

## Justice Island Map Notes

This island has five distinct zones as well as rich fishing and whaling areas as indicated on the map.

1: **Dwarf Hold.** This is the domain of an avaricious dwarf Prince who se dwarf subjects mine for gold and precious gems under the mountainous isle. His underground Halls are unrivalled in cold splendour. Krakzil, the port, is a sizeable town of dwarves, gnomes and humans. The rest of the island is given over to sheep and goats, with isolated farmsteads dotted on the surface.

2: **Princedom of Hunters.** This domain holds sway over much of the northern part of the island, except for the mountainous areas and the area around and north of Hagers Marsh. The forest north of the marsh is dangerous and filled with brigands, outlaws, wild beasts and monstrous creatures.

The leadership is filled by the Order of the Hunters, headed by the aging High Prince, Isodore II. The order consists of laymen (who may marry), Pages (like novices), Hunters and Princes (10 in number). All the Hunters and Princes are sworn to celibacy and worship one God only, a deity of law and order ('Be Good or Else'). Each High Prince is elected by the Princes in secret conclave, the High Prince then holding office for life. The order is very militaristic, and actively seeks to destroy what it deems evil – monsters, humans and demi-humans. The Princes act as Justices in each of the towns spread throughout the Princedom, and have a reputation for justice rather than mercy.

Wicked rumours have it that there is a group within the Order that pays homage to a monstrous demon, and is in league with various evil mages who live in towers in the various mountain ranges. They seek to take over the princedom and usher in an Age of Terror. Of course, these are irresponsible conspiracy theories for which there is no evidence, so they can't be true (can they?).

3: **Growler Bay.** This is a frontier area, given to lawlessness and banditry, with swift justice ('shoot first, ask later') handed out by the Sheriffs of each town and village. The Chief Sheriff, Festinon, rules from his headquarters in Hodge Valley, a bustling trade city (with a very influential Thieves' Guild). Generally, this region is increasingly beset by incursions from bandits and goblinoid creatures, let alone the wolves, were wolves and worse monsters that come from the forests and mountains.

This 'nation' needs the example of strong, competent and effective people who show courage and initiative in dealing with the rising tide of evil and lawlessness. **WILL YOU STEP UP TO THE MARK?**

4: **Wanderers' Plain.** An area of tall grasses, inhabited by roaming clans of humans, elves and orcs, often at war with each other, and certainly making travel difficult in this area. A Page must succeed in a quest into these lands and return with proof (usually severed heads) of his success in reducing the monster population in the area. The Hunters are NOT favourites with the denizens of the plains.

5: **South Justice Island.** This is a region dominated by the massif of mountains, the Blasted Mountains, that, like the land around, are stained with the volcanic ash and sulphuric rain that desolates the whole area. The volcanoes of the eastern island of the Bleakness erupted into many volcanoes about 250 years ago, and destroyed the budding civilization there, leaving behind ruined cities, towns, villages, castles and a bewildering number of obelisks, whose function has been lost to knowledge. The creatures inhabiting these regions have mutated into deadly forms – some say that the sociopathic wizards were responsible for the warping of creatures into evil beings.

The whole land is dotted with ruined structures and strange monoliths. Dungeons abound – under ruined settlements, crumbling castles and under hidden entrances near the monoliths and via caves in the mountains – so, mappers, map your dungeon!