

Kunnachst Region

This region is dominated by the Kunnachst Forest and the wastelands on either side of the Dunor River.

Kunnachst Forest: Not a place to be in in Spring, when large black-with-white plumage birds swoop down on any passers-by. Heads and eyes with their vicious beaks. Only the grizzly bears are safe.

Hermitage: A shack beside a cave in a small hillock. This houses Radabastid the Dun, a misanthropic wizard, who spends his time among animals and plants, and especially his specially bred *magitarts*, the crow-like giant birds mentioned above. He, more than the ogres discussed below, is the reason the areas around the forest are so desolate.

St Hilda's Convent: The only force for 'good' in the region. This fortified nunnery houses 66 warrior nuns, dedicated to fighting supernatural forces of evil, sending their members throughout the continent of Ezrute on demon-hunting quests (strange indeed that two angelic creatures were reported as victims of these warriors). They do have a superb track record in successful missions though. All they ask is that one male be left at the convent for the rest of their lives, but rarely is any man found when applicants for help come knocking. The most recent sighting reported an otherwise healthy young man, half-naked, looking utterly fatigued, but unable to make more than grunting noises.

Hildasmere: This marshy land provides much bird game for the convent, but is quite malodourous, and occasionally erupts in places producing a methane gas that often catches light.

Schemson Ogres: A large band of Ogres, who have basically made settlement in the region untenable. They are quite afraid to enter the forest though, and occasionally a dead ogre can be found on the road by the forest, looking as if they have been pecked to death. They are always male ogres, though.