

Kirid-Kagol Volcano Region

Khargad tribes

Karksid (tribal camps) – a semi-permanent camp of Khaksid tribe, mixed half-Grim (orc) and human tribe, traditionally led by a woman, with her brother as the War-leader. It is quite a warlike tribe, with least contact with the outside world apart from the other tribes it continually raids (and are raided by).

Rakosid (tribal camps) – another semi-permanent camp of the Rakosid tribe, a lycanthrope (mainly wereboars) tribe, which often bears the brunt of attacks of the Karksid.

Points of Interest

Kirid-Kagol Volcano – a still active volcano, with sulphuric plumes visible most days. The last major eruption was 51 years ago – another is probably overdue.

Ratanua Geyserland – at the base of the Kirid-Kagol volcano lies the Geyserland of Ratanua, a region of warm bubbling mud ponds, geysers of hot water spewing 100's of feet high, and a strong odour of 'rotten egg' gas.

Red Dragon Lair – the lair of the ancient Red female Dragon, Farunagex. Over the centuries, she has amassed an immense hoard from travellers on the roads to the south of this region. She is also responsible for keeping the forests largely clear of large predators. And of course, she is also known as Kharolin's Doom (see below)

Khargad-Dum (ruins) on Anacoma River – these are the ruins of the ancient capital of the Khargad Khanate, destroyed hundreds of years ago by the red dragon, Farunagex, killing the last Khan, Kharolin II. The Khanate split into many tribes, assimilating various Grim and lycanthrope peoples as well. The Khanate grew rich on travel between the city states of the Khargad grasslands, but this route to the east was abandoned after the Ruination of Khargad-Dum, and no trace of the trail is left.

The Ruination of Khargad-Dum: First, the great plague, the Black Cofirona, causing pustules, hair-loss and eventually total organ failure over a 2-4 week span. Then a volcanic eruption from Kirid-Kagol, which smothered the city in volcanic dust, and forced the end of the Khanate. The last Khan, Kharolin, fought off the opportunistic red dragon, Farunagex, and drove her off, allowing many in the city to flee to the grasslands. Alas, he paid with his life, and his final resting place has yet to be discovered. The tribes believe he will be born again and unite the Tribes into a mighty nation once more.

Kemelid Stonelands – a harsh region of rocks, gravel and tough spiky vegetation, and hardy lean Grim (goblin) clans who hunt the giant lizards, scorpions and snakes for their sustenance, using mainly venomous darts.

Laszlo Ruins on Derinov river – another ruined settlement of the lost Khanate.

Keolov Ruins on Lerigol river – yet another Khargad ruin, the most easterly border town of the lost Khanate

Pukel Mounds – ancient stone mounds and strange giant stone heads, left by a vanished people of whom little is known. They had all disappeared by the time the

Khargad tribes started to 'settle' in the region.

Gradel Khan Columns – a row of columns, adorned with sculptures of various battle scenes, and covered in the nearly obsolete Khanate script. The modern tribespeople have little use for writing, though it is passed down by the shamans of each tribe, who meet here every five years.

Saghd Tower and bridge (ruins) on Yutrargas River – almost the only sign that there ever was a trade route between east and west in this region. Now reputed to be the lair of monstrous beings.

Pukel-henge – a large circle of standing stones with carved faces on them, facing inward, Another monument to the forgotten Pukel-men.

Tombs of the Khargad Khans – the barrows of the Khargad Khans, now mostly depleted of treasure by brazen adventurers – many of whom lost their lives to very irate Khargad tribespeoples. All treasure regained from these looters is returned – and the cycle of looting and restoration goes on. No tribesman would desecrate these tombs.