

BONEYARD OF BARONS



Monumental cemetery of a lost barony to the south of Holt-Lindeck.



Tier 1

CAVE OF ABYSSAL GLOOM



Somewhere to the north of the Dwarven Caravan Road lies a system of caves. The central cavern harbors a shaft leading down into eternal darkness. Weird sounds from far below are the only hints at what lies down there.

Tier 1

LONELY TOWER



A lonely tower deep in the woods with no visible entrances and riddled with traps. It holds the forgotten riches of a long-dead archmage, or so they say.

Tier 1

SILVER PEAKS NEAR AUHEIM



Former Dwarven gold mines reopened as silver mines by Gnomes. They rapidly grew Auheim to the second largest settlement in the region

Tier 1

TWILIGHT FOREST



North of the Old King's Road lies this deep forest, rumored to be the home of nefarious robbers and cannibals.



Tier 1

FAIRY WATER



A large system of lakes to the north of the Dwarven Caravan Road, shrouded in mist and rumored to lie near the border of the Otherworld.

Tier 2

GIANT RIDGE



High cliffs and rugged hills north of the Dwarven Caravan Road, home to giants and goblinoids.

Tier 2

MOONCLAW OF WOLFWOOD



Monument fabled to lie deep in the Wolfwood south of Old King's Road. According to legend, it harbors the remnants of the last Heavenly Wolf.

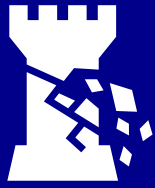
Tier 2

DRAGON CREST



Mountain range far to the south of the Dwarven Caravan Road and east of the Silver Peaks. It is the home of true dragons and their wyvern subjects.

Tier 3



HAG MARSHES



A several miles wide strip of wetland separates the warring kingdoms and the Borderland. It is the home of several hag covens and their goblinoid minions.



Tier 3

MIRROR LAKE



Only lake not connected to the Fairy Water and not shrouded in mist. Legend holds that when the moon is mirrored in the water on clear nights, a portal to the Moonrealm is opened for anyone willing to leave this world behind.

Tier 3

