

# Talislanta Map Location Index

*a complete listing of all cities, settlements, and topographical features of note*

The [5<sup>th</sup> edition map](#) was created by Mark Williams. His design is based exclusively upon the map truest to cannon, which graced eight beautiful pages in the 2<sup>nd</sup> edition Cyclopedia Talislanta, created by none other than Stephan's wife Patti. Within that book, directly following the map, you will find an extensive index of descriptions for each and every location marked upon it. This is that index and hopefully your utilizing Mark's wonderful 5<sup>th</sup> edition map. Enjoy!

*Written by: Stephan Michael Sechi  
Digitalized by: Mark "Tipop" Williams  
Layout & PDF Wizardry by: Marques*

# A

## Aabaal

Aabaal is a coastal settlement located in western Aaman. It is renowned primarily as a place where Orthodoxist cult relics are made, fashioned from iron by a cloistered order of artisan-priests. The artisans of Aabaal are forbidden to deviate from the traditional designs and forms approved by the Hierophant, and are notable for their reclusive habits.

## The Aberrant Forest

The Aberrant Forest is a bizarre woodland region located in the southwest sector of the Wilderlands of Zaran, and believed to have been created by errant magical forces unleashed during the Great Disaster. Countless varieties of mutated flora and fauna are said to be found here, including talking Mang trees, giant species of slugs and scavenger slimes, weird insect-reptile hybrids, and intelligent plant-creatures.

## Acid Plains

To the east of the Smoke River lies the Acid Plains, a stretch of foul-smelling flatland dotted with pools of bubbling lye, acid, and other noxious compounds. The Ur clans of Urag are responsible for despoiling this region, which for several centuries has served as a dumping ground for waste products derived from the Ur's massive slag furnaces. The plains are largely devoid of life, with the exception of urthrax, crews of Darkling slave laborers (assigned to dump or retrieve wagonloads full of toxic wastes), and abominations (various types of mutated life forms).

## Ahazu Lands

The dense eastern junglelands of the Dark Coast are home to the four-armed Ahazu, whose fierce war-tribes range throughout the region. The area is also populated by batranc, pseudomorphs, and malathropes, and so is generally avoided by most sensible folk.

## Akbar

The citadel of Akbar is a formidable military outpost which stands at the mouth of a deep gorge, barring incursions by the Ur clans of Urag into the land of Arim. Its walls are over forty feet in height, and are flanked by fifty foot towers mounted with fire-throwers. No less than ten thousand Armite knife-fighters, scouts, archers and artillerists man this massive installation. Akbar also serves as a center for trade, and is occasionally visited by Jaka hunters, trappers, Djaffir merchant tribes, and Farad slave-mongers.

## Akmir

Easternmost of the Seven Kingdoms' wilderlands outposts, Akmir stands at the crossroads between the city states of Maruk and Hadj. This archaic, walled fortress is regarded by professional men-at-arms as the most dismal of assignments. Situated far from civilization, Akmir is beset by harsh climatic conditions, wild beasts (such as omnivrax and

malathropes), and clans of marauding bandits. Consequently, the fortress is manned by the dregs of Talislantan society: Jhangaran mercenaries, Arimite knife-fighters, renegade Ur clansmen, half-men, exiles, and so forth. Akmir also serves as a way-station for travelers in need of shelter, and is regularly frequented by Djaffir merchant tribes and Orgovian traders.

### Al Ashad

Al Ashad is one of the two Djaffir settlements, the other being El Aran (q.v.). It is comprised solely of tents, arranged about a large oasis. The wells located here are heavily-guarded by the Djaffir tribes of Al Ashad, for water is a precious commodity in this region. It is said that the Djaffir merchant tribes prefer this settlement to El Aran, due to its close proximity to the Wilderlands Road and neighboring Carantheum.

### Alm

Alm is a small village situated along the southwestern coast of Aaman. An especially fanatical order of Orthodoxists, known as the Flagellants, hails from this settlement. They can sometimes be seen wandering the roads of Aaman, beating themselves with ritual flails and chanting Cultist slogans.

### Amber River

The Amber River runs from the Cinnabar Mountains of northern Mog to Rogue's Bay in the Azure Ocean. The river is aptly named, for it is rich in deposits of costly amber crystal. It is also inhabited by skalanx, steely-jawed chang, and other unfriendly organisms. The large Mogroth settlement of Mogran lies downriver, towards the south.

### Amethyst Mountains

The violet-hued Amethyst Mountains surmount the northern forests of Tamaranth, encircling the Tamaranth Valley and the Ariane Maze City of Altan. Avian Gryphs patrol the skies above, and predatory exomorphs, malathropes and peaceful herds of wild silvermanes roam the woodlands below. There is a single, hidden trail which leads through the Amethyst Mountains and on into Tamaranth Valley. A rare type of violet stone, used in the making of the Ariane's tamar, is found only in this region, as are numerous unusual plant species (such as violet creeper and stranglevine), and predatory behemoths and beastmen from the nearby Plains of Golarin.

### Ammahd

Ammahd is the capitol of Aaman, a church-state ruled by the Orthodoxist Cult. The city is part of the old Phaedran capitol of Badijan, which was divided in two following the long and bitter Cult Wars with the Paradoxists of neighboring Zandu. A towering structure, known as the Great Barrier Wall, now stands between Ammahd and the Zandir capitol of Zanth (q.v.).



## Anasa

Anasa is a fortified Dracartan citadel which stands at the southern edge of the Red Desert, in Carantheum. It is primarily a military outpost, with its own fleet of duneships and a garrison of desert scouts. Some trade is done here, mainly with the Djaffir tribes.

## Andurin

The Citadel of Andurin is Aaman's largest military installation, and an important center for trade and commerce. The Knights of the Theocratic Order maintain this facility, where a sizable contingent of armored infantry, ogriphant-mounted cavalry, and heavy crossbowmen are stationed. Orthodoxist pilgrims often stop here to visit the Abbeys of Andurin, where acolytes are trained in the tenets of Orthodoxist dogma.

## Arat

Arat is a large port city which once served as an Aamanian naval installation during the Cult Wars with neighboring Zandu. The facilities are now utilized by Aamanian merchant vessels, which sail along the coasts from the Aaman Canal (to Aamahd) in the north, to the port settlement of Alm in the south. Aamanian sailors will not venture beyond these areas, fearing that to do so will invoke the disfavor of their patron deity, Aa the Omnipotent.

## Axis River

The Axis River flows from Lake Venda in the north of Arim to the southern coasts of Jhangara, emptying at last into the Azure Ocean. Though it is very wide, the Axis is somewhat shallow, and can be navigated safely along its entire length only by flat-bottomed skiffs, barges, and the like. The slow-moving waters can be tricky to navigate in spots, due to the presence of sandbars, snags, and (less commonly) giant river kra.

## Azure Ocean

This great expanse of deep-blue water encompasses the whole of the western and southwestern coasts of Talislanta. It is traversed by the ships of many lands, including Zandu, Aaman, Gao-Din, Imria, Parthene, and Faradun. Sea dragons are not unknown in these waters, and storm demons may be encountered hereabouts, particularly during the spring and fall months.

# B

## The Badlands

This sparsely-wooded sector of Yrmania is home to a race of sub-humanoids known as the Wildmen, whose loose-knit tribes may be found wandering aimlessly throughout the area. Yaksha, tundra beast and muskront also inhabit the rugged hills, ravines and tanglewood groves of this wilderness region.

## The Banditlands

Bordered to the west by the Red Desert, and to the east by the Zaran Mountains and Volcanic Hills, the Banditlands is the refuge of the Za - a clannish and barbaric race, who claim to be descended from the original inhabitants of the lost kingdom of Zaran. This land of arid hills and scorched dust flats is the bane of merchants and travelers alike, who must suffer the depredations of desert kra, manrak, and opteryx, in addition to marauding parties of Za bandits.

## Baratus Bay

In ancient times, the waters off the Dark Coast were the exclusive domain of the Baratus - a semi-human race of sea-roving pirates, who terrorized the coastal regions of southern Talislanta for almost two hundred years. The Baratus are long since gone; their ships lay rotting on the ocean floor, their treasures buried in secret places scattered across the shores of the Dark Coast. Ahazu and MoorgWan (Mud People) vie for control of their former jungle sanctuaries, and giant sea scorpions lurk within the sunken hulks of their once-splendid sea vessels.

## The Barrens

This section of the Wilderlands of Zaran is predominated by salt flats, scrub plains, and craggy hills. It is an extremely wild and dangerous region, inhabited by cannibalistic Enim, earth demons, herds of land lizards, wild mangonel lizards, and such dangerous predators as omnivrax and behemoths. A tribe of primitive humanoids, known as the Danelek, lives here. They mine salt and hunt land lizards and rock urchins, which they trade for food, metal utensils and weapons.

## Batre

Batre is a tropical island which lies to the south of the Dark Coast. The isle is a popular stopover point for sailors, who come here to replenish their supplies of fresh fruit and water. A race of primitive humanoids, known as the Batreans, lives on the island in the villages of Domal and Lal-Lat (q.v.). The jungles around these two settlements abound with colorful avian species, fruiting and flowering plants, and predatory beasts (such as kaliya, marsh strider, and a tropical species of dractyl, which inhabits the hill regions).

## Bay of Cicz

The Bay of Cicz lies adjacent to the eastern coast of Faradun, and the western coast of Chana. Mangar corsairs, sea demons, and giant sea scorpions are common to these waters, to the dismay of Farad merchant vessels and Imrian slave coracles, who must also traverse the Bay of Cicz.

## Black Pit of Narandu

In legend, this purportedly bottomless fissure leads either to a vast underground sea, the entrance to a system of subterranean roadways, or the lower plane of Cthonia; Talislantan

scholars seem to be unable to arrive at a consensus of opinion on the matter. Clouds of steam emanate from the depths of the Black Pit, freezing on contact with the frigid air and condensing into a variety of fanciful ice formations.

### Blue Atolls

These small islands are part of the Crescent Isles chain, and are comprised solely of a brilliant variety of royal blue coral. Rainbow kra often secure their egg sacs to the numerous small inlets and outcroppings of the atolls, where they will be safe from giant sea scorpions and other marine predators, which infest the waters around the atolls.

### The Boglands

The murky Boglands of Mog are home to bog devils, aramatus, and similarly unpleasant entities. The only intelligent creatures who regularly venture into the Boglands are Mogroth, who come here to gather mung berries. The Ardua of Vardune claim that a rare variety of lotus grows in this region, the blossoms of which are a golden amber in color. Supposedly created by the fabled magician Viridian, the plant's properties remain a source of speculation amongst horticulturists and botanomancers alike.

### The Boru River

The Boru is fed by numerous small streams from the Topaz Mountains. The river serves as a natural boundary between the territories of the Green Men and Moorg-Wan (Mud People). Mudrays, skalax, and various types of fresh-water mollusk are common in these waters.

### Brown Hills

The Brown Hills of Yrmania are home to the Jaka, a race of humanoids whose features resemble a cross between wolf and panther. The sepia-tinged forests of this region teem with wild beasts of many types, including muskront, wild greymanes, yaksha, werebeasts, nighthawks, and omnivrax. Jaka hunters often transport hides, horn and wild beasts from this region for trade in Arim and Zandu.



### Caprica

Caprica is the largest settlement on the isle of Thaecia, and the site of the annual "Festival of the Bizarre"; an annual exhibition of oddities and curiosities which is attended by visitors from across the Talisantan continent. The inhabitants of Caprica live in elaborate gossamer pavilions, and enjoy a lifestyle which is generally free from worry or strife.

### Castabulan

Castabulan is a rocky isle, fringed with copses of tanglewood and stunted gall oak, and located off the western coast of Silvanus. A cabal of blue-robed astromancers resides on



the island, in an eccentric "observatory" constructed of rough-hewn timbers and stone. Descendants of a group of Phantasians whose windship crash-landed on the isle in the year 447, the astromancers of Castabulan have developed a close affinity to the forces of nature, which they have had occasion to experience first-hand since being ship-wrecked long ago. Using instruments of their own design, they monitor changes in the weather, and claim through practice to be able to predict storms, droughts, and other meteorological phenomena. It is customary for Zandir captains sailing to or out of the port of Zantium to send a messenger to Castabulan, in order to obtain advice on prevailing winds, tides, and so on. The usual procedure is for the messenger to leave a gift (food, wine, or supplies) at the foot of the stairs leading up to the observatory, ring a gong placed conveniently nearby, and wait. A harbinger imp will respond within a moment or two, carrying with it a scroll bearing the astromantic predictions for the day.

### Castlerock

Castlerock is a high promontory of jagged basalt overlooking the straits of Khazad, and situated on the northern coast of Werewood. The mount resembles a natural stone fortification, and in fact may have been utilized for such purposes during the Forgotten Age. It is thought to be a roosting place for wind demons, and is now avoided.

### Cella

This sylvan island is part of the Thaecian Isles chain. It is notable for its exotic flora, and for its singular resident - a Thaecian temptress known only as the Enchantress of the Shoals, whose splendid manse stands on a hill overlooking the ocean. Here, it is said, one may petition the Enchantress to grant a wish in return for a favor. It is unclear what manner of favor the Enchantress requires in return for her aid.

### The Cerulean Forest

The Cerulean Forest of northern Quan is so named for the plants and trees that grow here, which are resplendent in various shades of blue. It is the practice of individuals who traverse these parts to string sturdy nets above all wagons and campsites; a precaution intended to ward against attacks by metal-plumed shriekers, who attempt to skewer prey by diving down upon them from the treetops. Costly cerulean dyes, rare herbs, and wild beasts (such as muskront, yaksha, and omnivrax) are found in this woodland region.

### Chana River

The Chana River is a tributary of the River Shan. The murky waters of the Chana are infested with aramatus, skalanx, and hordes of grey ikshada: explaining, perhaps, the Chana Witchmen's extreme reluctance to cross almost any body of water. Many varieties of rare plants and herbs grow along the banks of the Chana River, and Imrian Slavers occasionally venture into these areas in order to obtain stores of fresh provisions; primarily, slugs and giant waterbugs, which the Imrians regard as delicacies.

## Chasmrock

Chasmrock is a great canyon located in the Jade Mountains of southern Quan, and flanked on both sides by rows of twisting stone spires. Nagra spirit trackers come here to hunt manrak - horrid man-raknid hybrids, the heads of which bring a sizeable bounty in the Quan Empire, Faradun, and other lands. Black diamonds are also found in this forbidding region, where civilized men rarely dare to go.

## Cinnabar Mountains

The crimson-peaked Cinnabar Mountains extend from the Axis River east to the edge of the Dark Coast, serving as a natural border between the Seven Kingdoms and the swamplands of Mog. Kite-winged batranc glide among the upper altitudes, where a fleet of six Phantasian windships once crashed enroute to Cymril. The vessels, along with their cargoes of dream essence and magical paraphernalia, have never been located.

## City of Cymril

Cymril is a fabulous city constructed of glittering green glass, generally regarded as the capitol of the Seven Kingdoms. It is notable as the site of the Lyceum Arcanum, Talislanta's foremost institute of magic, and as an important center of trade. Cymril's enlightened views on magic have made the city a popular haven for wizards, magicians, and other practitioners of the arcane arts.

## City of Kasmir

The city of Kasmir is the capital of Kasmir of the Seven Kingdoms, and an important center for commercial and financial ventures of all sorts. The populace works and lives in windowless stone towers, intended to safeguard their considerable stores of wealth. The folk of Kasmir are shrewd money lenders and appraisers, and bear a well-deserved reputation as misers.

## City State of Danuvia

The independent City State of Danuvia is a sovereign state ruled by a royal Gynecocracy - a government run exclusively by females, under the authority of the Queen of Danuvia. The city state is notable for its mercenary army, which is comprised solely of female archers, lancers (mounted on aht-ra imported from Djaffa), and swordswomen. A great pageant, known as the Connubial Feast, is held here once each year, for the purpose of finding suitable mates for the Queen.

## City State of Hadj

The independent City State of Hadj is located south of Djaffa, in the Wilderlands of Zaran. It is home to the Hadjin, a fabulously wealthy people of lofty and elevated airs. The Hadjin Ruins, situated adjacent to the city, are a great attraction to itinerant adventurers, who come here in droves to tour or explore the ruins (the Hadjin charge a fee for such privileges, which do not come cheaply).



## Cliffs of Khazad

The sheer cliffs ringing the coastline of Khazad measure up to two hundred feet in height, and are impervious to all but the most skillful or desperate climbers (level of difficulty ranges from 6-12). Of interest to scholars of the occult are the giant diabolical visages carved into the cliff-sides along the northern coast, which are said to represent various members of the Shaitan hierarchy. A particularly odious clan of horned devil-men have made their homes in the mouths and eye-sockets of these immense stone effigies, further complicating attempts to study the cliffs at close range.

## City State of Maruk

The City State of Maruk purportedly lingers under an age-old curse, a theory which cannot easily be dismissed. The city is a shambles: its once-prosperous orchards, and farmlands are barren; its people, forced to sell ogront dung in order to earn a living, are all destitute and dispirited. The ruling council of Maruk has offered a reward of one hundred thousand gold lumens to anyone who can remove the curse, if indeed there is one. To date, all attempts to rectify the situation have been for naught.

## Cliffs of Bahabd

These precipitous cliffs have long protected Arim from invasion by the Ur clans of neighboring Urag. They stand over 300 feet in height, and are nearly impossible to scale (level of difficulty: 12). Bands of avian Stryx once lived in caves dug into the face of the cliffs, until they were smoked-out by Arimite knife-fighters.

## Conjuror's Point

This rocky peninsula of land is named for the legendary magician, Cascal, who was reputed to have kept a small vacation cottage here during ancient times. An homunculus, left untended in one of Cascal's vats, supposedly escaped while the magician was away on business, and laid waste to his cottage. The inhabitants of nearby Zantium claim that this creature still lives on Conjuror's Point to the present day, and blame the homunculus for almost any occurrence for which there is no ready explanation, including incidences of missing persons, lost articles, and acts of violence.

## Coral City of Isalis

Accessible by three outlets of the River Shan, the Coral City of Isalis is located in the midst of the Inland Sea. A natural reef serves as the foundation for the city, which is fashioned of pink, blue, red, and green varieties of coral. Isalis is home to a semi-aquatic race of humanoids, known as the Sunra. Slaves of the Quan Empire, the Sunra keep a great armada of dragon barques, merchant skiffs, and fishing boats moored at Isalis, which serves as an important naval facility. Sunra sea-farmers work the shallows around the city, harvesting crops of seaweed, algae, and edible mollusks. Moonfish, considered a great delicacy by the Quan, are also found here. The "streets" of Isalis are actually narrow waterways, which course in and around the long rows of elegant coral structures.

## Coven Island

Situated off the coast of Khazad, Coven Island appears as a bleak and deserted-looking mound of stone. The isle is pock-marked with caves and tunnels, which some say once served as a hiding place for witches seeking to avoid persecution by the Orthodoxists of Aaman. It is not known if the isle is currently inhabited.

## Crystal Mountains

The icy peaks of the Crystal Mountains extend from the Lost Sea to the borders of Tamaranth. Impassable except by means of a handful of little-known trails, the mountains are known to contain deposits of blue diamond - the so-called "permanent ice" of legend. Avalanches, ice dragons, frostweres and other hostile entities pose dangers to would-be prospectors.

# D

## Dagger Ridge

This line of knife-like peaks separates Kharakhan from the Shadow Realm. Dagger Ridge is considered impassable to all but the most expert climbers (level of difficulty: 10+). It is wise to keep in mind that satada are expert climbers, and that such creatures are not unknown in these parts.

## Dalia

Dalia is a scenic tropical island which lies amidst the Thaecian Isles chain. It is considered one of the most splendid places in Talislanta, the presence of a species of small winged parasites (known as neurovores) notwithstanding. Many varieties of costly magical herbs grow wild on the island.

## The Darklands

The mountainous southern realms of Urag together comprise the region known as the Darklands - a hostile wilderland, long since stripped of much of its natural resources by the monstrous Ur clans of northern Urag. Above ground, erosion by wind and rain has rendered the land barren of vegetation, and unable to support all but the most persistent varieties of choke-weed, lichen and briars. Far beneath the earth, crews of Darkling slave-miners toil ceaselessly in the played-out mines, tunneling in search of the few remaining veins of silver and black iron ore. A handful of Darkling tribes fortunate enough to have eluded or escaped the Ur clans still make their home in the cavernous deeps, fearful to emerge from hiding lest they be captured and put to use as slaves. Giant land kra also dwell in these underground regions.

## Dead River

The Dead River was once the greatest waterway on the continent, running from the Lost Sea (formerly the North Sea) south and east to the borders of Faradun. When the North

Sea inexplicably dried up, so did all of its outlets. The Dead River is now a winding chasm; difficult to cross due to its depth (which ranges from ten-to-forty feet in the vicinity of Urag, to as much as a hundred and twenty feet throughout much of its southern end). It is less difficult to traverse the length and breadth of the Dead River, which forms a natural trail extending across much of the continent. Djaffir merchants, Orgovian traders, travelers, and merchant caravans sometimes follow this route. So, alas, do a variety of hostile creatures, including behemoths, malathropes, chasm vipers, Za bandits, and satada.

### The Desertlands

This stretch of parched terrain, located to the southeast of the City State of Danuvia, is one of the most desolate regions on the continent. Nothing grows here, for there is no water. The only creatures who can tolerate these environs are horned devil-men and sand demons, neither of which require moisture to survive. Both require sustenance, however, and so hunt each other relentlessly. Scattered across the landscape are the remnants of several ancient civilizations, along with the skeletons of unlucky travelers and their beasts; all almost perfectly preserved due to the excessively hot and dry climate.

### Desolate Hills

The Desolate Hills of far northern Yrmania are largely uninhabited, save for yaksha, tundra beast, and the ungainly creatures known as lopers. Semi-precious stones can be found in low depressions throughout the hills, a factor which occasionally draws would-be prospectors to this region.

### Devil's Swamp

The westernmost sector of Mog, known as Devil's Swamp, is a region rich in exotic forms of plantlife, amber, and quaga. Unfortunately, this area is also the domain of bog-devils, who come here to hunt swamp demons and water raknid eggs; the latter, a delicacy amongst bog devils. The Mogroth who live in this area tend to congregate in small settlements located around the mountainous southern peninsula, avoiding the lowland areas.

### Dhar

Situated in the southern forests of Tamaranth, Dhar is the largest of all Gryph settlements, consisting of nearly a hundred communal eyries nestled high in the treetops. Among these is a large Council Eyrie, where the chieftains of all the many Gryph clans come to meet each year, during the first week of Jhang. The areas around Dhar are regularly patrolled by heavily-armed Gryph scouting parties, who do not take kindly to unauthorized intruders venturing into their territories.

### Dire Woods

This unpleasant-looking region occupies that portion of Silvanus through which the Necros River runs. It is overgrown with thornwood and hangman's tree, all hung with



strands of grey-black spidermoss. The woods bears its name from its awful inhabitants, which include ghosts, malathropes, necrophages and a giant species of river kra, to name but a few. Legends of hidden treasure, supposedly buried here by an extinct race of seafaring marauders, go largely unheeded. Even the Sarista, who love gold as much as any, have no desire to enter the Dire Wood.

### Domal

Domal is one of two settlements located on the isle of Batre, which lies off the Dark Coast (the other is Lal-Lat; q.v.). The village consists of a number of mud and thatch hovels, inhabited by brutish Batrean males, and a large communal hut utilized by the beautiful females of the species. A living "wall" of thornwood surrounds the entire complex, providing protection from wild beasts and bands of marauding Imrian slavers. The Batrean males are in the habit of selling their womenfolk for gold, and do not take kindly to poachers.

### Donango

Donango is a beautiful tropical island situated in the Crescent Isles chain. Despite its placid outer appearance, the island literally crawls with sea demons, and is a virtual death-trap. The sea demons of Donango are rumored to keep vast hoards of treasure in their undersea caverns, scavenged from the hulks of sunken vessels.

### Dracarta

The Crimson Citadel of Dracarta is the capitol of the Desert Kingdom of Carantheum, and a burgeoning center for trade and commerce. The city is famed for its thaumaturges, who constructed its three-fold walls and towering obelisks from solidified sand, plated with liquified red iron. Duneships, land barges and land arks depart from the Crimson Citadel throughout the year, bearing cargoes of red iron and thaumaturgical wares, or travelers headed for destinations in the west. They return laden with goods from many lands: precious stones from Arim, Cymrilian amberglass, crystals from Durne, scintilla from the swamps of Jhangara, and solidified blocks of water from Lake Zephyr, in Astar of the Seven Kingdoms. Dracarta maintains a large army of desert scouts, several hundred Yassan technomancers, and an impressive fleet of duneships. The King of Carantheum lives here, in the Crimson Palace.

### Dragonrock

This immense, active volcano is the source of the River of Fire, and the Firefalls. Pyro-demons and earth demons are said to inhabit its depths, according to some Talislantan scholars. The local sauran tribes claim that the volcano's exhalations are actually the fiery breath of the dragon Satha, patron mother-deity of the sauran race.

### Dragon's Grave

This dead volcano, located somewhere in the central region of the Volcanic Hills, is

purported to be the fabled "dragon's graveyard" of many a Rajan and Dracartan folk tale. According to legend, it is traditional for all crested dragons to come here when it is their time to die. The interior of the dead volcano is believed to be littered with the remains of untold hundreds or thousands of these great monsters, popularly depicted as having carried their most treasured possessions with them to the grave. Treasure hunters and ivory traders have searched for Dragon's Grave for centuries, and some even claimed to have found the place, and become rich. Others no doubt met an untimely end at the hands of the sauran tribes, raknids, araq, or wasps.

### The Dread Forest

This dense and tangled region lies adjacent to the Necros River in Werewood. It is a favorite haunt of ghosts, necrophages and the like, and so is generally avoided except by certain varieties of pseudo-demon; most notably, fiends, who seem in some unknown manner to be drawn to the ancient ruins which lie scattered throughout the northern part of this region.

### Drukh Lands

The wooded hills and mountains of northern Arim are the domain of the fierce Drukh tribes - bestial sub-men of violent temperament, who dye their long hair, beards and skin with the juice of the purple barb-berry. Muskront, herds of wild greymane, exomorphs and yaksha can also be found in this region.

## E

### Eastern Borderlands

The region known in the Seven Kingdoms as the Eastern Borderlands is actually the westernmost edge of the Wilderlands of Zaran - an arid expanse of terrain, inhabited by marauding packs of beastmen, lopers, wild mangonel lizards, and omnivrax. The borderlands are patrolled by mercenary scouts from the outposts of Karfan and Ikarthis, who are often required to complete grueling ten-day tours of the region without outside support or back-up. Not surprisingly, a tour of duty in the Eastern Borderlands is considered one of the most difficult and thankless assignments which a mercenary warrior or scout can draw.

### El Aran

El Aran is a Djaffir tent settlement identical in most respects to Al Ashad (q.v.). It is said that the Djaffir bandit tribes prefer this place to Al Ashad, due to its isolated location in the desertlands of northern Djaffa. Sand demons proliferate in this region.

### Emerald Mountain

Standing amidst the Sea of Glass in Faradun, Emerald Mountain is an imposing peak comprised entirely of a strange, greenish ore. Scholars have speculated that the mountain

was once an active volcano, from which spewed forth a lake of liquid green crystal (which later cooled, becoming the Sea of Glass). Cymrilian glass miners who have tested the metallic green substance of Emerald Mountain have reportedly found it to be both incredibly hard and resistant to heat; so much so, that smelting the green metal was considered a practical impossibility.

### The Emperor's Road

The Emperor's Road spans the length and breadth of the Quan Empire, from Hadran to Ispasia, and from Karang to Vishana. Without doubt, it is the best-maintained roadway on the continent, showing signs of neglect only in the dangerous jungle regions of the south. A minimum toll of five gold lumens is charged at all bridges and city gates, the alleged purpose of these exorbitant fees being to keep the roads clear of riffraff. Heavily-armed Kang sentinels patrol the Emperor's Road at regular intervals.

### Enchanted Grove

This scenic woodland is home to much of Astar's Muse population. It is largely free of predatory beasts, though the grove suffers from an overabundance of the pestiferous sprite-like creatures known as woodwhisps. Harpwood, whitewood, and sorcerer-tree grow wild in the region, which is renowned for the enchanting musical instruments created by the Muse Esthesians who dwell here.

### Erendor's Way

This rugged trail, which winds its way through a good portion of the Volcanic Hills region, is the same one which some scholars claim was followed by none other than the legendary Erendor; a wizard of ancient Elande, who is purported to have hidden all his most precious possessions in a maze of caverns located somewhere in the vicinity. Neither Erendor, his possessions, nor his caves have ever been found, possibly due to the distractions which aspiring treasure-hunters must overcome while attempting such endeavors. These include, but are not limited to, sauran war parties, raknids, araq, land dragons, wild striders, and wasps.

### Eros Isle

This sylvan atoll is part of the Thaecian Isles, and is one of the most beautiful islands in the Azure Ocean. A hedonistic cult of violet humanoids, known as the Thiasians, lives here in fanciful dwellings constructed of woven vines, sea shells, and bits of colored coral. They are an intriguing people, renowned for their exotic dances, but lacking interest in most practical matters. As both male and female Thiasians are exceptionally attractive, they are greatly-favored as consorts. They have often been victimized by Imrian slavers, who seek to capture Thiasians for sale in Faradun or the Quan Empire.



# F

## Fahn

Fahn is an island paradise, located amidst the Crescent Isles archipelago and inhabited by a peaceful race of plumed albinoids, known as the Sawila. They live in graceful dwellings made of woven grasses and suspended from the boughs of towering deodars. The Sawila are skilled in a peculiar form of white witchcraft, which enables them to "weave" spells through the use of enchanting songs and dances. It is rumored that the Sawila employ their subtle magics to charm great sea monsters and to effect changes in the weather; both methods being employed to discourage the depredations of Na-Ku cannibals, Mangar corsairs, Imrian slavers, and other hostile entities.

## The Fangs of Golarin

These twin spires of rock are located along the western border of the Plains of Golarin. Standing over a hundred feet in height, the "Fangs" are a favored roosting place for ravengers, as they scan the surrounding environs for food.

## The Far Reaches

Northernmost of the frozen territories of Narandu, the Far Reaches are inhabited mainly by frostweres, lopers, and ice dragons. Parts of the area are believed to have once been underwater, perhaps explaining the legends of shipwrecked vessels frozen in solid blocks of ice.

## The Far Seas

The body of water known as the Far Seas stretches across a vast area, from the island of Nefaratus to the northern tip of the Quan peninsula, and far to the east. Uncharted at its southern and easternmost extremes, the Far Seas are often wracked by tropical storms, particularly during the spring months. Giant sea scorpions, sea demons, and other malefic entities are known to infest these waters.

## Farique

The mystical island of Farique is part of the Thaecian Isles chain, which stretches in a three hundred mile arc across the western reaches of the Azure Ocean. There is an enchanted fountain on the island, located high atop a peak surrounded by dense jungle, the waters of which are purported to confer continued youth and longevity. A single ounce of the "Waters of Farique" sells for as much as five hundred gold lumens in some lands, but is said to be notoriously difficult to obtain; the "fountain" emits but a trickle of liquid, and the jungles around the isle are rife with drac, aramatus, and water raknids. Furthermore, the fountain seems to draw winged ravengers from the coasts of Mog, a fair percentage of which one may assume to be both youthful-looking and long-lived.

## The Fells

The Fells are arguably the most dangerous and foreboding of Mog's numerous swamplands, being inhabited by such menacing entities as kaliya, swamp demons, alatus and giant mantrap. Dealers in contraband sometimes send agents into this region to obtain costly black lotus, and the intoxicating pollen of the mantrap (known as euphorica).

## Fetish Island

Part of the Crescent Isles archipelago, Fetish Island is named for the many hundreds of stone images and totems which can purportedly be found in the jungles of the interior region. Most of these devices are one-to-two feet in height, and weigh up to about thirty pounds. The cannibalistic Na-Ku of neighboring Pana-Ku claim that these stone fetishes have magical properties (specifically, that the totems are "alive", and can speak in tongues), and favor them greatly. The isle is infested with virulent predatory and parasitic species, however, including grey ikshada, urthrax, and alatus.

## Firefalls

The River of Fire (q.v.) terminates in the spectacular natural phenomenon known as the Firefalls - a torrent of liquid flame, cascading downwards into a deep chasm. Viewed at night from the surrounding Volcanic Hills, the Firefalls are said to present a most impressive display. Sight-seers are advised to keep an eye out for pyro-demons, which often swim in the River of Fire.

## Forbidden City of Abrazad

The Forbidden City is home to the ruler of Arim, a recluse known as the Exarch. Here, in his lofty mountain retreat, the Exarch lives in seclusion, surrounded by his retinue of bodyguards, concubines and royal wizards. Shipments of gold and gemstones are brought here by caravan once each month. Aside from this, the Exarch's only contact with the outer world is through his spies, who keep him appraised of the machinations of his most feared enemies: the Revenants, a secret society of assassins who may well be the true rulers of Arim.

## Forbidden Straits

The narrow waterway which lies between the southern Chana peninsula and the island of Nefaratus is largely avoided by Talislantan sailors, and for good reason. These are the territorial waters of the Black Savants of Nefaratus, who patrol the area in ominous, black-hulled vessels. Imrian slavers - who, by virtue of a secret arrangement with the Black Savants, are allowed to pass through the Forbidden Straits - claim that the Nefaratan ships are made of black iron, and are propelled by teams of night demons shackled with silver chains and driven on by giant Enim taskmasters. While most Talislantan scholars question the veracity of such tales, it has been reliably reported that the Black Savants' dark vessels are impervious to fire, and appear to move through the water at astounding speeds.

## Forgotten City

The name of this ruined and forlorn metropolis has long since faded from the memory of Talislantan scholars, hence its current appellation. Even so, the majestic spires and domes of the Forgotten City still conjure up visions of the grandeur of a bygone age, and continue to attract explorers and adventures intent upon unearthing its ancient treasures: antique seeing stones, faded scrolls, stone sarcophagi, and other valuable artifacts. The proximity of hostile war bands from neighboring Rajanistan poses some danger to would-be archaeologists, as does the presence of sand demons and predatory satada.



## Gao-Din

This rocky isle was once the site of a Phaedran penal colony. After the fall of the Phaedran Dynasty, the prisoners took over the island and converted the facilities into a makeshift settlement, now known as the Rogue City of Gao-Din. Sea Rogue vessels from Gao-Din sail the waters around Mog, and pose a hazard to merchant ships attempting to pass through the area. A large colony of sea demons, purportedly on good terms with the inhabitants of the Rogue City, is located nearby.

## Garganta

Largest of the Thaecian Isles, Garganta is a great and irregular mound of volcanic rock. The island is populated by Monoliths - gigantic entities of living stone, who are believed to be among the oldest creatures in the world. Wind demons also come here at certain times of the year to engage in their violent courtship and mating rituals (the gift of a live humaoid is an offering which few female wind demons can refuse, or so it is said).

## The Ghostlands

The arid and inhospitable region known as the Ghostlands lies in the northern part of the land of Faradun. No living creatures can tolerate the harsh climate of this forbidding locale, with the result that only necrophages, shadow wights, disembodied spirits, and pseudo-demons are to be found in these parts. The Farad claim that ancient crypts and barrows, rumored to contain the cursed remains and trappings of a vanished race of necromancers, are hidden beneath the scorching sands.

## Gnorlwood

The Forest of Gnorlwood is located in the south central region of Werewood, adjacent to the Zandir border. It is one of the oldest woodlands in Talislanta, its once-tall trees now stoooped and withered with age. The softly sloping hillocks of this area are home to the Gnorls; an ancient race of humanoids which many scholars regard as the earliest known ancestors of the Gnomekin of Durne. The Gnorls of Gnorlwood live in underground hovels, and are generally reclusive by nature - a reasonable attitude, as the surrounding woods abound with banes, mandragore, and giant shathane.



## The Gorge at Akbar

This deep chasm runs through the Onyx Mountains, forming a natural passage from Urag to Arim which is blocked only by the Arimite citadel of Akbar (q.v.). Arimite scouts patrol the heights above the gorge, alert for signs of intrusion by the warlike Ur clans and their allies.

## Gramarye Isles

These four tiny islands, together constituting the easternmost link of the Crescent Isles chain, are swathed in crimson jungle. A primitive cult of seers and diviners, known as the Orad, once made its home here. They are believed to have been hunted to extinction by a great colony of sea-scorpions, the only traces of their presence being the strange paintings found in numerous caves scattered throughout the isles.

## The Great Barrier Wall

Sixty feet in height and over forty miles long, the Great Barrier Wall stands between the two rival nations of Aaman and Zandu. An event known as the Clash of Champions is held atop the wall once each year, attracting spectators from across the continent.

## The Great Morass

The Great Morass is a wild and treacherous swampland considered by the Mogroth to be utterly impassable. Individuals who attempt to traverse this region on foot sink swiftly below the murky waters. Passage by boat is made impossible by the presence of skalanx, and kite-winged batranc patrol the skies overhead. The reputed presence of an island of solid amber, situated in the midst of the Morass, is not enough to lure any remotely sensible person to this region.

## Green Lagoon

The Green Lagoon is a swirling quagmire - a sinkhole, into which the waters of the east Sascasm River are slowly and irresistibly drawn. Many different types of creatures visit this region to drink from the Lagoon, including banes, werebeasts, malathropes, ravengers, and shathane. More than a few fall prey to skalanx, which lurk below the surface, anchored by their tails to the roots of massive swamp trees.

## The Greylands

The barren hills and steppes known as the Greylands were once the domain of numerous wild sub-men tribes, the scattered descendants of which are rumored to still remain in some secluded parts of this region. The Kang deny that any such tribes still exist, and claim that the only creatures inhabiting the Greylands are wild tarkus, striders, durge, winged azoryl, and perhaps a handful of crested dragons. Kang scouting parties keep watch along the western borders of this region, alert for signs of Sauran invaders.

## Grod

Grod is one of three large fortified settlements located in Urag, the other two being Krag and Vodruk. Each is constructed of cracked stone, earth, and rough-cut timbers, the rude structures enclosed within an outer wall topped with iron spikes. Surrounding the entire settlement is a ditch filled with raw sewage and crawling with scavenger-slimes, urthrax and other vermin. The Ur consider it great sport to lower captives into their "moat" by means of a rope and winch mechanism, using the victims as "bait" to catch whatever may be lurking below the surface of the water. Stationed at any of the three Ur settlements will be an Ur-king (commanding a personal retinue of several hundred Ur clansmen), ten warlords (each commanding a force of at least a hundred clansmen); a number of stryx scouts, several battalions of darkling slaves, and a contingent of beast-drawn siege towers, fire-throwers, rams, and slave-powered scourges.

## Groves of Serenity

The beautiful moss gardens, topiary mazes and shaded arbors of the groves are the product of untold generations of Mandalan savants, who created these patiently-crafted settings for use as places of relaxation and meditation. The area is still tended by Mandalans, though it is seldom used anymore due to the Quan, who have outlawed such practices.

## Gryph Lands

The great forests of Tamaranth are the traditional territories of the winged Gryph clans, whose tree-top settlements are situated throughout this dense woodland region. Innumerable species of avian creatures reside here, or migrate to Tamaranth during the fall months. The Gryphs offer them protection, and in return receive information gathered from across the continent. Exomorphs, malathropes and shathane also dwell in this region, though their numbers are kept in check by Gryph hunting parties.

## Gulf of Mog

This wide body of water borders the swamplands of Mog and the Dark Coast. The gulf is primarily the province of Imrian slavers and Sea Rogues from the island of Gao-Din. Still, skittish Zandir and Farad captains occasionally brave these waters, preferring to follow the coastline rather than venture into the open sea. Giant zaratan and skalanx are sometimes spotted in the gulf, and sea demons are not uncommon here.

## Gulf of Quan

The blue waters of the Gulf of Quan are seldom sailed, particularly since the building of the Imperial Canal. Sunra dragon barques still patrol the northern end of the River Shan, but rarely venture into the bay itself, which is now frequented mainly by sea dragons and giant sea scorpions.

## Gulf of Silvanus

This narrow and winding inlet is considered unnavigable, due to the presence of maelstroms and unpredictable cross-currents. Ancient sea dragons are believed to sleep in the depths, another reason why Talislantan sailors prefer to steer clear of these waters.

# H

## Hadjin Ruins

The area comprising the Hadjin Ruins is actually a vast burial ground littered with stone towers, each a mausoleum, in which are interred the remains of the Hadjin's early ancestors. The Hadjin provide tours of the ruins, and allow individuals to explore the mausoleum towers should they choose to do so. In either case, a fee must be paid to the City State of Hadj.

## Hadran

The Citadel of Hadran is the largest military installation in the Quan Empire, housing thousands of Kang troops, strider mounts, tarkus and support personnel. Constructed of marbled green and black stone from the nearby Jade Mountains, the fortress serves as the headquarters of the mighty Overlord - ruler of the Kang, and advisor to the Emperor of Quan. Hadran overlooks a bridge which spans a yawning chasm, allowing access to the far-reaching Quan Empire. A toll of one hundred gold lumens is charged to all visitors of foreign extraction. Foreign merchants cannot do business in Quan without an official permit; a leaden tablet stamped with the Emperor's seal, which can be obtained for the price of one thousand gold lumens.

## Hand of Urmaan

This hundred and fifty-foot tall stone configuration, located in the Jade Mountains of Rajanistan, resembles a massive, grasping hand. According to the Rajans, this oddity was created by Urmaan, the first ruler of Rajanistan, and a necromancer of fearsome capabilities. Its purpose is unknown, though some say that the hand serves to ward the necromancer's underground sanctum, the secret entrance to which may be hidden somewhere in the vicinity.

# I

## The Ice Peaks

These frozen shards of ice are said to be haunted by frost demons. As far as anyone knows, they are the only creatures who possess any desire to venture into this region of Narandu.

## Ikarthis

Westernmost of the Seven Kingdoms' wilderlands outposts, Ikarthis is situated adjacent to the eastern border of Kasmir. In most respects it is similar to the outpost of Akmir (q.v.),



though Ikarthis is considerably less-isolated, and better-provisioned. Djaffir merchants and Orgovian traders often stop here, offering fresh provisions, mounts, and goods from the east.

### Imperial Canal

This man-made waterway was built to allow access to the lake city of Tian, via the Gulf of Tian and the Far Seas. It was constructed in twelve years by large crews of Vajra slave laborers, at a terrible cost in lives. A system of locks and channels allows traffic on the canal to be strictly monitored. Quan pleasure barges, Sunra fishing vessels, and other vessels utilize the Imperial Canal, but the waterway is of an insufficient size to accommodate the large dragon barques of the Sunra - an oversight attributed to the Quan rulers, who insisted that the canal be constructed as quickly as possible.

### Imria

Imria is a large island cloaked in dense jungle and swampland, lying off the southeast coast of Mog. A race of amphibious humanoids, known as the Imrians, lives here in the lagoon settlement of Kragan (q.v.). Elsewhere, the isle is infested with virulent lifeforms, including kaliya, horned apes, kra, crag spiders, man-eating plants, and swamp demons.

### The Inland Sea

The Inland Sea is located in the south central region of the Quan Empire, to the north of the jungle outpost of Vishana. Sunra dragon barques and fishing vessels ply this formidable expanse of jade green waters, which is fed by the River Shan. Here are found such exotic creatures as moon fish (a delicacy, reserved by law for the enjoyment of the Quan ruling class), nar-eels (sought for their ivory horns), silveray, spiny-shelled echinomorphs, and a variety of giant lake kra. The Coral City of Isalis, home of the Sunra, lies at the center of the Inland Sea.

### Irdan

Irdan is a massive stone citadel which serves as the capitol of the desert kingdom of Rajanistan. Here the Khadun (ruler of the Rajan nation and Necromancer-Priest of the Black Mystic cult) resides within his sanctum in the Temple of Death, protected by his legions of fanatical followers: Rajan Necromancers, the elite Torquar, giant Shadinn warriors, and the nomadic Aramut, Zagir, and Vird tribes. Gold, mined in great quantities from the Jade Mountains, is smelted into ingots in Irdan, where it is used to purchase weapons and k'tallah from Faradun. Aside from the Farad, the city is closed to foreigners.

### The Iron Citadel

The Iron Citadel is a ruined fortress of ancient and unknown origins, inhabited by a cabal of other-dimensional entities known as the Malum (or, in popular usage, "Shadow Wizards"). Its towers have eyes of carved obsidian, which constantly scan the surrounding environs of the Shadow Realm. Various strange and unnatural creatures roam the area,

including fiends, monitor imps, sardonicus, and abominations.

### Ironwood

The forest of Ironwood occupies the western portion of the land of Durne. The steel-grey ironwood trees which grow here are much-favored for use in heavy construction, for the wood is nearly as tough and resistant to damage as black iron. The presence of malathropes and shathane above ground, and giant land kra below ground, has deterred attempts to take advantage of this natural resource.

### Isle of Ill Fortune

This rock-bound island is part of the Crescent Isles chain, and is believed to be uninhabited. Sailors have long considered the island to be cursed, though none recall precisely why this is so. The fact that the waters surrounding the Isle of Ill Fortune are the traditional mating grounds of giant sea scorpions may have something to do with this age-old superstition.

### Isle of Lost Souls

This frozen isle, situated off the north coast of Khazad, is purported to be inhabited by the night demon, Thanus, and a number of his followers. It is believed that Thanus has a penchant for collecting souls, which his assistants gather by night and bring back to their island retreat. Here, Thanus stores the "lost souls" in enchanted amberglass vials, which he keeps on a shelf for his amusement.

### Ispasia

Tucked away in the far northern corner of the Quan peninsula, Ispasia is a minor city state under the control of the Quan Empire. The local indigenes, known as the Ispasians, are mercantilists by trade. They perform a useful service to the Empire by transporting goods of all sorts across the length and breadth of Quan. Ispasian officials also help to regulate trade with other lands, and serve as economic advisors in most of Quan's cities and settlements. The Ispasians are loyal -- though hardly fanatical -- servants of the Empire, and perform their duties efficiently, and without complaint. In return, the Quan allow Ispasia a surprising degree of autonomy. Though a large garrison of Kang is stationed in the city state, the Ispasians are generally permitted to govern themselves (within the limits of Quan law).

## J

### Jacinthe

The coastal city of Jacinthe, located in eastern Quan, was once the center of Mandalan culture. It is now primarily a resort area for the Quan ruling class, whom the Mandalans serve as slaves. Kang Dragon troops guard the city from assault, and Sunra warships patrol the harbor, where Quan pleasure barges are sailed. Articles produced by the Mandalans of

Jacinthe are highly valued throughout the Quan Empire and beyond, due to their exceptional quality.

### Jade Mountains

The Jade Mountains sweep northwestwards in an arc, from the borders of the Jungles of Chana to the Volcanic Hills. The deep-green peaks of these ancient mountains are swathed in thick vegetation, and inhabited by such creatures as batranc, ravengers, Nagra spirit trackers, and numerous species of tropical birds, poisonous serpents, and giant insects.

### Jaspar Mountains

The Jaspar Mountains extend in an irregular arc from the southern border of Kasmir, around the eastern end of Cymril, and along the northern border of Astar. There are several well-travelled trails leading through these mountains, which are known to contain veins of silver, black iron, tin and copper ore. Local flora and fauna include sponge-bristle, sickleweed, and satada in the arid northern reaches, and tanglewood, scimitar bush, malathrope and exomorph in the more temperate southern regions.

### Jhangkin

Jhangkin is a Jhangaran settlement situated on the banks of the westernmost fork of the Axis River, at the point where the Axis empties into the Azure Ocean. It is primarily a military installation, where Jhangaran mercenaries gather, awaiting their next assignments. The swamps around Jhangkin abound with water raknids, marsh striders, batranc and bog-devils, and are entered only at risk.

### Jhangkin Bay

This irregularly-formed waterway lies at the mouth of the western fork of the Axis River. Deposits of silt and sediment, accumulated over the course of many thousands of years, have rendered the waters unsafe except as regards the smallest and lightest ships. Flat-bottomed Arduan barge forts are able to ply these waters, though the appearance of these vessels so far to the south is a rare circumstance.

### The Junglelands

Ringling the southern coast of Faradun, the Junglelands is one of the most hostile regions on the continent. The climate is abysmally hot and humid; the terrain, alternating between flooded swampland and mountainous jungle. All sorts of unpleasant creatures are found here, including winged apes, malathropes, alatus and aramatus. Despite the considerable danger, Farad monopolists send slave-crews into the depths of the Junglelands, in order to harvest k'tallah - an insidious narcotic plant which brings high prices on the Black Market in Tarun.



## K

### Kang-Tu

Kang-Tu is a walled fortress located at the furthest northern reaches of the Greylands, adjacent to the Cerulean Forest. It is primarily important as a base for Kang trackers, who regularly patrol the roads and trails around the borderland areas. There is some trade here with merchants from Kangir and Karang, but not much; Kang-Tu has long been a favorite target of the Saurans, who periodically storm the installation from their hideouts in the Volcanic Hills.

### Kangir

Kangir is a fortified Kang outpost located at the eastern edge of the Greylands. It is essentially a training and supply facility, where great siege-engines are built, maintained, and refurbished. Several large garrisons of Kang warriors (predominantly strider cavalry) are stationed here, along with a sizeable contingent of Vajra engineers and artilleryists. Merchants and traders from across the Empire often stop here, enroute to or from Karang, Hadran, or the capitol of Tian.

### Karang

Karang is a walled citadel located at the foot of the Opal Mountains, in northern Quan. Much of Quan's Vajra population lives here, serving as slave laborers in Karang's vast mining installation. Ingots of black iron, silver, and gold are shipped from here by caravan to Shonan and Tian, along with chests of precious and semi-precious stones. A large contingent of Kang troops is stationed at Karang, its purpose being to guard the citadel and its mining facilities from incursions by the barbaric Harakin tribes, and such predatory creatures as omnivrax, behemoths, and giant burrowing land kra.

### Karansk

Karansk is a Jhangaran settlement constructed of rude axe-hewn timbers, sharpened like stakes and lashed together with ropes of braided hemp. The inhabitants of Karansk are mostly mud-miners, who make a living by dredging the riverbanks and swamplands for sapphires, amber and gold. The mud-mines of Karansk are dangerous places - virtual quagmires, teeming with aramatus (armored leeches), urthrax, and other vermin.

### Karfan

Karfan is a small, walled fortress constructed in the northern region of the Eastern Borderlands by the Seven Kingdoms confederation of states. Like Akmir, to the southeast, it is a wilderlands outpost manned primarily by mercenary scouts and warriors. Facilities for travelers are woefully limited, however, and traders visit here only infrequently.

### Kasir

Kasir is a wealthy Kasmir settlement, notable for its trapsmiths, who are considered

unsurpassed in skill. The trapsmiths of Kasir are no doubt aware of their reputation, as evidenced by the exorbitant fees which they charge for their services (a minimum of one hundred gold lumens per day, plus expenses).

### Khan Mountains

The sheer peaks of the Khan Mountains extend across the southern end of the Quan peninsula. Fierce tribes of nomadic half-men, known as the Mondre Khan, inhabit this region, as do giant shathane, shriekers, and omnivrax. The Khan Mountains remain a largely untapped source of minerals and precious stones.

### Kharakhan Ruins

Blackened by firestorms, the cyclopean ruins of Kharakhan are among the most remarkable and strangely disquieting sights extant upon the Talislantan continent. The megalithic structures, some towering over four hundred feet in height, appear to have been built by and for a race of veritable giants. The same is true of artifacts and objects recovered from the ruins: silver coins four inches in diameter, ten-foot long swords, rings the size of bracelets. Though scholars have long been fascinated by the Kharakhan Ruins, thorough archaeological research remains a remote possibility for the foreseeable future. Bands of marauding Araq prowl the ruins and surrounding environs, as do Kharakhan giants - monstrous creatures who may be descended from the original inhabitants of this region.

### Kharakhan Wastes

This ruined expanse of barren wastes is inhabited by the Araq, a misanthropic hybrid species combining the worst attributes of saurans and men. Kharakhan giants sometimes pass through these areas, searching the towering ruins for usable weapons and gear or hunting for land dragon and other large prey.

### The Kiru River

The Kiru runs from the foot of the Topaz Mountains (the river's source) to the Far Seas. It serves as a natural boundary between the warring Moorg-Wan and Ahazu tribes. The river is infested with aramatus and chang, and is wholly unsafe to cross except by means of boats or rope bridges.

### Korak's Mountain

In ancient times, the great sorcerer Korak had constructed on this spot a fabulous manse of eleven amberglass towers, in which he kept his collection of wonders, curiosities, and amazements. Harassed by throngs of curious sight-seers, the sorcerer finally retired to another dimension, taking all he owned along with him. A quirk of fate caused his manse and its collection of wonders to become trapped in a temporal rift, with the result that Korak's abode occasionally reappears for short periods of time (1-4 hours, generally) on the spot upon which it was originally built - the mountain which now bears the sorcerer's

name.

## Krag

Krag is one of three large Ur clan settlements located in Urag. It is similar in most respects to the fortified settlement of Grod (q.v.).

## Kragan

Situated in a vast lagoon surrounded by hostile jungle, Kragan is home to the Imrians, a race of hulking, amphibious humanoids. This sprawling settlement consists of hundreds of reed and thatch hovels, plastered with mud and supported on stilt-like poles. It is accessible from the sea by means of several winding inlets, each heavily guarded by slave warriors and trained attack beasts. Imrian slave coracles arrive and depart from Kragan at all hours, bearing cargoes of slaves, wild beasts, gold, amber, and costly herbs.

## Ku-Chang

Ku-Chang is an important mining installation located in the mountainous northeastern sector of Quan. Here, crews of Vajra slave laborers and engineers work to exhume a wealth of rich treasures: gold and silver, crystals, cinnabar and antimony, and a half-dozen varieties of precious stones. A garrison of Kang warriors and trackers is on hand, to keep the Vajra in line and to protect the installation from raiding parties of murderous Mondre Khan.

## Ku-Chang Plateau

This rugged, rocky region is valuable to the Quan Empire, for it is rich in deposits of gold, silver and copper. It is also coveted by the Mondre Khan - tribes of half-men who occupy the territories to the south, and who have long resisted the forces of the Quan Empire. Kang patrols comb the plateau by day, searching for signs of the barbaric intruders, but do not dare to go forth at night. Crag spiders, cave bats, and other dangerous creatures occupy the caves and gullies of the Ku-Chang Plateau.

# L

## Labyrinths of Sharna

These maze-like structures lie scattered across a desert region which was once known as the Kingdom of Sharna, an area located to the south of Carantheum. There are perhaps as many as six dozen labyrinths here, each with its own unique configuration. Artifacts retrieved from the Sharna Labyrinths are considered valuable, due primarily to their avowed scarcity. Packs of ferrans are known to lair in underground tunnels situated in and around the region, which is purported to be haunted by nightstalkers.

## Lake Lahsa

Lake Lahsa lies in the snowy reaches of western L'Haan. The Mirin sail its frozen waters in



double-bladed ice skiffs, hunting for frostwere, tundra beast, and ice dragon. Ice-fishing is also a popular pastime in this region, though one enjoyed almost exclusively by Mirin ice-divers, whose uncanny metabolism enables them to survive in the freezing-cold waters below the surface of the lake. The crystal eggs of ice dragons, the shimmering blue pearls of the northern quaga, and various species of edible aquatic creatures are the rewards of their endeavors.

### Lake Lir

Lake Lir lies in the frozen reaches of central L'Haan. This frozen lake is similar in most respects to Lake Lahsa (q.v.), but is the domain of frost demons.

### Lake Myr

Lake Myr lies in the frozen reaches of western L'Haan. This frozen lake is similar in most respects to Lake Lahsa (q.v.).

### Lake Rhin

Lake Rhin lies in the frozen reaches of central L'Haan. In most respects, this frozen lake is similar to Lake Lahsa (q.v.). Lake Rhin is much larger, however, and is something of a fashionable resort amongst the Mirin, who like to vacation here in ice lodges built along the shores.

### Lake Venda

Source of the Axis River, Lake Venda lies at the foot of the Onyx Mountains in Arim. Fed by numerous small streams and brooks, its waters are cold and clear. Despite its seemingly peaceful appearance, the lake is avoided by the Arimites, who say it is cursed. According to legend, Lake Venda is inhabited by nine great Shaitan. They live in the ruins of an ancient, sunken city, and prey upon unwary sailors and fisherman. Each is said to possess a fabulous treasure: one of the Nine Keys of Knowledge, or one of the Devil-Rings of Oriax, depending upon which of the many conflicting accounts one wishes to believe. The Drukh tribes who inhabit the surrounding hills and mountains give the legend little credence, but shun the wide and watery expanses of Lake Venda in favor of the shallows around the shore.

### Lake Y'Lal

Lake Y'Lal lies in the frozen reaches of eastern L'Haan. In most respects, this frozen lake is similar to Lake Lahsa (q.v.), though a fearsome species of arctic lake kra is known to inhabit the frigid depths.

### Lake Zephyr

This scenic body of water, located in Astar of the Seven Kingdoms, is a favorite trysting place of the local inhabitants, called the Muses. Diaphanous-winged crystal moths, waterwhisps, and many colorful species of avian and aquatic creatures are common to the

region, as are less-benign creatures, such as giant shathane and skalanx. On the far eastern banks of Lake Zephyr is a docking facility of sorts, comprised of a number of ornate wooden barges tethered together and moored to the shore. Here, Dracartan merchants come to trade sweet crystalline powders and Thaecian nectar to the Muses. In return they are allowed to take drinking water, which the Dracartans transmute to solid form, loading the ten-foot square blocks onto their land barges for transport to the desert kingdom of Carantheum.

### Lal-Lat

Lal-Lat is one of two settlements located on the Isle of Batre, which lies off the Dark Coast. It is similar in most respects to the settlement of Domal (q.v.), but is somewhat larger, and has two communal huts for the female inhabitants.

### Lands of the Green Men

The western rain forests of the Dark Coast are home to the Green Men, a race of diminutive plant-folk who dwell here in living plant-houses, called d'oko. They are a peaceful people, who enjoy a symbiotic relationship with their natural surroundings, and threaten no one. The same cannot be said of some of the other inhabitants of this region, particularly the plant grues and shathane who prowl this wide woodland region.

### Leaper's Ridge

The wavering cliffs of Leaper's Ridge stand amidst the jungles of the Dark Coast, in the territories of the Ahazu tribes. There is a narrow stream here which drops over the cliff in a four hundred foot long ribbon of water, terminating in a rainbow-hued cloud of mist and vapor. The waterfall is not the region's main attraction, however, at least as far as the local indigenes are concerned. Rather, Leaper's Ridge is a place where Ahazu tribesmen, despondent over having fared poorly in battle, sometimes come to hurl themselves to their death. Victims of this traditional suicide ritual litter the jungle floor beneath Leaper's Ridge, attracting scavengers such as urthrax, aramatus, and pseudomorphs.

### L'Lal

The walled city of L'Lal stands on the western shore of the Sea of Ice, in L'Haan. The shining ice castles of L'Lal are inhabited by the Mirin, a blue-skinned race of humanoids known for their skill in the arts of alchemy, enchantment, and elemental magic. The greater part of L'Haan's formidable military force is stationed at the ice fortress of L'Lal, warding against possible invasion by the Ice Giants of Narandu.

### Lost City of Auran

In Farad legend, Auran is known as the fabled "Lost City of Gold" - a ruined city strewn with golden idols, and riches beyond imagining. According to the Farad, Auran can be found somewhere deep in the rain forests of the Dark Coast; ostensibly, amidst the territorial lands of the peaceful Green Men. Countless expeditions have been launched by

greedy Farad monopolists, each eager to seize the riches of Auran. Most of those who went have never returned, having fallen victim to such hazards as winged apes, shathane, strangle vine, and grues.

### The Lost Sea

Once known as the Northern Sea, the Lost Sea is a flat expanse of wasteland ringed by the mountains of Narandu and Yrmania. The demise of the Northern Sea occurred sometime around the beginning of the Age of Confusion, the cause of this calamity remaining a source of heated debate among Talislantan scholars. Arguments range from the "crack in the world theory" (through which the waters of the sea seeped away) to the idea that advancing hordes of Ice Giants froze all the sea's northern tributaries, thus causing it to dry up. Whatever its origins, the Lost Sea is a strange region, littered with half-sunken ships and the bones of ancient sea dragons. Its former tributaries have also gone dry (see The Dead River).

## M

### The Mandalan Coast

The wooded coasts of Mandala stretch on for several hundred miles, from Silver Groves in the north to Sunra Bay. Valuable hardwoods, incense trees and various sorts of magical herbs grow here in plentiful supply, as do many cultivated crops, planted in areas cleared by the Kang. Mandalan slaves tend these plantations, which provide grains, fruits, and vegetables for a large portion of the Empire. In general, these farms are very productive, though malathropes, winged vipers and kaliya pose a constant threat to those who are made to toil in the fields, and to their Kang taskmasters.

### The Mangar Isles

These four islands form part of the Crescent Isles archipelago, located in the Far Seas. A number of small pirate bands, known collectively as the Mangar Corsairs, operate out of caves and grottoes hidden amongst the jungle-covered isles. Their swift carracks prey on ships passing through the Far Seas region, plundering their cargoes and finding cruel sport with the members of their crews. The Mangar Corsairs hunt the cannibalistic demonoids of nearby Pana-Ku, and sometimes set traps to poison or incapacitate giant sea scorpions and other aquatic predators.

### Maruk Mountain Range

The wind-worn peaks of the Maruk Mountains, lying to the north of the City State of Maruk, are believed to be rich in precious stones, such as black opal. The folk of Maruk will not enter these regions, which they say are haunted by Kharakhan giants, manrak, and bandit tribes.



## Mazdak Mountains

Former haunts of the barbaric Mazdak tribes, the Mazdak Mountains are now believed to be inhabited only by tarkus, wild striders, and a few crested dragons. It is suspected that a handful of Mandalan rebels have established a base in the region, though the Quan categorically deny the existence of any revolutionary factions operating within the Empire.

## Maze City of Altan

In the midst of Tamaranth Valley lies the Maze City of Altan, home to the mystical race of beings known as the Ariane. Altan is accessible by means of a single, hidden trail, which winds through the Amethyst Mountains. The trail and the surrounding forest and mountain regions are patrolled by Ariane scouts and their allies, the avian Gryph clans of Tamaranth.

## The Mesalands

This barren expanse of wind-worn peaks, rock promontories and chasms stretches throughout much of the land of Sindar. The area is rich in minerals, including copper, tin, and silver, plus an abundance of quartz crystal, marble, basalt, and some semi-precious stones. Underwater springs and geysers provide a plentiful supply of water for the local inhabitants, which include the race of Sindarans and such hostile creatures as satada, land kra, and scavenging stryx clans.

## The Midnight Isles

According to legend, the Midnight Isles are the abode of night demons, and other terrors of the darkness. More than a few Talislantan seamen believe that the end of the world lies but a few miles north of these isles. Thus, there is little enthusiasm for the area in general.

## Midnight Sea

The Midnight Sea is a dark and ominous body of water lying to the north of the Talislantan continent. Icebergs and frozen straits pose hazards to vessels attempting to ply these waters, which are believed to be haunted by night demons, ancient sea dragons, and phantom ships from the long-dead kingdom of Khazad.

## Modor's Tomb

In Ariane folklore, the Kharakhan giant, Modor, was buried somewhere inside this inert volcano, along with a store of stolen wealth reputed to exceed one hundred thousand gold lumens. The process of locating Modor's Tomb presents many difficulties. First, the prospective adventurer must make the descent into the volcano (a two hundred foot drop, at least), hoping that the volcano remains cooperative in the meantime, and does not suddenly show signs of activity. Second, it is necessary to locate the single correct doorway (amongst seven possible choices) allowing entrance to a passage which leads to the tomb. The other six doors are warded by devious trap-mechanisms. Moving a one-ton slab which blocks the entrance, it is possible to gain access to the tomb itself. Once inside,

one should be swift afoot, for touching so much as a single coin of Modor's treasure will supposedly "bring the deceased giant back to life". Provided that these steps have been taken, and that one is able to elude the pyro-demons and earth demons which also inhabit the volcano, the intrepid adventurer will have made his or her fortune, and may retire to a life of leisure.

### Mog Island

This tiny island, draped in steamy jungle, lies off the southern coast of Mog. It is known to be a plentiful source of rare and costly herbs, including tantalus, scarlet lotus, and k'tallah. Mog Island is likewise known as a breeding ground for bog devils, who come here in droves to mate, usually during the month of Laeolis.

### Mogran

Largest of the Mogroth's settlements, Mogran is located at the terminus of the Amber River. The area is rich in amber, rare herbs, and gold sediment washed down from the Cinnabar Mountains. Consequently, Mogran is coveted by foreign concerns, particularly the Imrians and the Farad. To protect themselves, the Mogroth have dredged a channel around the entire settlement, and lined the shore with triple rows of sharpened wooden stakes. These precautions have thus far served to deter potential invaders, as has the presence of the Tazian fly - an insect whose bite is believed to cause swamp fever.

### Monastic Hills

This region of ancient, gently-sloping hills was once a Phaedran forest preserve, where countless exotic species of birds and beasts were allowed to roam freely. Following the conclusion of the Cult Wars, the Aamanians cleared much of the woodlands for fuel and timber, and planted acres of provender plant - a type of tuber from which is derived a bland but nutritious wafer, which is the staple food of Aaman.

### Moon Lake

Moon Lake is located in the western arm of the Cerulean Forest, in Quan. A freshwater species of moonfish, much-favored as pets by the Quan ruling class, is found in these placid waters. The deep-blue woods surrounding Moon Lake are populated by many unusual creatures, including shriekers, grues, and giant shathane.

### Mordante's Deep

This forested region of Werewood derives its name from the legendary Black Magician, Mordante, who is believed to have lived here for a time after fleeing Faradun (legend has it that he was pursued by Xambrian Wizard Hunters). Supposedly, his castle still stands; covered now by vines and creepers, and haunted by ghosts and wind demons.

### Mount Mandu

Mount Mandu is the tallest mountain in the known world, rising over thirty thousand feet

in height. At its summit stands the Temple of the Seven Moons. Here, the Savants of Xanadas gaze into enchanted seeing stones, observing and recording all manner of events and phenomena. Scattered along the trail which leads to the mountain's summit are the frozen remains of explorers and adventurers who sought in vain to find the Temple of the Seven Moons. Aside from frost demons and ice dragons, few living things can survive for long in the frigid upper altitudes of Mount Mandu.

### Mountains of Mog

The Mountains of Mog are draped in jungle and shrouded in green mists; the latter, a fragrant vapor exuded by a variety of giant blossom known as euphorica. The pollen of the euphorica is a potent intoxicant and mood enhancer, which commonly sells for upwards of seventy-five gold lumens per dram. Individuals hoping to make their fortune sometimes brave the jungles in search of the silvery-green euphorica, a single blossom of which may contain up to four drams of pollen. The presence of batranc, ravengers, and other noxious predators sometimes makes this a difficult undertaking - to say nothing of the euphorica itself, which is known in the local vernacular as "mantrap". More than one hunter of euphorica has been lured to his or her death by the plant's intoxicating vapors, which draw victims near in order that they can be swallowed whole.

### Mt. Talus

Mt. Talus is a large and intermittently active volcano which rises high above the northeastern jungles of the island of Imria. A trail of acrid vapors constantly issues from the mouth of the volcano, within which are believed to reside both earth demons and pyro-demons. Mt. Talus has erupted several times in the past, wreaking havoc on the local Imrian populace.

### Mud People Lands

The sodden central swamplands of the Dark Coast region are the traditional territories of the Moorg-Wan (or "Mud People", as they are more commonly known), a semi-amphibious race of six-limbed humanoids. The Moorg-Wan live along the banks of the Boru River, in great "mud-palaces" - thirty-foot mounds of silt and mud, connected one to the other by networks of above-ground tunnels. They dredge the river banks for sapphires, which are found in abundance in these parts. So, two, are bog-devils, swamp demons, and aramatus.

### Mushroom Forest

Located in the northern sector of Werewood, the Mushroom Forest is a murky region rife with giant fungi, toadstools, and molds. It is inhabited by numerous hostile organisms, including grues, pseudomorphs, and scavenger slimes. Despite this, Dhuna witchwomen and Gnorl rhabomancers sometimes come here to gather certain rare varieties of fungi. The Mushroom Forest is an especially eerie place by night, when the entire region is suffused in a weird, phosphorescent glow.



## Myr

The walled city of Myr stands on the western shore of the Sea of Ice, opposite Rhin, the capitol of the far northern land of L'Haan. The city is famed for its shipyards, where graceful ice schooners (and smaller ice skiffs) are constructed. Myr is also the foremost supplier of blue diamonds on the continent.

## Mystic Mountains

The Mystic Mountains separate the land of Xanadas from its northern neighbor, L'Haan, and Harak, which lies to the east. The mountains are so named for their unusual configuration, which some say resembles a line of towering stone figures, dressed in the voluminous robes of sages, or mystics. The Mystic Mountains serve as an impediment to the hostile Harakin clans, and are believed to be a source of blue diamonds. Bitter cold, precipitous terrain features, and the local frostwre population have together discouraged any concerted attempt to take advantage of the region's natural resources.

# D

## Dadan

Nadan is a fortified Dracartan citadel located at the northern edge of the Red Desert, in Carantheum. It is similar in most respects to Anasa (q.v.), but is notable for its large population of Yassan technomancers - like the Dracartans, a race of former nomads displaced following The Great Disaster.

## Dadir

Nadir is a Sindaran settlement built atop a flat-topped mound of stone over two hundred feet high. The place is renowned as the home of Sindar's foremost trivarian players, who are referred to as "nadirs" (the term is meant to convey the master's command of all areas opposite the "zenith", an unfavorable position in trivarian). Nadir is much-favored by the Sindarans for the cool breezes which blow through the region, and for the splendid view from atop the mesa settlement. A deep natural spring, coursing upwards through the mesa like a geyser, provides the settlement with water.

## Dankar

Nankar is the largest Sindaran settlement, and the designated capitol of Sindar of the Seven Kingdoms. Several thousand Sindarans live here, in multi-tiered pavilions built atop an immense, flat-topped mesa. A bridge spanning the Dead River stands nearby. Nankar is a center for trade and commerce, visited by merchants from across the Seven Kingdoms.

## Nauticus' Reef

This great mass of coral and accumulated detritus was discovered by the ancient mariner, Nauticus, whose ship struck the reef while sailing on a cloudy, moonless night. Nauticus' vessel went down along with its cargo of gold ingots, rubies, and emeralds, none of which

has ever been recovered. Since that time, Nauticus' Reef has claimed an untold number of ships, so that the ocean floor around the reef is said to be littered with sunken treasure. Sea demons and rainbow kra likewise abound in the vicinity, making the retrieval of such valuables a perilous undertaking.

### Nearwan

Nearwan is a small tropical island set amidst the Thaecian Isles chain, in the Azure Ocean. It has traditionally been a place of exile for individuals convicted of crimes in Thaecia, including thieves, interlopers, and individuals rendered insane as a result of dabbling in unsafe magical practices. There are perhaps forty or fifty such individuals consigned to Nearwan at any given time, each imprisoned in a web of perdurable force approximately one hundred feet in diameter. They subsist on fruits and vegetables, which the exiles are allowed to grow in their enchanted "prisons". Thaecians assigned to monitor these pariahs make a spot-check of the facilities once per day, either by windrigger or in person. Nearwan is off-limits to outsiders; if caught, trespassers may themselves be imprisoned on the island.

### Necron

Known in ancient legends as the "City of the Dead", Necron is believed to be located in the far northern wastes of Khazad. Here, or so the story goes, an entire city and all its inhabitants lie buried beneath the ground; the former residents all supposedly having been mummified and lain in massive stone sarcophagi. Very little reliable information is available regarding this archaic metropolis, or its peoples. Some claim they were a seafaring race, whose ships plied the waters of the Midnight Sea in bygone times. Those who lend credence to this theory postulate that there is an underground waterway which leads to Necron from some point along the northern coast of Khazad.

### Necros River

The sluggish black waters of the Necros River run from the mountainous borders of Khazad southward, finally emptying into Zantium Bay. Issuing from some underground source, the Necros smells vilely, and is believed to be tainted by black magic. So much as a single sip is said to cause terrifying nightmares, though other effects have been cited as well. Unknown things dwell in the depths of the Necros River.

### Nefaratus

Nefaratus is a shadowy island, comprised of black stone encircled by a ring of dense jungle, and located off the coast of Chana in the Far Seas. A mysterious magical order known as the Black Savants inhabit this isle, which is forbidden to all outsiders. Their black-hulled vessels have been seen as far to the east as the Sea of Madness, and as far west as the coasts of Khazad.

## Doman's Land

This narrow strip of wasteland separates the forests of Tamaranth from the Shadow Realm. It is believed to be haunted by fantasms - pseudo-demons from the lower plane known as the Nightmare Dimension, a place ruled by the entity known as Noman. The region is generally shunned by intelligent creatures, though practitioners of black magic sometimes come here to study the phenomenon known as Mordante's Gate; a permanent magical portal located somewhere in Noman's Land which serves as an entrance into the lower planes.

## Northwood

Northernmost arm of the vast forestlands of Vardune, Northwood is home to the Blue Ardua. Herds of wild greymane are found in this region, as are malathropes, and dreaded forest grues. The giant viridia plant grows wild here, along with violet creeper, tanglewood, sorcerer tree and ironwood.



## Obsidian Mountains

The glistening black peaks of the Obsidian Mountains form a natural barrier between Urag and Durne of the Seven Kingdoms. Darklings, stryxx, yaksha and other hostile creatures prowl the mountains in numbers; stryxx nest in the upper altitudes, and darklings tunnel below the surface. A network of underground trails wind their way through this region, some few of which are utilized by marauding bands of satada, who sometimes venture here from their subterranean haunts in Durne and the Wilderlands.

## Oceanus

The floating city of Oceanus is inhabited by a race of olive-green humanoids, known as the Sea Nomads. They are generally benevolent, subsisting on local species of mollusks, fish, and a variety of giant kelp known as yellow aqueor. The Sea Nomads trade with the folk of Phantas, and occasionally, the Parthenians. They mark the Imrians as foes, and attack their slave coracles on sight. Sea demons, sea dragons, and other aquatic predators are fairly common in the wide expanse of water traversed by the floating city.

## The Old City of Ashann

The shattered ruins of the Old City of Ashann consist of seven concentric rings, the outermost of which encompasses an area approximately two miles in diameter. At one time, these ancient stone structures may have measured nearly a hundred feet in width, and over forty feet in height. Now, the area lies in ruin, and is a veritable wasteland of parched terrain. Desert scouts from nearby Carantheum claim that the region is largely uninhabited, save for sand demons, winged azoryl, and the mysterious beings known as the Wanderers of Ashann - tall, shrouded figures, who can often be seen walking amidst the ruins. The Wanderers' motives remain unclear: some say that they search the ruins of



the Old City of Ashann for some lost artifact or item of occult significance. Others claim that Ashann was once their home, and that the Wanderers come here to watch over the remains of their long-departed ancestors.

### Omen

Omen is a cursed region, avoided by most Talisnantans. In ancient times, the Necromancer-Kings of Quaran erected on this site a mountain of skulls nearly a thousand feet in height, representing untold millions of victims. The mountain still stands to the present day, and is sometimes visited by descendants of the Quaranians' victims (such as the Xambrians), who seek commune with their departed ancestors.

### Onyx Mountains

The Onyx Mountain range extends from the far northern reaches of Arim south to the borders of Durne of the Seven Kingdoms. The mountains are rich in black iron, silver and precious stones, and are mined extensively by the Arimites. Cliff-dwelling stryx, wandering tribes of darklings, yaksha, and other dangerous creatures dwell in these regions, posing problems for the Arimite mining operations.

### Opal Mountains

The Opal Mountains run from the western border of Harak to the Sinking Land, encircling the land of Xanadas and extending as far south as the border of the Quan Empire. The mountains of this range are among the tallest on the continent, averaging nearly 20,000 feet in height. Black iron ore, silver, gold and precious stones are found here, particularly in the south. The inhabitants of this region include winged dractyl, omnivrax, and frost demons, among others.

### The Oracle

The Oracle is a sheer pinnacle of blue and violet porphyry which overlooks Serpent Pass, in the Wilderlands of Zaran. According to legend, an ancient mystic lives high atop the summit of the Oracle, at a point obscured from view by a bank of clouds, or mist. Three trails lead up to the top of the mount, each affording potential climbers with its own distinct set of hazards and disadvantages (the aerial route, while seemingly more direct, is considered ill-advised due to the presence of wind demons). It is widely believed that the great mystic who lives atop the Oracle knows the answer to all questions; past, present and future.

### Orb Island

Part of the Thaecian Isles chain, Orb Island is uninhabited save for such noxious entities as water raknids and the spawn of giant sea scorpions. A rare and exotic variety of crystal dendron grows here, the globular "fruit" of which is employed in the making of the finest Thaecian orbs. Thaecian enchanters and enchantresses commonly offer up to fifty gold lumens apiece for these crystalline objects, which they are understandably somewhat

reluctant to gather for themselves.

### The Outcast Isles

These frigid and rock-strewn isles serve as home to an exiled cult of Mirin anarchists, banished long ago for practicing black witchcraft and attempting to usurp the rightful ruler of L'Haan, the Snow Queen. The exiles, known as the Rasmirin, continue to live on the isles to the present day, dwelling in rude ice fortresses and plotting new schemes to overthrow the ruler of L'Haan.

## P

### Pana-Ku

This volcanic island, wreathed in jungle and ringed by a dozen lesser reefs and atolls, is part of the Crescent Isles chain. A race of cannibalistic demonoids, known as the Na-Ku. They prey on humanoids of all sorts, whom they capture and feed to their ruler, a horrible half-demon known as Narug. Pana-Ku is said to be rich in black diamonds, a rare type of precious stone which is valued as much for its magical properties as its dark, lustrous qualities.

### Paramour Island

In Mirin folklore, the first Snow Queen of L'Haan had a fabulous ice castle built upon this island for the many suitors who desired her hand in marriage. The situation became untenable when the rivals began to plot against each other, causing great mischief. The facility was abandoned soon afterward, and remains deserted to the present day. Now, only frost demons inhabit the island.

### Parthene

The island of Parthene lies at the far western reaches of the Azure Ocean, in the Thaecian Isles chain. Here dwell the mysterious beings known as the Parthenians; a seafaring race of humanoids, of whom little is known. The Parthenians are rumored to sail the unknown waters which lie far to the west, across regions which many Talislantans believe lie at the very edge of the world. Notably suspicious of other races, the Parthenians refuse to discuss such matters under any circumstances. Their strange sailing vessels, carved in the form of giant idols, are occasionally known to stop in such ports as Zir, Tarun, Thaecia, Oceanus, and - some say - Nefaratus. The Parthenians rarely trade any of their wares, but typically put into foreign ports only to obtain provisions and supplies, which they pay for in gold and silver talents (five-pound ingots, shaped like tablets and stamped with the Parthenians' seal). They remain among the most enigmatic of the diverse races of Talislanta.

### Peridia

Peridia is a barren and rocky island which is part of the Thaecian Isles chain. It is notable

for a massive subterranean grotto, called Caverncliff, the ceiling of which is encrusted with gemstones and crystals. Caverncliff is accessible by means of a single, underwater tunnel - an entranceway also frequented by lurkers and sea demons.

### Phaedran Causeway

Constructed during the reign of the old Phaedran Dynasty, this roadway stretches across Zandu and Aaman, all the way to the bridge at Vashay, in Vardune of the Seven Kingdoms. The Causeway is patrolled along its length, both in Aaman and (to a lesser degree) in Zandu. The road is poorly maintained, and is often in need of repair.

### Phaedran Tombs

Scattered along the banks of the Sascasm River, in Werewood, are the ancient tombs of the Phaedran wizards. The eccentric taste in funeral accoutrement evidenced by these flamboyant magicians is widely known. It was the custom of the Phaedran wizards to be mummified in any of a variety of provocative poses; arranged like showpieces in mausoleums decorated to resemble sitting rooms, boudoirs, dining halls, or some other extravagant setting. Over the course of several centuries, many of the Phaedran tombs have been ransacked by looters. Others certainly remain undiscovered, hidden beneath canopies of vines, mosses and creepers. Explorers considering such an undertaking would be wise to prepare for encounters with banes, werebeasts, skalanx and mandragores, all of which are fairly common in this area.

### Phaedran Straits

This narrow waterway is utilized by ships headed to and from the Sea of Sorrow. It was the site of many a terrible sea battle during the Cult Wars of the early New Age, when many Zandir and Aamanian ships went down in these waters. The presence of jagged rocks, scattered along the coastal areas, renders the straits difficult to navigate (level of difficulty: 7), particularly in foul weather.

### Phandril Forest

Phandril Forest is the last of Aaman's truly wild woodlands, the others having been leveled for fuel, timber, or farmland. The dreaded monsters known as shathane prowl this forest, perhaps explaining the reluctance of the Aamanians to attempt to exploit the resources of this particular region. In the early Phaedran era, refugees from ancient Phandril buried their dead in these woods. Their old graveyards, now overgrown with vegetation, still litter the interior.

### Phantas

The isle of Phantas is home to the Phantasians, a people descended from a renowned race of magicians. They live in a great floating castle called Cabal Magicus, which hovers high above the island, tethered to the ground by chains of adamant. Far below, the jungles seethe with strange lifeforms, many created in past ages through the process of sorcerous



hybridization. Having forgotten much of the secret lore of their ancestors, many of the Phantasians have been reduced to selling dream essence in order to make a living.

### Phantom Island

This forlorn and deserted isle is rumored to be haunted by shadow wights, or perhaps shadow wizards. No one knows for certain, nor do many folks seem eager to resolve this minor mystery. Ships from Nefaratus are sometimes seen in the waters off Phantom Island; another excellent reason to avoid the place, as far as most folks are concerned

### The Plaguelands

The Plaguelands is a cracked and barren plain, laid waste untold centuries ago by some unknown catastrophe which possibly occurred in conjunction with The Great Disaster. It is a widely-held belief that any living thing which passes through the Plaguelands will be changed, or mutated, in some unpredictable manner. According to the stories told in neighboring Maruk, these purported mutations may take any number of bizarre, and often frightful, forms. Consequently, few intelligent creatures will willingly venture into this foreboding region.

### Plain of Blue Frost

This vast expanse of frozen tundra derives its unique coloration from the pollen of snow lilies, which, carried upon the winds, settles across the terrain for hundreds of miles. Muskrants, lopers, and other beasts come here to graze on the lilies, and to lap up the plants' nutritious blue pollen. This in turn draws various predatory species, including frostweres and tundra beasts.

## Q

### Quan Forest

This expansive woodland region is inhabited by many varieties of wild beasts, including ogriphant, malathrope, shathane, and chigs; voracious insectoids, which prey on other lifeforms. Chigs are so destructive that Kang trackers are sent here on a regular basis, to hunt and destroy their colonies with the aid of trained ibik.

## R

### The Red Desert

The Red Desert is a great expanse of scarlet sand located in the central region of Talislanta. The Dracartans have claimed the ore-rich sands as their homeland ever since they were forced to abandon their ancestral territories following The Great Disaster. Sand demons, desert kra, and manrak are not unknown in the region, nor are azoryl.

## Rhin

The walled city of Rhin is the capitol of the far northern land of L'Haan. Located on the eastern shore of the Sea of Ice, this city of shining ice castles is inhabited by a blue-skinned folk known as the Mirin. The Snow Queen, ruler of L'Haan, lives here in a fabulous ice palace. The city is renowned for its alchemists, who are skilled in the art of metallurgy and the concoction of enchanted elixirs.

## River of Fire

The River of Fire issues from the mouth of the giant volcano, Dragonrock. This molten river terminates in a deluge of liquid flame, at the place known as the Firefalls (q.v.). Pyro-demons commonly swim in the river, which crested dragons are rumored to drink from, enhancing their fire-breathing capabilities.

## River Shan

The great River Shan runs across the length of the Quan Empire, from the north coast to the Inland Sea, and south to the Far Seas. Sunra fishing vessels, merchant skiffs and Quan pleasure barges ply the salt waters of the Shan, which teem with many varieties of edible fish, crustaceans, and mollusks. Echinomorphs, chang, and other hostile aquatic creatures likewise inhabit the Shan. The river is wide and slow-moving towards the north, becoming narrower, swifter, and more treacherous the farther south one travels.

## Ruins of Farnir

Deep in the frigid heartland of Narandu lie the ruins of Farnir, a city frozen under layers of crystalline ice. Before the coming of the Ice Giants, Farnir was reputed to have been the site of an enlightened civilization, steeped in the arts of magic and alchemy. No less a personage than the great sorcerer Korak claimed to have visited here, and was reportedly impressed by the talents of the Farnir magicians. Apparently, these talents did not extend into the realm of military defense, and Farnir was overrun by the advancing Ice Giant hordes. The Mirin of L'Haan claim that some of the Farnir magicians are still alive, frozen in stasis by the extreme cold.

## Ruins of Four Nations

The crumbling ruins of these four once-mighty city states offer mute testimony to the madness of their former rulers, each of whom coveted the lands of his neighbors. The resulting "War of Four Nations" caused all to be destroyed. Barbaric hordes from old Quaran rode in to finish off the survivors, and to steal as much as they could carry on their war-beasts. The four nations faded quickly into obscurity; no one living even remembers the names of these archaic places. According to the Phaedran scholar, Erastes, these ruins hold such treasures as "the gilded tomb of Irkhan, the mysterious elixirs of immortality, the Nine Books of Knowledge", and more (see THE CHRONICLES, pg. 46). The areas around the ruins are the domain of numerous small packs of beastmen.

## Ruins of Jalaad

The crumbling ruins of the ancient city of Jaalad are located near the Zaran Mountains, in the Wilderlands of Zaran. Though long since stripped of most of its hidden treasures by many generations of Yitek tomb-robbers and Za bandits, the Library at Jalaad remains relatively intact. This is primarily due to the efforts of a cabal of Callidian cryptomancers, who have endeavored to protect the facility's store of iron tablets since the time of The Great Disaster. Individuals who wish to explore the Library may do so only under the watchful eyes of the Callidians, who deal sternly with looters and vandals.

## Ruins of Kasraan

The Ruins of Kasraan lay to the southeast of the City State of Danuvia, in the area known as the Desertlands of Zaran. Though the city itself has been reduced to a shambles by the ravages of wind and time, the catacombs located below the ruins remain largely intact. These subterranean haunts contain the petrified remains of the kings and queens of ancient Kasraan, sealed within crypts of solid stone. Gaining entrance to these vaults is said to be a formidable task: the Kasraanians, early ancestors of the Kasmir, took pains to safekeep the bodies of their monarchs from tomb-robbers and other entrepreneurial types. The Yitek, in fact, consider the effort required to gain access to the Kasraanian crypts to be barely worth the reward.

## Ruins of Maledictus

According to the Farad, the shadowy ruined city which they refer to as Maledictus is cursed, or more aptly, haunted. Precisely who or what it is that haunts Maledictus is uncertain. Some claim that a cabal of Malum (shadow wizards) inhabits the city. Others theorize that phasms, ghastrs, or the ghost of the legendary warlock, Mordante, are responsible. Most frightening, in the minds of the Farad themselves, is the idea that Maledictus is haunted by the disembodied spirits of all those who have been cheated or ruined by the unscrupulous merchants and monopolists of Faradun. Whatever the case may be, no Farad would ever dare set foot within the vicinity of these ruins.

## Ruins of Osmar

The wind-worn towers of Osmar stand like silent sentinels on the Plains of Golarin, their occupants long since gone and forgotten. The objects which they created - blades of blue-black iron, fine ceramic vases, ornate helms and suits of archaic armor, enchanted amulets and bracers - can still be found buried among the ruins. Unfortunately, the ruined city is the domain of no less than six different beastmen clans, each of which has staked a claim to a different sector of the city. Beastmen who hail from the Osmar ruins are often well-armed, their pack-leaders occasionally dressed in full battle armor and bearing enchanted weaponry.

## Ruins of Quaran

Despite the combined effects of centuries of time, the elements, and the cataclysmic



upheavals resulting from the Great Disaster, the ruins of Quaran still stand as grim reminders of a dark and nearly forgotten age. Here, amidst the stark stone towers and blackened effigies, once flourished the most sinister empire in the annals of Talislantan history. Generations of occultists, black magicians, and tomb-robbers have come to this place, to sift through the ruins in search of the Quaranians' dark and macabre secrets: cursed tomes, diabolical artifacts, instruments of torture and death, and things too terrible to describe. Many articles have been retrieved from the ruins, often to the great regret of those who have found them. Countless others still remain buried in tombs, vaults, and underground pits, awaiting discovery by those who covet infernal knowledge above all other considerations.

### Rune Island

Situated amidst the Crescent Isles chain, Rune Island is a barren and precipitous mound of volcanic stone. It is notable primarily for the countless runes and hieroglyphs etched across the entire surface of the rocky isle, from one end to the other. Talislantan scholars have long argued as to the meaning of these cryptic runes, the identity of the individuals or creatures which created them, and their purpose in undertaking such a vast and time-consuming project. A thorough study of Rune Island has never been completed, owing to such factors as time, cost in labor and materials, and a natural aversion to the region's less-than-hospitable inhabitants; specifically, giant sea-scorpions and echinomorphs.



### Sad Plains

Rows of aged and pitted stone statues, each portraying one of the Necromancer-Kings of ancient Quaran, separate this region from the Sursian Plains (q.v.). Otherwise, the two areas are distinguishable from each other only by the great emptiness and featurelessness of the Sad Plains. On this site the nation of Xambria once stood, its cities shining brightly in the light of the twin Talislantan suns. Now, nothing remains, all trace of this once-prosperous civilization having been obliterated from the face of the continent over a thousand years ago by the merciless armies of the Quaranians. Since that time, the area has remained uninhabited except for wild beasts, such as ogront, land dragon, and malathropes. Marauding bands of Araq and Kharakhan giants sometimes pass through the Sad Plains, but few if any choose to linger for long in this place, which retains a strange and mournful aura.

### Sahar

Sahar is a Sindaran mesa settlement, similar in construction to Nankar and Nadir. Excellent moonstones are found in the canyons around Sahar; so, unfortunately, are chasm vipers, satada, and the fearsome opteryx.

## Sanctuary Mountains

The imposing peaks of the Sanctuary Mountains once served as a safe haven for the early ancestors of the Dracartans, who were driven from their homeland following The Great Disaster. The old stone forts built by these formerly nomadic people are now occupied only by Dracartan desert scouts, who use certain of these crude facilities as lookout stations and temporary outposts. Predatory satada, land dragons, and winged azoryl are also found in this region, as are a few abandoned gold and silver mines.

## Sapphire Mountains

The pale blue peaks of the Sapphire Mountains stand to the north of Sindar of the Seven Kingdoms, separating this region from neighboring Urag, which lies to the north. These mountains are also the domain of chasm vipers, vaspas, and stryx.

## Sard Island

Sard Island is a man-made isle which lies off the southern coast of Faradun, near Tarun. It is home to several wealthy Farad Monopolists, who live on the island in fortified castles of elaborate design. Sard Island was built solely by slave laborers, many hundreds of whom died during the ten years which it took to complete construction on the isle.

## Sardonyx Mountains

The Sardonyx Mountains stretch from east to west, forming a natural border between Yrmania and Werewood. The lower-lying regions up to the timberline are thick with grey baobab and tanglewood. Kite-winged batrancs soar above the clouds, safe from the depredations of yaksha, exomorphs, and tundra beast. Rumors persist that deposits of gold can be found in the easternmost reaches of the Sardonyx Mountains.

## Sascasm River

The Sascasm River runs through Werewood and Zandu, emptying into the Azure Ocean. In ancient times, it was the fashion amongst Phaedran wizards to be buried in eccentric mausoleums constructed along the banks of the Sascasm. Skalanx and river kra live in these waters, which are infested with metal-scaled chang, among other things.

## Sathir

Sathir is one of the two largest Sauran settlements (the other is Sathra; q.v.), and is located in the central Volcanic Hills region. This sprawling fortress is constructed of a motley assortment of materials: rough-hewn boulders, chunks of volcanic rock, along with stone blocks and columns pillaged from the ruins of Quaran, Jalaad, and other sites. Several regiments of Sauran troops are stationed here, including dragon-riders, land lizard cavalry, Saurud heavy infantry, and artilleryists. Sathir boasts at least two dozen land dragons, each equipped with iron battle-towers and stone-throwers. A fair amount of trade is done here, mostly with Djaffir merchants and Orgovian traders, who offer high-grade metal tools and weapons in exchange for brilliant fire-gems.

## Sathra

Sathra is a fortified Sauran encampment which stands at the southern end of the Volcanic Hills. In most respects, this place is similar to the Sauran settlement of Sathir (q.v.). Sathra is even larger, however, and houses nearly twice as many land dragons and troops as Sathir. The inhabitants of Sathra will trade only with Orgovians and representatives of other Sauran settlements.

## Scimitar Isles

These four small atolls are situated near the Mangar Islands, in the Crescent Isles chain. They are thought to be uninhabited, except for a few exotic species of wild beasts, including the rare silver draconid (prized by collectors, and valued at over five thousand gold lumens). There is a Mangar legend that a colony of Sunra renegades lives in hiding on one of the Scimitar Isles. According to the Mangar, the Sunra escaped the Quan Empire in one of their dragon barques. The Mangar claim that these renegades hunt sea dragons, as their ancestors did before being conquered by the Quan.

## Sea of Glass

The so-called Sea of Glass is a flat expanse of fused green crystal, which is believed to have been created during The Great Disaster. Supposedly, this occurred when Emerald Mountain erupted, spewing forth a sea of molten glass. The glass eventually cooled and hardened to its present, crystalline state. The Cymrilians operate a mining facility on the western "shore" of the sea, from which is derived the green crystal utilized in nearly all Cymrilian construction. Windships and land barges laden with glass depart from the area every few weeks, headed for Cymril of the Seven Kingdoms. Few living things dwell in this region, though Cymrilian miners occasionally stumble upon the sleeping forms of glass dragons, glass imps, and other oddities; creatures trapped in green glass, magically preserved and transmuted to crystalline form. These creatures bring a high price in many lands, where they are regarded as objects of great wonder.

## The Sea of Ice

The Sea of Ice is a wide expanse of shimmering, perpetually-frozen water. Mirin ice schooners traverse the frozen sea from L'Lal to Rhin, bearing cargoes of adamant, blue diamonds, and alchemical mixtures. Fearsome ice dragons, spawned in the frigid ocean-depths, pose a hazard to such ships, as do the razor-sharp edges of partially-submerged glaciers.

## The Sea of Madness

The Sea of Madness is a turbulent body of water which lies to the northeast of the Quan peninsula. Few ships venture into these waters, which are said to be subject to strange and inexplicable phenomena, such as maelstroms, spiraling columns of water, and raging storms of black lightning.



## Sea of Sorrow

Once known as the Phaedran Gulf, the Sea of Sorrow was renamed following a disastrous sea battle between the navies of Aaman and Zandu, during which thousands perished. Ships from many lands now ply these waters, headed to and from port cities in Zandu and Aaman. Salvagers continue to scour the sea-bottom for sunken treasure and other valuable cargo.

## Serpentine Mountains

The Serpentine Mountains stand like shadowy sentinels along the northern borders of Silvanus and Werewood. The uppermost reaches are haunted by yaksha; the lower, by ghastrs, banes, and grues.

## Serpent Pass

Serpent Pass is a narrow gulch which weaves its way through the southernmost reaches of the Maruk Mountain Range. The pass offers shelter from sand and dust storms (common throughout the Wilderlands territories), and so is frequented by Maruk dung merchants, Orgovian traders, and Aamanian Orthodoxists making the pilgrimage to the Well of Saints. Consequently, this route also has its admirers among certain tribes of Djaffir bandits, beastmen, and Kharakhan giants.

## The Seven Roads

This system of roadways extends outwards from the city of Cymril to each of the other member-nations of the Seven Kingdoms, like the spokes of a great wheel. Each of these roads is known by its destination: i.e., The Road to Astar, The Road to Kasmir, and so forth. All are in reasonably good repair, though delays are common at all border crossings. Curiously, though the system is known as the Seven Roads, the actual number of roadways is six; the "Seventh Road" is the system itself, which connects all the other roads to the capital of Cymril (hence the Seven Kingdoms' saying, "All roads lead to Cymril").

## Shadinnar

Traditional homeland of the giant Shadinn, the desertland of Shadinnar was conquered by the Rajans at the beginning of the fourth century. Many Shadinn still live in tent settlements scattered across the region, which is also inhabited by sand demons, satada, and desert kra.

## Shadow Ridge

This high, roughly circular line of rocky hills is actually the edge of a great crater. To the east lies the Sinking Land; to the west, the Shadow Realm. In the evening, an individual seated atop Shadow Ridge and facing to the west may be treated to an eerie spectacle. At midnight, three spectral armies are said to appear on the shattered plain to re-enact a savage battle which occurred on this same spot centuries before. Creatures of habit, the ghostly warriors can find no rest, even in death.

## Shattra

The mining and trade center of Shattra is located on the banks of the Axis River, in Arim. It is a filthy place, crowded with ramshackle wooden tenements and covered in a perpetual haze of smoke and soot. Raw ore from the country's many mining camps is brought here, to be smelted down into ingots and shipped by barge or caravan to Aaman, Zandu, the Seven Kingdoms, and beyond. The secret society known as the Revenants is believed to have its base of operations in Shattra.

## Shonan

Shonan is a large military and trade complex located at the point where the River Shan intersects with the Emperor's Road. It is constructed of grey stone from the Volcanic Hills, and surrounded by a forty-foot wall topped with rows of sharpened black iron spikes. Hundreds of Kang troops are stationed here, along with Vajra artilleryists and engineers. Their primary duty is to guard against attacks by Sauran war clans from the Volcanic Hills. Among the diverse goods which pass through Shonan are precious stones and metals from Karang, moonfish from the Coral City of Isalis, Mandalan silkcloth, cerulean dyes, and costly hardwoods and rare herbs from the jungle outpost of Vishana. There is a bridge at Shonan spanning the Shan River, at which a toll of five gold lumens is charged to all who wish to cross.

## Silver Groves

This scenic woodland rings the northernmost promontory of the Mandalan Coast, terminating just to the east of the City of Jacinth. Here, stately silver deodars tower high above the forest floor, where rainbow lotus, tantalus, shrinking violet, and other exotic herbs grow wild. Though splendid to behold, the Silver Groves are not as placid as they may appear. Giant shathane make their home in this place, as do exomorphs and mandragores.

## Skag Lake

Fed by the Smoke River, Skag Lake lies like a great steaming cesspool, its formidable stench permeating the air throughout much of northwestern Urag. A species of horribly mutated lake dra is believed to dwell in these rank waters, which can otherwise be tolerated only by urthrax.

## Smoke River

The Smoke River runs through the Toxic Hills of northwestern Urag, emptying into Skag Lake, to the south. The river is so polluted with contaminants that it boils, giving off clouds of noxious steam, or "smoke". No natural lifeforms can tolerate these waters, though other things - far less than natural - may dwell in the roiling deeps.

## Sorcerer's Isle

This insignificant-seeming island is part of the Thaecian Isles chain, and has long been

avoided due to its proximity to the far western isle of Parthene (q.v.). It is here that the fabled Kabros, sorcerer-king of ancient Phaedra, is purported to have settled following his hasty departure from that strife-torn land. A few eccentric Talislantan scholars maintain that Kabros lives here to the present day, in an enchanted castle of his own making.

### Southwood

Southernmost arm of the vast forestlands of Vardune, Southwood is home to the Green Ardua. Here, countless exotic species of plants, shrubs and trees are found, including viridia, yellow stickler, green lotus, shrinking violet, tinsel tree, dryad bush, and many more. Exomorphs and bog devils stalk the woods of this region.

### The Spectral Isles

This chain of Isles, situated in the Midnight Sea off the northern coast of Narandu, are perpetually obscured by clouds of ghostly grey mist. As far as anyone knows, none of these islands has ever been explored, possibly due to the belief that ice dragons dwell in these isolated areas.

### Steppes of Kangir

The rocky hills and plateaus of Kangir lie to the south of the Greylands, in the land of Quan. The Steppes are the traditional hunting grounds of the Kang, whose tribes ranged throughout the area prior to their being absorbed by the Quan Empire. Kang Warlords still come here at times, to visit the lands of their ancestors, and to hunt wild tarkus, strider, azoryl, and megalodont.

### Straits of Khazad

This perilous, rock-strewn waterway is believed to be infested by sea monsters. The straits are considered unnavigable except in the late fall months, when ice-going craft can be employed to skim across the frozen waters. The dark vessels of the Nefaratans are sometimes known to frequent the region, though for what reason, few care to hazard a guess.

### Straits of Tian

This expansive natural waterway leads to the Imperial Canal, which leads in turn to the Golden City of Tian, capitol of the Quan Empire. The straits are flanked on either shore by high cliffs dotted with countless small caves within which reside many species of avians, including avir, morde, and feather dractyl. Sunra dragon barques patrol these waters in force.

### The Subterranean City of Durne

Capitol of Durne of the Seven Kingdoms, the subterranean city of Durne lies some two hundred feet below ground. The settlement consists of numerous caverns, underground lakes, and moss-lined cave dwellings, interconnected by a complex maze of tunnels. The



city is accessible by any of several hidden passageways, which lead deep into the earth, and via an underground highway which stretches across much of the continent. Land kra, darklings, and bands of malevolent satada are also found in these subterranean areas.

### Sunra Bay

The placid waters of Sunra Bay serve as an inlet to the River Shan, and beyond this, the Inland Sea and the Coral City of Isalis. The dragon barques of the Sunra ply these waterways, which are off-limits to foreign vessels, by order of the Quan Empire. Sunra fishing vessels can be seen along the coastal areas, trolling for moonfish, the egg-sacs of rainbow kra, and pearl-bearing mollusks; all considered delicacies by the ruling class Quan. Water raknids, skalanx and adolescent sea dragons also exhibit a taste for such delectable prey, and are ignored at one's peril.

### Sursian Plains

South of the forests of Tamaranth lie the Sursian Plains, an arid grassland pock-marked with holes and craters. Here can be found the remnants of the once-mighty kingdom of Sursia: the twisted and charred hulks of terrible siege engines, the ruins of blasted stone towers, and shards of fused metal and glass. Ferran bandit packs live in tunnels dug beneath the plains, which form a network connecting many of the region's larger craters and crevasses. Gigantic ogronts wander mindlessly about, grazing on dry grasses, while azoryl glide across the sky high above. Aside from the presence of such creatures as these, the area often resembles a ghostland.

## T

### Tabal

Tabal is a Jhangaran settlement constructed much like Karansk, using axe-hewn timbers lashed together with rope and vines. The inhabitants are marsh-hunters, who earn a living by trapping wild beasts and hunting for caches of scintilla - the luminous eggs of water raknids. They ply the banks of the Axis River and the marshy coastal areas in reed boats, or comb the inland areas mounted on trained marsh striders.

### Talisandre

Talisandre is a small island which lies off the coast of Silvanus, in the Azure Ocean. The isle is a virtual paradise, populated by a plethora of wild flora and fauna. A race of xenophobic humanoids, known as the Azir, lives in this idyllic setting. They know nothing of the civilized world, a condition which they have adopted by choice; visitors from the outside world are greeted with fusillades of stones, and told in no uncertain terms to depart the Azir's island refuge.

### Tamaranth Valley

This sylvan vale is surrounded by the Amethyst Mountains, and is accessible by means of a

single trail. Herds of silvermanes make their home here, as do the Ariane, who dwell within the only settlement in this region - the Maze-City of Altan (q.v.).

### Targ Swamp

Targ Swamp is a sodden marshland overgrown with mosses and trailing vines, located in the western jungles of Taz. The swamp is a favorite place of Thralls from the nearby settlement of Targ, who come here to sharpen their combat skills against bog-devils, swamp demons and batranc, which are found here in numbers. Individuals less-enamored of such forms of "sport" tend to avoid Targ Swamp.

### Targ

Targ is a Thrall communal complex located in the jungles of western Taz, adjacent to Targ Swamp. Like all Thrall settlements, Targ is comprised of a number of simple dwellings set within a walled enclosure, and constructed of stone blocks. Individuals hailing from Targ typically bear tatoos which are predominantly yellow and green in color.

### Tarun

The sprawling port city of Tarun is the capital of Faradun, and perhaps the most important center for sea-borne trade on the continent. The city boasts an impregnable system of defenses, including the towering sea-gates which control access to its harbor, and the hundred-foot walls which enclose the city itself. Merchant ships from many lands come here, to buy, sell or trade with the Farad, a people notorious for dealing in all sorts of contraband and illicit goods.

### Territories of the Mondre Khan

The wooded hills and mountains of the northeastern Quan peninsula are the domain of the Mondre Khan - a race of barbaric half-men, who are the last indigenous people to resist subjugation by the forces of the Quan Empire. A nomadic folk, the Mondre Khan have proved a resourceful and dangerous enemy. Holed up in their rugged mountain retreats, the Mondre Khan tribes have waged a successful guerilla campaign against numerically superior Kang forces for over four centuries. Their war clans continue to harass the Empire to the present day, launching surprise attacks against merchant caravans, military supply wagons, and the nearby mining settlement of Ku-Chang. Wild beasts, such as lopers, yaksha, muskront and tarkus, are also found in this region, which is rich in mineral resources.

### Thaecia

Thaecia is an island of rare and splendid beauty, located off the southwestern coast of the Talislantan continent, in the Azure Ocean. The isle is home to the Thaecians, an advanced and prosperous people who have created for themselves a virtual utopia. Visitors of all races and nationalities are welcomed here, provided they come in peace.

## Tian

Capitol of the Quan Empire, the Golden City of Tian was built on an island situated in the middle of a man-made lake. Mandalan architects designed the city, which is considered among the wonders of the Talislanta world. Tian is home to the Emperor of Quan, who lives in the splendid Palace of a Thousand Fountains, protected by his elite corps of Kang Dragons and tended to by a vast retinue of Mandalan servants, nobles, Ispasian advisors, concubines, sycophants, performing troupes, and so on. The Golden City is accessible only by boat, and by windship.

## Tian Forest

Tian Forest is as odd a place as one may find in Talislanta; a man-made woodland, comprised of orderly groves of silver deodars and shade trees, separated by neatly-mowed grass trails lined with arrangements of colorful shrubs and flowers. The Quan aristocracy had the forest "built" for the pleasure of the Emperor, so that he might come here to hunt "wild game". In actuality, the forest is continually re-stocked with selected types of creatures, all rendered harmless by de-clawing, de-fanging, and the administration of sedative elixirs. The Emperor - borne aloft in his sumptuous pаланquin and escorted by a vast retinue of Kang guards, trackers, servitors and aides - rarely does anything but watch. Tian Forest was fabricated by Mandalan Savants, under the strict supervision of the Kang.

## Topaz Mountains

The Topaz Mountains run for hundreds of miles in a wavering line of cliffs and precipitous peaks, separating the Dark Coast from the Wilderlands of Zaran. Covered in thick jungle along the lower altitudes, the mountains are home to numerous strange creatures and beings, including batranc, manrak, chasm vipers, Nagra spirit trackers, and satada; the latter, having made their way into the region via the Dead River, a dry gorge which extends like an ugly scar across half the continent. Topaz crystals weighing up to twenty pounds have been found in these mountains.

## Tor

Tor is a large communal complex which serves as the capitol of Taz of the Seven Kingdoms. Situated in the midst of the jungle, the settlement consists of a number of squat, rectangular structures built of stone blocks and surrounded by a defensive network of interconnected stone towers. Some three thousand Thralls live here, the majority of which (males and females) are active members of the Seven Kingdoms' mercenary army. Mangonel lizards, land lizards, durge, and other wild beasts are trained in Tor for military and civilian use.

## Toxic Hills

This hill region was once used as a site for the testing of poisonous alchemical agents, which the Ur clan shamans had hoped to develop for use in warfare. The chance discovery



of a singular substance, known as "quintoxin", led to the inadvertent contamination of the entire area. The Ur clans evacuated the area post haste, leaving behind several hundred gallons of quintoxin in large, open cauldrons. The status of this virulent substance remains unknown; Darkling slave crews sent into the area have never returned, and the region is considered completely uninhabitable.

### The Trackless Wastes

This frigid and forlorn sector of Narandu is rumored to be uninhabited save for a possibly mythical species of creature, known as the crystal kaliya. Naturalists from Vardune, Sindar, Cymril, Zandu, and even the Quan Empire have offered rewards (up to fifty thousand gold lumens, in at least one instance) for anyone able to capture and bring back one of these elusive creatures.

### Traitor's Bay

This icy stretch of water is named for the infamous Rasmirin, who launched an assault on L'Haan's fleet of ice schooners during the fall of the year, 403. The treacherous Rasmirin were defeated, and thereafter banished to dwell forever on the Outcast Isles (q.v.). Their sunken ships, laden with treasures stolen from the city of L'Lal, still lay somewhere at the bottom of Traitor's Bay.

### Trang

Trang is a Thrall communal complex located in the eastern jungles of Taz, adjacent to the border of Astar. It is similar in most respects to the communes of Targ and Tor. Individuals hailing from Trang typically bear tattoos which are predominantly red and blue in color.

### Tunnelrock

This craggy mound of stone is honeycombed with winding passageways and tunnels - hence the name, Tunnelrock. The Gnomekin of the subterranean city of Durne fashioned this elaborate network of passages, only two or three of which lead to their underground homeland. The rest lead to dead ends, pitfalls, air shafts, and cul-de-sacs; the purpose of which is to baffle unwanted intruders seeking to gain access to the Gnomekin settlement. Without the benefit of a map or Gnomekin guide, it is almost impossible for outsiders to find their way through Tunnelrock.

### Twin Islands

These two rocky isles lie off the coast of the island of Garganta, in the Thaecian Isles chain. Each is actually an ages-old Monolith, worn and weathered by untold centuries of wind and water. On rare occasions, the two can be heard conversing with each other, their rumbling voices carrying for many miles in all directions. It is said that one of these two Monoliths can utter nothing but the truth, while the other - a deviant sort - speaks only lies. Opinions differ as to which one is which, as neither of the two is particularly talkative, or cooperative.

## U

### The Unknown Isles

These frozen northern isles appear on ancient sea charts dating back to the Forgotten Age, but have otherwise never been explored or accurately mapped. Consequently, nothing much is known regarding these places.

### Unknown Ruins

Situated amongst the Junglegrounds of the Dark Coast, the Unknown Ruins have never been explored by any civilized beings, at least as far as anyone knows. This is due almost exclusively to the presence of the fierce Ahazu warclans, who range far and wide throughout the region. It is the practice of these tribes to attack on sight, neither granting nor asking any quarter.

## V

### Vahana

Vahana is an agricultural village situated in the Southwood region of Vardune, and is the largest of the Green Ardua settlements. Here, Green Ardua botanomancers and horticulturists grow countless varieties of hybrid plants, including giant species of fruiting and flowering vegetation. The majority of Vardune's viridia crop is produced here, tended and harvested on large, well-organized plantations. Barge forts, grown over sturdy wooden frames, are also produced in Vahana for shipment to the Blue Arduan settlement of Valanis.

### Vajran Hills

Traditional territories of the Vajra, the Vajran Hills are rich in minerals, timber and other natural resources. After the Quan annexed the region, the Vajra were forbidden to live here anymore, and were deported from their sub-earthen homes to slave camps in the vicinity of Karang, near the Opal Mountains. The Vajra's former settlements were sealed-up, pending the results of a government study examining the feasibility of turning the entire area into a vast mining installation.

### Valanis

Valanis is a fortified river port situated in the Northwood region of Vardune, and the largest of the Blue Ardua's settlements. Here are docking facilities for several dozen Arduan barge forts, which are used to patrol the Axis River from the northern border of Vardune south to Jhangara. Mercenary scouts and trackers sometimes come to Valanis to hunt grues - hostile quasi-elementals, which pose a considerable danger to the local viridia crop. The Ardua offer a bounty of five hundred gold lumens for every grue killed or captured anywhere in Vardune.

## Valley of Forgetfulness

The Necros River runs through this densely-forested vale, which is considered part of both Werewood and Silvanus. Late in the evening, silver-grey mists rise upwards from the river and hang over the valley. Individuals who breathe these vapors can purportedly suffer partial or even total memory loss, the duration of which may last from one to ten days (or much longer, in rare instances). Werebeasts and banes prowl the slopes of the valley, where the bodies of convicted felons were once interred during the time of the Phaedran dynasty.

## Valley of Mist

The Valley of Mist lies to the north of the Volcanic Hills, beyond the Firefalls. The place is renowned as the site of the Well of Saints, the sparkling waters of which are reputed to possess miraculous healing properties. Insidious mist-creatures, called vorls, proliferate in the valley, and are a source of dismay to pilgrims and others who attempt the journey to this isolated locale.

## The Vanished Kingdom of Shalihan

On this site, in ancient times, stood the fabled Kingdom of Shalihan - a land renowned for its formidable magicians, who were masters of illusion (the legendary illusionist, Cascal, may have hailed from Shalihan, or so some scholars believe). Where Shalihan is now, no one knows; apparently, the entire kingdom simply vanished into thin air. Individuals who aspire to search for the Vanished Kingdom must contend with the region's current inhabitants, which include beastmen, malathropes, and darkmanes.

## The Variegated Forest

The Variegated Forest is named for its wildly colorful flora and fauna, the like of which is to be found nowhere else on the continent. Here, plants and animals sport the most exotic and vibrant hues. For example, there are lime-green malathropes, groves of purple tanglewood, birds with six-colored plumage, xanthene yellow shathane, pink monitor imps, and a host of other lifeforms which have adapted to the uniquely colorful surroundings. There is a considerable market in Tian and elsewhere for plants and creatures from the Variegated Forest, which are regarded as wondrous curiosities in other lands.

## Vashay

The river settlement of Vashay is the capital of Vardune of the Seven Kingdoms, and an important center for trade between the Seven Kingdoms and the Western Lands. Situated on the banks of the Axis River, the settlement consists of numerous three-tiered tree dwellings, constructed of artfully-woven vines. Boats made of dried pods from the giant viridia plant ply the river, along with the barge-forts of the Blue Ardua. There is a bridge here, spanning the Axis River to the land of Aaman.



## Virdistan

Traditional homeland of the mongrel Vird tribes, Virdistan was conquered by the Rajans around the early part of the fourth century. The nomadic Virids still live in this desert region, tending their herds of land lizards, durge, and such creatures as they have managed to capture from merchant caravans enroute to the bridge at Hadran. Sand demons, araq, wild duadir, and the much-feared opteryx are common to this arid land.

## Vishana

Located in the sweltering southern jungles of Quan, Vishana is a military outpost of some importance to the Quan Empire. The fortress stands at a juncture of the River Shan and the Emperor's Road, adjacent to territories inhabited by the headhunting Witchmen tribes of Chana. Vishana is constructed primarily of local hardwoods, and surrounded by a barricade of wooden stakes, pits, and trenches. Several garrisons of Kang trackers and scouts man the fortress, ever wary of assaults by the Witchmen tribes.

## Vodruk

Vodruk is one of three large Ur clan settlements located in Urag. It is similar in most respects to the fortified settlement of Grod (q.v.).

## The Volcanic Hills

This region is marked by twisted mounds of stone, craters, rivers of fiery magma, and both dormant and active volcanoes. The race of Saurans inhabits this area, which is also home to the hive-colonies of Raknids (deadly enemies of the Saurans), land dragons, azoryl, fearsome vaspas, and manrak. The Volcanic Hills are rich in firegems, precious stones valued for their beauty, as well as their reputed magical properties.

## Vulge

Vulge is an isolated stone fortress set in the Jade Mountains of southern Quan, and manned by a contingent of Kang trackers. The occupants live in constant fear of the Manra tribes; shape-changing humanoids, who resent the intrusion of the Empire's forces into their traditional hunting grounds. Nagra spirit trackers, Kaliya, and winged vipers are likewise native to this hostile land.

## W

## Wailing Mountain

A high, twisting spiral of grey basalt, Wailing Mountain derives its name from the dismal groaning sounds which seem to originate from its uppermost reaches. Most scholars attribute these noises to the wind, and to the mountain's unusual configuration. Others cite an ancient Phaedran legend, which states that the great archimage, Soliman, imprisoned a treacherous Shaitan somewhere within the mountain. Those who lend credence to this tale say that the awful wailing noises are the sounds made by the giant,

chained devil, lamenting its fate.

### Waning Brook

Once a great river which ran from the Amethyst Mountains through the forests of Tamaranth and beyond, Waning Brook has diminished considerably over the course of several centuries, and is currently little more than a wide, swift-flowing stream. The brook's present condition is attributed to the Ice Giants, whose southerly advances have sufficed to freeze over many of the old river's former tributaries.

### Warlock's Keep

This forelorn island of ice resembles a jagged crystal tower, protruding upwards from the Midnight Sea. In Mirin legend, this place is home to an ancient warlock named Nobius; a master of Grey Witchcraft, and a figure of unpredictable temperament. Lending credence to the legend are the reports of Mirin tundra scouts, who claim to have spotted matrices of colored light hovering above the island. To date, this has been the extent of the Mirin's curiosity regarding the purported inhabitant (or inhabitants) of Warlock's Keep.

### The Watchstone

This massive pinnacle of stone rises high above the Plains of Golarin, reaching almost into the clouds. Climbing the winding stone stairs to the summit (an effort normally requiring the better part of a day to complete), one can see clear across Golarin. The Watchstone is considered a holy place by the Orthodoxists of Aaman, who claim that from this lofty height, one may glimpse the gates of paradise. Ravens favor the high elevations as well, primarily for purposes of ambushing groups of incautious Aamanian pilgrims.

### Weeping River

Northernmost tributary of the Sascasm, Weeping River runs from Mordante's Deep in northern Werewood, almost to Green Lagoon. Giant river kra lurk in these waters, which are difficult to navigate (level of difficulty: 5) due to accumulations of silt, mud, and tangled vegetation.

### The Western Glaciers

This stretch of bleak, icy terrain is inhabited mainly by herds of lopers, tundra beasts, frostweres, and ice giants. Blue diamonds and snow lily can be found here, for those who care to explore this bleak domain.

### The Wilderlands Road

This ancient and decrepit thoroughfare runs the length of the Wilderlands of Zaran, from Kasmir in the west to the Quan Empire. Once paved with sturdy hexagonal stones, the roadway now lies in ruins. It is unsafe in many places, and is often rendered impassable during the time of the spring rains.

## The Wildlands

The Wildlands of southern Quan are home to numerous sorts of jungle-dwelling creatures, including kaliya, winged apes, malathropes, and alatus. Many varieties of rare herbs and plants grow wild here, such as tantalus, red and black lotus, narcolesian, and devilroot. These resources go largely untapped, due to the hostile nature of the surrounding environs.

## Witchwood

This woodland region, located in the eastern sector of Werewood is home to the Dhuna; practitioners of witchcraft, who fled here to avoid persecution by the Aamanians following the Cult Wars. Hidden deep in these woods, the Dhuna discovered a number of sacred groves, each demarcated by a circular ring of ten-foot tall runestones. The Dhuna settled in these areas, where they remain to the present day. There are known to be White, Black, and Grey Dhuna covens in existence, each living apart from the others in a separate region of Witchwood. It is also known that werebeasts, mandragores, ghosts and banes haunt these areas. It is not known what secrets the Dhuna may have discovered, when they deciphered the ancient runestones that they found hidden in the depths of Witchwood.

## Woodlands of Zandu

This forested area was razed by torch-wielding Orthodoxists during the Cult Wars of the early New Age. The Paradoxist government of Zandu restored the area after the war, according to its own eccentric designs. The Woodlands is now a forest preserve, resplendent with groves of quince, blue pomegranate, incense tree, and succulent barberry. Man-made streams and ponds dot the mossy terrain, interspersed with copses of spice tree and giant fern. A section of acreage has been reserved for the pleasure of the Sultan of Zandu, who is an avid bird-watcher, or so it is said. A troupe of Zandir swordsmen and swordswomen always accompanies the Sultan's entourage, conferring protection from the woodland's less-savory inhabitants. These include exomorphs, malathropes, and several varieties of poisonous, metallic-scaled serpents.

## Y

## The Yellow Marshes

The sallow-hued swamps of this region of Mog teem with a variety of unusual flora and fauna: amber wasps and gold beetles, sulphur trees, topaz-colored winged vipers, yellow marsh striders, and many others. All blend more or less into the surrounding environs, making it difficult to distinguish one thing from another - a situation presenting certain hazards to incautious adventurers who seek to traverse the Yellow Marshes.

## Yrman's Woods

Yrman's Woods range throughout the central sector of Yrmania, a region of irregular hills, bluffs and deep gullies. The trees here are mainly old and gnarled: stunted spider-oak,



withergall, and tanglewood, having little value as timber. Some claim that veins of black iron and silver run through the hills of Yrman's Woods. So too, do packs of two-headed tundra beasts, mated pairs of yaksha, and herds of vile darkmanes.

### Yrmanian Bay

This open expanse of water is seldom frequented by ships, for the reason that there would be little purpose in doing so; the Yrmanian Wildmen are notable for their insane and unpredictable behavior, and Night Demons from the nearby Midnight Isles infest the area in numbers.

## Z

### Zadian

Zadian is a fortified citadel situated along the central coastal regions of Zandu. A sizeable contingent of Zandir troops is stationed here, including units of ontra-mounted lancers, mounted archers, swordsmen and swordswomen, and border scouts. The citadel stands atop a hill overlooking the rich estates, vineyards, and groves of Zadian's wealthy aristocracy, who live much in the manner of feudal lords.

### Zagiran

Traditional homeland of the Aramut and Zagir tribes, the arid mountain region of Zagiran was conquered by the Rajans toward the end of the third century. Many Aramut and Zagir continue to dwell in the region, living much as their nomadic ancestors did some six hundred years ago. Satada, earth demons, azoryl, and land dragons are also found in this rugged, mountainous area.

### The Zandir Moors

This area of verdant knolls, flatland and bogs occupies a portion of western Zandu. It is notable for numerous exotic varieties of wildflower, from which are derived costly scents, essences, and enchanted philtres. Included among these is the rare "everblue starfire"; a magical hybrid reputed to possess extraordinary virtues, and valued at over a thousand gold lumens. Aspiring botanists and fortune-seekers are advised to beware of malathropes and bog devils, which are also known to inhabit the moors.

### Zandre

Located to the south of Werewood, Zandre is a fortified border outpost housing a contingent of Zandir scouts. The outpost stands adjacent to an old stone bridge, which spans the Sascasm River. Zandre is frequented by hunters, trackers, and traders from the surrounding areas, as well as the fishermen of Zann; a stubborn and reckless folk, who sail their small skiffs upriver in order to sell their wares at the outpost. For ten gold lumens a day a Zann fishermen will convey a small party by boat to almost any destination desired, including Werewood.

## Zann

Zann is a seaport located on the western coasts of Zandu, notable primarily for its inhabitants; the Zann, who bear a wide reputation as the most steadfastly contrary folk in all of Talislanta. Zann rarely agree with other peoples, and are extremely opinionated. Most are fishermen, boatsmen, or woodland guides by trade. The Zann drink from streams thought to be tainted by waters from the Necros River, which may go far to explain the curious behavior of these folk.

## Zanth

Zanth is the capitol of Zandu, a country ruled by the Paradoxist Cult. The city lies adjacent to the rival Aamanian capitol of Ammahd, though separated by a towering structure known as the Great Barrier Wall. Zanth is known for the permissiveness of its laws and customs, and enjoys a wide and favorable reputation among the continent's foremost magicians, charlatans, professional mystics, and con-artists.

## Zantil

Zantil is a small Zandir coastal facility built on a peninsula overlooking the Sea of Sorrow. There is a lighthouse and watchtower here which serves as an aid to ships navigating the waters of the Sea of Sorrow, and as an early warning system intended to alert vessels of the presence of giant sea scorpions, which occasionally may enter the area via the Phaedran Straits. In the latter case, a red beacon (produced by torches reflected by a ruby-colored crystal) indicates danger by night; by day, bellows-horns are used to sound the alert.

## Zantium Bay

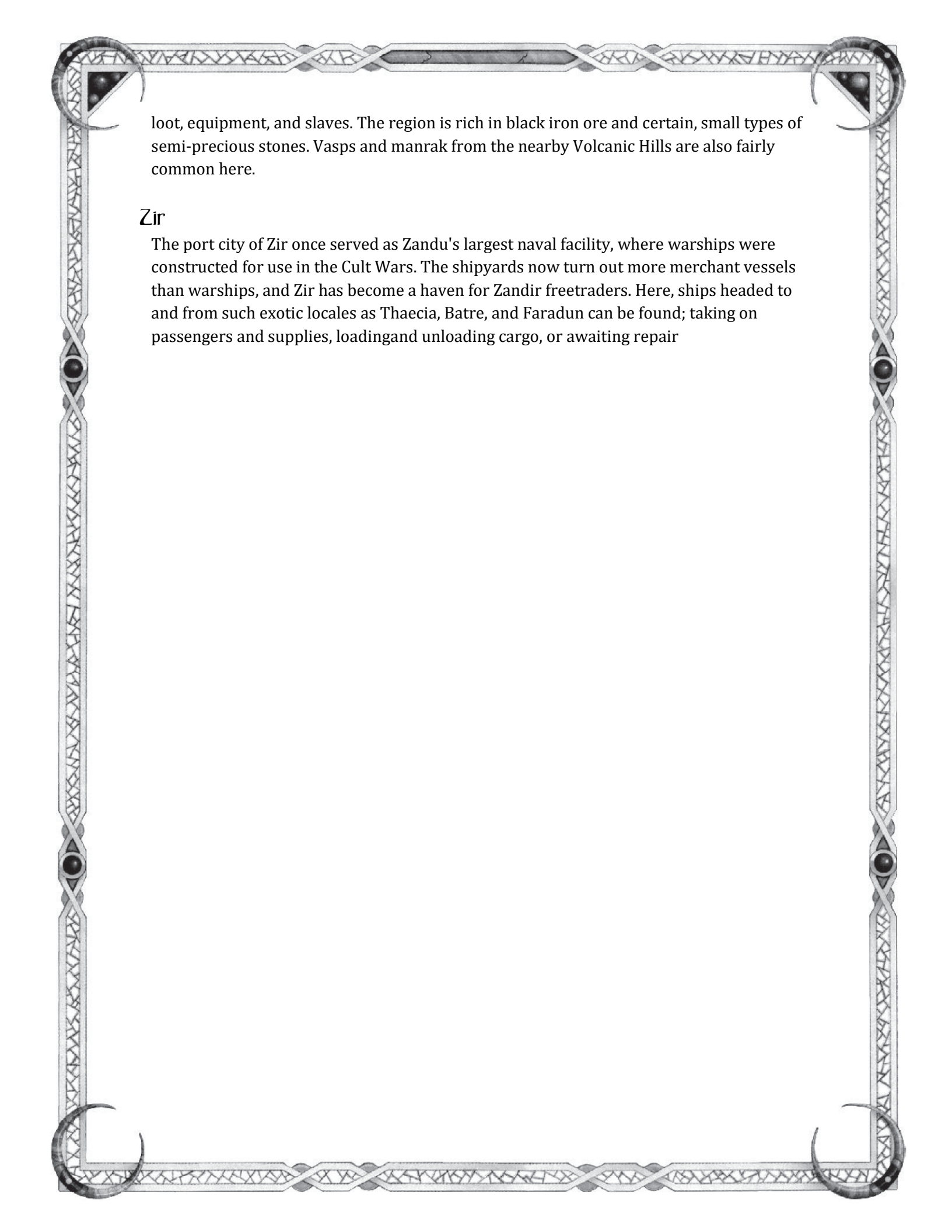
Zantium Bay is an open waterway which is traversed mainly by Zandir merchant and fishing vessels headed to and from the port settlement of Zantium. It is tricky to navigate in spots (level of difficulty: ), due to the presence of rocks lying just below the waterline. Accidents owing to such circumstances are not unknown, particularly as regards foreign vessels, whose navigators often lack familiarity with these waters.

## Zantium

Westernmost of Zandu's seaports, Zantium is a walled settlement constructed at the terminus of the Sascasm River, near Zantium Bay. Its exports include timber, costly perfumes, and exotic plants and wild beasts from the Zandir Moors. There is a trading post at Zantium where Jaka and Zandir trackers come to sell hides, captured animals, and other goods.

## Zaran Mountains

The rugged peaks of the Zaran Mountains are the refuge of the Za bandit tribes, who hole-up in these parts in order to elude patrolling Dracartan desert scouts. The Za are believed to have numerous hideouts in the Zaran Mountains, where they temporarily store excess



loot, equipment, and slaves. The region is rich in black iron ore and certain, small types of semi-precious stones. Vaspas and manrak from the nearby Volcanic Hills are also fairly common here.

### Zir

The port city of Zir once served as Zandu's largest naval facility, where warships were constructed for use in the Cult Wars. The shipyards now turn out more merchant vessels than warships, and Zir has become a haven for Zandir freetraders. Here, ships headed to and from such exotic locales as Thaezia, Batre, and Faradun can be found; taking on passengers and supplies, loading and unloading cargo, or awaiting repair