

The Nothing contains patches of prairie shrubs, but there is no surface water.

Harvesters town has people who try to harvest foods from the prairie. They are not always successful.

The Great One, a statue partially buried in sand. Appears to be a great warrior or king of unknown origin.

Busy, a small town at a 4 road junction. Most of the inhabitants are always in a hurry. Nice Inn, good supplies for adventurers.

The Lost Village. A village that was destroyed by Orcs years ago. To the west is Starshine Forest and to the east are the Helman's Spires mesas and badlands.

Boiling Pit is like a huge cauldron.

The Glow, crystal structures that glow at night. Sometimes one of the larger ones glow in the day time. Those who go to investigate the daytime glowing, never return.

Clump Forest, the trees grow in clumps. Likely due to sparse water under their surface.

Dreadwood is to the south and west.