

# WITCH'S VALLEY HEAD

WITCH'S VALLEY IS A BROAD, DESOLATE VALE NEAR THE SOUTHERN END OF THE GREAT SCAR, A VOLCANIC TEAR IN THE FABRIC OF THE LAND, AND REALITY, IN EASTERN ALARIUS, FROM WHICH SPREAD NEGATIVE ENERGIES. THE SCAR'S INFLUENCE BLIGHTS THE LANDS AROUND IT FOR VERY MANY MILES, AND WHILE THE WITCH'S VALLEY IS MOSTLY SHELTERED FROM ITS DIRECT EFFECTS BY A NARROW MOUNTAIN BELT, IT TOO SUFFERS FROM ITS RELATIVE PROXIMITY, WHILE A HIGHER, BROADER MOUNTAIN BELT BETTER PROTECTS THE LANDS SOUTH AND SOUTHWEST OF IT. THE VALLEY ITSELF IS OVER 200 MILES LONG (300+ KILOMETRES) AND UP TO 50 MILES WIDE IN PLACES (80 KM).

THE MAPPED AREA OF THE VALLEY'S NORTHWESTERN END LIES APPROXIMATELY 200 MILES FROM THE SOUTHERN END OF THE SCAR, WITH THE CLOSEST NOTED HABITATION, ONE OF THE WATCHTOWERS THAT RING THE SOUTHERN END OF THE SCAR, SET AMONG THE MOUNTAINS AROUND IT, ROUGHLY 50 MILES TO THE NORTH-NORTHEAST, OVER THE WITCH HEAD MOUNTAINS (INCLUDING SOME OF THE HIGHEST PEAKS AMONG THOSE MOUNTAINS). THE CLOSEST SETTLEMENT, THE ORCISH TOWN OF PONKA, LIES FAR OFF OVER THE BROADER MOUNTAIN BELT SOUTH OF THE VALLEY, SOME 135 MILES AWAY (220 KM). THE MAP'S LATITUDE IS CENTRED AT ROUGHLY 37 DEGREES NORTH, AND COVERS THE TRANSITION BETWEEN THE RUGGED VALLEY (IN ITS SOUTHEASTERN PART) TO THE STILL MORE RUGGED WITCH HEAD MOUNTAINS.

THERE IS VERY LITTLE SIGN OF HUMANOID HABITATION HERE, AND NO REAL EVIDENCE OF CIVILIZATION FOR THE MOST PART - NO ROADS OR EVEN TRAILS, FOR EXAMPLE. THERE ARE HINTS IN PLACES THAT THIS WAS NOT ALWAYS SO, SUGGESTING THE CREEPING BLIGHT FROM THE SCAR HAS ALTERED THINGS IN THIS VICINITY OVER A VERY LONG TIME. EVEN THE FEW WATERCOURSES ARE LACKING IN SPARKLE, AND WHILE MOSTLY POTABLE, SOMETIMES NEED USING WITH CARE, AS THE COMMONLY STUNTED, WINDBLOWN VEGETATION, INCLUDING A FEW SCATTERED STANDS OF TREES, MAY INDICATE. WILDLIFE HERE IS SIMILARLY SPARSE, AND ALWAYS VERY WARY, FOR ALL THE BROKEN LANDSCAPE PROVIDES AMPLE HIDING PLACES.

ALL THE LABELLED MAP FEATURES ARE NOTED BRIEFLY BELOW, WITH THEIR NAMES DESIGNED TO BE DESCRIPTIVE OR INDICATIVE ONLY, GIVEN THE FEW LOCALS HAVE NO OTHERS WITH WHOM TO SHARE THEIR NAMES FOR SUCH SITES.

## LABELLED LOCATIONS

**BASILISK NEST:** NEAR THE NORTHWESTERN SIDE-EDGE OF THE MAP, CLOSE BY THE NORTHWEST END OF NEW RIFT CANYON, A BASILISK HAS MADE ITS NEST IN THE INVERTED SKULL OF A DRAGON. ITS STONY EGGS ARE FURTHER GUARDED BY A SWARM OF POISONOUS SPIDERS.

**BLACK CAT FALLS:** VERY CLOSE TO THE NORTHWESTERN TOP MAP EDGE, ONE OF THE MORE MAJOR RIVER CHANNELS DROPS SHEER DOWN A HIGH CLIFF AS AN IMPRESSIVE SERIES OF MAGICAL WATERFALLS, WITH A DEEP, BROAD PLUNGE-POOL AT THEIR FOOT. THOSE COMING HERE AND SPOTTING A BLACK WILDCAT STALKING NEAR THE FALLS MAY STAND BY THEM, AND DRAW FROM WITHIN THE DESCENDING WATER A SINGLE DESIRED WEAPON OR TOOL. WHILE OF EXCELLENT QUALITY, ANYTHING SO-TAKEN HAS A CURSE UPON IT THAT AFFECTS THE PERSON INVOLVED WHENEVER THEY USE THE OBJECT.

**BLACK ROCK VALLEY:** A SMALL SIDE VALLEY IN THE WESTERN PART OF THE MAP, THROUGH WHICH FLOWS A MINOR TRIBUTARY TO ONE OF THE RIVERS HERE. IT IS DOMINATED BY A HUGE, BLACK, HEXAGONAL, BASALT COLUMN THAT RISES STRAIGHT FROM THE LOW-LYING LAND ON THE NORTH BANK OF THE STREAM. THE ROCK IS THOUGH NOT HIGH ENOUGH TO BE

SEEN FROM BEYOND THIS SIDE VALLEY, UNLESS THE VIEWER IS IN THE AIR, OR HIGHER UP ON A NEARBY MOUNTAIN SIDE.

**BLACK SMOKE HOLLOW:** IN THE MAP'S MID-WEST, NEAR WHERE THE MOUNTAIN SLOPES START TO EASE INTO THE EDGE OF WITCH'S VALLEY, IS A DISTINCT NARROWING OF THE RIVER VALLEY THERE, WHERE A NUMBER OF MINOR VOLCANIC VENTS REGULARLY POUR FORTH SMOKE AND FUMES, USUALLY IN DARK, SOMETIMES TOXIC, CLOUDS. NEW VENTS CAN OPEN-UP WITHOUT WARNING, ALTHOUGH THE MORE ACTIVE ONES HAVE TELL-TALE STAINS NEAR THEM.

**BONE CAIRN:** OVER IN THE MID-EASTERN SIDE OF THE MAP, JUST IN THE VALLEY PROPER, AND OUT IN THE MIDST OF A MORE LEVEL, OPEN AREA, IS A LARGE HEAP MUCH LIKE A TYPICAL ROCK CAIRN, EXCEPT THIS ONE IS A MIXTURE OF DIFFERENT KINDS OF ANIMAL AND HUMANOID BONES, MANY OF THEM BROKEN OR SMASHED.

**BOX CANYON:** NORTH OF NEW RIFT IN THE NORTHWESTERN MAP CORNER IS A LESS DEEP, MORE OPEN STRETCH OF RIVER VALLEY, WHICH HAS HIGH, STEEP CLIFFS ENCLOSING ITS WESTERN END, ALMOST ON THE MAP'S EDGE. THE RIVER DROPS DOWN A WATERFALL OVER PART OF THESE CLIFFS (NOT SHOWN ON THE MAP, SINCE A MOUNTAIN PEAK HIDES IT FROM VIEW THERE). FOR NON-CLIMBERS, THIS IS A DEAD-END VALLEY, FOR ALL IT IS ALSO MORE SHELTERED THAN MANY PLACES NEARBY.

**CARVEN CLIFF:** IN THE MIDDLE OF THE LOWER SOUTHERN PART OF THE MAP, THE RIVER VALLEY RUNNING ACROSS THERE SKIRTS AN UPSTANDING MINOR SILL, ANGLED SO THAT ITS STEEPER SIDES FACE SOUTHWEST AND SOUTHEAST. ON THE HIGHER SOUTHERN CLIFFS OF THE ANGLE WHERE THESE TWO FACES MEET, SOMEONE HAS CAREFULLY CARVED IN LOW RELIEF A MAP OF THE LOCAL AREA. THE DARK GREY DOLERITE ROCK MAKES THIS DIFFICULT TO SEE DETAILS FROM UNLESS THE LIGHTING ANGLE IS JUST RIGHT. WHEN IT IS VIEWED CORRECTLY, IT SHOWS THE MAIN RIVER LINES AND MOUNTAIN PEAKS, ALONG WITH CERTAIN OTHER SIGNIFICANT ELEMENTS FROM THE LANDSCAPE, ALTHOUGH THESE DO NOT INCLUDE THE NEW RIFT, ANY OF THE CAVES OR THE METHANE LAKE. ABOVE THIS MAP ON THE CLIFFTOP IS A RUSTED OLD DWARVEN AXE EMBEDDED IN A BLEACHED MINOTAUR'S SKULL.

**COCKATRICE HILLS:** IN THE LOWER SOUTHWESTERN PART OF THE MAP, AMONG SOME LOW HILLS THERE, LURKS AT LEAST ONE COCKATRICE. THERE MAY BE OTHERS ELSEWHERE NEARBY.

**CRYPT OF THE NECROMANCERS:** NOT FAR FROM THE MAP'S CENTRE, AROUND THE EDGE OF THE VALLEY WHERE THE MOUNTAIN SLOPES BEGIN, IS A CAVE ENTRANCE IN ONE OF THE MOUNTAIN SIDES THAT LEADS INTO THIS UNDERGROUND COMPLEX. THE CRYPT IS DETAILED BY A SEPARATE ATLAS MAP.

**EVERWINTER VALE:** ONE AMONG VARIOUS WEIRD MAGICAL EFFECTS THE SCAR SEEMS TO HELP CREATE, ATTRACT AND OFTEN CORRUPT, THIS IS A BROAD VALLEY EXTENDING OFF THE NORTHEAST MAP CORNER WHICH IS ALWAYS IN THE GRIP OF WINTER, WITH SNOW, ICE, FROSTS, FREEZING RAIN AND SO FORTH, DESPITE ITS RELATIVE LACK OF ALTITUDE, AND THE FACT THIS PART OF ALARIUS IS ESSENTIALLY NEAR-TROPICAL. THERE IS NO GLACIER HERE, ONLY A STREAM, ALTHOUGH IT IS FROZEN OVER UNTIL IT PASSES BETWEEN MANTICORE HEIGHTS AND WYVERN PIKE, WHERE IT BECOMES A NORMALLY-FLOWING STREAM AGAIN.

**FLOATING HEAD PEAK:** A NOTABLY HIGH MOUNTAIN IN THE NORTHWESTERN MAP CORNER, THIS HAS A CURIOUS GROUP OF MAGICALLY-FLOATING, LARGE, CARVED STONE HEADS ENDLESSLY CIRCLING AROUND ITS SUMMIT. NO ONE HAS EVER MANAGED TO COUNT THEIR NUMBER, SO IT IS SAID (IF SAID BY VERY FEW), AND THE NUMBER MAY CHANGE AT TIMES.

**FOG VALE:** IN THE RIVER VALLEY SOUTH OF BOX CANYON, NEAR ITS CONFLUENCE WITH THE RIVER OUT OF NEW RIFT, CONDITIONS OFTEN ARE IDEAL FOR THE REPEATED OCCURRENCE OF FOG AND MIST FOR A COUPLE OF MILES OR MORE. THE FOG USUALLY DISSIPATES BY THE TIME THE RIVER REACHES GREAT GATE CIRCLE, A LITTLE FURTHER SOUTH.

**FUNGIOUS CAVE:** ABOVE THE RIVER THAT DESCENDS FROM BLACK CAT FALLS, SOUTH OF FLOATING HEAD PEAK IN THE NORTHWEST MAP QUARTER, IS A CAVE OPENING INSIDE WHICH IS A SERIES OF CAVERNS FILLED WITH MANY DELICATE FUNGI. SOME ARE SELF-LUMINOUS, THOUGH ALL WILL CRUMBLE AWAY OR BREAK AT THE SLIGHTEST TOUCH, RELEASING A VARIETY OF DIFFERENT KINDS OF TOXIC SPORES.

**GIANT SATYR:** A SMALL CAVERN COMPLEX IN THE MAP'S SOUTHWEST, WHICH IS HOME TO A GIANT SATYR, AN ESPECIALLY WILD, RUSTIC TYPE OF HUMANOID GIANT, HAVING THE FORM OF A TYPICAL SATYR. IT IS THE LEADER OF A BAND OF GOBLINS WHICH ALL HAVE THE SAME CURIOUS HORIZONTAL PUPIL SLITS AS THE GIANT, ALTHOUGH THE GOBLINS HAVE NO OTHER GOATISH FEATURES.

**GLOWING CAVERN:** NORTH OF THE MAP'S CENTRE, IN THE MIDST OF THE LESS ACCESSIBLE MOUNTAINS NEARBY, IS A CAVE MOUTH THAT SOMETIMES SEEMS TO GLOW AFTER DARK, WITH A FLICKERING, VARIABLE, REDDISH LIGHT. SOMETHING ABOUT THE CAVE MAKES THE WALLS GLOW THIS WAY INSIDE, AND THERE IS A PORTAL RIFT IN IT, DEEPER DOWN, THAT LEADS TO A FIERY ELEMENTAL REGION FAR FROM HERE. IT IS GUARDED BY A GROUP OF HELL-HOUNDS, ALTHOUGH THEY ARE NOT PRESENT IN THE CAVE ALL THE TIME.

**GREAT GATE CIRCLE:** SOUTH OF FOG VALE ALONG THE RIVER THAT FLOWS THROUGH THERE, ON ITS EAST BANK, IS A GROUP OF STANDING STONES IN A LOOSELY-DEFINED RING, ENCIRCLING A LARGE, FREE-STANDING, CARVED STONE, OPEN GATEWAY. THE CARVINGS ON THE GATEWAY ARE VERY WEATHER-WORN, YET REMAIN HIGHLY DECORATIVE, IN A FLOWING, ABSTRACT FASHION. THE GATE SEEMS FAR MORE ANCIENT AND SOPHISTICATED IN STYLE THAN THE STONE CIRCLE AROUND IT.

**HANGING CRYSTAL:** CLOSE TO THE MID-NORTHERN MAP EDGE IS A HOLLOW SURROUNDED BY MOUNTAINS, OVER THE MIDDLE OF WHICH SMALL PLAIN HANGS A LARGE, SINGLE, MINERAL CRYSTAL, SUSPENDED IN THE AIR, HELD THERE APPARENTLY BY ITS OWN MAGICAL POTENTIAL. IT HAS A TRANSLUCENT PURPLE COLORATION, AND WHILE NOT QUITE FLAWLESS IN SHAPE, IT IS A VERY IMPRESSIVE OBJECT.

**LITTLE FLAMER:** IN THE VALLEY WELL AWAY FROM THE TRUE MOUNTAINS, TUCKED RIGHT INTO THE MAP'S SOUTHEAST CORNER, IS A SMALL, OCCASIONALLY ACTIVE, BASALTIC VOLCANO, WITH A LOW-ANGLED CONE. IT MAKES FOR A DISTINCTIVE LANDMARK AT LEAST, EVEN WHEN IT IS INACTIVE.

**LURING WISP CAIRN:** ON THE EASTERN RIVER BANK IN THE MIDST OF FOG VALE IS A LARGE CAIRN HEAP MADE OF BONES, STANDING ATOP A LOW RISE. INTO ITS TOP IS STUCK A FLAGPOLE WITH AN OLD, MOULDERING, FADED FLAG HANGING LIMPLY FROM IT. A WILL O'WISP HAUNTS THIS AREA, LURING ANYONE UNFORTUNATE ENOUGH TO PASS BY, ESPECIALLY IN THE FOG, TO FALL INTO ONE OF THE DEEP, STEEP-SIDED OLD MINING PITS AND SHAFTS NEARBY. THE WISP TAKES EVERY ADVANTAGE OF CONDITIONS HERE, AND SEEMS ABLE SOMETIMES TO ATTRACT AND THICKEN THE FOG IN ITS VICINITY.

**MANTICORE HEIGHTS:** A PAIR OF NOTABLE MOUNTAINS FACE ONE ANOTHER ACROSS THE VALLEY THAT RUNS OUT OF EVERWINTER VALE IN THE NORTHEAST MAP CORNER, WYVERN PIKE ON THE EAST SIDE, AND MANTICORE HEIGHTS ON THE WEST. MANTICORE HEIGHTS HAS A DOUBLE PEAK, AND IN THE CLEFT BETWEEN ARE THE NESTS AND SHALLOW CAVES USED

BY A SMALL GROUP OF MANTICORES. THEY SOMETIMES SCRAP WITH THE WYVERNS FROM OVER THE VALLEY, WHEN THEY ARE NOT OUT HUNTING. THEY ARE MORE OFTEN SEEN IN FLIGHT SOMEWHERE OVER THIS MAPPED AREA, HOWEVER, MUCH LIKE THE WYVERNS.

METHANE LAKE: HIDDEN AWAY IN A SECLUDED HOLLOW NEAR THE NORTHWESTERN MAP CORNER IS A LARGE LAKE, INTO WHICH, AND FROM WHICH, NO STREAM FLOWS. WISPS OF WHAT SEEM STEAM CAN BE SEEN FLOATING NEAR ITS SURFACE AT TIMES, AND FROST ALWAYS RIMS ITS BANKS. SIMILARLY, THE AIR HERE IS PERPETUALLY VERY COLD, AS THIS IS ONE OF THE REGION'S GREATEST ODDITIES, A LAKE OF LIQUID METHANE. SINCE METHANE FREEZES SOLID BELOW ABOUT -182 DEGREES C (-296 DEGREES F) AND BOILS ABOVE -162 DEG C (-259 DEG F), THIS SHOULD BE AN IMPOSSIBILITY. SOMETHING MAGICAL HERE THOUGH MEANS IT IS NOT. THE COLD HERABOUTS IS OF COURSE DEADLY TO MOST LIVING THINGS.

NEW RIFT: THE WESTERN RIVER THAT RUNS INTO FOG VALE APPROACHES FROM OFF-MAP, AND THEN THROUGH A VERY DEEP, NARROW GORGE, WHOSE ROCKS ARE ODDLY SHARP AND ANGULAR, AS IF THE FEATURE HAD ONLY QUITE RECENTLY, AND SUDDENLY, OPENED UP. INDEED, THIS SEEMS TO BE THE CASE, AS OLD MAPS AND TALES - WHAT FEW SURVIVE FROM THIS AREA, AND INCLUDING THE MAP AT CARVEN CLIFF - DO NOT SHOW OR MENTION IT. IT IS A REMARKABLE ELEMENT IN THE AREA NOW, CERTAINLY.

ORGAN-PIPE CANYON: LESS A CANYON THAN A MINOR VALLEY NEAR THE MAP'S SOUTHWEST EDGE, THIS IS NOTABLE FOR THE NUMEROUS, FAIRLY LOW, BLACK BASALT COLUMNS ALONG IT, SOMETIMES SINGLY, SOMETIMES IN GROUPS. COLLECTIVELY, THEY ALL FORM A LOOSELY LINEAR STRUCTURE RUNNING GENERALLY EAST-WEST ALONG THE VALE.

PAINTED ROCK: BY THE WEST BANK OF THE RIVER THAT FLOWS THROUGH BOX CANYON AND FOG VALE IN THE MAP'S WESTERN HALF, WHERE IT REACHES THE VALLEY, IS THIS HUGE BOULDER. ACROSS MOST OF ITS VISIBLE SURFACES ARE ANCIENT PAINTINGS SHOWING SOMEWHAT STYLISED HUMANOIDS, ANIMALS AND A NUMBER OF UNIDENTIFIABLE OBJECTS OR CREATURES SEEMING TO BE IN THE AIR. THE STYLE IS APPARENTLY UNIQUE TO THIS OBJECT LOCALLY.

RAGGED CALDERA: ANOTHER OF THE MAP'S NORTHWESTERN CORNER FEATURES, THIS LOOKS RATHER LIKE THE CRATER A COLLAPSED MOUNTAIN MIGHT LEAVE BEHIND, WHICH IS LARGELY WHAT IT IS, AN OLD VOLCANO THAT HAD EMPTIED OF MAGMA, HOLLOWED-OUT, AND THEN COLLAPSED INTO ITSELF. THERE IS MUCH VERY RUGGED TERRAIN IN, OVER AND AROUND IT.

RED MIST SPECTRES: IN THE VALLEY DOWNSTREAM FROM THE CARVEN CLIFF, AND ON ITS OPPOSITE BANK, NOT FAR FROM THE CENTRAL-SOUTHERN MAP EDGE, PINKISH-RED MISTS MAY BE COMMONLY SEEN. WITHIN THESE MISTS, GHOSTLY FORMS CAN BE GLIMPSED, SOME OF WHICH ARE UNDEAD SPECTRES, LIABLE TO ATTACK ANY WHO VENTURE INTO THE MISTS, ALTHOUGH FORTUNATELY, THESE CREATURES SEEM UNABLE TO MOVE BEYOND THE MIST-AFFECTED AREA.

SPIDERWEB CITY CANYON: A SMALLER, LESS WIDE AND LESS DEEP RAVINE THAN NEW RIFT ON THE OPPOSITE, EASTERN, SIDE OF THE MAP, THIS IS A FAR OLDER RAVINE, STEEP-SIDED, AND APPARENTLY NATURALLY CUT OVER TIME BY THE STREAM THAT RUNS THROUGH IT. THERE ARE MANY SPIDERWEBS IN AND ACROSS IT AT VARIOUS HEIGHTS, SPUN BY HUGE NUMBERS OF RAT-SIZED SPIDERS. IN THE VALLEY BOTTOM, BY THE STREAM, IS A CITY-SIZED SETTLEMENT, ENTIRELY COVERED, AND LARGELY OBSCURED BY WEBS. THE CITY'S ONLY LIVING INHABITANTS NOW ARE STILL MORE OF THE SPIDERS.

**STRONG MAGNETISM:** EAST OF THE EASTERN MAIN RIVER ON THE MAP, IN THE VALLEY, THERE IS A CURIOUSLY REGULAR-LOOKING, LARGE EARTHEN MOUND, CLEARLY OF DELIBERATE CONSTRUCTION. ON TOP OF THIS MOUND IS A LARGE CUBE OF POLISHED BLACK BASALT, RUN THROUGH WITH BRIGHT GREEN MINERAL VEINS. A REMARKABLY STRONG MAGNETIC FORCE ATTRACTS IRON-RICH METALS AND OBJECTS TOWARDS THIS FEATURE, ALTHOUGH IT SEEMS THE FORCE EMANATES FROM EITHER WITHIN THE SCULPTED MOUND, OR THE EARTH, ROCK AND LOW HILLS AROUND IT, NOT THE CUBE (WHICH MAY HAVE BEEN PLACED AS A MARKER, OR PERHAPS A WARNING). THE FORCE IS STRONG ENOUGH TO DEFLECT COMPASS NEEDLES AND LODESTONES WITHIN ROUGHLY TWO MILES (THREE KILOMETRES), OR SOMETIMES FURTHER, WHILE WITHIN ABOUT HALF A MILE (0.8 KM), LOOSE PIECES OF IRON-RICH MATERIALS WILL BE PHYSICALLY PULLED TOWARDS THIS ZONE. SUCH FRAGMENTS AND SMALL ITEMS CAN BE FOUND IN THE SOIL NEAR, ON AND IN THE MOUND, WHICH ARE USUALLY IMPOSSIBLE TO PICK UP BECAUSE OF THE MAGNETIC FORCE. IRON-RICH WEAPONS AND ARMOUR - EVEN IF MAGICAL - WILL BE AFFECTED TOO, AND THE FORCE ITSELF APPEARS TO HAVE A MAGICAL SOURCE. THE MAGNETISM GROWS CONTINUALLY STRONGER CLOSER TO THE MOUND.

**SYLVAN IDOL:** A RARE RELIC OF PAST, BETTER TIMES, IN THIS REGION, THIS IS A TALL, SCULPTED STONE, STANDING IN THE REMAINS OF AN OLD GROVE OF TREES ON THE EAST BANK OF THE MAP'S MAIN EASTERN RIVER, NEAR THE HORIZONTAL CENTRE-LINE OF THE MAP. WHILE ANCIENT AND WEATHERWORN, THE CARVED FIGURE STILL RETAINS THE LOOK OF A REGAL, DRYAD DEITY. THERE ARE HINTS TOO, UP AND DOWNSTREAM OF THIS LOCATION, OF FORMER WOODLAND GLORIES HERE, AS THE TREES BY THE RIVER WITHIN A MILE OR SO ARE MORE NUMEROUS, IN BETTER CONDITION AND OF A MORE NATURAL GROWTH PATTERN THAN MANY OTHERS SEEN ELSEWHERE IN THIS REGION. MORE NORMAL ANIMALS MAY BE GLIMPSED IN THIS SMALL VALLEY SEGMENT AS WELL.

**TWO-HEADED OGRES:** IN THE VALLEY SOUTH OF THE STRONG MAGNETISM SITE, AND ALSO EAST OF THE RIVER, A HILLSIDE CAVERN COMPLEX IS HOME TO A SMALL TRIBE OF TWO-HEADED OGRES. THEY KILL ANY SINGLE-HEADED OGRES BORN HERE TO PRESERVE THEIR OWN PERCEIVED "PURITY". ALL OTHER "MONOHEADS" ARE CONSIDERED ANIMAL PREY BY THEM AS WELL. THEY MIGHT TREAT A TRIPLE-HEADED (OR MORE) CREATURE AS A DEITY, BY CONTRAST.

**WYVERN PIKE:** A TALL, STEEP MOUNTAIN IN THE NORTHEASTERN CORNER OF THE MAP, ON THE EAST SIDE OF THE VALLEY JUST SOUTH OF EVERWINTER VALE, FACING THE TWIN-HEADED PEAK OF MANTICORE HEIGHTS ON THE OPPOSITE RIVER BANK. SMALL CAVERNS AND LARGER LEDGES TOWARDS THE MOUNTAIN'S SUMMIT SUPPORT WYVERN NESTS AND BROODS, WITH NUMEROUS WYVERNS, WHEN THEY ARE NOT OUT BATTLING THE MANTICORES, OR SCOURING THE REGION FOR PREY FROM THE AIR.