined along its edges by old, weathered standing stones, each carved into the form of a different Dwarven warrior-king. This section of the route is roughly a mile long (1.5 km). For all the Uthold Dwarves have tales that recall the place, these are vague as to why it was abandoned, although its isolated location, on the extreme western fringe of the Dwarven realm here, may be part of it. More likely is that its mines, and outlying ones such as the Hadzi Mine on Zenn hill southwest of the former city, ceased being productive. Carvings of a wolf-headed Dwarf figure, perhaps a deity, are to be found in a few places in the subterranean city still, suggestive of a link to Angos' Shrine on Denn hill, above the end of the southern valley below the city.

Kalati Chapel: In the river valley in the northwestern map corner, south of the Ash Dryad woods, this is a small, old, stone-built chapel. Curious lights may be seen from its windows at night sometimes, when services are being held. By day, the place is empty, quiet and seems long-abandoned, with a scent of decay about it. It has few fixed adornments inside, none of which indicate its religious affiliation. Some have described the pale nocturnal lights as "corpse-lights", which is unsurprising, as the services are run by, and for, the undead. Even

the Chapel itself seems to come unalive at such times, and it may be the Chapel which is truly what commands events here. Ghosts, spectres, wraiths and semi-corporeal wights may be involved in the ceremonies, with wights typically taking the form of officiants. Not a safe place for the living.

Karpok Ring: This is a circle of seven tall standing stones, on the lower northeastern slopes of Mount Hugo, facing the Uthold Brake Plains. A flock of Giant Vultures has adopted it as a favoured perching place.

Kesuk: In the hollow between Iset Hill and Tukka Heights in the map's lower right corner, is an area of woodland. Streams flow north and south from this dell, and in the middle of the wood is a life-sized, carved stone statue of a robed Human, seemingly a sage or philosopher. The nature of the statue, captioned on its low plinth base in worn Dwarf runes as "Kesuk", is though hard to tell, as it is entirely covered by a swarm of insects by day or night.

Koros Inn: Set on the Pass road roughly midway between the Plains settlements of Gilldain and Rhalvill in the map's top right, this is a fine, large, travellers' inn, catering to those using the Pass road, supported by nearby farms on the Plains, and folk from the two settlements. Like both those hamlets, the Inn is Dwarf-built and run. A ferry sometimes operates over the Redshok south of the Inn, taking visitors to and from the Hot Spring by the trail across the river (see the Hot Spring notes for more details). A weekly market runs by the Inn, where much gossip, news, legendary and many a tall tale can be heard. It is very much the social hub for the communities and scattered farmsteads in this region.

Laburnum Grove: One of the smaller, unmarked woodlands to be found strewn across this map, this one is notable as marking the northern end of the Pass, on its western side, near the base of the very long west-east ridge that extends down from the summit of Mount Tulukaruk many miles distant to the west. When in bloom, the skeins of golden-yellow flowers on these trees hang like lines in a living watercolour painting, and their pleasing scent wafts right across to the road and the River Redshok. Their seeds look a little like pea-pods, but are really deadly poisonous.

Larch Woods: Up on the high west ridge of Mount Piktaungitok is one of the more substantial mountain woods, almost exclusively consisting of larches. The ridge turns bright yellow-green when the new growth of needles comes out on the trees, and the ground turns golden for a time when they fall, leaving the trees bare for almost half the year.

Lo'ok River: Just a short stretch of this small river features on the map, in the southeast corner. Some say it is a sacred river, because the waters from the Shida Pool Shrine flow into it from one of its lesser tributaries, and possibly because its upper course passes through the Rowan Woods (see that entry).

Mimmi: In the angle between the upper Lo'ok River and the stream descending from Tukka Heights past the Tukka Bell Temple in the map's southeastern corner, is a huge, sculpted stone frog statue, facing south towards the river bank, and smiling benignly.

Mine Cart Dell: A small valley near the western foot of Cha'atl Ridge towards the map's east-central side contains a clustered group of old, wrecked Dwarven mine carts. Quite how they ended-up here is unclear. A major flood along the upper Redshok Vale from the Zulivor Mine to the southeast would seem the most likely option. Some force would definitely have been required to achieve their current location and state.

Moroxon Arena: High on the east ridge of Mount Michilanu by the centre-top map edge is a large, cleared, flattened oval area along the ridge top, bounded by a continuous stone kerb. The Arena is a Stone Giant jousting ground, where they come every few years for tournaments, using elephant mounts. The ground shakes for miles around during these combats, which may partly explain the abandonment of Volbmar Village on the Plains some distance to the east, by the mountain's foot.

Morte Hedge: Towards the base of the north side of the long east ridge of Mount Tulukaruk, above the River Shu, is a great circular thorn hedge ring, around 10 ft high, 3 ft thick and 50 ft in diameter (3 by 1 by 15 m). It looks like a small, round woodland even from quite close-up, although the walls of thorny growth prove impassable, and almost impossible to cut a path through. There seems to be nothing unusual inside this cleared circle, just fairly low-growing grasses and wildflowers.

Mount Hugo: This peak, on the east side of the northern entry to Evth Pass, loosely surrounded on three sides by a long curve in the course of the River Redshok, has something of an unlucky reputation locally, perhaps because of the Ghost that haunts its southern flanks, or the Giant Vultures and Brigands that have long haunted its northern sides.

Munatenorma Temple: Around three miles (5 km) northeast of Dallzann, near the middle of the map, on the valley plain east of the Sussu, is a substantial, partly ruined and completely abandoned Temple to the elephant-headed humanoid deity Munatenorma. No paths lead to it, and it is largely concealed from the Pass road by heavy, wild vegetation that has grown up screening it. Oddly, no vegetation grows on the Temple itself. Locals will avoid talking about it, and if forced, will warn against visiting it. Its interior golden decoration remains intact, and is cursed. There is also a hidden portal concealed somewhere in the Temple which leads to a magical paradise land, where the people are almost all elephant-headed humanoids. However, using the portal or removing any of the gold, summons demons that will wreak havoc in the Evth Pass area, destroy the magical paradise and everyone living there. This in turn will, eventually, bring down the wrath of Munatenorma on the demons and those responsible for bringing them. Local legends are rather vague, though not entirely useless in providing advice and information in regard to all this.

Nanja's Well: In the Lo'ok River valley near the southwestern foot of Tukka Heights, is an old, stone-lined, dry well-shaft. At its bottom lives a Troll, and the upper part of the shaft is home to his pet flock of Stirges. The Troll's name is Nanja.

Ni-Nuh Circle: Six standing stones form a small ring in a broad hollow by a stream on the lower northern sides shared by Mount Elleyanu, Ghul Hill and Rillrai in the map's north-centre. It is visible from Vurugor on the other side of the Aliissa in the valley, roughly three miles away (5 km) to the north.

Nyurganu: In the valley of the River Lur, towards the map's west-centre edge, is this small village of Human-seeming folk, who are actually Weretigers. A trail runs downstream from here through the nearby Passguard Forest and off-map. Although they avoid annoying the Earth Elementals on the southern slopes of Tenn hill, they have little to fear from others in the area. While isolated and outwardly peaceable, they do like their meat fresh...

Passguard Forest: Two large woodland regions in the map's southwest corner bear this name, although they are physically unconnected. That on and beyond the map's west edge is relatively small, while that leading off the map's south side is merely the northern tip of the Uthold Weald forest which continues south for 200 miles and more from here (300+ km). Their local title derives solely from their relative locations to either side of the south end of the Pass.

Petrified Forest: What would ordinarily be another of the more significant mountain woodlands hereabouts from its size, gains still greater interest by virtue of it having been magically turned to stone. It occupies the narrow valley-head between the upper Rivers Shu (east) and Stolané (west), and the adjoining slopes of Mounts Michilanu (north) and Tulukaruk (south), in the top west-central part of the map. One small section on its eastern edge, in the upper Shu valley, has a perpetual pale glow by night, due to the many Fireflies that congregate there.

Rhalvill: Closest of the Dwarf hamlets to the northern entrance to the Pass, this sits astride the Pass road by the Redshok, west of the Koros Inn in the map's top right quarter. Patrols from here keep lookout for the suspected Brigands, and other inimical creatures, that frequent the area. Farms supply the needs of the folk here, along with the weekly market at Koros Inn. A small inn for travellers is here too. The priests who look after the Sayada Shrine west of here along the road, and occasionally the Chexi Shrine at the far end of the Pass, live at Rhalvill when not on duty at either Shrine. A notable landmark, south of the river, is the region of Blue Poppies on the Plains there (see that entry for more details).

Rhul Observatory: Situated midway between the two small peaks on the higher section of the great eastern ridge of Mount Tulukaruk, this is a low, stone-built, stepped, pyramidal observing platform, where those versed in such matters come to keep watch on the night sky for signs and portents. A well-maintained trail leads up the slope from Vurugor in the Aliissa valley to the south. The site is not permanently occupied.

Roadside Graves: Set along both sides of the Pass road in the lower left-centre of the map are numerous old stone grave-markers, where burials occurred in past times. Few of the markers are sufficiently legible still to tell who most were, although the majority seem to have been cut in the form of old-style Dwarven runes. The site is said to lie on a ley-line between the Ajjalanu Temple to the south, and Witch's Gibbet high on Ghul Hill to the north.

Rowan Woods: A more substantial small mountain forest area in the map's southeast corner, around the headwaters of the Lo'ok River. Many of the trees are rowans, trees believed to be a magical protection against inimical witchcraft. Eagles nest in some in the Wood's north. The presence of so many rowan trees around the upper Lo'ok may be partly why that stream is considered sacred.

Running Stone: Alongside the Pass road between the two Passguard Forest areas south of the Pass in the map's lower left corner, is a low, broad stone, into which has been carved a large Dwarven symbol representing motion. The Stone radiates a magical aura, also associated with movement. One person per day who performs the correct, quite simple, ritual while touching the Stone gains the ability that if they start running as they stop touching the Stone, they can swiftly attain a speed of about 60 miles per hour (100 km/h), which will persist without fatiguing them until they stop running, for whatever reason. They may run over any terrain they could ordinarily walk across at this speed, but they must avoid terrain impassable to them (they can use a ford or bridge to cross a river, however). The following day, the person must rest for the whole day, or find they cannot even walk for the next week.

Sabba Castle: This is the heavily overgrown ruin of a long-abandoned, Human-built, castle. It stands south of the Saskulaana River and west of the Uthold Weald section of the Passguard Forest in the southwestern map corner, not far from the Running Stone.

Sayada Shrine: Close to the confluence of the Rivers Shu and Redshok, by the north end of the bridge over the Shu, in the top centre-right of the map, this old stone-built Shrine is run by priests from Rhalvill, along the Pass road to the northeast, who assist travellers to make an appropriate small offering for safe passage, or thanks for one, when using the Pass. It is otherwise similar to the Chexi Shrine by the south end of the Pass, which the priests also tend, if much less often.

Shida Pool (Shrine): A woodland pool in the map's southeast corner feeds a tributary of the upper Lo'ok River. It has magical healing properties, and is surrounded by a broad, sandy beach, scattered over which are numerous tiny, sharp stones, each with one of the classical polygonal forms (like an RPG dice set, but these stones have no numerals on them). Among the fine trees growing nearest the Pool, one contains a magically trapped Human druid.

Shis'gi's Cave: High on the southern slopes of Kaskil, overlooking the multi-limbed Uruy'da Valley and the upper reaches of the Tsiskw River near the south-central map edge, this Cave complex is occupied by an elderly Naga, treated by the locals who know as a great sage, and not someone to be bothered unnecessarily. She is a very powerful magic-using being.

Sho-Kaia: On one of the upper Redshok's tributaries northwest of Tukka Heights, this is a Beastfolk village. A trail follows its stream to the village, linking with the trail that runs along Redshok Vale between the bridge to the Pass road to the west, and the Zulivor Mine to the east. Occasionally troubled by the Griffons that frequent the nearby higher parts of Tukka Hill to the southeast, as some of the folk here can fly themselves, this does not happen too often. Farms in the valley close-by provide some foods for the village, along with more hunting, fishing, and gathering of naturally-occurring plants, fruits and vegetables in the vicinity. The folks here tend to keep to themselves otherwise.

Stone Maze: Detailed under the Creeping Blight entry.

Stone Road: Described with the notes for Issumatar.

Tamura Tower: The remains of an old, worn trail lead upslope from the Aliissa valley towards this still older, now ruined, Tower on the northern heights of Mount Elleyanu, in the map's west-centre. The folk of Vurugor recall it, but claim to know little or nothing of its history. Somewhere among the ruins, hidden away, is a still-functional magic portal.

Tentopet: At the southeastern foot of Kaskil hill, by one of the upper tributaries to the Tsiskw River in a reach of the Uruy'da Valley, this is a Centaur hamlet. The folk from it live mostly by hunting and gathering, and trading with the two nearby Gnome settlements of Xurapol and Xurivil. Trails by the streams hereabouts link all three places, and one follows the Tsiskw west to the Tsiskw bridge and Pass road by the Chexi Shrine, at the south end of the Pass.

Tukka Bell Temple: On the upper southern slopes of Tukka Heights in the lower right map corner, are the ruins of this once bell-shaped stone Temple. It is unclear now what deity or deities were favoured here, for all some of the old decoration remains hidden among the undergrowth. The site provides views over the Lo'ok valley to the south.

Volbmar Village: Scraps of an old trail leading from the northern Pass road by the Sayada Shrine to here can still be traced on the ground, along the lower Shu and one of its northern tributaries, by the north-centre map edge. It was a Dwarven settlement, built of, now-tumbled, stones, and having unusual concrete roads. Quite why it fell into disuse and was abandoned, no-one apparently now recalls locally, although perhaps vibrations

from the Storm Giant elephant jousts high on Mount Michilanu to the west played a part. A pack of Wolves has taken over the ruins as a handy lair.

Vurugor: Westernmost of the still-occupied Dwarven settlements at Evth Pass, this is a stone-built village on the north bank of the upper River Aliissa in the north-centre of the map. A trail leads downstream east to the Pass road and the bridge over the Aliissa that road follows, near the north end of the Pass. Another trail leads uphill north to the Rhul Observatory on the heights of Mount Tulukaruk. An old, scarcely-used and hard to follow trail leads west upstream, eventually to the abandoned Dwarf city of Isumatar, while a second “lost” trail forks southwest on the south bank of the river from the Isumatar trail, leading up to the ruined Tamura Tower high on Mount Elleyanu. Hunting, fishing and some farming helps sustain the villagers, and travellers do come here, as this is by far the most knowledgeable place regarding places, people and events in the Evth Pass area. Even parts of the old libraries of Isumatar have been preserved at Vurugor, for example. Patrols maintain a regular watch for inimical creatures, and the place is surprisingly busy, despite seeming so isolated. There is even an occasional market fair held a few times each year.

Witch’s Beacon: A stone platform high on the southern slopes of Rillrai always has a handy pile of dry brushwood on or near it, should a warning beacon need to be lit here by folk from Dallzann to warn of help needed to deal with something deadly in the Pass. In better weather, the Beacon’s light is visible from Rhalvill, Koros Inn, Gilldain, Sho-Kaia and the Zulivor Mine, and its smoke can be seen from Vurugor as well. All these places know what such a sighting means - Trouble! Some say the name is a corruption of “Watch Beacon”, although it may relate to another similarly located feature on the next hill southwest along the Pass, Witch’s Gibbet.

Witch’s Gibbet: On the higher slopes of Ghul Hill’s southern ridge stands a solitary Gibbet, from which still hangs the long-mummified corpse of what is said to be a Witch. Located in the map’s southwest-centre, this has supposedly been here as long as anyone can remember, such that its origins are now wholly obscure. It seems almost a counterpoint to Angos’ Shrine on the ridge of Denn hill immediately to the southwest, and both features almost seem intended to highlight the entrance to the upper Saskulaana valley and the lost road up that vale to Isumatar.

Xurapol: One of two Gnome cavern settlements in the map’s lower south-centre, on hillsides to either side of the Uruy’da Valley there. This is the larger of the two, both of which are linked by surface trails that also connect with the Centaur settlement of Tentopet, and the Pass road, much further west along the Tsiskw River valley. Mining, manufacturing and trading are the primary activities here.

Xurivil: Southernmost of the pair of Gnome cavern settlements on the map, this is also the smaller of the two, set into the upper northern slopes of Mount Tiye on the map’s south-central edge. Connections and activities here are much as described for Xurapol, if on a smaller scale.

Zulivor Mine: Close to the west-central map edge, this is a largely subterranean Dwarf mining settlement. Trails link it with the Bagada Cairns burial site, and the Pass road along the Redshok Vale, as well as the Beastfolk village of Sho-Kaia, all to the west. Trade and supplies pass this way, with more trade passing south, then east off-map to the main part of the Uthold Dwarven realm through Rowan Woods. The settlement here is the largest of the on-map Dwarven ones, at roughly the size of a small town.