

Hwael Iglan

Hwael Iglan (Whale Island) is a small isle out in the Frigid or Equine Ocean off the coast of Errynor in northwestern Alarius. On the Island, the Ocean is usually known as the Great Sae (Great Sea). The Island's humanoid population is almost exclusively Human, whose common language is a minor variant of that dialect tongue spoken in Siolforland, represented here using a mildly amended version of Old English spellings. The main island has a roughly cruciform shape, approximately 15 kilometres (9 miles) north-south and 13 km (8 miles) west-east. Its highest point, the peak of Great Torr (29), a little southeast of the Island's centre, rises about 300 metres (1,000 feet) above mean sea level, as a stepped hill. It can be seen out to sea up to around 40 km away (25 miles). Hoc Naess (Hook Headland), the Island's most easterly point, lies some 110 km (70 miles) from the nearest mainland, the northwestern tip of Mornaess (Moor Headland) in Siolforland. Aside from small, near-shore stacks, wave-cut platforms, tiny islets and sandbanks (not illustrated on the map), there is one more substantial islet, barely 0.75 km across (0.5 mile), off the west side of the Island's southern promontory of Sperehaefod (Spear-Head), Spithra Ele (Spiders' Isle).

Hilly in its interior, with some rugged cliffs in places inland, the land is very fertile, with many ancient trees in dense woodlands across the numerous small stream valleys. There are marshes in places too, and one main lake, as the climate is cool-temperate-wet in essence. Along with the nearby seas, the Island can be shrouded in fog for weeks on end sometimes. The trees do not extend particularly close to the coasts, replaced by more salt-tolerant, lower-growing shrubs, grasses and smaller plants there, nor do they cover the higher, central hilltops, again replaced by hardier, lower-growing plant species. At the coasts, there are some black-sand beaches (the chief rock type here is a black basalt, a good building stone), with at least low cliffs either at the coast or just inland of the beaches in most places. These cliffs, with variable underwater depths and just-submerged rocky obstacles, restrict where ships can usefully and safely anchor close to the land when they need to come to shore. The four better harbours each have a small land settlement close-by. Clockwise from the northeasternmost, these are Sunneris (Sunrise), Saehors Cofa (Seahorse Cove), Newham (New-Settlement), and Lempedu (Limpet) on the west side. Between Lempedu and Sunneris around the northerly coasts, landings are extremely difficult, with many steep cliffs and too-shallow bays.

Under the waves offshore, the surface falls away fairly gradually from the above-water land, as the whole lies on top of an extensive, shallow-water seamount, known to local undersea-dwellers as Shoaland. No part of this upper surface lies below more than about 30 m (100 ft) of seawater. Hwael Iglan is thus merely the very highest part of the seamount's top. The upper platform extends in a loosely circular area around the Island between *circa* 8 km (5 miles) away from the more northerly and easterly shores, to some 5 km (3 miles) from the westerly and southerly ones. At the edges of this platform, its rocky sides drop away steeply to the general seabed level nearby, a height of approximately 75 m (250 ft) east (mainlandwards) of the Island, and 90 m (300 ft) oceanwards (west) of it, as the seafloor slopes away steadily towards the deeper ocean. Dense kelp forests grow across the top of this Shoaland platform, reaching right up to the water's surface in the height of the summer growing season, approaching quite close-in to the Island's coasts in places. This can sometimes lead to the fouling of incautious ships' rudders, oars and keels. The waters around Hwael Iglan are rich in various types of marine life, including fish, shellfish and other edible seaweeds (as giant kelp is edible too), although most of

these items are not indicated on the map. The local humanoids, including Merfolk in the kelp forests, make good use of these resources.

Notes on all the labelled features are given below, with translations to or from the local dialect in parentheses where appropriate, for GMs who may wish to make use of this facet. Before those, there are some comments regarding the Island's Humans, and why they are here.

Humans on Hwael Igland

At first, Hwael Igland was used as a seasonal shore-base for groups of Human fisher-folk, mostly during the summer, with camps set-up in suitable small bays for their boats and living accommodations on land. Things changed following the discovery of substantial coal and mercury deposits in Siolforland, and the need to transport them by sea to the Goblyn Realm of Arkant, far to the north. Problems using the preferable near-coastal route (see the Siolforland map notes for details) forced the trade convoys to sail further and further out to sea, leading to Hwael Igland becoming both a valuable navigational location, and an important stopping-place for ships to break their journeys. Thus some of the temporary seasonal camps became the seeds for the first small, permanent settlements, which have grown and increased in number and size over time, although even the largest, Newham, would barely qualify as village-sized if on the mainland. The folk here are hardy, self-sufficient and adventurous in the main. While intended originally as a satellite colony of the mainland Human Kingdom, and still nominally led by a Thegn whose authority derives from the mainland's Kyning (King), the Island is effectively fully autonomous in all other respects, as the communities here must survive year-round, even when cut-off from the mainland's ships for seasons at a time, especially between late autumn and early spring when no ocean-going convoys sail. The Islanders continue to provide aid and safe harbours for Siolforland's mariners, however, still seeing this as one of their most important responsibilities.

Labelled Map Features

Some features on the map are labelled ordinarily in black or red, but many are not, using numbers instead, with what they represent given alongside the map in two lists, one for items on land in red, the other around the coast and at sea in blue. All four land settlements are named in red. The numerical items form a single sequence of 40, in general running from top to bottom of the map, and, where necessary, left to right across it, with a couple of exceptions (numbers 7 and 9) where more than one group of the same creature is to be found. In the lists, some items have an appended number or note in parentheses, often a place-name. These are all discussed with explanations in the following commentary, whose sequence includes both the numerical and named locations in one list, again using an approximate top to bottom and left to right ordering when inserting the named locations within the numbered features' sequence. Dialect creature and vegetation names, where relevant, are provided as well.

North Naess (North Headland): This is the general name for the entire northern cape's coastline. It is particularly rugged west of Nosu Pik, with steep cliffs rising sheer from the water, narrow, deeply-indented firths and fjords, bays and headlands, and many dangerous, rocky, undersea obstacles too, particularly on the cape's northwestern side between Raet Haefod (1) and North Beaken (2). Only experienced local mariners can sail

close to the shore safely here. This same area is noisy with huge numbers of nesting seabirds in spring and summer, taking advantage of the inaccessible terrain to non-flyers.

1. Rats (Raet Haefod = Rat Head): In common with many creatures on the Island, rats are not restricted just to this one small, marked peninsula. The labels do show where such creatures are liable to be encountered in numbers, or where there is some additional peculiarity about them. Here, the land surface and cliffs are riddled with small fissures and tunnels, expanded by the local Rats into a complex warren. When the northwesterly winds blow just right and strongly enough, they produce an eerily haunting moaning whistle through the tunnels, audible even above the waves pounding the cliffs in a gale sometimes, which the more impressionable have likened to the wailing souls of drowned mariners. The occasional rats seen elsewhere on the Island are quite normal in colouring. However, those here have a curious pale blue-green shade to their fur, the result of an unusual type of algae that grows only in their tunnels on this headland.

2. North Beaken (North Beacon): As there are no settlements along the exposed northern and northwestern shores, and the coastline here is particularly dangerous to approach closely for strangers to these waters, physical-structure beacons have been set-up in two places as markers and warnings to ships plying the Siolforland-Arkant trade route when approaching the Island from these directions. Navigational charts used in such ships have these beacons clearly illustrated, and one of the duties of the Islanders is to ensure they remain in good repair throughout the convoy seasons. North Beaken, which names its own headland, is a 15 m tall (50 ft), broad-based, solid, four-sided, pyramidal, stone obelisk, painted a bright white all over. It is situated on the flat top of its cliff-ringed headland. The obelisk's four sides face more-or-less in cardinal directions.

Wildekatt Naess (Wildcat Headland): Named for the local Wildcats, the name applies to the entire westernmost promontory, north of Sand Byht. Like much of the northwestern coastline, it is rugged with sheer cliffs, undersea obstacles, treacherously narrow, rocky bays and firths.

North Byht (North Bight): This name is used for the whole of the main indentation along the northwestern coast south of Raet Haefod (1) to the second headland west of Tadige Cofa (6). Like all the northwestern coasts, the terrain here is rocky and dangerous to approach for unwary ships.

3. Blood Hawks (Cliffs) (Blod Hafok): Small flocks of Blood Hawks use ledges and shallow caves in the coastal cliffs of this headland towards the northern end of North Byht as nests and roosts. While Blood Hawks can be found in the D&D RPG rules, to clarify, Errynor's Blood Hawks tend to be more intelligent than common animals and birds, using cunning moves when hunting or attacking, as well as being more likely to take offensive action instead of simply fleeing an unfriendly encounter. They also attack preferentially to feed on fresh blood, if rarely to the point of killing. Sometimes, they may infect a victim with a blood-borne disease to which they are immune. The stream reaching the sea immediately south of their headland is the Hraefnbroc (Ravens'-Brook).

4. Twa Beaken (Two Beacons): Situated atop the cliffs at the western end of Wildekatt Naess is the other northwestern coastal navigation marker-site, like that at North Beaken (2). Here, there is, naturally, a pair of such beacons. Again, these are four-sided, stone-

built, solid pyramidal structures, each 15 m, 50 ft, tall, with sides facing the cardinal directions, although each is narrower and more slender than the North Beaken. Each is painted with alternating 3 m-wide (10 ft) horizontal bands of red and white. They are positioned such that ships approaching from the north or northwest see both obelisks standing side by side. When viewed at sea from the west, they align to seem like just a single obelisk instead.

5. North Cofa (North Cove): Quite a broad, shallow, irregularly-shaped bay at the Island's northern tip, between the headlands of Nosu Pik and North Beaken. Deciduous woods reach almost to the coast on its southeastern side, east of the stream emptying into the bay, the Cisbeke (Gravel-Stream), which flows out from the northern Tappen Hills (15). Although there are beaches around parts of the Cofa, as well as cliffs, the water is not deep enough for most ships to enter it, only smaller-draught vessels. The beach on the larger northwestern bay, closest to the North Beaken headland (2), is used by those arriving to repair or repaint North Beaken in such small boats.

Nosu Pik (Nose Point): The large, pointed, eastern headland sheltering North Cofa (5) in the eastern half of North Naess. There are steep cliffs all around its oceanward sides, and only tenacious, low-growing vegetation survives in the thin soil across its top.

6. Tadige Cofa (Toad Cove): Roughly halfway along the northwestern shoreline, towards the southern end of North Byht, this may seem an inviting, sheltered, small, deep-water harbour. Unfortunately, once inside, it is found to be ringed by steep cliffs falling straight into the water, with no suitable landward access, so is unsuitable as an anchorage except in a dire emergency. The watercourse running into the sea here is the Doccelecca (Waterlily-Stream), which pours down the cliffs as a waterfall, in season sometimes carrying old waterlily blossoms from the large marshlands inland of the Cofa (Tadigemersk, 12 & 13).

7. Wildcats (Wildekatt): Three numerical indicators show the range of where the Island's Wildcats are most commonly sighted, along the southern half of their eponymous, westwards-pointing promontory, Wildekatt Naess, and into the adjacent woods. They are rarely seen east of the stream that flows into Sand Byht by the easternmost "7" marker, which is not unnaturally known as the Kattskearn (Cat-Boundary).

8. Deer (Deor): Although the Island's Deer population does move around, mostly within the shelter of the extensive woodlands, the more open coastal grasslands near this marker are where they congregate for the annual rut to take place each autumn, thus they are most commonly spotted in numbers here at that time, when hunting is forbidden. It is very dangerous to approach the bucks during this mating season, as all intrusions are liable to be met with a potentially deadly antler-charge.

9. Ravens (Hraefn): Two widely-separated flocks of Ravens are present on Hwael Iglan. The more westerly group uses the woods between the Tadigemersk (12 & 13) and the northern Tappen Hills (15), inland of North Byht as their home territory, helping to name the stream that flows into the sea by the Blood Hawks' headland (3) as the Hraefnbroc (Ravens'-Brook). The more easterly flock can be found on and around the central part of Hoc Naess, the Island's most easterly point, where they favour the coastal cliffs along the southern and southeastern part of the Naess for roosting and nesting, such that they are

known as Hraefnclif (Ravens'-Cliff). Ravens are one of the totemic birds for the folk of mainland Siolforland, and they serve a similar, if lesser, role here too, especially at Sunneris.

10. Dragonflies (Thyrs Gnaett = Giant or Demon Gnats): Widely found in and around the western woods and low hills near this marker particularly, the Island's Dragonflies are larger and more colourful than any to be found on the Siolforland mainland. They may be spotted hovering over the waters of Tadigemersk (12 & 13) and Meres Mere (20) at times in summer too, and even in Lempedu, they are quite a frequent sight in season, though they are rarely sighted away from this region.

11. Giant Jellyfish (Thyrs Saehaere = Giant Sea-Hair): Often found frequenting this small bay between Nosu Pik and Hat Haefod (16) in the eastern half of North Naess, for unclear reasons, if ones possibly relating to the undersea hot springs off the eastern tip of Hat Haefod.

12 & 13. Waterlilies & Toads (Tadigemersk = Toad-Marsh; Waterlilies = Docce): A large, low-lying area a little inland of the southern end of North Byht in the Island's northwest is filled with small pools, sluggish streams, and much larger expanses of moss, rushes and bog-grass. It is a very dangerous place to try to traverse on foot, as there is little solid ground here and much hidden water and peat. An adult Human could easily slip through the surface cover, drown, and never be found again. The more obvious stream flowing in, from the southern end of the Tappen Hills (15) in the Hafok Sadul (17), and out again to the coastal cliffs and its terminal waterfall in Tadige Cofa (6), is the Doccelecca, the Waterlily-Stream, as blossoms from the lilies that carpet much of the southwestern half of the Mersk are often seen floating down to the sea along it in season. Toads and frogs (the locals recognise no difference) abound in and around the pools and mosses of the eastern quarter of the Mersk especially. On calmer nights, their croaking can be heard from Sunneris down the Hafok Sadul vale, though the low hills seem to shelter Lempedu from enjoying a similar nocturnal chorale.

14. Orchids (Skenewyrt = Beautiful-Plant): In the depths of the western woods along and towards the risings of the Kattskearn stream in the low hills southwest of the Tadigemersk (12 & 13) can be found several unique varieties of orchid, which flower at different times during the spring, summer and early autumn. Rarely seen by the Human population, hence the vague, generic, local name, some of these have magical properties, albeit again, the Islanders remain currently unaware of this fact.

15. Woodpeckers (Tappen Hills = Tapping Hills): Woodpeckers are known as Wudutappe (Wood- or Timber-Tappers), and they can be seen, or more often heard, at times in many places over the lower northern hills of Hwael Igland, north of the Hafok Sadul (17), leading to the Tappen Hills name for this small range of uplands. The male birds have striking scarlet and blue patches of plumage, so are quite unmistakable, and are often seen in the woods near the marker label particularly, along the stream here, the Siolforhlynn (Silver-Torrent), which empties into the northern part of Sunneleoht Beorg.

Sand Byht (Sand Bight): A large, shallow bay on the southern side of Wildekatt Naess, closed at its eastern end by the Lempedu Hneka isthmus (19) and the western part of Sunsettan Ele. Most of its shoreline is a black, sand-and-pebble beach, and there are

more, often barely submerged, sandbanks in the bay, thus although its lower shoreline might seem inviting as a harbour, ships cannot make use of it at all. The Kattskearn flows into its northeastern angle.

16. Hot Water Vent (Hat Haefod = Hot Head): Even on fog-free days, the water here sometimes steams, as hot water and gases bubble up from a series of small, volcanically-heated, submarine vents a short way off the easternmost headland around North Naess, at the north end of Sunneleohth Beorg. Bathing in the warm water here is said to be beneficial for joint and muscular pain, although the sulphurous smell of the air nearby deters some from trying. The local name for the sea here is Mistwaetr Spryng (Mist-Water Spring). The headland's cliffs are some of the lowest around North Naess, especially on their southern landward side, although bathing access is easier from rowboats, or off the sandy beaches in the headland's angle just inside Sunneleohth Beorg. Both warmth and nutrients in the heated water attract a variety of marine life as well, though swimmers only need beware of the stinging Giant Jellyfish that often frequent the bay immediately north of the headland (11).

17. Hafok Sadul (Hawk Saddle): What could be loosely called a pass between the lower Tappen Hills (15) in the Island's north, and the larger, higher hills to the south, this is a heavily-wooded gap of lower land in which several of the northerly streams have their risings, running down to Tadigemersk (12 & 13), Meres Mere (20), and Sunneleohth Beorg. Named for the Hawks that are commonly seen patrolling the skies hereabouts, many of which have nests and roosts in the woods of the Sadul and the adjacent southern hill, Hafoc Pik (18).

Sunneleohth Beorg (Sunlight Shelter): The largest bay on the northeast-facing coast of the Island, set between Hat Haefod (16) and Sunneleohth Naess. It is indented with several smaller bays and inlets, and four streams empty into it. From north to south along the coast, these streams are the Siolforhlynn (Silver-Torrent), the Gold Beke (23), the Goldnbeam (Golden-Beam) and the Hunegwaell (Honey-Well). Around the Beorg are a number of gently-shelving sand and shingle beaches in the smaller bays, where small boats can be beached, although the best harbour here, and the only one suitable for deeper-draught ships, is the small, central, bay protected by a little pair of rocky headlands with low cliffs, Skinan Cofa (24), where the settlement of Sunneris is located.

Sunsettan Ele (Sunset Isle): A long, mostly low, near-island peninsula off the western shore, attached to land by the narrow Lempedu Hneka isthmus (19), which separates Sand Byht from Skiel Byht (21). It rises towards its landward, northern, shores, providing shelter for Skiel Byht particularly. The black, sandy soil here is covered by much low-growing vegetation, making the Ele a popular spot for ground-nesting birds in season.

18. Hawks (Hafoc Pik = Hawk Point): The most northerly of the southern range of hills on Hwael Iglan, its top overlooks the Tappen Hills (15) further north beyond Hafok Sadul (17), Tadigemersk (12 & 13) to the northwest, Meres Mere (20) to the southwest, and Sunneris at Skinan Cofa (24) to the northeast. Its lower slopes are quite heavily wooded with conifers, and as its name implies, it is a favoured spot for Hawks to nest and roost, which otherwise may be seen more often patrolling the skies across much of the Island.

19. Lempedu Hneka (Limpet Neck): A narrow isthmus separating the western end of Skiel Byht (21) from the eastern end of Sand Byht, linking Sunsettan Ele to the mainland west of Lempedu. There are low, rocky cliffs on both its sides, and it has a rugged, rocky top with little vegetation in its narrower part, difficult to traverse for humanoids on foot.

20. Giant Pike (Meres Mere = Mare's Mere; Giant Pike = Thyrs Pik): Meres Mere lies in a high, wooded valley on the western side of Hwael Igland's higher central-southern hills, by the foot of Hafok Pik (18). Several small brooks feed it from the hills and Hafok Sadul (17), but just one stream leaves it, from its southern end, the Mere Beke (22). Tales in Lempedu speak of a monstrously large fish in the lake, the Giant Pike, although no one seems wholly convinced of its reality, as a few say too that the fish speaks prophecies with the voice of wisdom to chosen lone visitors to the place. The Mere is held in place across its southern end by a low rocky ridge, which drops as a sheer cliff into the Mere Beke valley below, and through which the stream has cut its way in a narrow notch.

21. Shell Beds (Skiel Byht = Shell Bight; Shell Beds = Skiel Bedds): This is the main deep-water harbour bay on the west coast, protected from the open sea by Sunsettan Ele. The entrance to the bay is quite narrow, and not so deep as the harbour or the channel outside it, so needs crossing with care, and away from low tide for deeper-draught and laden ships. Once in the bay, two smaller headlands separate it in two, with the shallower, enclosed part to the northwest forbidden to shipping, as this is where all the Shell Beds are (as the marker indicates). While originally a naturally-occurring collection of mostly sessile shellfish, it is now cared-for and loosely farmed by divers and fisherfolk from Lempedu, helping supply the other Island settlements with fresh sea-food. The southeastern half of the bay is the shipping anchorage, with some docks at Lempedu and on the southern side of the Mere Beke (22) from the settlement. Two other streams empty into the bay here. That to the north, west of Lempedu, is the Lempedey (Limpet-River), while that at the bay's eastern end is the Scaldburne (Shallow-Stream), whose northern tributary, the Wiliggraf (Willow-Grove), rises near the base of Carr Ekg (25).

Lempedu (Limpet): Named either for its success in shellfish farming in Skiel Byht (21), or as it lies nestled in a wooded hollow between the Lempedey (Limpet-River) and Mere Beke (22) streams, this is a small port settlement on the western coast, with some docks on the Byht for ships using the southerly half of the bay. The northerly half is given over to shellfish beds (see 21), and there are small boats here too, to carry the farmer-divers out and back with their catches. A couple of larger boats in the main harbour also fish the nearby coasts and seas, while foot expeditions leave on land in early spring to check, repair and repaint the Wildekatt Naess beacons (4), usually following the coast and nearby, given the Naess itself is difficult to land on, especially when the weather is not calm. At the settlement, aside from houses, there are a couple of storage barns and a larger hall, used for settlement events, as a combination of tavern, shop and market-place on occasion, and as accommodation for visiting sailors when in harbour. There are a few small farms inland of the hamlet, between the two streams only. Typical of the buildings across Hwael Igland generally, those at Lempedu are made primarily of local stone and timber. The settlement's emblem is a stylised edible scallop shell.

Sunneris (Sunrise): The main northeast coast's settlement at the head of Skinan Cofa (24), with buildings scattered over both banks of the Gold Beke (23) inland to its first mapped confluence upstream. Sunneris is second in size and importance to Newham as a

settlement on the Island. There are docks on the Cofa here, and the small firth at the mouth of the Gold Beke, along with a bridge over the Beke upstream of the firth. Together with houses, there are storage sheds, a tavern, a bakery, and a hall for events which, like that at Lempedu, is also used as accommodation for mariners anchored in the harbour when required. In addition, there is a tall tower attached to the hall, which is used as a lookout post over the sea, and in whose upper chamber a guiding light for ships can be set. Fishing is carried out from here too, with spare catches often salted and smoked (the salt pans and smoke-house are on the northern edge of the settlement, towards the shore to mitigate the fire risk). Southeast of the Beke, there are tilled fields, some animals, and a few small farmhouses, inland as far as the edge of the woods, and down to the other stream that flows into the Cofa, the Goldnbeam (Golden-Beam), whose eastern tributary is the Readburne (Red-Burn). The woods between these two latter streams are used for timber below the hills. Buildings across this area are the usual mix of local black basalt and timber construction. The land around Sunneris is in a sheltered hollow northeast of the higher hills and woods, and is often warmer at any time of year than other parts of the Island. One of the duties of the folk here is to keep North Beaken (2) in good repair, with expeditions to do so carried out by small boats heading along the coast to a landing in the nearest suitable beach on the north side of North Cofa (5). The yellow iris is the settlement's main emblem (see 26).

22. Mere Beke (Mere- or Mare-Stream): Running down from Meres Mere (20) inland, this little river forms the southeastern limit to the settlement at Lempedu, where it flows into Skiel Byht (21). As noted earlier (see 20), the southern end of Meres Mere is held back by a basalt ridge, which then drops as a sheer cliff around 15 m (50 ft) into the Beke's valley. Mere Beke has over time cut a notch through this ridge, so it now passes straight down the cliff in a spectacular waterfall, accounted one of the Island's wonders, Eald Meres Taegel (Old Mare's Tail). At the base is a broad plunge-pool, after which the Beke resumes its course to the sea through the woods.

23. Gold Beke (Gold Stream): One of the two larger streams on the Island, approaching a typical mainland small river in size (the other is the Geosan (31) at Newham), this is the chief northeasterly drainage system for the hills. Its main northern tributary, whose lower reach, just before its confluence with the Beke, forms the inland boundary for the settlement of Sunneris northwest of the Beke, is the Skagawaesk (Grove-Wash). Its smaller tributaries rise in Hafok Sadul (17) and the southern Tappen Hills (15). Gold Beke is so-named as occasional small gold nuggets have been found in it, washed down from an unidentified source somewhere upstream.

24. Skinan Cofa (Shining Cove): The northeast coast's primary deep-water harbour, in the inland middle of Sunneleoht Beorg, where the Gold Beke (23) and Goldnbeam reach the sea, with the small port of Sunneris at the mouth of the Beke. Sheltered by two projecting rock ridges that act as breakwaters on its seaward side, there are several landing docks at Sunneris and parts of the surrounding shoreline. Ships can anchor too in the bay seaward of these two ridges, although this provides rather less shelter than the Cofa itself.

25. Carr Ekg (Rock Edge): Close to the middle of Hwael Igland, this is the lower of the two highest hills here. The other is Great Torr (29) to its southeast. Carr Ekg rises to roughly 200 m (660 ft) above sea-level in a low-domed cone. Its lower slopes, particularly

on its western and southern sides, are wooded with conifers, while its higher slopes, and the lower eastern ones, are mostly covered with grasses, low-growing plants and shrubs. Black basaltic rocks break the surface in places too, though the hill overall is a less daunting prospect than Great Torr.

26. Yellow Irises (Sunneshinan Haefod = Sunshine Head): Also known as Laefer Haefod (Yellow-Iris Head), this is a substantial, low promontory extending into Sunneleoht Beorg between the Goldnbeam (west) and Hunegwaell (east) streams on the northeast coast (translations under Sunneleoht Beorg above). Although not marshy as such, the land here is often damp and slightly waterlogged, which is likely why the yellow irises predominate across the open land, away from the light, deciduous woods on the headland's inland side. In season, from the land or sea nearby, the place glows brightly with all the yellow flowers, which is largely responsible for the proliferation of "sunshine" names along this stretch of coast.

27. Treefolk (Treowealcars = Tree-Walkers): No one is very sure among the Human population as to whether there is only one Treowealcar on the Island, or a small tribe of them. Nor is anyone sure of its, or their, power and abilities. What is generally recognised is it is most unwise to venture far into the woodlands that cover so much of the inner parts of Hwael Igland. Limited timber cutting near the settlements for building purposes, collecting fallen wood for kindling, picking plants, herbs, fruits, nuts and berries for food, has so far caused no problems, nor have most lone wanderers or small groups going further into the trees been molested directly. However, every now and then, those chancing their luck venturing deeper into the forests have become scared for no obvious cause, noticed an unusual darkening of a sky suddenly filled with heavy, low clouds, mist or fog, a burst of heavy rain, a sudden distracting swarm of flying insects, spotted animals that seem to be persistently watching them from a safe distance, or even a feeling that the trees are watching them. Occasionally, someone will lose their bearings entirely while among the trees, only to find their way again after an abnormally lengthy absence. An actual sighting of one of the mobile, intelligent, tree-like Treefolk has been extremely rare. Those that have occurred though have typically happened in the woods southwest of the southern hills around the illustrated marker, especially in the Scaldburne and Wiliggraf valleys (see 21 for identifications and translations), or around the many headwater streams of the Geosan (31) north to the inland side of Meres Mere (20). In RPG terms, Treowealcars can be treated as having forms and powers similar to the Dryads and Treants of D&D. Its/their presence is the main reason there are no named areas of woodland on the map. Those woods close to specific settlements are commonly, and sometimes variably, named locally for that settlement, or the nearest stream flowing through them, or some other notable landmark not part of the woods, simply for the convenience of the inhabitants close-by. See also the "Satyrs" notes (28) immediately following this paragraph.

28. Satyrs (Bredenu = Briar-Dene; Satyrs = Gaatfolc = Goat-Folk): An apparently small, secretive community of Satyrs frequents the heavily wooded, often impassably overgrown, upper Geosan valley (31). The area is known as Bredenu, thanks to the thorny underbrush which prevents access for most creatures larger than the smaller animals and birds. The Satyrs' domain extends further into the inland woods and lower hills between the two main peaks of Carr Ekg (25) and Great Torr (29), seemingly partly overlapping with that of the Treefolk (27). Very few Humans from Lempedu, Newham or

Saehors Cofa have ever glimpsed one, but like the Treefolk, tales of them exist at all three settlements. It remains unclear what their relationship, if any, may be with the Treefolk. Elsewhere, both are sometimes regarded as faerie beings, so it is possible there is some heavily-concealed faerie portal tucked away in a secluded spot in this general area. Those sufficiently knowledgeable may recognise that both the other, fully submerged, seamounts in this part of the Ocean, Mount Pleasant and Nereia, also have faerie portals or part-faerie creatures on their summits (see the notes with the parent map to this one, Errynor Map 33 - Siolforland, for details of these).

29. Great Torr (Great Peak): Tallest of the hills on Hwael Igland, this also has a slightly stepped profile when viewed from the east and southeast particularly, as its domed summit is offset towards the southwest from what would be the centre-top of the whole hill otherwise. Its lower slopes are heavily wooded, mostly with conifers, and many of the streams in the southeastern part of the Island rise on its lower slopes. Its summit is a little over 300 m, 1,000 ft, above sea-level, and when the weather is fine, the view from there allows nearly all the coasts of the Island to be seen, as well as a long way out to sea in all directions. A path has been made from the trail between northeastern Newham and southwestern Saehors Cofa, northwest through the woods, where it carefully avoids passing near, or causing any harm, to the living trees there, and which wends its way slightly indirectly as a result to the foot of the hill, and then more directly up to the top. Its latter stages see it snaking back and forth across the steeper ascent, to make it a more manageable climb, where the slope becomes significant. This section is laid with some basalt slabs and steps to aid traction in the most difficult spots. At the top is a small stone shelter for lookouts, with a supply of firewood for use as a bonfire when signalling to ships out at sea, or as a warning of danger to the Island's settlements. The shelter is used infrequently during the sailing seasons, although someone goes up the hill to check all is in order there at regular intervals. While the Torr's slopes are mostly grassy with lower shrubs above the woods, the uppermost parts are much stonier and more rugged, with cliffs on the highest peak's eastern and northern sides.

30. Insects (Gnaetts = Gnats): The marked area, extending into the light woods, and by the brook that flows west into the sea southeast of Sunsettan Ele, the aptly-named Gnaettrik (Gnat-Stream), is especially prone to unpleasant swarms of biting insects at times, typical of the D&D-style Swarm of Insects.

Sunneleocht Naess (Sunlight Headland): A long, broad and very rugged headland that forms the southerly limit of Sunneleocht Beorg, this is a rocky peninsula with high cliffs around much of its seaward sides, which cliffs continue most of the way south along the coast towards Hoc Naess. With only thin, patchy soils over its top, before the inland woods towards its base, just grasses, some hardy shrubs and low-growing plants manage to cling on here, making it a windswept, uninviting place in general. The seas off it are dangerous too, with many barely-submerged wave-cut platforms and small, jagged reefs that can quickly wreck small boats, or hole larger ships.

31. Geosan (Gushing): One of the two larger streams on the Island (the other is the Gold Beke (23) to the north), both of which are as close to mainland-river-sized watercourses as Hwael Igland gets. Rising by the southwestern base of Great Torr (29), the Geosan runs through an initially narrow, steep-sided, rocky vale, Bredenu (28), whose dense tree and thorny bush-and-bramble cover makes traversing its upper course impossible for most

humanoids. It gathers up many small side tributaries along the whole of its course, draining the wooded ridges of Furh-Hrykg (Fir-Ridge) on its western side, and Hors-Hrykg (Horse-Ridge) on its easterly. Hors-Hrykg is lower and less ruggedly stony, eventually becoming the long “L”-shaped promontory of Hors (The Horse), along Hors-Nekka to Horsnaess and the Horsnosu Leoht (40). As the two ridges diverge further downstream towards the coast, the Geosan widens into a narrow firth, and passes out into the harbour of Hengest Haefen (37) beyond. Around the firth and the more inland parts of this harbour bay on either side of the Geosan, is the settlement of Newham.

32. Flowan (Flowing): A smaller stream that also flows down from Great Torr (29), and the northeastern side of Hors-Hrykg (Horse-Ridge; see 31 above for its location), into Saehors Cofa (35) inland of Hwael Byht, through the settlement also called Saehors Cofa set along both banks of the stream’s small coastal firth there. Its upper easterly tributary (which rises on the lower slopes of the Torr) is the Pikrithe (Peak-Small-Stream).

33. Large Spiders & Spithra Ele (Thyrs Spithra & Spiders’ Isle): This is the one genuinely-separate, small isle off the southwestern shores of the main Island. It has steep cliffs all around it, except in the tiny, narrow bay facing east towards the much larger bay on the coast of Speredhaefod, Spithra Byht (34), where a landing by small boat is possible in good weather. The Ele is covered with low-growing vegetation, and is home to red-patterned, dark blue, Large Spiders. They fall into the “Small” size-class for creatures in D&D terms, and although possessed of a poisonous bite, their poison is not notably strong. However, they do congregate in large groups at times, so can be troublesome when met in numbers. Despite this, and probably thanks to the Ele’s relative seclusion, it is a popular place for smaller birds to roost and nest among the vegetation too.

Newham (New-Settlement): Hwael Igland’s main settlement, of roughly village size, if of nearer town importance and status for the Islanders. It sits astride the small firth at the head of Hengest Haefen bay (37), where the Geosan (31) flows into the sea, with docks and storehouses on the shore along both sides of the firth. There is a bridge over the Geosan a little upstream of the firth in the settlement, linking its two parts. A well-defined path leads south from southwestern Newham, around the side of the bay, over the Lytel Pyll (Small Creek) to the Furh-Hrykg Leoht (38) on the western harbour headland. A similar trail from the northeastern part of the village passes along the eastern side of the bay down the length of Hors promontory to the Horsnosu Leoht (40) on the eastern harbour headland (see 31 for translations and notes on both these places, as well as items 38 & 40 below). A further trail leads northeast to Saehors Cofa (35), with a northerly fork leading through the woods to the lookout station atop Great Torr (29). There are several small shops, an inn, a large hall with a lookout tower and light southwest of the Geosan crossing (which is similar to that at Sunneris), the Island’s only outdoor, regular marketplace, and numerous houses. A couple of houses are larger, although others have had additional workshops and sheds attached to them over time as well. One of the larger properties northeast of the Geosan is the home of the Thegn, effectively the “king” of the Island. Further northeast of the Geosan there are several farms too, which extend a short way onto the Hors-Nekka isthmus. Managed woodlands lie along the inland edge of the village, blending into the wildwoods further from the settlement up the Geosan valley as it becomes Brerdenu (28). Newham is sheltered by the woods and rising land to the north, and the higher lands of the Furh-Hrykg and Hors-Hrykg on its western and eastern sides respectively, with the harbour to its south. Fishing is carried-out in the bay and beyond it,

with some salting and smoking of the catches carried out here too, chiefly at sites on the rectangular peninsula immediately south of the southwestern edge of the village. It is by far the busiest of the Island's settlements, even when no trading fleets are in harbour. Seahorses are used as emblematic creatures in both Newham and Saehors Cofa, due to their prevalence in the nearby waters. The Raven too is an important emblem at Newham, because of its royal links with the Siolforland mainland.

Furh-Hrykg (Fir Ridge): A long, fairly low, north-south trending ridge, narrowing towards the south, that forms the central-eastern spine to the Sperehaefod peninsula, west and southwest of Newham and the Hengest Haefen harbour bay (37). It is usually considered to start by the upper Geosan (31), at the head of Brerdenu (28) where it spurs away from the lower southwestern slopes of Carr Ekg (25). The name is used as synonymous with Sperehaefod in this area in general. Although the eponymous fir trees prefer its more inland, higher, section, thinning-out completely south of Newham, the name has stuck for its whole length. Rocky to craggy, especially south of the Leoht headland (38).

34. Spithra Byht (Spider Bight): A small, shallow bay on the western shore of the Sperehaefod peninsula, facing Spithra Ele (33), and named at all chiefly because it looks out towards that Isle, as other similar bays alongside it on this very rugged, craggy and exposed, stretch of coast enjoy no particular epithets. The windswept nature of the area keeps most vegetation to low-growing hardy coastal plants and salt-tolerant shrubs, and it is rare for any humanoids to pass this way on land.

Hors-Nekka (Horse's-Neck): As noted already, the entire curving peninsula separating Hengest Haefen (37) from the next major bay to its northeast, Hwael Byht, is commonly called "Hors" (The Horse) by folk from Newham and Saehors Cofa (35), and it does coincidentally loosely resemble the head of a seahorse in profile as viewed on the map. A further curiosity is why its northeasterly shores are so favoured by Giant and ordinary Sea Horses (see 39 & 35 respectively), almost as if drawn here by some unknown power, in the minds of the more imaginative. Hors-Nekka is the low ridge that runs between the southwestern base of Great Torr (29) right along the middle of Hors peninsula, including the narrow isthmus on the Nekka, to the sea-cliffs at its southeastern end as part of the Horsnaess coast. A spur from it curves around southwestwards as the spine of the remaining part of the peninsula, ending at the cliffs below the Horsnosu Leoht (40), where the peninsula's tip faces across the harbour entrance channel to the Furh-Hrykg Leoht headland (38). As this description suggests, increasingly rocky and rugged towards the sea, with cliffs along much of its seaward easterly and southerly slopes, especially beyond the narrowest part of the Nekka (which in parts is rather arete-like). Inland, it forms the eastern flanks of the densely-wooded Brerdenu valley (28) by the Geosan (31), although the woodland thins into a more managed form closer towards Newham, and dies out completely onto the peninsula itself, with this area of thinning trees northeast of Newham considered locally the "base" or "shoulder" of the Hors-Nekka, where there are a few farmsteads.

35. Sea Horses & Saehors Cofa (Seahorse Cove): The settlement of Saehors Cofa is named for the deep-water harbour bay on whose shores it sits, over both sides of the mouth of the Flowan (32), which passes into the harbour in a small firth. It is a short way northeast of Newham, along a trail from that village, and is of loosely hamlet size and nature. A bridge over the Flowan a little upstream of the firth connects both parts. Docks

extend into the bay, allowing regular fishing from here, as well as providing an overspill anchorage for Hengest Haefen (37) when necessary. It can be busy when such a fleet is present, though at other times, it is much quieter, with only the local fishing vessels and crews about the bay. There are some scattered farms upstream along the Flowan and its easterly Pikrithe tributary, northeast as far as the next stream along the coast at the Cofa, the Wilde Hlynn (Wild Torrent), as well as southwest towards the farms out of Newham, around the base of the Hors-Nekka. For most activities, the folk here look to Newham, although there is a tavern and a couple of small halls that serve as storehouses and accommodation for mariners when a trading fleet is in port. Regular congregations of Sea Horses in the small bay have led to its naming, and the adoption of the Sea Horse as a symbol for the settlement. As noted, the Hors promontory adjoining and south of the bay enjoys a similar eponymous connection. What keeps bringing the Horses back here is uncertain, though they seem to have a relentless curiosity about any boats and ships in harbour, and while fully wild creatures, they are not averse to being fed by humanoids in the bay. Quite what relationship there may be between these ordinary Sea Horses and their Giant variants often found off the eastern point of Horsnaess (39) is equally unclear.

Hwael Byht (Whale Bight): Often the first part of the Island's coast to be seen by ships approaching from Siolforland, so the name may have originated thus, or from sightings of Killer Whales, which often frequent the seas within about 10 km (5-6 miles) in this same approach direction (an explanation which has long been thought as the origin of the Island's name as well). It is a large, broad bay on the southeastern shores between the Hors-Nekka isthmus and the Hoc Naess promontory. Both headlands have steep cliffs into the Byht, though there are a few small beaches on its northwest shore in places too. Saehors Cofa (35) is the only deep-water harbour directly off the Byht however, with its small settlement where the Flowan (32) meets the sea. A second stream reaches the sea at the Cofa too, the Wilde Hlynn (Wild Torrent), which rises on the lower southeastern slopes of Great Torr (29) inland, like the third stream to flow into the ocean here, in the next small bay northeast of Saehors Cofa, the Risc Spryng (Rush Spring). Despite the bay's name, it is rare for any kind of whale to be spotted so close to shore as this.

Sperhaefod (Spear-Head): A wild, rocky peninsula at the Island's southernmost tip, along which the Furh-Hrykg runs. Cliffs ring the whole southern end, from the Furh-Hrykg Leoht headland (38) southwards. At one time, this name was applied to the entire peninsula, right up to the mouth of the Geosan (31) in Hengest Haefen (37), across to the mouth of the Gnaetrik (just south of marker 30). Once the main harbour was established at the Haefen though, the ridge along its central-eastern side became the defining feature instead, and the name's use declined to only the peninsula's tip, something that continues to reflect the dangerous nature of the terrain here, both on land and at sea, where there are many barely-submerged jagged rocks around the tip especially.

36. Soft Coral Beds (Readwyr = Red-Plants): A substantial area of the seafloor of Hwael Byht off the small headland on the northeastern edge of Saehors Cofa bay (35), looks pink when viewed from above in daylight, if the weather is calm, due to millions of tiny, low-growing, Soft Coral organisms (animals, not plants as the local name implies, though their colonial, branching habit makes them look commonly like little shrubs on the seabed). Although other similar kinds of Soft Coral can be found in the near-coastal waters elsewhere around the Island, nowhere else do they occur in such profusion.

37. Hengest Haefen (Stallion's Haven): By far Hwael Iglan's largest deep-water harbour, for although the landing docks only lie around the smaller bay-section closer to Newham on land, ships can safely anchor and be sheltered by the ridges to either side, and the inland hills, in any of the smaller bays elsewhere around this whole inlet, within the two "Leoht" headlands flanking the southern entrance channel (38 & 40). Its size means it can hold most to all of a typical trade convoy's ships at anchor, even if only a minority can access the docks directly at any given time without using small boats. Those that may need to do so urgently are redirected to others of the Island's sheltered harbour bays at Saehors Cofa, Lempedu or the more distant Sunneris, as needs and space dictate. The narrow channel at the harbour entrance to the Haefen can be tricky to pass, though once inside, there are no particular navigation hazards. The craggy ridges and cliffs of the two side peninsulas break slope into much easier beaches around most of the Haefen, meaning landings by small boat are practical around much of it. The pathways to both headland Leohts help funnel arriving visitors into Newham, of course. When there are no trading vessels here, the harbour still remains fairly busy with the local fishing and transport craft, since communication with settlements other than Saehors Cofa is almost always by sea only.

Hoc Naess (Hook Headland): Much of this curving headland at the Island's eastern tip is ringed by cliffs, with those along its southern and southeastern edges known as Hraefnclif (Ravens'-Cliff) on account of the Ravens (9) that roost and nest there. The bulk of the peninsula is craggy and windswept, with little vegetation, none of it notably tall. There is an area of marshland where it connects with the main Island, in an unusually hollow patch of ground. The trees beyond this to the northwest are on higher ground, which rises steadily further inland towards the eastern side of Great Torr (29).

38. Furh-Hrykg Leoht (Fir-Ridge Light): The rocky western headland, with cliffs along its outer sides especially, at the entrance channel to Hengest Haefen (37). A path leads here from Newham along the lower slopes of the harbour-side Hrykg to the north, and there is a small stone shelter here, alongside a tall timber lookout tower on the highest part of the headland. From the southern side of the tower's upper section a stout metal arm extends, supporting a large, robust, metal basket, where combustibles can be set alight as a guide-beacon for ships using the harbour in twilight, or trying to find it from the sea after dark. A similar tower and beacon-basket is at Horsnosu (40), on the opposite harbour-mouth headland. Checked and maintained regularly during the convoy-sailing seasons, albeit only used, or the beacon lit, when required beyond that.

39. Giant Sea Horses (Thyrs Saehors): Much like the normal-sized Sea Horses of the eponymous Cofa (35), no one is very sure why these Giant versions favour the waters off the eastern end of Horsnaess so commonly. They do congregate here regularly however, helping make the Sea Horse overall an emblem for the Human settlements at the southern end of the Island especially.

40. Horsnosu Leoht (Horse-Nose Light): Horsnosu is the name of the final small headland at the southwestern end of the entire "Hors" peninsula, along Hors-Nekka and Horsnaess from the main Island. The Leoht itself is set-up much like that on the opposite headland at the mouth of Hengest Haefen, with a stone shelter near a lookout tower with a metal-basket beacon light (see 38 above), the tower located on the highest part of the headland, which is somewhat higher than the same headland at the Fuhr-Hrykg Leoht.

Similarly, a path leads back along the peninsula to Newham from this site. Also like that facing headland, this headland is rocky, with cliffs around its seaward edges particularly, which lower to be somewhat less fearsome within the harbour bay itself.

Horsnaess (Horse-Headland): The rocky, cliff-ringed, outer southeast-facing end of the Hors peninsula. Like many other of the Island's narrower coastal peninsulas, Horsnaess has only low-growing plants and a few shrubs on its thin soil, for all its height and ruggedness serve the vital purpose of sheltering the main harbour of Hengest Haefen (37).