

## Heisgrim Region

**Grimholt Steading:** This is the most northern human settlement along the Dunor Coast. And is barely fertile enough to eke out a living. It is a place where outlaws can seek safe refuge. The steading dwellers are at odds from time to time with the Thunderbolt Hobgolins.

**Thunderbolt Goblins:** These large dusky ochre hobgoblins are all scarified with the sign of a lightning bolt on their foreheads, and are fearsome fighters when aroused. Their main casus belli with the Grimholt Steadholders is the ownership of the wild goats that are used by both groups as sources of milk, wool and meat.

**Skaldir Temple:** A mysterious double-pyramidal ruined temple (?) of sorts, on a raised mound. Obviously built by some long lost civilization, it is decorated with symbols of unknown type, though Huge Lizard-like humanoids appear to predominate, seemingly engaged in a war against man-scorpions.

**Heisgrim Giants:** This clan of 10-12 frost giants inhabit a massive stone tower north of a deep chasm, the Heisgrim Rift, and to the south is the semi-frozen Heisgrim Lake. They rarely travel south outside their favoured froxen domain, and are said to ride on huge white bears.

**Helsmouth Reefs and Fenris Rocks:** These dangerous reefs are what keeps shipping away from these shores, and yet they are still littered with the skeletons of ships and the skeletons of their foolhardy captains.