

# Errynor Map 33 - Siolforland

The southernmost part of Errynor in northwestern Alarius is illustrated by this 250 × 200 mile map. The more populated surface lands here are concentrated along and near the valley of the River Thinan, where there are economically-significant coal and mercury deposits. It is the mercury mined and exported from this region, in local dialect “kwikusiolfor” (*quicksilver*), which gives the land its name of “Silverland” in translation. The Thinan rises in the plains west of the Spiney Ridge Mountains around 320 kilometres (200 miles) east of this map’s eastern edge, on Errynor Map 34, while another separate Community Atlas map, “Feather Woods”, lies immediately south of this one. On that Feather Woods map, the Sacrificial Lake of the Land of the Mudmen is roughly 80 km (50 miles) southeast of Hegdenu here, for instance, towards this map’s southwest corner, while the Golden Halls of the Eonaar are some 55 km (35 miles) southeast of Mearkdenu in the southeast corner.

Slightly more than half the Siolforland map is covered by the sea, with toggles in the FCW version of the map showing features on the seabed, in the water column, and on the sea’s surface, as well as for the land, with matching explanatory keys alongside the map. Another toggle allows markers and labels for the major land animals and creatures (or “monsters” in common RPG parlance) to be shown, with one more toggle providing superimposed lines for each 1° of geographic latitude, and the southern limit for Nibirum’s polar auroral zone. Although the aurora can be seen, and its magical effects detected, at least occasionally from anywhere on this map, when it is active, it is only more frequently noted from places polewards of this southern limit line.

The land surface here is generally quite low-lying, rising further inland of the coast, so the hills shown are typically gently rolling, fairly low, features too. The higher areas are no more than roughly 200 metres, 660 feet, above mean sea level overall. Under the sea, the land slopes in general gently down away from the shoreline, with coloured seabed banding showing labelled water-depth contours at 30 m, 100 ft (the maximum depth from which giant kelp will usually grow), and 100 m, 330 ft (as sunlight normally penetrates to between 100 and 200 m, 330-660 ft, beneath the waves, partly dependent on water clarity). The maximum seawater depth on this map (in the top left corner) is approximately 125 m, 410 ft, thus most of the time sunlight reaches all parts of the ocean floor on this map, if increasingly weakly with increasing sea depth.

On the seafloor, the main geographic features are the low Nereian Hills in the map’s northwest quarter, a range of rocky, sandy and silty uplands around and oceanwards of the line of three low, shallow-water, kelp-surmounted seamounts, Mount Pleasant, Nereia and Shoaland, as the undersea dwellers know them. Only Shoaland is high enough to break the surface as a small, but significant, island, called Hwael Igland by Siolforland’s humanoids (meaning “Whale Island”). The seabed hills here are no more than 30 m high (100 ft) at any point. Mount Pleasant rises to roughly 40 m above the seafloor, still 25 m below the sea’s surface (130 ft & 80 ft respectively), while Nereia reaches to within about 20 m of the water surface, a height from the seabed of nearly 55 m (65 ft & 180 ft respectively). The tops of the giant kelp forests on all three seamounts normally reach the ocean’s surface during the summer, making them obvious features for sailors, and something of a hazard, as liable to snag ships’ keels, oars and rudders.

## **Coal, Mercury & Other Mapped Resources**

As the “Resources” key shows, four types of material can be found in parts of the map in economically-significant amounts. However, not all such items have been discovered and exploited so far. Other kinds of similar materials may exist elsewhere here, as GMs might require, if in smaller, or less accessible, forms and places.

Of the four mapped kinds, **Coal** is the most prevalent, with 7 markers, plus another 6 markers showing coastal areas where **Sea-Coal** can be found commonly. Two of the coal markers are under the sea, with outcrops on the seafloor. While these are not currently exploited directly, tidal action breaks away sufficient amounts from time to time to create the quantities of small, rounded coal pieces that become washed-up along parts of the shore, which is where all the sea-coal here derives. None of this sea-coal is currently exploited, except in a very limited way by those few land-dwellers living close to the coast south of Death Hoh in the map’s lower left corner, where it is used as a handy fuel. The main coal marker on land in this same area represents sub-surface coal deposits that remain undiscovered. Four other land-set coal markers, three by the Blaekbrok river in Blaek Dael, and that by Mearkdeny in the map’s lower-right corner, are presently mined by various methods. As all these coal deposits are at, or relatively close to, the surface, the mining types too are common near-surface kinds, including opencast and drift mines, as well as exploiting surface outcrops directly. There are only a handful of deeper shafts in a few places. Each of the mining districts is supported by a nearby farming community, in a mixed farming and mining village or larger-sized settlement, each of which has at least one well-used trail leading to and from it, since the mined coal is used both locally in Siolforland and exported in quantity to places often far from here, as the coal is almost all of high-quality, very suitable as a fuel and for making refined coal products. Some of these exports reach and cross the Spiney Ridge to the realms of Perce and Kelloië west of the mountains along the Heah-Torr Weg, though much more travels north along the Gobhlyn Straet, or by river and sea, to the Goblyn Realm of Arkant far to the north.

Second in terms of marker numbers is **Mercury**, with 5 sites shown, all on land. Only those three by the Orc settlements of Beonetun, Readstanklif and Fagdun are known-of and made use of at present. The other two are set among wilder lands well to the north, and are undiscovered still. Mercury is the seemingly living, silvery, metallic liquid at room temperature found in the real world, which seems magical enough anyway. In Errynor though, mercury possesses true magical properties as well, a form of wild magic in its natural state. It is thus much prized and sought-after, and is a particularly important economic export for Siolforland, traded across large parts of Alarius, and even beyond. As a result, the name “Siolforland” may be met in many places, even if those using it have no idea where the place lies - or even if it is an actual place! Mercury occurs in two main forms here, sometimes in the same place, sometimes separately, as the reddened rock cinnabar (chemically mercury sulphide, HgS) and in, usually small, pools of liquid mercury. Typically on Earth, mercury deposits are small and rare, as mercury easily vaporises into the air and simply vanishes. The exploited deposits in Siolforland are significantly more extensive, however, and its mining here has one main advantage, the Siolforfolk, the local Orcs, to whom we shall return shortly. Mercury is difficult to store once extracted from its source, as it bonds readily with metals, and dissolves them, forming a new amalgam solid. Consequently, it can be stored and transported only in well-made and fully sealed glass or high-quality ceramic containers, so glass and ceramic making are also major subsidiary industries in Siolforland, taking further advantage of the readily-available coal as fuel for both endeavours.

The final marked resource is a single area of minable gold, a little south of the Saemerisk coastal mud-flats at the mouth of the Thinan. While still undiscovered, the presence of Griffons nearby might be taken as a clue to the metal's existence, by those in the know.

## **Siolforland's Humanoids**

Most of Siolforland's land humanoids are pale-skinned, dark-haired and dark-eyed **Humans**, whose settlements are scattered across the width of the map, chiefly along the Thinan and its tributaries. Such settlements rely on a mixture of farming, mining and associated industries, including glass and ceramic production, and trading, although some hunting and fishing is carried out as well, both on land and, in a more limited fashion as coastal settlements are few, at sea. The ruling structure is chiefly that of local rulers, Thegns, for each marked settlement, who are nominally subject to the Kyning ("King"), ruler at the only city hereabouts, Kyneham, who, with an advisory council, the Thyng, controls and administers much that goes on across the region, on a broad scale, at least. Since trade is good, and major external threats few, this system works perfectly well in general. While there is a degree of clannishness about each marked settlement and the folks living in its surrounding area, the reliance on trade, movement of people and goods by road and river means there is also a tendency for neighbouring settlements to provide assistance to one another, from, say, threatening inimical creatures moving into the vicinity. The Humans here are also largely responsible for the nature of the local dialect version of whatever common language GMs may prefer for their world. Some outsiders unfamiliar with Siolforland may struggle to understand what folk from here are saying (or so they may claim; such external visitors are also those liable to view the place as "backward" or "uncivilised", because of its reliance on mining, trade and transportation). In real terms, the names have been given in a slight variant of Old English to try to indicate this difference.

A smaller proportion of the land humanoids, if still one substantial numerically, is made up of the **Siolforfolk** (Silverfolk), a type of Orc native only to this region. Sometimes they are known as "Silver Orcs". They are of roughly Human sizes, proportions and forms overall, though with paler skins even than the local Humans, almost paper-white or silvery-white in shade. Their hair too tends to be silvery-white, even when bred with the Humans here. Their skin coloration shades into red, like that of the cinnabar rocks, at their extremities - ears, noses, finger-tips and toes especially. While eye colours vary considerably, they always have a slightly pearly sheen or sparkle. This appearance can sometimes make those familiar think they have Faerie origins. They don't, but the Siolforfolk are unusually magical, exhibiting a form of wild magic, typically limited in effect, if not wholly predictably. For unknown reasons, they are immune to the problematic effects of handling or being in regular proximity to mercury, so make ideal miners and transporters of kwikusiolfor. Indeed, they have a curious affinity for the substance. This is almost certainly the origin of their magical natures. Although just four Siolforfolk settlements are mapped here, three associated with mercury mining areas, Siolforfolk may be found in smaller numbers elsewhere across Siolforland, commonly wherever mercury use, smaller-scale mining, or transportation is happening. Small amounts of mercury occur frequently in coal, for instance. Each marked Orc settlement has its own ruling chief, and while wholly independent of the Humans' ruling structure, they are usually happy to go along with whatever helps continue and improve trade and conditions for their folk.

While the Humans and Siolforfolk get along reasonably in the main, there can be tensions at times, and though both may be found at many settlements here, it is only those involved with mining that are likely to mix more freely, thanks to their shared understanding of the nature and risks involved with such work.

Small numbers of **Goblyns** from Arkant, often referred to simply as “Arkanti”, may be encountered here from time to time, especially in settlements associated with mining of both coal and mercury, where they may be observing, or assisting with problems. They are usually either engineers or traders, as the Goblyns are major purchasers and users of both materials exported from Siolforland. Their folk are relatively small, slimly-built humanoids (about two-thirds the height of a typical adult Human), with finely-chiselled, sharp features, tan to darker skins, eye and hair tones, possessed of much organisational and engineering skill. They have quite a militaristic, albeit agriculturally-based, society, in which all members are taught how to look after themselves from a very young age. All able citizens are expected to serve society for at least a time when they come of age (which can include in the military, engineering, administrative or agricultural spheres). Politeness and honour are highly regarded traits across Goblyn society, including such things as the protection of the weak, elderly and vulnerable. In dress, armour, weapons and architecture, the Goblyns favour styles reminiscent of Earth’s Ancient Romans. They are fine sailors too, and sound shipwrights, although few have much magical ability. The nature of the roads and trails here, and the use of navigable waterways, owes much to assistance and suggestions provided by the Arkanti.

The nominal western fringe of the nomadic Horseclan Lands crosses the extreme lower right corner of this map, and as mentioned, their Golden Halls of Eonaar are only some 55 km, 35 miles, southeast of the coal mines of Mearkdenu, so a few of the **Horseclan folk** may be encountered in this small area occasionally. Most such folk are Humans, and some of their Clans still gather to overwinter at the Golden Halls annually. They almost never venture as far west as a line from Spithrawudu to Gobhlyn Straet on this map, however. For more information on the Horseclans, see pages 14-15 in the PDF notes accompanying the “Errynor” parent map for this one in the Community Atlas.

At sea and beneath the waves, the **Merfolk**, both settled and nomadic, are the dominant humanoids. Merfolk are more or less the equivalent of Sea-Humans, in that they are by far the most populous of Errynor’s intelligent humanoid sea-denzens, and their upper bodies, limbs and heads are often very human-like, including to skin, eye and hair colouring. Their lower bodies and legs show considerable variation however, including some that have a single, large, fish-like tail instead of legs, while others have scaled legs that end in large, propulsive fins, not feet. Some are able to change forms between such options, while some can alter their lower halves into a form more suitable for whatever their current needs and environment are, including to fully humanoid legs and feet capable of walking on land. They cannot stay long on land, even so. Many Merfolk can cope with a broad range of sea environments, from shallow to great depth, providing they have sufficient time to acclimate to the substantial pressure changes involved with changing water depth. A significant proportion, especially those on this map, that preferentially occupy the shallower, nearer-surface waters, are able to breathe in air or water with comparable facility. Merfolk pay little heed to the physical differences between their variant forms, which can have its own dangers for land-dwelling air-breathers who fall into the sea, as Merfolk will sometimes mistake them for their own folk, and not realise they may be drowning. Their own name for themselves reflects this, as it is simply “The Folk”, and even within a family group, it is common to find a mix of legged and tailed types. They communicate using vocal speech and eye-contact-range telepathy, though

they can use telepathy only when underwater. The only distinction Merfolk sometimes draw is with that proportion of Merfolk that follow a nomadic existence, whom they can know as “The Sea-Folk”, compared to the more sedentary settlement-constructors, “The Place-Folk”. Such sea nomads commonly follow a similar lifestyle to land nomads, using shamanic magic and following marine creature or elemental spirit totems. They live by hunting, with some following particular migratory fish shoals or marine mammal herds. They will also attack lone surface craft at times, depending on the proportion of those among them who can breathe in air and water. Their mix of physical forms is largely the same as other Merfolk. Merfolk that build settlements do so in a variety of styles and places, suited to their preferred mode of living, which here revolves chiefly around agriculture - growing and harvesting kelp and other seaweeds and farming fish in large, netted enclosures - with some hunting. As a result, their settlements off Siolforland tend to have numerous larger structures overall, generally constructed from whatever materials are available close-by, primarily of, or carved into, rock, some of which may have been quarried for the purpose, or re-used from older structures (including seafloor ruins), along with shells, shipwrecks and driftwood. Natural caverns may be used as well, and seafloor hollows roofed over, sometimes enhanced with concrete made from crushed shells and lime-rich sands. The nomadic Merfolk will build temporary structures from time to time too, though when the nearer-surface conditions start to roughen in winter storms, like the shoals and herds they follow, they usually just head into deeper, calmer waters instead. (These are similar to the Merfolk of D&D, while the nomadic types are based on D&D’s Tritons.)

On this map, there are two main rock-built Merfolk settlements, Skork and Whent, each with two or three smaller farming settlements nearby (another couple of these smaller settlements lie west of Skork, off-map and are not shown here). Both groups of settlements are not unfriendly to Siolforland’s landsfolk, and trade with them from time to time, notably for supplies of mercury. Even the nomadic Merfolk off Slaep Byht will so trade on occasion. Merfolk connected with Whent and its subsidiary settlements sometimes aid trading sailors travelling *via* Hwael Igland to or from Arkant far to the north, by the distant sea route that avoids passing near the Kachayan, or Sea-Devil, province of Veshn.

The **Kachaya of Veshn Province** are second in order of decreasing population numbers to the Merfolk here, if by quite some way. Also known as “Sea Devils” (by the Merfolk) or “Fish-Demons” (Fisk-Thyrs in the local dialect, by land-dwellers), they are of a generally humanoid form, thus have a body with four limbs and head, all of which are scaled, with hands and feet similar to those of Humans, but rather larger, with sharp claws instead of nails, and webbing between fingers and toes. They have small control fins on their arms, legs and back too. Their heads are ruggedly square by Human norms, their faces flattened, with large, dark, forward-facing, fish-like eyes, a mouth full of robust, sharply pointed teeth, and spines around the edges of their faces which can look like horns, partly hence their common name. Like many of the Merfolk, they are all able to breathe freely above or below the water, though they can breathe air for only quite short periods. They prefer to live in deep, quiet waters, which is where most are more liable to be encountered. Indeed, their own name for themselves, Kachaya, translates as “The Quiet-Water Folk”, so living in the relatively shallow, near-coastal waters here, is somewhat unusual. Their communication is largely telepathic when undersea, within eye-to-eye range like the Merfolk, or vocal speech in air, though they can use either at any time. They have a bioluminescent patch above each eye that they can show or hide at will too, which can be used to communicate over greater distances in the dark. They are also

able to use a sonic attack when in water from time to time, over typical hand-to-hand combat distances. While a few favour a wandering, nomadic lifestyle, those here prefer a more fixed existence. Their seafloor settlements are normally of domed, rock and concrete buildings with round access-points, sometimes concealed with seaweeds, or partly built into natural seabed features such as fissures, rocky reefs or caverns. They carry out fish and seaweed farming, and hunting, much like the Merfolk, but will supplement this by raiding other undersea settlements, surface vessels and onshore land settlements near the coast, all of which helps further explain the “Devil” or “Demon” element in their popular names. However, past land raiding here served merely to drive away those humanoids living close enough to the coast adjoining the Province to be so threatened, helping the area gain its evil reputation as Fisk-Thyrs Land (Fish-Demon Land). Land raids almost never happen any longer because of this. As might be expected, groups of Veshn Sea Devils tend to be attacked if they stray far from their home area, on the assumption that they must be intent on raiding, so they usually remain within that area, unless they are genuinely raiding. Other folks straying into the Province are considered fair game by the Kachaya, who will maintain they are simply protecting themselves against aggressors. Similarly, surface ships “violating” the Province’s area, or passing nearby, stand a much greater chance of being attacked than any other targets, given the two-dimensional nature of the sea-surface makes it far easier to locate them from below. Kachayan leaders tend to be physically and/or magically strong individuals, and although they have an aristocracy of sorts, their leaders do not necessarily come from it. Such leaders at any level usually survive only as long as their strength and success lasts. (The Kachaya are loosely similar to the Sahuagin of D&D.)

Note that only part of Veshn Province is shown on this map. It continues into the adjacent Maps 25, 26 and 34, and is one of the largest Kachayan Provinces in the seas around Errynor. Veshn is though quite isolated from, and wholly independent of, any of those other Kachayans (the next nearest Provinces are at least 650 km, 400 miles, away). There has been no contact with any of these in a very long time. The population of Veshn overall is also smaller than its size might suggest. Four seafloor settlements are shown on this map, the largest of which, Ordass, is of roughly undersea city size. Veshn is a troubled place too. There is presently no designated capital for the Province, nor a single ruler for the folk. The old capital, Chelik, nearly 100 km (60 miles) northeast of Ordass on Map 25, was largely abandoned during a period of civil strife between two groups of Kachaya that disagreed over who should be ruler on the death of the previous one, several generations ago. Neither camp was strong enough to defeat the other, and each set up their own “new” city (actually expanding previously-existing settlements) in the western, oceanwards, part of Veshn, Ordass on this map, and its near-twin, Ressimross, some 50 km (30 miles) to the north on Map 25. The rival Duke of each city persists in continuing the civil war still. Chelik has enjoyed something of a renaissance in more recent years, as disaffected Kachaya from both camps, thoroughly sick of what they see as a pointlessly stupid rivalry, have made new homes there. Chelik has thus returned to something approaching town size and status, although some there are concerned this may just create a third faction in the ongoing conflict.

Veshn’s problems include the surroundings to its location. The highly magical and well-defended Moon Mare Forest, Moon Mare Strand and Chosen Lands at sea and on land immediately to the Province’s north, and what happens there (see Map 26, and the notes in the PDF accompanying the Errynor parent map to this one), mean that while the Veshn Kachaya greatly respect those folk of whatever kind who travel with horses or seahorses, many also fear them. Having to switch their raiding exclusively to undersea

and sea-surface vessels, following the depopulation of the accessible coastal lands by the Province's eastern edge, has made such attacks less frequent and less successful for the Kachaya. Most of the ships providing suitable targets are those plying the sea-route between Siolforland and Arkant. However, and much as with their land raids, all attacking these sea-going craft has achieved is to mean such vessels tend now to travel in convoys able to quickly assist one another, and for the ships generally to sail ever further from the shore. In turn, this has led to the Province's increasingly elongated shape (and increased size) oceanwards, along with the choice of location for the two chief cities, as the Kachaya have tried to keep pace with these changes. Such shipping was never welcomed over Moon Mare Forest anyway, so the routes had been pushed further out to sea for generations, even before the increased Kachayan attacks.

In the map's lower left corner, hidden away in a kelp forest that extends off this side of the map, is the **Thalassan**, or Fish-Folk, city of Shyen. Thalassans are slender humanoids with four limbs, including webbed hands and large, webbed feet, with control fins on their arms, legs and back, and narrow, forward-facing, fish-like heads, with large, dark eyes. They are entirely marine aquatic beings, and cannot breathe in air without magic. They are rare in Errynor's seas, but form well-concealed settlements from time to time, usually ones that are carved skilfully into the native rock. Their architecture favours narrow openings that suit their slender frames, along with tapering, conical towers, which can make their buildings look quite castle-like to land-dwellers. They are at home in almost any depth of water, given enough time to acclimatise to the pressure changes involved. They live primarily as hunter-gatherers, but will trade with other creatures, and produce particularly fine, artfully-carved work in stone, coral, shell and similar substances. They communicate using a mixture of visual gestures, skin-colour changes (including bioluminescent patches), some noises, and limited-range telepathy (*circa* 500 m = 1,600 ft). The Merfolk of Skork know of them, though few have ever seen Shyen, except those from the nearest Merfolk village of Farak, who trade with the Thalassans semi-regularly. (Thalassans are similar to D&D's Locathah.)

Over towards the map's top left, in the deepest waters shown here, is the cavern town of Choraax, below the western Nereian Hills, home to a community of Sea Orcs or **Ketorka**. Errynor's Sea Orcs are rarely met, although they may be found anywhere from the deep oceans to the near-coastal shallows. They are water-breathing, tall, streamlined and hairless, with large, webbed, clawed hands and feet, large, dark eyes, and long, sharp teeth. They have quite robust control fins on their back, arms and legs that flatten into their skin when a burst of swimming speed is necessary. They are probably the fastest swimmers in short bursts of any of Errynor's undersea folk. They live chiefly by hunting fish, but are not above taking other prey - surface swimmers, for example - at need, or should opportunity arise. They can attack using a sonic stun burst at times, at a target up to 50 m/160 ft away. Although they can use vocal communication near one another, their preferred method is by eye-to-eye contact range telepathy. Their communities are widely-scattered over the seas, with no cohesive larger-scale or realm-like structure. Each tribal group, as here, will usually have one or more undersea caves they regard as "theirs" within their normal hunting range, so they are relatively sedentary in that respect. They can make objects quite skilfully, primarily tools and weapons for hunting, which often show a remarkable degree of inventiveness. "Ketorka" means more or less "Sea-Folk" in their own tongue. As Siolforland's ships have taken to using waters ever further from land to avoid attacks from the Veshn Sea Devils, so the Choraax Sea Orcs have begun occasionally attacking such vessels that are spotted passing fairly near their home territory. The Merfolk of Whent have long avoided venturing much beyond Shoaland over

the Hills in this direction, for similar reasons. (The Ketorka are variants of D&D's marine hobgoblins, the Koalinth.)

Samples of settlements and further notes on all these undersea humanoids can be found in the subsidiary maps to "Errynor Map One - The Cliff" elsewhere in the Community Atlas.

A few other intelligent, at least sometimes humanoid, creatures may be encountered on this map, though only singly, or in very small numbers. These are discussed below in regard to their settlements or home ranges.

## **Commodity Trading Routes**

As has been hinted already, the transportation of Siolforland's coal and mercury exports is not easy. Coal is heavy and bulky, while mercury requires careful handling, and storage in sealed, fragile containers. Water transport would seem the better option for both, given suitably robust packing. The Thinan is navigable, especially by shallow-draught, low barges between Kyneham down to Eaworth, and by smaller craft as far upstream beyond Kyneham as Hraefnhlaw. Tributary streams to the Thinan are not reliably navigable except using smaller river craft, in general, and then only for part of the watercourse. Beyond Eaworth to the sea are the low-lying Saemerisk mud-flats, over which the Thinan's waters break up into many meandering channels of various, and variable, width, depth and navigability, sometimes of only temporary nature, and at times forming intermittent lakes with no further outlet. A clear channel one day may not be so the next. Attempts to clear or canalise a more permanent deep-water access-channel over the flats have so far been unsuccessful, and the best chance for a convoy to clear the Saemerisk together is usually to wait for a suitably high spring tide to flood enough of the mud-flats deeply enough for seagoing craft to pass to and from Eaworth's docks without relying on much of the channels at all. The Thinan and its tributaries often carry a lot of silt from mining spoil, and especially reworked rock material from the mountains far inland, hence the extent of Saemerisk and its undersea extension of the Great Mud Delta.

A newer port has been set-up recently at Skirtun near the mouth of the Skirbeke, which has better, regular, deep-water access. This though is still relatively small, and is moreover an uncomfortably long distance from the mines, collection and packing centres, so is not ideal. Exploration downstream of Hegdenu long ago revealed the mouth of the Aesk provides no suitable, easy, deep-water coastal access, while steep, cliffside accessways down to the sheltered harbour at Seytun, prohibit any large-scale, or delicate, cargo-handling there.

Once at sea, ship-borne transportation is always hazardous. Ordinarily, a near-coastal route would be preferable. Here, however, that is blocked by the Veshn Sea Devils, and the inhabitants of, and near, Moon Mare Forest and Moon Mare Strand (indeed, the luxuriant summer kelp growth over the Forest would create additional difficulties in fouling keels, oars and rudders anyway). Sailing further from shore involves heading out towards Hwael Igland, to then turn northeast on a "safe" bearing, avoiding these nearer-coastal problems. While the Merfolk from Whent sometimes assist with this, and trade along the way, the timings are often difficult to coordinate. Plus such a trip requires skilled navigators, especially as even the highest point on Hwael Igland (roughly 300 m, 1,000 ft, tall) can be spotted by keen-eyed lookouts most of the time only when about 40 km, 25 miles, off the island. It does not help that Hwael Igland is notorious for attracting fogs! Coupled with the usual seafaring hazards, cargo, and occasionally even ship, losses and delays are frequent on such voyages.

These shipping problems are compounded as the nearest suitable Arkanti ports are by the mouth of the great River Quell, far beyond the vast headland of Mare's Head (Mare's Head is on Map 26; the Quell's mouth is on Map 18). This might make the overland route along the partly-paved Gobhlyn Straet from Hraefnhlaw seem preferable, even though it too is a long and hazardous journey. The sea route, whether from Saemerisk or Seytun, to the nearest Goblyn port is around 900 km, 550 miles, while overland from Hraefnhlaw to the closest Arkanti settlement by road is over 650 km, 400 miles. Such transport is done by fleet convoys at sea, or land caravans, only a few times a year, and not at all from late autumn to the spring thaw. The land route to the closer trading centres just west of the Spiney Ridge Mountains is shorter, at about 550 km, 350 miles, although along much poorer trails, with significantly greater dangers and fewer rewards than the overland trek to Arkant, so is used less often, and by smaller caravans. By contrast, the Arkanti will pay handsomely, and reciprocate with high-quality magical and metal goods, as well as engineering and other knowledgeable expertise.

## **Labelled Map Features**

There are 91 labelled places shown on the map, including natural and constructed locations (the former by far the more numerous), plus a further 123 markers indicating the general home ranges for a wide variety of animals and "monsters", and a few unusual objects on the sea's surface. In the following notes, these markers are discussed collectively as "Creatures & Features". Most items receive some commentary below, including a confirmation, or translation, of their pseudo-Old English names, for those provided with such. While the marker labels have been given simply in "normal" English on the map, local dialect names for these have been given in the entries here, for GMs who may wish to make further use of this aspect. The nature of the map, and how the various labels may be viewed in the full FCW version, means the sea and undersea descriptions have been given separately to the land and surface coastal ones.

The largest, and most variable, map label is that for the ocean as a whole, as it goes by different names for different peoples. At a "Nibirum" - i.e. whole planet - level, it is often known as the Frigid Ocean, which extends northwards to the pole. Many folk of Errynor know it better as the Equine Ocean, for reasons discussed in the PDF notes to the "Errynor" parent map to this one. These are the names often used by the undersea folk here. On the surface though, the people of Siolforland commonly know it as the Thyrs Sae (Giant, or sometimes meaning Demon, Sea) or Great Sae.

## **Undersea Natural Places**

**Great Mud Delta:** This is the offshore extension of the vast Saemerisk mud-flats on land, here all below the sea, except at the very lowest spring tides closer to the coast. The Delta is composed of fine silts turned to mud, washed down the Thinan from both the mining works along its banks, and the distant mountains (ultimately, if indirectly, for the latter, as the Thinan rises in the plains below the mountains themselves, partly hence the silty nature of the material, as already washed-over and worn by weathering and other rivers' action first). The Delta's finger-like nature is due to where the main land river-mouth channels tend to lie. Indeed, some of these mostly freshwater-and-silt rivers persist at times under the sea, before being finally amalgamated into the salt waters. After heavy rains on land, the water over the Delta can be effectively opaque, due to the many fine particles held in suspension. Despite being so nutrient-rich, relatively little plant life

survives long here, thanks to the heavy rate of fresh resurfacing, reducing the options for the less mobile animal life as well. In the quieter areas away from the more active channels, especially near and beyond the Delta's edges, marine life of all sorts can be very abundant, however. The coastal edge-line between Saemerisk and the Delta is not firmly-fixed, due to the regularly tidal nature of the seaward parts of Saemerisk. The mapped line does represent the approximate mean high-tide line for much of the year, although during the highest spring tides, virtually the entire triangular area of Saemerisk can be, at least shallowly, submerged.

**Mount Pleasant:** Only about half of this low, shallow-water, seamount is shown on this map, as it extends off the left edge for a similar distance and area to that mapped here. Like its northern neighbour along the eastern edge of the Nereian Hills, Nereia, it is a rocky, flat-topped prominence that rises quite steeply from the general seabed, reaching about 40 m (130 ft) above the seafloor at its top, still roughly 25 m (80 ft) beneath the sea's surface. Its sides and top are heavily kelp-forested in the growing season, helping conceal the rocky cavern on its summit, home to the relatively young **Sea Hag, Annie Falaxis**, who may be encountered in the water column, or even on the sea's surface at times, often riding in a colander made from the interwoven bones of sea creatures and humanoids, which she paddles surprisingly briskly with the jellified remains of a fish-tailed Merfolk corpse. The kelp on Mount Pleasant is always sickly, and grasps at those passing near or through it like clammy, boneless fingers, stirring up silt and making the water here up to the surface sometimes unpleasantly rank and murky. Like all her kind, she is a faerie creature, so possesses dangerous magics and magical objects, as well as much obscure knowledge. While detested and avoided as much as possible by most undersea folk hereabouts, her power is also respected, and the name of her seamount is naturally wholly euphemistic. Her cavern home is a faerie portal.

**Nereia:** Loosely midway between Mount Pleasant and Shoaland, this is the smallest of the three low, shallow-water seamounts on this map. Like Mount Pleasant, it is steep-sided, rocky, and has a cavern hidden away on its flattish top among the dense, though here fully vibrant and always healthy, kelp forests in season. Nereia's top is some 55 m (180 ft) above the nearby mean seafloor level, with a further 20 m (65 ft) of seawater above it. The cavern system is home to a trio of **Water Spirits**. Water Spirits are highly magical, intelligent beings, partly elemental, partly faerie creatures. They have no fixed physical forms, commonly being completely invisible when in their own element. When they choose to manifest, they typically do so in a humanoid, or semi-humanoid, form, always very beautiful in appearance. It is no accident the Hills here share the name of this seamount, as their elemental nature gives them much control over their environment. One or more may be encountered anywhere in or over the Nereian Hills at almost any time, in the water column or on the sea's surface, should they wish to be, as well as at Nereia itself. They are a useful defence against the Sea Hag Annie Falaxis, as she has no power over them. In return, they usually pay her no mind at all. (There is no direct equivalent to these Water Spirits in 5th edition D&D. Aspects of the various water elementals and those of the Eladrins and Merfolk can be used if required. Their origins were in a watery rationalisation of creatures such as the Nymphs from earlier versions of D&D, in conjunction with Ancient Greek tales of Nereids and other water nymphs.)

**Nereian Hills:** A range of mostly low, rocky, sandy and silty hills, trending loosely south to north over the top left quarter of the map, of which the three named shallow-water

seamounts are by far the highest peaks. Few of the other hills reach even 30 m (100 ft) above the seafloor. The Hills continue off-map along its top left side, and into Map 25 off the top edge.

**Shoaland:** The third, largest, and most northerly, of the three greater uplands in the Nereian Hills, this one too rises in a steep, rocky form from the seabed, around 85 m (280 ft) below the waves, although unlike its southerly siblings, this one breaks the surface as the small, hilly island of Hwael Igland. Its sides, up into quite shallow waters offshore of the island are covered with dense kelp forest growth in season. Much marine life makes use of this forest, which in turn attracts Merfolk hunters from Whent, and fisherfolk from the island's Human population, from time to time.

## **Undersea Constructed Places**

Four seabed features are labelled with numbers, and these are dealt with first in the following listing, with the remaining named locations in alphabetical order after that.

**1. Wrecked Ship:** On a lower-lying plain among the western Nereian Hills, towards the map's top left corner, is an old wooden shipwreck, heavily overgrown with sedentary animals, some plants, and silt. The most substantial part of the wreck forms the home lair for a Giant Octopus, which may be encountered in the water column, or the surface waters nearby, at times.

**2. Merfolk Altar:** Standing below *circa* 65 m (210 ft) of seawater on the plains south of Shoaland, and a little beyond the eastern edge of the Nereian Hills, is an elaborately carved, large stone altar, set within a circle of unworked standing stones. Its carvings clearly indicate its Merfolk origins, and it remains in-use by religiously-inclined Merfolk from Whent and Bort particularly. It is a very obvious seafloor feature, and can be seen from a ship on the surface when the water is clear and calm enough close by.

**3. Ruined Kachayan Catacombs:** Part of the unusual nature of this ancient ruin is the fact that Kachaya generally, modernly at least, do not preserve the remains of their dead at all. However, this was once a substantial place, and, like the Merfolk Altar, it too is still a significant seabed landmark on the plains, under roughly 65 m (210 ft) of water east of the Nereian Hills, south of Shoaland. Also like that Altar, it is visible from the sea's surface when the weather is calm and the water clear enough. A large, circular, central, low stone tower, now partly collapsed, seems to have been the entrance to the catacombs below the seafloor. From it radiate six subsurface tunnels, now too largely collapsed into radiating, silted-over, sunken channels instead, giving the whole a loose "snowflake" appearance. Chambers off these tunnels used to house the remains of many Kachaya. However, a lot of these chambers have caved-in as well, adding to the whole "snowflake" impression as seen from above. Carvings on the surviving stonework indicate beyond question the archaic Kachayan nature of these old tombs. Some underground parts remain fully intact and unexplored still, despite their great age, and the amount of damage elsewhere. The Veshn Kachaya are unaware of the ruin, while only the local Merfolk from nearby Bort are familiar with its origins. The seabed pattern is used by navigators out of Eaworth, sailing to or from Hwael Igland, when conditions are right, although they are ignorant of its true nature.

**4. Wrecked Dwarf Hang-Glider:** In the near-coastal shallows, around 7 km (4 miles) offshore, and a similar distance south of the southern end of the Great Mud Delta, lie the weed-grown, and partly silted-over, metal frame remains of a Dwarf-made hang-glider. Its size and angular nature, with a shape vaguely like a huge bird's skeleton, makes it easily spotted by anyone sailing over, when the water is clear and calm. The land nearby is largely uninhabited, and no one who does live here can recall ever seeing such a flying contraption. While Errynor's Arctic Dwarfs do use such hang-gliders, their nearest substantial settlement is in the northern Spiney Ridge foothills beyond Arkant on Map 19, some 1,800 km (1,120 miles) northeast of this wreck's location. The closest higher ground from which it might have been launched would have been the cliffs on the northern side of Thyrs Naess, more than 20 km (12 miles) to the south.

**Bort:** A scattered Merfolk village-sized settlement, about 50 km (30 miles) southeast of Hwael Iglan, and a little more than halfway between the nearest mainland coast and the island. One of a group of Merfolk settlements connected to Whent, nearly 60 km (40 miles) to the northeast, the folk here are friendly to Siolforland shipping convoys, and will surface to trade with them, helping them navigate to and from Hwael Iglan on the ocean route between Siolforland and Arkant. Bort-dwellers also maintain the seafloor altar complex (feature 2 above), as the nearest significant Merfolk settlement. Traditionally, at least one of the leading priests at ceremonies there must come from Bort.

**Choraax:** Set among and beneath the western Nereian Hills far offshore, in the map's top left corner, this is the sole substantial Sea Orc settlement in this area, with a loosely town-sized population using a series of natural, adapted and dug-out rocky caverns, with well-concealed surface entrances, as their home. Comments on the appearance and activities of the Ketorka were given earlier in these notes. Hunting or raiding parties of Ketorka may be found in the waters as far east of their home as Shoaland at times.

**Eshp:** One of the Kachayan village-sized settlements in Veshn Province, relatively near the coast. The buildings are mostly built of rock on the surface, or dug into it beneath. The population is nominally loyal to Ordass and its Duke.

**Farak:** The more southerly of the two mapped Merfolk seabed village-sized locations associated with Skork, not far offshore of the seaward entrance to Seol Byht, in the map's lower left. Although some seafloor farming is carried out here, the rich seas nearby mean a larger proportion of the populace is involved mostly with hunting. They have some semi-regular contact and trade with the Thalassans at Shyen, about 65 km (40 miles) to the south.

**Haart:** This is the most northerly of the illustrated Merfolk settlements, on the eastern fringe of the Nereian Hills, close to the centre-top edge of the map. Largely rock-built, the village-sized population will assist Siolforland's ship-borne traders passing to or from Arkant that they become aware of, trading with them, and helping them avoid the waters and raiders of Veshn Province. Haart looks to Whent, 45 km (28 miles) to the south for additional help when required.

**Lorss:** Another rock-built, village-sized, Kachayan population centre in Veshn Province. While nominally beholden to the Duke of Ordass, the folk here are conflicted in their loyalties, since the place lies almost equidistantly between the important sites of Ordass

and Ressipross cities, and the old Veshn capital of Chelik (the latter two places both on Map 25).

**Mershk:** Around 20 km (12 miles) off the southwestern seaward end of the Great Mud Delta, this is the second of two mapped Merfolk village-sized places linked with Skork, still further to the southwest. Most of the surface structures here are built from undersea concrete (a mix of ground-up bedrock, seafloor lime-rich silts, crushed shells and dead coral fragments, a common building material for many undersea dwellers). The silt for this largely derives from materials extracted from the Delta. Farming is the main reason for Mershk's existence, along with trade from Siolforland's vessels out of Eaworth, or returning there from Arkant. The settled Merfolk try to preserve equitable relations with the Nomadic Merfolk that often frequent the near-shipping-route waters around 35-40 km (20-25 miles) to the north and northwest.

**Ordass:** Although nominally a scattered seabed Kachayan settlement of city stature in Veshn Province, with most structures built from, or cut into, stone, the population here is smaller than its size might suggest, a result of the interminable internecine strife with Ressipross to the north (on Map 25). A similar situation exists at Ressipross. It is heavily reliant on its subsidiary settlements for food, centred at Eshp, Lorss and to an extent Shapp, although the Kachaya of the Lorss and Shapp areas have rather divided loyalties, Shapp especially. Ruled by a Duke, until someone is able to claim overall dominance and primacy across the whole Province.

**Shapp:** Closest to the shore of the Veshn Province settlements on this map, Shapp is a largely rock-built Kachayan village-sized site, whose primary function, like many villages overall, is food production for itself and the Province's larger settlements. While theoretically, that should be chiefly for Ordass, since the old Veshn capital Chelik is less than 55 km (35 miles) northwest (on Map 25), while Ordass is nearly 85 km (50 miles) to the west, the loyalties of the folk here rarely favour Ordass at all strongly now.

**Shyen:** In the map's lowest left corner, and hidden away in a kelp forest that extends off its southwestern side, is a city-sized settlement of Thalassans. Even after the kelp's annual die-back over the winter, the place is so naturally-constructed and well-concealed that few would even spot its presence without knowing it was here in advance. The folk tame, ride and breed the Giant Sea Horses found in the seas close-by, aside from all their usual activities. They visit and trade with the Merfolk at Farak, some way to the north, semi-regularly.

**Skallop:** One of the closer-to-shore Merfolk settlements, Skallop is a rock-built, village-sized place about 40 km (25 miles) off the mouth of the Skirbeke, and is a relatively recent addition to the settlements connected with Whent, around 55 km (35 miles) further northwest. Along with food production, folk here trade with, and will assist, ships heading to and from the port at Skirtun, as they navigate *via* Hwael Igland, trying to avoid attacks from Veshn. The presence of Dolphins closer to shore by the Skirbeke's outfall is not accidental, as they and their Merfolk "handlers" keep a watch on the activities of the nearby Dragon Turtle, also attracted by all the recent activities of ships berthing at Skirtun. While the Turtle's attention is usually more to the north, in the food-rich seas off Lang Byht, it simply adds to the hazards for sailors in the near-coastal waters otherwise.

**Skork:** Towards the lower mid-left edge of the map is a Merfolk town-sized settlement, almost 60 km (40 miles) southeast of Mount Pleasant. Folk from here, and particularly its dependent settlement of Mershk, will trade with, and assist ships from, Siolforland at times, and less frequently trade with the Thalassans of Shyen, the latter almost exclusively through another of Skork's satellite settlements at Farak. The Sea Hag Annie Falaxis from Mount Pleasant causes a few problems for some Skork folk on occasion as well, and the Merfolk here habitually avoid heading far from home in this direction, typically turning back when, or before, they first sight the nearest of the Nereian Hills. The settlement is a typical Merfolk mixture of construction types, though much has at least rock-built foundations.

**Veshn Province:** As noted when discussing the Kachaya earlier, only the southernmost part of the Province is mapped here, as it extends off into the adjoining three Errynor maps as well. Other subsea folk avoid the area as a matter of course, while the Kachaya have their own internal problems, again as detailed before. The Province's boundary runs along the coast of Siolforland, although the Sea Devils now almost never venture that way, as such raids have no useful targets any longer, given the abandoned state of the coastal lands by all sensible humanoids.

**Whent:** The other main Merfolk settlement on this map, again of roughly town-size, is similarly eclectic in its buildings to Skork, set on the seabed some 50 km, 30 miles, east of Hwael Igland. With its three village-sized subsidiary settlements of Bort, Haart and Skallop, folk here will trade with, and assist, vessels out of Siolforland, passing to and from Eaworth and Skirtun *via* the Island, as well as keeping watch for incursions southwards from Veshn Province. Folk from here may be found in the kelp forests of Shoaland, and around the altar site (feature 2 above), quite frequently too.

## **Marine Creatures & Features**

The notes in this section cover items to be found in the water column and sea surface map views using the FCW file. The water column view does not represent a specific height above the seafloor. Instead it simply shows the range of significant free-swimming creatures that may be encountered somewhere between the seabed and the water surface. The animals and intelligent creatures marked on the map are just those more dominant or larger types most likely to be spotted or encountered, not a comprehensive listing of everything that may be found. Even these items are, as ever, purely at GM's discretion. Some are solitary individuals, such as the Dragon Turtle (on which see the notes under the "Skallop" entry above), Giant Octopus (which uses seabed wreck 1 as its lair), Giant Sea Turtle and the Sea Hag Annie Falaxis (noted above under Mount Pleasant). Others represent groups of a size appropriate to the GM's needs - large enough to be a threat, or in numbers sufficient to be potentially useful or valuable, say. Most of the creatures are described, with relevant game-statistics, among the publications for the D&D RPG system, if required, where not simply based on Earthly examples.

To clarify a few items, "**Crabs**" and "**Fish**" mean edible types of ordinary size in groups large enough to be valuable to a small number of fishing vessels, or a lone ship in need of food supplies. "**Eels**" could be similar to these food creatures, though they might instead be a threat, should they turn out to be poisonous, large enough in numbers and size to overturn a smaller craft, or viciously carnivorous, for instance. "**Killer Fish**" fall

into this latter category, as while they may seem to be a school of edible fish, it is they who will do the eating if given a chance.

Of the three groups of **Nomadic Merfolk**, the two off Slaep Byht are sometimes friendly to ships passing to or from Eaworth, and may trade with them. Those off Lang Byht further north are wilder, and more often hostile to any humanoid intruders into “their” seas here, likely a result of being so close to Veshn Province, and the little-populated coastal lands nearby.

The nature of the Water Spirits of Nereia was discussed in the notes for that seamount earlier, leaving only the **Sea Ghouls** that may be found in the seas south of Death Hoh in need of further description. Essentially, they are identical with land Ghouls, undead, humanoid carrion eaters, except these are marine and free-swimming in nature, never coming onto land. (Sea Ghouls used to be known in earlier iterations of D&D as “Lacedons”, though they seem not to have reappeared in 5th edition.)

All these water column creatures may be encountered on the sea’s surface too on occasion, if perhaps less frequently there, particularly in the relatively shallower waters out to about the line of seamounts and Hwael Igland (suggested by the use of slightly smaller markers and text labels in this region). In addition, there are two near-coastal zones where the local sea-currents mean **Flotsam** repeatedly congregates, one off the coast almost midway between Skirtun and Seytun, the other off the southwestern end of Death Hoh in the map’s lower left. There is also a red-sailed **Ghost Ship**, most commonly sighted by vessels heading away from Siolforland, typically in twilight around dawn or dusk, roughly 90 km northwest of the mouth of the Skirbeke, and almost 70 km east of Hwael Igland (55 and 45 miles respectively). This area is also approximately 20 km (12 miles) west of the Merfolk seabed town of Whent.

As a check, the following list gives the number of marked features of each type as shown on the Water Column and Sea Surface map views. Those occurring only on the Sea Surface view are given in curly parentheses, “{ }”. For those who may wish to use them, alternative names for all items using the local Siolforland dialect are provided too, with translations where these are not exact equivalents of the modern English:

Crabs (Crabba; 1), Dolphins (Nosufisk = “Nose-Fish”; 4), Dragon Turtle (Skielwyrmm Swimmr = “Swimming Shelled-Dragon”; 1), Eels (Aels; 2), Fish (Fisk; 2), Flotsam (Flotian; 2), Ghost Ship (Gastskip; 1), Giant Octopus (Thyrs Eahtalim = “Giant Eight-Limb”; 1), Giant Sea Horses (Thyrs Fiskhors; 2), Giant Sea Turtle (Thyrs Skielswimmr = “Giant Shell-Swimmer”; 1), Giant Sharks (Thyrs Kullrfisk = “Giant Killer-Fish”; 1), Killer Fish (Kullrfisk; 1), Killer Whales (Kullrhwael; 5), Nomadic Merfolk (Saefolk = “Sea-Folk”; 3), Sea Ghouls (Sae Deadetr = “Sea Dead-Eater” or “Sea Jackal”; 1), Sea Hag (Sae Haegtesse; 1), Sea Snakes (Sae Snaka; 1), Sharks (Thyrs Kullrfisk - note the lack of distinction with Giant Sharks; 4), Water Spirits (Waetrfolk or Waetrgast = “Water-Folk” or “Water-Ghost”; 1), Whales (Hwael; 1).

Due to general unfamiliarity, Siolforland’s landsfolk call all Merfolk, whether Nomadic or Settled simply “Saefolk”, or sometimes “Fiskfolk” (“Fish-Folk”), the latter a term they would also confusingly apply to the Thalassans, should they ever encounter any (the landsfolk are not currently aware such beings exist, however). The Kachaya are differentiated by being called Fisk-Thyrs, “Fish-Demons”, albeit again, this term would be switched around to apply to any other inimical sea-dwelling humanoids the landsfolk might encounter in an attack, such as the Ketorka.

## **Overland Natural Places**

This section includes notes on the named land features, including those along the coast, larger areas inland, and the illustrated rivers. The Resources markers were discussed earlier. Names are given with their translations in parentheses immediately afterwards at the start of their own entries.

**Aesk** (Ash Tree): The southernmost river shown, running through Aesken Denu, which has steep-sided banks in places, is difficult to cross and often very stony in its bed and banks.

**Aesken Denu** (Valley of the (Dense) Ash Trees): The Valley the Aesk river runs along to the sea in the map's south. Quite rugged terrain, especially further upstream. Many of the trees along here are indeed ash, although denser patches are relatively few. Ash wood is good for spear hafts, fence posts and implement handles, for instance.

**Blaekbrok** (Black River): One of the two major tributaries of the Thinan on this map. Quite broad and slow-flowing away from its hillier headwaters. It is bridged at Withigslaed, Skirmor and Readstanklif, and joins the Thinan at the inland head of the Saemerisk mud-flats. A large, partly artificial, pool at the confluence of the two is to assist ships passing to and from Saemerisk, and numerous vessels may be anchored there at times. The Blaekbrok is navigable by smaller, low draught craft, often barges moving mined coal, along parts of its length, and on to Eaworth on the Thinan. Its waters are often dark, murky and silty from mining spoil, partly hence its name.

**Blaek Dael** (Black Valley): The Blaekbrok vale from about Skirmor upstream to the river's headwaters is known by this name. A well-maintained dirt road connects the settlements along the river's northern bank, frequently parallel to the watercourse. The Valley has quite gentle, rolling terrain across the river's floodplains, with light woodland sprinkled alongside it, mixed with farmlands nearer the settlements (on both sides of the river).

**Briddland** (Bird-Land): The western end of Wildeland, largely unsettled by humanoids, lying between the valleys of the Aesk and Blaekbrok. Characterised by rolling, open terrain with a few scattered low hills. It is used for hunting by the neighbouring communities sometimes, as there are many wild birds to be found here. Some consider Briddland ends at the dirt road between Hegdenu and Westerheope, others that it continues west right to the coast. Most though view the trail between Westerheope and Skirmor as its northern limit west of Blaek Dael.

**Bygeleah** (River-Bend Forest): Woodland over both sides of the Thinan around its largest southerly bend mapped here carries this name, lying just west of Hwerfertun, although most of it lies south of the river. Home to a long-established flock of Ravens, with Wild Horses frequenting its southern fringes. The Ravens here are cousins to those in Hraefnwudu, about 50 km (30 miles) west along the Thinan. Members of the two groups often visit one another, as they have their own civilisation and language. "Leah" can sometimes mean a glade in woodland, as well as "forest".

**Death Hoh** (Death Haugh, where "haugh" means "projecting ridge"): The southernmost major coastal headland here. Its name may derive from the Sea Ghouls often present in

the seas south of it, albeit its hilly nature means there are high sea cliffs all around it too, composed of dark slate and shale, so these may play a role as well. Sea-coal occasionally washes up on its southerly landward coast from outcrops in the seabed north of the Shyen kelp forests, around 45 km (30 miles) offshore. However, this can be hard to find among all the dark shale and slate spoil fallen from the Death Hoh cliffs on the beaches here, thus it may be coal-hunters trapped and drowned by the incoming tide that have their collective memory anonymously preserved by the headland's name instead. Nobody really knows. The cliffs lower towards the landward edges north and south of the Hoh itself, with the northern bay between Death Hoh and Thyrs Naess known as Seol Byht.

**Eage Land** (Eye Land): The land south of the Thinan in Thinandael bears this name, essentially a northeastern extension of Wildeland, of similarly open, rolling terrain, with some light woods and lower hills. The name derives from groups of Cyclops' who live on Eage Land to this map's east on Errynor Map 34. They are only rarely glimpsed, if at all, on this map.

**Earbaeke** (Gravel(ly) Stream): A tributary river of the Ulfrwaetr, joining its southern side shortly before the Ulfrwaetr reaches the densest part of Ulfrwald near the coast in the upper right map corner. Light woods, typically thought of as Ulfrwald too, line its banks in places. Its line forms the western border to Spithrawilde.

**Fisk-Thyrs Land** (Fish-Demon Land): These are the near-coastal lands adjacent to the Kachayan Veshn Province at sea, abandoned by humanoids and larger land creatures thanks to the many past shore raids by the Kachaya. The Kachaya rarely come to land here now thanks to this emptiness, for all the name persists, even if nobody has ventured here from land in a couple of generations and more. Sea-coal from the underwater outcrops some way off the mouth of the Ulfrwaetr often washes-up along the shore here, chiefly north of that river's mouth.

**Gnaettmersk** (Gnat-Marsh): A large, elongated tract of low-lying, insect-haunted, marshlands along the northwestern edge of Ulfrwald, between the woods and the coast of Fisk-Thyrs Land in the map's top right. It is likely the marsh has expanded over fairly recent times, as there are the remains of many still-standing dead trees towards the forest-edge side amid the mires.

**Hraefnwudu** (Ravens' Wood): Situated on the north bank of the Thinan just east of Wuduhaell. While the woodlands continue onto the south side of the river, beyond it, they are more often known as Staggawudu. Hraefnwudu is home to another long-established flock of Ravens, cousins to those in Bygeleah further upstream along the Thinan. Ravens from both often visit one another, having their own civilisation and language. The seasonal deer-hunting so prevalent in Staggawudu is forbidden in Hraefnwudu.

**Hwael Iglan** (Whale Island): The only significant offshore island on this map, and indeed the largest in deeper waters of any off Errynor, it lies around 110 km (70 miles) off the northwestern tip of Mornaess, the nearest mainland. Used as a navigation point by ships passing to and from Siolforland, the island also has a small population of Human colonists from the mainland, now an autonomous and self-sufficient community able to aid and provide safe harbours for Siolforland's mariners, as well as look after itself,

sometimes with help from the Merfolk of Whent. Hwael Iglan is described further in a separate Community Atlas map.

**Kaldburna** (Cold Stream or Cold Spring): A small, northerly tributary of the Thinan, rising in some low hills on Katt Wilde, running initially through the narrow, rocky Kaldburna Denu glen, opening-out into a broader valley downstream, through Heorotford, meeting the Thinan at Horutun. It is often swift-flowing, although not that deep for most of its course, so is navigable only in places, mostly downstream of Heorotford, by the smallest craft.

**Kaldburna Denu** (Cold Stream Valley/Dene/Glen or Cold Spring Valley/Dene/Glen): Upstream of Heorotford, the Kaldburna river valley narrows and becomes rockier, up to its headwaters among some low hills on Katt Wilde, which is where this name applies. Sometimes wooded, and always difficult to traverse, it often feels wild, uncomfortable and unsafe to many humanoids locally, or visitors from further afield who chance to come this way, leading to its bad reputation, should it be mentioned at all. This is not by-chance, as the area is influenced by defences protecting and concealing the lair of an ancient **Gold Dragon**, Shagologanghuul, in caves set below the hills by the northern risings of the river. Known of by very few, she maintains a proprietary interest bordering on fascination, with the doings of humanoids across the Sioforland area, frequently visiting places in a variety of humanoid, animal or invisible guises, to watch and listen to all that happens hereabouts. Very knowledgeable of all that passes in “her” domain, she rarely interferes in events, typically using one of the tiny handful of trusted humanoids taken into her confidence when she feels the need to do so. It is not coincidental that another very magically powerful, benevolently protective creature, a Shedu named Tamura, resides in similar defended seclusion, out in the midst of Katt Wilde less than 70 km (45 miles) to the northeast. The Dragon’s agents, and a handful of others (who rarely know her true nature), know her as “Logan”.

**Katt Wilde** (Cat Wild or Waste): Loosely bounded by the Gobhlyn Straet in the east, the road between Eaworth and Skirtun in the west, the settled lands along the Thinan and Kaldburna rivers in the south, Ulfrwald to the north, and interrupted by the more settled areas along the Skirbeke nearer the coast, this is a vast land of many wild, often dangerous, beasts, including Lions and Sabre-Tooth Tigers. Not all are inimical, as the Gold Dragon and Shedu noted under the Kaldburna Denu entry just above also have their homes here. The more northwesterly part is known as Spithrawilde, up towards Lang Byht at the coast.

**Lang Byht** (Long Bight): A large, long indentation of the coast south of Ulfrwald, and Veshn Province at sea. The coastline here is fairly low-lying, with several small sandy or pebble beaches in places.

**Mornaess** (Moor Headland): North of Slaep Byht, this is a hilly, cliff-ringed, large promontory projecting into the ocean, largely notable for its lack of tall vegetation. It is generally quite windswept. The cliffs are of a pale yellow sandstone, with some grey mudstone beds interspersed, all of which are remarkably resistant to the effects of sea and weather. Seytun is close to the point where the cliffs lower into the more typical coastal terrain level to the headland’s northeast, which cliffs help form part of the sheltered harbour bay there.

**Saemerisk** (Sea-Marsh): A vast area of coastal mud-flats at the mouth of the Thinan, whose single channel here fragments into a host of ever-changing smaller ones, with ponds and quicksands, forming a delta of sorts. There is little vegetation here, as the whole area can be tidal, especially closer to the mapped outer coastline (which represents the mean high-tide line). Only the very highest spring tides bring the water right in to cover the whole triangular expanse, and even then, often quite shallowly, particularly closer to the landward edge. The deeper channels in the delta can be difficult to navigate for ships, and rarely sustain themselves reliably from one occasion to the next, meaning Eaworth further inland off the mud is a somewhat intermittent sea-port, for all it has good deep-water facilities. On Saemerisk, there may be ships stuck in channels, either fast aground, or afloat and anchored, unable to make further progress along the channel they are in, awaiting fresh ingress from the sea. Others may be anchored still at sea just offshore, waiting their chance similarly, occasionally in substantial numbers. Frequently, smaller craft still able to move in the channels will be used to transfer cargoes to port under such circumstances, although this can be a very difficult, time-consuming task, to the point of being wholly impractical for some types of cargo. The Saemerisk bay is known as Slaep Byht, no matter how far (or not) the sea may extend across the delta inland. The undersea Great Mud Delta is basically the submarine continuation of Saemerisk. Saemerisk is home to a great many burrowing invertebrates, which in turn attract both humanoid hunters and birds, the latter often in vast numbers, making themselves an alternative target for the humanoid hunters.

**Seol Byht** (Seal Bight): The relatively narrow coastal bay set between Death Hoh and Thyrs Naess in the map's lower left. The cliffs of both headlands descend to more typical, lower, heights at the inshore head of the bay. Seals, dolphins and several other marine creatures are common sites in the sheltered waters here.

**Skaldfoss** (Shallow Ditch): A tributary of the Skirbeke, joining it near Heorot-Hlaw upstream from Skirtun in the northern Katt Wilde. Its name reflects its relatively minor status, although it is rather more than a mere "ditch" in nature. There are woods along most of its eastern bank.

**Skirbeke** (Clear or Bright Stream): Rising in the northern Katt Wilde, and running down to the coast at Skirtun from there, the Skirbeke is a fairly small river, bridged at Skirtun towards its mouth. There are some scattered woods along it, while the northeastern side of its course forms the west edge of Spithrawilde.

**Slaep Byht** (Slippery or Miry Bight): This is the bay in which the Saemerisk mud-flats lie, where the Thinan reaches the sea in a vast, if variable, delta. The mapped coastline edge shows the effective mean high-tide line. Only at the very highest spring tides does the sea reach all the way inland to cover the whole triangular expanse of mud-flats. Sometimes the name "Slaep Byht" is applied locally to the entire coastal indentation between Thyrs Naess and Mornaess. There may be significant numbers of ships anchored just off the tidal region of Saemerisk waiting to try and get in to port at Eaworth (see the notes under the "Saemerisk" entry above).

**Spithrawilde** (Spider-Wild or Spider-Waste): Part of the northern Katt Wilde, lying towards the coast between the Skirbeke and Earbaeke, and the Ulfrwald. Named for the

Large and Phase Spiders found on it in places, along with other insectoid creatures, such as the Land Wyrn.

**Spithrawudu** (Spiders' Wood): A sizeable tract of forest spanning both sides of the middle course of Wildebrid Flode in the lower right corner of the map. Like Spithrawilde far to the north, its name derives from the Large and Phase Spiders which frequent its depths. The southern part of the wood, over the river, is also known as Mearkwudu ("Boundary Wood"), particularly by folk from Mearkdenu.

**Staggawudu** (Stags' Wood): Lying between the Thinan and Blaekbrok south of Hraefnwudu and Wuduhaell, this extensive woodland, if increasingly light and scattered further south, is famous for its deer and the seasonal hunting of them that traditionally takes place here. It is essentially the southern extension of Hraefnwudu across the Thinan, although hunting is forbidden in the forest north of the river.

**Thinan** (Its name derives from a term meaning both "to dissolve" and "to flow"): This is the main, broad, deep, river of Siolforland, running across the lower part of the map, providing a major navigation route by water, and the flatter land alongside it, and by which most of the major settlements on this map are located. Shallow-draught, full-sized barges can reach upstream along it as far as Kyneham, and smaller craft can continue up as far as Hraefnhlaw beyond that. However, as noted under the "Saemerisk" entry earlier, the route to the sea beyond Eaworth is often blocked by shifting or silted-up channels across the Saemerisk delta. The waters of the Thinan are commonly muddy and silty, carrying much fine-grained material washed-down from far inland (the river rises more than 300 km, 200 miles, west of this map's edge, on Errynor Map 34), and from the mining and cleaning operations by Thinan and Blaekbrok. There are substantial bridges across it at Hraefnhlaw, Kyneham, Horutun, Wuduhaell and Eaworth.

**Thinandael** (River Thinan Dale or Valley): Part of the Thinan vale, usually held to begin at Horutun, where the Kaldburna meets the Thinan, continuing upstream from there, far onto the adjacent Map 34. It is generally considered a wilder, increasingly less civilised, area the further upstream one goes, particularly beyond Kyneham, although this only really becomes true in Uferra Thinandael (Upper Thinan Dale), where the river splits into its North and South branches (again, on Map 34).

**Thyrs Naess** (Giant or Demon Headland): Situated on the coast north of Seol Byht and Death Hoh, this great, hilly promontory is even more rugged than Death Hoh, with somewhat higher cliffs all around it, dropping gradually down to the north towards Slaep Byht, and more steeply south to the head of Seol Byht. While dark in colour here too, the shales and slates of the Thyrs Naess rock outcrops and cliffs have a distinctive dark green colour, which may partly explain the name, although the presence of Trolls in their crude stone homes on the headland, and the relative proximity of Hippogriffs among the landward hills nearby inland may seem a more plausible origin.

**Ulfrdael** (Wolf Valley): Many features north of Katt Wilde here bear the "Ulfr" epithet, largely because the folk of Siolforland rarely venture anywhere near the region, except when following Gobhlyn Straet inland past here (on Map 34). Consequently, they know of it only by the reputation of dangerous creatures, real or imagined, including wolves of different types, wild dogs, lions and jackals, liable to be encountered by travellers on that

road, subsequently recounted as tales of adventures braved, and all mentally lumped together as “wolves”. The relative proximity of Veshn Province offshore, with folk-memories and more tales of fearsome raiders from the sea, has done nothing to enhance the area’s reputation down the years. Thus it has become a bogey-land, a place to be feared and shunned by all sensible folk, all of whom live a lot further south. Wind from the north often brings bitter weather across the region at any time of year, and is known as the Ulfrwind, the Wolf-Wind, as a result. The Ulfrwind is said to be a lazy wind, as it goes through one, never around. Ulfrdael itself is the heavily wooded valley through which the imaginatively-named Ulfrwaetr flows.

**Ulfrwaetr** (Wolf Water): Named for reasons just explained under the “Ulfrdael” entry above, this modest river reaches the sea almost exactly at the southern border of the area claimed by the Veshn Kachaya. It follows a winding course across the northern part of this map, rising in marshes on the plains about 150 km (100 miles) east of the map’s edge. Heavily wooded along most of its illustrated course here.

**Ulfrwald** (Wolf Wood): For all the woodlands here can be dense in places, they are also broken into several distinct areas, separated by patches of much lighter woods and open moor. All parts of the region though carry this same name, at least so far as the folk of Siolforland are concerned, who tend to imagine it as a single, vast, dark, threatening presence, far beyond their visible northern horizons. The reality is the woods are simply wild, ancient forests, home to many, mostly non-humanoid, creatures, which benefit greatly from the lack of recent humanoid incursions into the area.

**Wildebrid Flode** (Wild-Bird River): The second major southern tributary of the Thinan on this map (the other is the Blaekbrok), joining the Thinan at Kyneham. It rises on the plains about 110 km (70 miles) east of this map’s edge. Bridged only at Burnatun here. Like the Thinan, it carries a lot of silt into that river from much further inland.

**Wildeland** (Wild or Waste Land): The general term for the lands south of the more inhabited regions by the Blaekbrok, Thinan and Wildebrid Flode, down to the map’s southern limit, and beyond it, in the minds of the folk of Siolforland, at least.

## **Overland Constructed Places**

**Aelfhus** (Elf House): Hidden away in the eastern depths of Ulfrwald, one of the most heavily-wooded regions there, not far from the Ulfrwaetr and some way west of Gobhlyn Straet (off-map here where it passes closest, on Map 34), is this very isolated, small Elf settlement, set among the trees. Scarcely anyone in Siolforland has even heard it exists, let alone might know where it is. Even those who have learnt something of it, know only vague tales of a mysterious Elven sorcerer no one dares to approach, who lives in a tower in the depths of Ulfrwald, something which merely adds to the frightening reputation of these northern forests for most folk, without revealing anything useful about the real community here. **Errynor’s Elves** are among the most innately magical creatures in the land, and often some of the strangest. Elves are essentially immortal. They are unaffected by illnesses or the usual climatic ranges of heat and cold. While they can get wet in snow or rain, for instance, they can choose not to, and can walk over such things as a river’s surface or the softest snow, without effort, getting wet, or leaving a mark, if they wish.

They are not an especially numerous folk, and favour solitude from other peoples, so their homes are commonly located in heavily-vegetated places, like the Ulfrwald, where they may be concealed more easily. Such homes are usually constructed from living vegetation, either naturally over time, or - as here - magically grown and enhanced for the purpose. No paths lead to Aelfhus. Folk trying to find it without prior invitation - even other Elves - are liable to be sorely disappointed, and will most likely find themselves “accidentally” running into some of the inimical local wildlife, or getting hopelessly lost in the woods, escaping somewhere far from where they thought they had entered the Ulfrwald.

**Beonetun** (Coarse-Grass Town): Set along the road between Eaworth and Seytun southeast of the great Mornaess headland, this is a substantial Silver Orc mining settlement, roughly the size of a small town. The mercury mines are a short way east of both road and town, and the place is busy most of the time, with carts coming and going, associated with the mine, the transportation of mercury and keeping the populace supplied. Being on the western edge of Katt Wilde, there are stout, defensively-high fences and palisades around mines, settlement, storage barns and stock yards. The place also forms a convenient way-station for those travelling between Eaworth and Skirtun *via* Seytun, using this more direct, western, road. The road, though mostly unpaved, is in generally good repair between Eaworth and Beonetun, less so further north.

**Burgdun** (Fort on the Hill): A Human castle and village on the road between Kyneham and Burnatun by the Wildebrid Flode, on the way to the coal mines at Mearkdenú in the map’s lower right corner. Another trail from here leads through the low hills and light woods of Thinandael to Gorstorr. The castle that names the settlement is older than the village, having been first set-up as a defence against the raiding Horseclans of old. Eventually, it was realised the Clans rarely come so far from their preferred ranges towards the mountains, though the castle is still maintained in good order, if now as a favoured out-of-town residence for the rulers in Kyneham. Primarily a farming centre and transport way-station. The crossroads here ensures Burgdun is often a busy place, even away from market days.

**Burnatun** (Settlement on the Brook): Southeast along the Wildebrid Flode road from Burgdun, this is another important Human crossroads village, from where routes lead north to Gorstorr and south across the river’s only bridge hereabouts to the mines beyond Spithrawudu at Mearkdenú. Some logging from the nearby woods is carried out, together with farming, and while not so bustling as Burgdun, Burnatun can be busy at times too, if in a somewhat wilder, more frontier, way.

**Deuelawe** (Dew Hill): Constructed on a low rise near the inland base of Death Hoh towards the southwestern coast here, close to the angle in the route between Westerheope and Hegdenú, these are the remains of an old Human-style, paved and levelled, large open plaza or courtyard of some kind. No one now recalls who built it, when or why, though it is very worn, with many missing paving stones, and is clearly ancient. Its original shape and size cannot be estimated from what survives, though the slabs are cut from the local black shale. It serves as a handy landmark along the trail, a minor curiosity, and a useful, dry, campsite for travellers.

**Eaworth** (Enclosure or Settlement on the River): This is a large, sprawling, Human town towards the mouth of the Thinan, spanning both banks of the river, and some way along

it too, connected by a major bridge and several river ferries. It serves as a port for trading ships plying between Siolforland and Arkant, with numerous deep-draught docks and warehousing strewn along the banks, and by pools cut into the banks as well. There can be many ships waiting at berths here - the masts said to be like a winter forest on occasion - until the tide and channel clearances are right for a trade convoy to try to cross the difficult mud-flat channels of Saemerisk, aside from those stuck in Saemerisk and anchored offshore, awaiting a similar chance to get ashore to Eaworth. The town itself is always busy, with roads from here leading north to Beonetun, south to Readstanklif, and east at the start of the vital, here largely paved, routeway which runs the length of the Thinan upstream as far as Hraefnhlaw, where it turns north and becomes the Gobhlyn Straet. East of Horutun, this road is known as Heah-Torr Weg, a name that some apply to its entire length along the Thinan, including upstream beyond Hraefnhlaw (where it ceases to be paved). Aside from seagoing ships here, other ships and low-draught barges are commonplace sights, with the local coal barges liable to approach from either upstream or down (for those coming directly from the Blaekbrok). Arguably a more important settlement for Siolforland than the city of Kyneham in some respects.

**Fagdun** (Multicoloured Hill): Northwest of Heorotford on the Kaldburna, in what many would see as out in the wastes of Katt Wilde, this is a Siolforfolk village-sized mercury-mining settlement. It makes heavy use of defensive timber palisades to keep out the more inquisitive and dangerous local wildlife from the houses and at the mine. Its importance as a way-station has increased in recent times as well, with more coal and mercury being carried overland to the newer seaport at Skirtun, given one of only two routes runs through here to that port. The village is at a crossroads too, with forks leading south to Horutun, southeast to Heorotford and northwest to Heorot-Hlaw on the Skirbeke, from whence to Skirtun. A number of new buildings have been added to cater for the extra trade and travellers, with the palisades expanded too, and increasing numbers of non-Siolforfolk have been coming here to live permanently as well, leading to some tensions with the long-term locals. Those coming up from neighbouring Heorotford are those likely to be more generally welcomed, due to their historic links (Heorotford has long provided much of the food for the folk at Fagdun).

**Gobhlyn Straet** (Goblyn Road or Street): Also known as The Great North Straet (Great North Road) or Col Straet (Coal Street), this is the major, partly-paved, overland trading route between Siolforland and Arkant, which begins at Hraefnhlaw on the Thinan towards the lower centre-right map edge. Only the first part of the Straet is shown here. It continues on into Maps 34, 26 & 27. Caravans travel its length at times from spring to autumn in both directions.

**Gorstorr** (Gorse Hill): A Human farming village in Thinandael, near the western edge of Eage Land in the map's lower right corner. Trails run from here north to Hraefnhlaw, south to Burnatun and southwest to Burgdun. Noted for its spicy mead, made from local gorse-flower honey. Located by the low hills marking the southern limit of Thinandael in this area.

**Haeth-Dun** (Heather Hill): Scattered along the Heah-Torr Weg a little upstream of Kyneham on the Thinan are the worn and weathered remains of this long-abandoned Human village. It was once a near-twin village with Kyneham in ages past, but lost out to its neighbour, which had a much better crossing-place on the Thinan.

**Halewell** (Holy Spring): Alongside the Gobhlyn Straet some way north of Hraefnhlaw is this ancient, ruined, gigantic Human fountain. Nobody recalls who built it or why, as there is no obvious settlement, or the remains of one, nearby, while its original decoration is so worn as to provide no further clues. It is though a convenient way-marker along the Straet, and the old main pond-like fountain bowl has been repaired sufficiently that it will hold rainwater to refresh draught animals from passing trade caravans. As a result, the place is often used as a campsite by travellers along the Straet, and it seems only a matter of time before a more permanent way-station is set up here by some enterprising folks.

**Heah-Torr Weg** (High-Peak Way): Alternatively known as the Great East Weg (Great East Way), or translated as “Mountain Road”, this is a name commonly applied to the partly-paved road along the Thinan valley from Horutun upstream. The paved sections stop at Hraefnhlaw, where the better road turns north and becomes Gobhlyn Straet. However, the route and its name continue along Thinandael off this map into Maps 34 & 35, right into the Spiney Ridge Mountains.

**Hegdenu** (Hay-Pasture Valley): This is a Human hamlet on the north bank of the Aesk, very near the lower-left corner of the map. Begun by unsuccessful prospectors searching for fresh coal seams in the river banks here (or any other useful resources), this has continued since as a small farming settlement, since the land nearby is especially fertile. The ash trees along the Aesken Denu are also exploited for various uses, such as spear, tool and oar hafts, and fence-posts, and the finished products made are exported across Siolforland, as the woodworkers here are well-known for their craft, and the ash-wood is of particularly excellent quality from this valley. For all it seems, indeed is, a long way from the more-settled lands in this region, such trade has helped ensure the route to Westerheope (more than 90 km, 55 miles, away) remains in reasonable repair and regularly used, helping the homes of a few hardy farmers and hunters that are scattered along the way to thrive too.

**Heorotford** (Stag Ford): A Human farming village on both sides of its eponymous crossing on the Kaldburna, forming a significant crossroads on the southern edge of Katt Wilde. On the north bank of the river, a trail runs downstream to Horutun, while a second trail heads northwest across country into the Wilde, to the mercury mines of Fagdun. On the south bank, one route leads east to Kyneham, and another south to Hwerfertun. Much of the food produced here has historically been to help support the Siolforfolk miners of Fagdun.

**Heorot-Hlaw** (Stag Hill): On the northern fringes of Katt Wilde, with Spithrawilde opening-up to its north, this is the rather shrunken remains of one of the original Siolforfolk settlements in this area. Many of the original inhabitant-families have moved away over time to work the mercury mines elsewhere, notably at Fagdun, leaving the place now barely hamlet-sized, set inside its reduced defensive palisade. Its location though, on the Skirbeke near its confluence with the Skaldfoss, now places it neatly on the increasingly-used overland way from Fagdun to Skirtun, and the settlement has begun to expand a little again lately, to help support that increasing trade traffic. It is still quite isolated for all this, and the population remains almost entirely Silver Orc in composition.

**Hezelrigg** (Hazel Ridge): Roughly midway between Kyneham and Hraefnhlaw along the Heah-Torr Weg in Thinandael, this is a small Human farming village and travellers' stop along the trade routes to and from Arkant and the Spiney Ridge Mountains. The low hills north of the settlement mark the beginning of Katt Wilde hereabouts. A few of the local families still trace their ancestries back to the abandoned village at Haeth-Dun to the southwest, along the road to Kyneham.

**Horutun** (Muddy-Land Settlement): One of the main Human crossroad villages along the Thinan, approaching town size and status, most Siolforland folk consider Horutun as at the start of the wilder lands of Thinandael, upstream along the river from here. In addition, the semi-paved road alongside the Thinan is also generally called the Heah-Torr Weg from this point on up the valley. The Thinan is bridged here, with a trail running south to the coal mines at Risan Sunne near the Blaekbrok's headwaters. By the Thinan, the paved stretches of road lead west to Wuduhaell and east towards Hwerfertun, avoiding the woods and inconveniently meandering river bends in both directions. Along the Kaldburna to the northeast (the Kaldburna has its confluence with the Thinan at Horutun), a trail leads to Heorotford, while a fifth route heads north over part of Katt Wilde's southern reaches to Fagdun. With the river traffic along the Thinan too, Horutun can be a bustling place, including a few riverside docks for handling coal from the south and mercury from the north, along with its regularly-active market place. Second in importance overall to Eaworth on the lower Thinan, downstream of Kyneham. There are some fine farmlands to the southeast in the great river bend, across to Hwerfertun, from where much of the cereal crops used across Siolforland originate.

**Hraefnhlaw** (Raven Hill): Most easterly of the larger Human settlements along the Thinan (though there are smaller ones further east into Map 34), this is a town-sized location at another major crossroads. Caravans to and from Arkant begin and end the most hazardous, and longest, stage of their overland journey here, so there are plenty of storehouses, stock pens and draught-animal corrals scattered around its outskirts. The local Ravens here have piercingly blue eyes, and the birds are treated as both a symbol for the settlement, and creatures of reverence, to the point where it is said disaster will follow should they ever leave the town. All the activity here also attracts the attentions of some wandering Trolls out of Katt Wilde from time to time, who have been known to attack ill-prepared caravans close to the southern end of Gobhlyn Straet. The Thinan bridge marks the effective upstream limit for smaller-craft navigation along the river; larger vessels can pass no further upstream than Kyneham, however. On the southern side of the river, a trail leads along the western edge of Eage Land to Gorstorr and the hills marking the southern limit of Thinandael. The part-paved road running by the Thinan from the southwest is the Heah-Torr Weg down to Hezelrigg and beyond. It continues east along the river as a less-prepared trail, still bearing this name (or one of its aliases - see the Heah-Torr Weg notes above). Gobhlyn Straet leaves the town northwards at the eastern edge of Katt Wilde. All four of these routes meet in Eald Hraefn Metan (Old Raven Meet), a large open square, used as a market place and central focus for civic events, near the middle of town. It is surrounded by all of Hraefnhlaw's most important official buildings, making it a well-known landmark location for regular travellers through here, aside from the locals. Many folk call it by the more colloquial, if accurate, name of Feower Lanu Endes (Four Lane Ends, frequently contracted to sound more like "Fallen Ens" in pronunciation).

**Hwerfertun** (Settlement by the Round Hill): Situated in the largest angular bend along the lower Thinan in Thinandael, this is a Human farming village along the part-paved Heah-Torr Weg that leads northeast along the Thinan to Kyneham, and cuts the internal angle of the river bend northwest to Horutun. The northern part of the Bygeleah woodlands is close-by to the west, and some logging is carried-out in the village as well. A further trail cuts north across country to the Kaldburna crossing at Heorotford. A quieter and more rustic place than any of these connected settlements, despite the extensive farmlands nearby to the northeast, which meet those around Horutun, since the land within the river's bend is especially fertile. Much of the grain used across Siolforland comes from this area. Attempts to domesticate some of the local Wild Dogs have been only partly successful, a matter of lasting regret for the locals.

**Kalfradun** (Calf Hill): One of the indications that the Ulfrwald region was not always so feared and neglected by Siolforland's humanoids as it is now, are a couple of Human ruins in its more southerly parts, one of which is this abandoned former village-sized settlement on the upper Earbaeke. Tumbled walls, now mostly grassed-over, still mark more obvious building shapes in a few places, with hollows among the vegetation hinting at a couple of old, lost, paths and roads. The place is now primarily used by a pack of Jackals from the northern Katt Wilde as their home lair.

**Kyneham** (Royal Settlement): Siolforland's only city-sized overland settlement, this is the major Human location on this map, and is where the nominal ruler, the Kyning ("King") resides, along with his council of advisors, the Thyng, as noted earlier. Located by the Thinan in Thinandael, the bridge here is the upper limit for navigation by larger river vessels, although smaller ones can continue upstream as far as Hraefnhlaw. There are river docks here and storage facilities for various types and bulks of trade cargo, along with all the substantial administrative apparatus necessary for running such a sizeable, if somewhat *ad hoc*, realm. The city has a small castle covering the river crossing, but it has no walls or other large-scale defences. An eagle and a raven are the city's royal emblems, the raven symbolising coal, fellowship and communication, among other things, the eagle the magical power of mercury, strength and skill. Eagles and Ravens are protected birds by royal decree across all of Siolforland, albeit both are found chiefly in the central and eastern inhabited lands around the Thinan and its tributaries. Kyneham is another significant crossroads location, with the paved Heah-Torr Weg running by the river through the city southwest to northeast, to Hwerfertun and Hezelrigg respectively, and a northwest-southeast route (unpaved once outside the city) passing between Heorotford and Burgdun (over the Thinan bridge, to the royal castle residence in the countryside there). Kyneham has a good, regular market, plus a number of specialist shops and services not to be found elsewhere, including a permanently-staffed Arkant Embassy, as well as a Siolforfolk Counsel Hall.

**Maeldun** (Monument Hill): The second of the two notable Human-built ruined structures in the southern districts of Ulfrwald, this one is largely hidden-away in the woods themselves, south of the Ulfrwaetr. It is the remains of a large, circular, truncated brick cone, looking like a small artificial hill, or a rounded pyramid, set atop a wooded hill. There is a substantial flat platform on top, with worn markings and inscriptions (the language is obscure, and although it could be read using magic, none of the inscriptions are wholly complete). With time and effort, enough information could be found to suggest this was once an open-air observatory of the night sky, in ancient times. Its sides are so

worn, it is not possible to tell if there may once have been steps leading to the top, though there are none now, making the ascent to the summit especially difficult, despite (in part because of) the vegetation overgrowing it in places. There are no obvious ruins of similar size or type anywhere close-by. It is possible there are other features hidden among the trees, however.

**Mearkdenu** (Boundary Valley): So-named as this is where the road linking to all the other Human sites across Siolforland connected with coal-mining and its trade ends, right on the lower edge of the map in the right-hand corner. That road links the mining village here only with Burnatun, across the bridge on the Wildebrid Flode. Some farming, and logging from southern Spithrawudu (more usually known locally as Mearkdenu, Boundary Forest, instead), is carried out as well as mining. There is something of a quiet frontier backwater feel to Mearkdenu, despite all the nearby activity, as visitors unconnected with mining or logging transport are very rare. Unusually for most of the Human settlements nearby in Siolforland, the village and the mines are protected by stout wooden palisades, since its location is right on the edge of Wildeland, with a number of ferocious creatures liable to be encountered close by.

**Newham** (New Settlement): The main, if small, Human settlement on Hwael Igland, at the head of the largest sheltered bay there, in the Island's south. Colonised by some of Siolforland's hardiest and most adventurous folk in the last few generations, the island serves as both a navigation-point and way-station for ships plying the Arkant-Siolforland oceanic trade route. The islanders are wholly autonomous and self-sufficient, being cut-off from all but occasional Merfolk visitors for seasons at a time when the weather turns bad. They also speak a slight variant of the mainland dialect now (on the mainland, Newham would likely have been spelled "Neuham" instead, for instance). More details on Hwael Igland are available in a separate Community Atlas map.

**Readstanklif** (Red-Stone Cliff): Near the western end of the Blaekbrok valley, not far southeast of Saemerisk, this is a bustling Siolforfolk mercury mining town. Roads connect it north with Eaworth, south over its bridge with Westerheope, and southeast along the riverside with Skirmor. It is ringed by defensive palisades, as are its mines, and the bridge is gated on the north bank (the gates are closed and barred at nightfall), given the prevalence of inimical creatures nearby, even if the level of humanoid activity is a deterrent to most of the large creatures, unless the weather is very severe. Its name derives from the hillside cinnabar rock outcrops which led to the discovery of the mercury deposits here originally. Some of these still remain, especially along the riverside. While Silver Orcs make up the greater number of folk here, there is a significant resident Human population too. There is also a small, regular market, and a couple of unusual shops for such a relatively provincial settlement.

**Risan Sunne** (Rising Sun): Various reasons have been proposed for why this Human coal-mining village is so-named, most of which ultimately derive from its location at the eastern end of Blaek Dael by the Blaekbrok. While this leaves it quite isolated, on the northern edge of Wildeland, there is an unpaved road leading down the valley to Withigslaed, and another north across country to Horutun, over the Thinan bridge. Like the other Human villages of Blaek Dael, Risan Sunne and its mine are protected by wooden palisades against any wandering dangerous creatures. Many of the locals are excellent shots with the bow, and most habitually carry one when out and about, always

ready to bag “something for the pot” that should chance to cross their path. The scattered farms nearby also present various anti-creature defences, those with livestock usually having a small pack of heavy-set, fierce, loyal, dogs as well.

**Seytun** (Settlement by the Sea): Sited on the coast by the northern base of the great Mornaess headland, where the headland’s pale sandstone and grey mudstone cliffs start to drop steeply towards the lower shore terrain nearby. The last of the very resistant cliff outcrops provides much of the sheltered breakwater protecting the settlement’s small harbour. It is predominantly a Human village, with roads leading north to Skirtun on the Skirbeke, and south along the western fringe of Katt Wilde to Beonetun. Some farming is carried out away from the coast, notably south of the village, where the low hills of Mornaess provide additional shelter from the salty winds off the sea. Fishing is though the main reason for the place’s existence. Walled-off on its landward side where the terrain requires, using the local stone (like much of the housing here and across this district), and sometimes palisades, given its isolated situation and the proximity of wandering dangers from Katt Wilde. The road from Beonetun to Skirtun has seen a significant increase in traffic since Skirtun started to develop as a port for the coal and mercury trade, and Seytun has begun to expand inland to accommodate travellers recently as a result. There has been some resentment by the longer-established locals to this, seeing it as a threat to their rustic way of life, despite the opportunities it brings.

**Skirmor** (Bright Moor): Around the main bend in the Blaekbrok, where it turns northwest to approach the Thinan, this is an old Human farming village, whose fortunes changed with the discovery years ago of viable coal seams on the far side of the river. A bridge was built to access and exploit these, a little way from the main settlement, and palisaded workshops and storage barns built by the mine, along with further scattered buildings since, making Skirmor now the most substantial, and arguably most important, settlement in Blaek Dael. From here, roads run southwest over the river to Westerheope, loosely marking the northern limit of Briddland, northwest along the Blaekbrok to the mercury mines at Readstanklif, northeast a long way across country to the Thinan crossing at Wuduhaell, and east by the Blaekbrok to Withigslaed. The regular market here has grown in size and substance just as the settlement has.

**Skirtun** (Clear or Bright Town): While sited at an earlier near-coastal Human fishing village, little of that remains now, as the place has expanded into a town-sized port near the mouth of the Skirbeke. The river is bridged here, allowing for increasing trade traffic from the south *via* Beonetun and Seytun along the western edge of Katt Wilde, now that this town has become the secondary trade hub to the port at Eaworth further south. Trade also passes by land along the Skirbeke from the southeast through Heorot-Hlaw, in both cases bringing coal and mercury for sea transport to Arkant, transport which returns with goods from the Goblyn Realm. There is a good, deep-water harbour by the town, enlarged by cutting new berths close to the docks. For all the place is often busy, it feels very much the frontier settlement still, being so isolated from the rest of the main Human settlements far away to the south. The market here remains heavily-reliant on locally-farmed produce, and the place is walled with a mix of timber and stone defences, since it lies by the edges of Katt Wilde and Spithrawilde, for all most of the more inimical beasts nearby have been hunted or chased away in recent times. There is only limited local interest in the more expensive, fancy goods from Arkant, even though the town boasts a small Arkant Embassy, along with a number of important merchant warehouses.

**Westerheope** (Western Rose-Hip): Westernmost of the main concentration of Siolforland settlements, this is a Human farming village on the northern fringes of Briddland. Dirt roads lead north to Readstanklif, northeast to Skirmor *via* its coal mines south of the Blaekbrok, and south for a very long way, past a few scattered farmsteads, hunting lodges and the ruined plaza at Deuelawe, eventually to Hegdenu. Notable for its rose-hip cordial, said to be proof against the chill of winter in both its alcoholic and non-alcoholic forms. Succulent, freshly-hunted Wild Boar marinated in either form of the cordial is a local speciality. The village inn, an ideal way-station called “The Flying Cockerel”, can provide all this and more, and is said to be the reason such an out-of-the-way place continues to thrive, despite most trade-traffic passing nowhere near.

**Withigslaed** (Willow Valley): A coal-mining Human village by the Blaekbrok in Blaek Dael, between Skirmor and Risan Sunne, connected with both by trails, another of which leads to the Thinan bridge at Wuduhaell to the north. A bridge at Withigslaed crosses to the local mines south of the Blaekbrok. Both village and mine are protected by wooden palisades, given the relative proximity of larger creatures, and the fact Wildeland commences effectively just over the river. Low-lying ground alongside the river and village promotes willow growth, and willow basket-weaving is an important part of the activities here, together with mining and farming.

**Wuduhaell** (Wood or Forest Hall): Set in a bend of the lower Thinan on the western side of Hraefnwudu, this is primarily a Human farming and logging village, as well as a way-station along the main east-west land and river transport routes. There are river docks here on both sides of the Thinan bridge. Across the bridge, road forks lead south to Withigslaed and southwest to Skirmor in Blaek Dael. The road north of the Thinan is fully paved near here, and for much of the way down to Eaworth. Upstream, the next chief settlement is Horutun. Much as at Hraefnhlaw, the local Ravens are respected here. Trees where they are nesting are never cut for timber, and there are various local superstitions relating to the observed behaviour of the birds which have a direct impact on many folks’ lives and activities hereabouts. Hunting is carried out only in Staggawudu south of the Thinan, and even there, it can be influenced by the appearance of even a single Raven.

## **Overland Creatures**

There is a substantial array of creatures shown on the map when using the “Land Creatures” toggle in the FCW file. Most can be found with game-relevant statistics among the D&D rules and related RPGs, or have reasonable equivalents there. The notes below identify ones which differ from these in any significant way. The animals include ordinary and giant types, though some have one of two additional qualifiers, “Blood” and “Dire”. Some of these types recur in D&D as well. Here however, both terms imply animals that are more intelligent than animals commonly are, and ones that are more likely to use cunning moves when hunting or attacking, as well as being more likely to take offensive action than flee any unfriendly encounters. In addition, “Blood” animals will attack to preferentially feed on fresh blood, if rarely to the point of killing. They may infect such attacked beings with a blood-borne disease on occasion, while usually being immune to such things themselves. The complete list of creatures shown on the map is given next, with their optional local dialect names and translations, where not simply a direct substitution, plus the number of such markers for each kind in parentheses. Note that in some cases, more than one creature type may share the same dialect name. Those

creatures listed with an asterisk, “\*”, are given extra commentary in the notes after the list.

Axe Beaks\* (Thyrs Hana = “Giant Wild Bird”; 6), Badgers (Brokk; 1), Blood Hawks (Blod Hafok; 1), Blood Wolves\* (Blod Ulfr; 2), Deer (Deor; 4), Dire Wolves (Thyrs Ulfr = “Demon Wolf”; 3), Eagles (Earn; 2), Giant Badgers (Thyrs Brokk; 1), Giant Elk (Thyrs Heorot = “Giant Stag”; 4), Giant Owls (Thyrs Ule; 3), Giant Toads (Thyrs Tadige; 1), Giant Weasels (Thyrs Wesle; 2), Gold Dragon\* (Gold Wyrm; 1), Griffons\* (Katt Earn = “Cat-Eagle”; 1), Herd Animals\* (Deor = “Beast” or “Deer”; 4), Hippogriffs (Hors Earn = “Horse-Eagle”; 3), Insect Swarms\* (Gnaett - Gnats; 1), Jackals (Deadetr = “Dead-Eaters”; 2), Land Sharks\* (Rokthyrs = “Rock Demons”; 2), Land Wyrms\* (= “Land Dragon”; 1), Large Spiders\* (Thyrs Spithra; 3), Lions (Thyrs Katt = “Giant Cat”; 8), Pegasi (Fleoganhors = “Flying-Horse”; 1), Phase Spiders\* (Skirspithra = “Clear Spider”; for notes see under “Large Spiders” below; 4), Poisonous Snakes (Naeddre = “Adder”; 1), Rats (Raet; 1), Ravens\* (Hraefn; 3), Revenant (Gast = “Ghost”; 1), Sabre-Tooth Tigers (Thyrs Katt = “Giant Cat”; 1), Shedu\* (Thyrs Fleoganbula = “Giant Flying-Bull”; 1), Trolls (Grenethyrs = “Green-Giant”; 2), Vultures (Thyrsbrid = “Giant-Bird”; 1), Wild Boars (Eofor; 1), Wild Cattle (Wildebula; 2), Wild Dogs (Wildedokga; 5), Wild Horses (Wildehors; 5), Wolves (Ulfr; 2).

**Axe Beaks:** To avoid any confusion, these are large, heavily-built, flightless birds, with a powerful, broad, axe-shaped beak, and are based on prehistoric Earthly animals. They are typically of a brown-grey colouring.

**Blood Wolves:** These are similar to D&D’s Worgs, but with more of a taste for blood, as indicated above.

**Gold Dragon:** Details on this Dragon, Shagologanghuul, were given with the notes for Kaldburna Denu earlier.

**Griffons:** As mentioned in-passing when discussing the gold resources near the start of this document, Griffons have had a long association as guardians of golden treasures, seemingly attracted to the metal even when, as in this case, nobody yet realises the gold is here awaiting discovery.

**Herd Animals:** Such creatures are basically quadrupedal herbivores, which may wander some considerable distance from their marked placements at times, often seasonally. Their types may be similar or different between the different marked spots at GM’s choice - deer, bison, elk or reindeer, for example. That the local dialect term for both “Deer” and “Herd Animals” is the same, Deor, need not be taken to mean this equivalency only to “deer” has to be stuck to.

**Insect Swarms:** Small, flying, often biting, insects abound across the woods and plains of the map especially. The specific marker in Gnaettmersk is to indicate where the most inimically troublesome insects may be encountered, typical of the Swarm of Insects sort in D&D. The locals call all such creatures simply “gnats”, Gnaett.

**Land Sharks:** Both Land Sharks marked here are solitary beasts, one in the lower Aesk valley west of Hegdenu, the other in the map’s lower right corner, south of the Wildebrid Flode valley, well to the east of Spithrawudu. Each is basically the same as D&D’s Bulette.

**Land Wyrm:** This solitary creature lurks by the upper Earbaeke south of Ulfrwald, and contributes to the region's evil reputation, for all it is uncertain any of Siolforland's living humanoids have ever seen it. In tales, it is sometimes called a Demon Ant, Thyrs Aemette, and it is little different to the Ankheg of D&D, a gigantic, subterranean, burrowing centipede-like beast. The local name "Land Wyrm" could also translate as "Land" or "Earth Dragon".

**Large Spiders & Phase Spiders:** Large Spiders fall into D&D's "Small" size class, and while poisonous, their poison is not especially strong. They do though usually congregate in sometimes large groups, thus can be problematic when encountered. Their name and nature derives from an earlier version of D&D than the present one. While the local name suggests they are "giant spiders", that is rather by contrast to ordinary spiders, since the only larger variety in this region are the genuinely "Large" class-sized **Phase Spiders**, which aren't called "Giant" here, but instead "Clear", apparently a reference to their most characteristic trait of being able to fade in and out of reality. In tales, they are sometimes called "Ghost Spiders", Gastspithra, likely for similar reasons.

**Ravens:** While perfectly natural animals, in a couple of minor species variants, Ravens are important emblematic birds for several Human settlements especially, and in the more general lore of Siolforland. Few folks here will be unaware of their special significance, for instance. See the notes above regarding the woodlands of Bygeleah and Hraefnwudu, and the settlements of Hraefnhlaw and Wuduhaell.

**Shedu:** Mentioned briefly already under the Kaldburna Denu notes in respect of the Gold Dragon there, the map's solitary Shedu has her home out in the eastern midst of Katt Wilde. She is a colossal, human-headed, winged bovine, a powerfully magical, benevolent guardian creature, somewhat like a Sphinx. She is known by the handful of folk she has communicated with at all as Tamura, although her full name, which only Logan the Gold Dragon of Kaldburna Denu knows here, is Tamura-Thugater-Karos (Tamura, Daughter of Karos). She often spends her time in one or other of the small wooded areas near her marker on Katt Wilde, though equally, she may be simply lying apparently doing nothing and seeming statue-like out in the open.