

## Yutrurgas River Region

This region is dominated by the mighty Yutrurgas river flowing through fairly heavily forested lands.

Few signs of ‘civilization’ are present. There are 2 Khargad tribal semipermanent villages – one for the Haridek Clan (werewolf) and Galived (half-orc). Garusch (half-orc) is a rather dilapidated settlement inhabited by the half-orcs and orcs exiled from the Galived Clan for various crimes (mainly theft and murder). In the forests near Haridek are two werewolf villages who broke away from the Haridek Clan and form their own more organized communities (not more than 100 population)

The Homely House is a large rambling inn that serves little purpose now since the fall of the Khargad Khanate. Now it is the habitation of the rather mean-spirited Enchanter Magou (not evil, just a horrid person), and his apprentice and servants. His main interest is in collating as many enchantment spells as he can. He has a large amount of other interesting information – maps, technology, history, legends, ruins and the like) but refuses to share them with other wizards – or anyone else. In particular, he has an obsessive interest in the Cursed Ruins of Xitechetl and the Blighted Citadel.

Somolev and the Last Bridge is a small village on the road to the Magumul Empire, protecting the stone bridge over the river, and charging a toll for passage through the town. In fact, this is the main source of income for the village, along with spending by passing trade caravans. They even have an Inn which can cater for the large Minotaurs from the Empire. In addition, they have a permanent militia with troops from the Khargad tribes, the dark elves of Verinress Arl and 3 minotaurs from the Empire – a force which keeps the isolated village safe.

The Cursed Ruins of Xitechetl are a collection of ruined stone buildings and large stone heads around the circumference, facing outwards. They are presumed to be protective, and often give off an electrical field that gives a large shock to those who enter, killing most. However, the ‘fence’ is not active all the time, and there seems to be no pattern to it. Such downtimes last for hours to days. Apart from the Enchanter Magou, the nearby werewolf village seem to know most about it – which is not very much. Both parties say there is valuable treasure hidden in the ruins, though of what nature, there seems to be a difference of opinion. The ruins have only been partly explored, but there is a half torn notebook from an explorer, Vascou Gamalion, whose companions were all killed by forces unknown if the ruins. He was the last survivor, and died while being ‘cared’ for by the werewolves.

The Blighted Citadel is surrounded by miasmic ground dominated by giant dead trees, forming hideous almost humanoid shapes. In the centre of the wasteland is a large 5 storey tower, but obviously in ruins. The actual history of the trees is that these were intrepid explorers, enchanted into this form by...Mr Magou! (to keep intruders out while he investigated its secrets himself).

The Caves of the Unknown entrance is just north of the Citadel, and already has been explored and ‘cleaned’ out by adventurers over a decade ago – but Enchanter Magou is sure it is now inhabited again, and would like to have it ‘cleaned’ out again after some of his servants went missing, and some of their belongings and chewed limbs were found near the entrance. However, he is not quite brave (or foolhardy) enough to

do the job himself, so has let it be known in Somolev village that he will pay well for adventurers to do the job.

Finally, there are the Lost Barrows, at present unexplored because of the reputed (and actual) habitation by nasty undead creatures – and a few times the village of Somolev and the Homely house itself have been subject to incursions of the Walking Dead. Another job for adventures, since Enchanter Magou is pathologically afraid of the undead. Again, the Enchanter knows the history of this abandoned site.