

The Wild Coast

This area remains sparsely populated. Here, wild men, Grim (orcs) and were creatures eke out a hostile but fragile living while dread marsh creatures lurk in the extensive swamp of Lumilok of tortured trees and impassable mangroves. Great rocky reefs with towering rock formations make shipping hazardous, which greatly limits the settling of this coast. Indeed most of the coastline is infertile scrub with hardy spiky clumps and small twisted greyish shrubs, inhabited by a few tribes of naked wild men, and deadly snakes and scorpions. Inland is the brooding forest of Aberoth, decayed trees and sour-scented mosses struggling for life against the strangling vines which form a dark canopy. To the east, outside the reefs, lie the lost archipelago, windswept treeless islands, where wild goats keep the islands largely denuded of even grass. Here and there are derelicts of long forgotten wrecks.

Of inhabited settlements, there are but few. The largest settlement is Dun Elaza, a permanent wildmen hut village where religious rituals involving most of the wildmen of the region take place at each solstice. This village has a high stone temple where blood sacrifices take part – animals and orc prisoners, even their own number in times of great need.

The village of Carndum seems to be a different clan inhabited by fisherfolk, with a shrine to a fishgod, Pisican. They also tell stories of a kraken who roams the seas to the southeast. In general, they are friendly and have a reputation for aiding shipwrecked sailors.

Then there is a small hamlet, Habiron, where a group of primitive were creatures eke out a life on the edge of the scrubland. There are a few wererats, werescorpions and led by a savage wereboar.

There are also various towers, most ruined, but one, the Tower of Malazon, remains inhabited by a sorcerer and his deformed orcish servants. What he does is unknown, but none who attempt to find out live to tell the tale.

Finally, the greatest peril is a gigantic fig tree, seemingly rotten, but in truth a blackhearted sentient tree of power and malign intentions, luring its victims with song and perfumed scent.