Cape of Life

This is the southeasternmost peninsula of the Holy Isle of Mona, lying more or less on the Equator. It is one of the more densely-populated parts of Mona, both with permanent local residents, and visitors from many places across Nibirum, the latter travelling here to take-in the peaceful tranquillity that permeates the entire Isle, and far beyond its shores, something that promotes spiritual recovery and general healing in a quietly unobtrusive manner, both for those living or visiting here. This holy, yet wholly unaligned, power is immense, allowing no contact with outside agencies, such as deities, demons, or other patrons, while on the Isle, or within roughly 100 miles of its shores (150+ km). Many magical spells and items, especially those involving aggressive, offensive or controlling actions, or instantaneous travel, will not function at all within this same region. Even those of a more protective, healing or helpful nature often have lessened effects. More than this, the dead stay dead here, as the undead cannot exist within this zone.

However, animals and people are still able to hunt for food, fights and squabbles occur, and the usual run of problems are as liable to happen here as anywhere else. Creatures, especially of different humanoid types, that would tend to be aggressive towards one another, may still be so, although often in a lessened manner, and less frequently than normal. All such reactions are calmed and reduced by the Isle's power.

Curiously, there are many ruined, and some still intact, temples and shrines scattered across the land, along with other ruins, mostly of an age and nature suggesting they have been in-place for an extraordinarily long time. Naturally, not all the ruins are especially recognisable. The more intact temples and shrines are sometimes still in use, as places of familiar comfort for visitors especially, commonly maintained by elderly former priests from other parts of Nibirum, or hermits of no fixed affiliation. Such "working" temples are always signified by a pair of statues at each entrance, nearly always of the traditional Isle form, as standing humanoid guardians, for all their appearances can be quite varied beyond this. These sites tend to be concentrated nearer the main population centres, especially in this Cape of Life region and southwestwards towards the far off-map region around Port Deus (noted on the separate South Mona Atlas map). Such statue-making is a long-established part of Isle life.

Most folk wear a painted star of varied form and colour in the middle of their foreheads here, whether natives or visitors (such is usually offered to arriving visitors first by painters on the quays of Port Deus, the main arrival point for many travellers). Given the tropical climate, simple robes and loincloths are favoured as clothing. The North Mona preference for an open-fronted, thigh-length, sleeveless, thin fabric, overcoat-like garment, with its numerous pockets, is far less common here in the South. Wearing armour and weaponry openly are strongly discouraged.

In common with elsewhere across South Mona, the Cape area is known for its high-quality silk manufacture, its statue-making, and its unusual, finely-crafted, jewellery. Away from the marked Pilgrimage Routes, Other Trails and settlements, and especially closer to the northwestern map corner, the land is fairly wild and sparsely inhabited. Tree and shrub cover is thin across much of the Cape, often deliberately planted and tended for timber and agricultural purposes (such as fruit trees), with most of the open land given over to tall grasslands, where some scattered shrubs and stands of trees can be found.

There are no major harbours on this map, and indeed, large parts of the coast make for difficult landing places here, even for the local small fishing vessels. Trading ships land goods and pilgrims primarily at Port Deus in South Mona, from where both travel overland through the Cape region. Pilgrims are often eager to experience the calming atmosphere of the wilder parts of the Isle across the South, frequently to "Walk the Paths", following the **Pilgrimage Routes** shown by the dashed green lines. Elsewhere, these are often ill-defined trails, but across the Cape area, they are typically much easier to follow, as they also form part of the main transport links between settlements. North of the River Kush here, the Route becomes increasingly less easily-recognised, as also does that Route section where it continues west of Haru and off-map. Amongst other things, the Routes link seventeen enormous, hugely ancient, great monoliths, known as **Walking Stones**, of which two feature on this map, Sujazal and Laru. These Routes can form a "Circuit" for pilgrims, beginning at Port Deus, entering this map along the southernmost green Routeway near Sciy on the southwest map-edge, progressing east to the Citadel of Life *via* Sujazal, then northwest by Holywell and Laru, and off-map northwards at Bred. The east-west trending Route west from Holywell connects with the great Eternal Plateau, roughly another 45 miles west (70 km), and slightly north, of where the Route exits this map. Frequent inns, sometimes now of hamlet to village size, have sprung up all along these Routes to aid and benefit from travellers. Here, such places are parts of the general farming landscape.

Part of the general notes for Mona as a whole were determined using random tables and other information in Mythmere Games' *Tome of Worldbuilding*. Ideas for smaller-scale features across this map were drawn or adapted from, and suggested by (in no particular order), random tables in the Shadowdark RPG rules (by The Arcane Library), the *Tome of Adventure Design* (Mythmere Games), the *Sandbox Generator* (Atelier Clandestin), the *Dread Thingonomicon* and the *Dread Laironomicon* (both by Raging Swan Press), *One Shot Wonders* and *Roll & Play: The Gamemaster's Fantasy Toolkit* (both by Roll & Play Press), with some of the place-names derived from tables in the *Nomicon* by Mythmere Games.

The Walking Stones Sujazal & Laru

While each of the Isle's great monoliths is different in its close-up appearance, they are all made of the same, indefinable, white stony material, around 250 feet tall (75 metres), with square-cut faces in a slightly rectangular form, of cross-section around 50 ft by 40 ft at the surface (15 m by 12 m), tapering slightly as they rise to sometimes a flat, gently rounded, or slightly angled top, aligned with their corners to the cardinal directions. They are wholly immovable, and so far as anyone knows, are part of the Isle's fabric, as if they had grown where they now stand. No two are quite the same distance apart from one another, a separation that can be quite variable. Each has its own unique name, maintained by tradition from a past so ancient it may as well have been in the First Days of Nibirum. No one is very sure if the names have any actual meaning or significance, and they seem not to have originated from any one language. Occasionally, they may be referred to by number as well, based on the order pilgrims commonly approach them when starting and ending their trek at Port Deus. Sujazal is thus sometimes known as Stone 2, while Laru is Stone 3. Curious events cluster around them, and each has its own unique effect close-up.

Sujazal: Flat-topped, standing towards the central-western map edge here, a short way north of the Routeway village of Rhum, near the Flower Church. Tall purple grasses sprout all around the Stone's base, and for some distance around it, not found anywhere else.

Laru: Standing nearly 35 miles (55 km) away on a direct line northeast from Sujazal in the map's upper centre-left, although no such direct Route exists. Instead, the Pilgrimage Route that passes both runs through the Citadel of Life instead, a total distance of almost 95 miles (150 km), passing near Holywell south of Laru. Round-topped. A ring of mushrooms stands all about the Stone's base, about 50 ft (15 m) from it. Those standing within the ring can understand any spoken language so long as they remain in the circle.

Red-Labelled Places

Angle Trees: South of Damor in the map's mid-east, in a great bend of the unlabelled lower Fialith River, two lines of trees meet in an acute angle (about 35 degrees), opening towards the east-northeast. This roughly aligns them towards the "winter" solstice sunrise. The trees are all of the same kind, and are all of apparently similar, old, ages. Local tales from the Damor district say the Trees must be preserved and replanted when necessary, or bad luck and ruin will dog the village and its surroundings.

Buru's Lodge: On the eastern side of the Cape's southeastern tip east of Toast village, lying in a valley between the eastern slopes of the high hills and the coastal cliffs, is a large, deep, steep-sided, sinkhole. Dressed stone steps zigzag down its southern interior to a substantial stone-built cottage in the base, the Lodge, set beside a tranquil freshwater pool fed by water dripping through the mosses, ferns and vines of the sinkhole's steep sides. Buru is friendly, though reserved, appearing as a middle-aged Human hermit, although he is actually a Werebear able to control his condition, and which he will not reveal except in dire need. He believes it is the power of the Isle that gives him this control. He has been known sometimes to assist the Monks of Shortstone Island in their rescues, and the Archdruid of Whistling Tower similarly.

Centaur Valley: The local trail that runs west-east from the map's centre eastwards, linking Holywell Cross to Damor, follows the line of the unlabelled Fialith River in doing so. Centaur Valley is the narrower stretch of the vale that lies roughly halfway along that trail, as in the hills on both sides of it are numerous deep, dry caves, homes to an extended tribe of Centaurs. Such caves extend for nearly 5 miles along the Valley (8 km).

Citadel Of Life: Although marked as a single, temple-like structure in the southern part of the peninsula, towards the map's lower right, the name is applied to the large area north and northeast from here too, which contains several related, though separated, settlements, including Mana Spring, Mona Square, Market and The Eldest, north as far as Soli, the Routeway inn at the crossing on the upper Bara southeast of Shobar, more than nine miles (14 km) northeast of the labelled Citadel marker. The whole area is thus around 10 miles across (15 km), centred on the unlabelled east-west Bara tributary of Falcon Beck that runs by The Eldest and Mana Spring. The Huadi is the other unlabelled tributary stream that rises in the Citadel itself. Many structures across this district resemble, and often began as, temples long ago, a style that has been adopted as the local one for all kinds of buildings in later times, with the structures having little to no connection to any kind of religion, beyond the general "holy" atmosphere that pervades Mona. The resident population is around 2,500-3,000 for the Citadel itself, with many more elsewhere in the district, including visiting pilgrims, and folk from the surrounding Routeway inns, agricultural settlements and scattered farms in the hills around. The land rises into these higher hills west, east and south from the Citadel area towards the coast, eventually dropping almost sheer up to 1,000 ft or more (300 m) at the coastal cliffs to the south. Most people thus live in this

labelled, town-sized Citadel marker area, which is also where much of the pilgrim accommodation locally can be found, and where guides and information for the Pilgrimage Routes can be sourced, along with specialist supply stores and more unusual shops in general. An open, paved, octagonal space in the midst of this "town", called Huadi Spring, is where the Pilgrimage Routes from east and north meet, surrounded by large, roomy buildings, wide streets and smaller plazas. The Huadi indeed rises in a rocky pool in the middle of this octagon, and runs northwest in a paved channel through the town, until it opens out into a natural river in the countryside beyond. Pilgrims especially treat it as a sacred water source, often taking a small flask of it as a lucky charm for their journeys. Vendors in and around the Spring are always happy to assist with this belief. A large, ornate, always-open, ancient stone gateway, the Rylod Gate, lies to the south side of the settlement, attached to a pair of great, high, ancient wall-like buildings to either side. These may seem like fortifications, but are not, as they are unconnected to any of the nearby structures to their northeast, further into the settlement proper. Once parts of a temple complex, they are now multi-storey apartment blocks. The Gate is a popular, very obvious, meeting-place, and one of several spots pilgrims sometimes choose to begin or end their journey at.

Coral Reefs: Offshore of the Cape, especially to its south and where the southeastern tip is edged by cliffs, numerous Coral Reefs are to be found. Some are obvious enough in breaking the surface most of the time, while others lie in deep enough waters to usually pose a lesser threat to shipping. Some though, are submerged by quite shallow seas, and pose a significant danger to watercraft, especially for those unfamiliar with the seas here. Those labelled off the western end of the Cape's higher cliffs, in the lower-centre of the map, are particularly deadly, as their placement helps create strong, variable currents off the coast for almost five miles (8 km), aside from the danger their jagged natures pose to vessels sailing over or nearby. The Reefs are also home to huge varieties of sea-life.

Crab Cove: At the foot of some of the highest Cape cliffs near the map's southeast edge, here reaching almost 1,000 ft above sea level (300 m), is this small cove with its sandy beach, inaccessible from the landward side because of the sheer cliffs. Giant Crab tracks are often seen in the sand here from the cliffs, and the creatures are sometimes spotted resting on the beach at the foot of the cliffs from the sea nearby.

Crater Rock: South of the upper western reaches of the River Kush, in the map's northwest corner, half-hidden in the grasslands, is a shallow Crater, partly slump-infilled with age. In the centre-south of the Crater is a tall, craggy Rock, actually the tip of a mostly buried, metal-rich stone fallen from the sky aeons ago. Metal objects (not only iron ones) are attracted to the Rock when nearby, especially inside the Crater's rim.

Crows Nest: In the narrowest part of the valley, near where the unlabelled Liet Stream rises (one of the lesser south-bank tributaries of the River Kush), is this Routeway inn hamlet in the mid-west of the map, west of Holywell. A ford crosses near the start of the Stream, and on its western side, a local trail runs north, often by the Liet, to Tent village, more than 15 miles away (25 km). Among the fields here, away from the Route and trail, are some old, very overgrown hedges, which conceal a remarkably fine, secret garden, maintained in excellent condition solely by a flock of crows. The locals visit it from time to time, as it is a delightfully quiet spot, but they never disturb the crows here or anywhere in the lands around. Visitors might chance-upon the place, but the locals will never reveal its location otherwise.

Damor: The main near-coastal settlement near the northern end of the Cape's cliffs in the map's upper centre right, this is of large village size, with farms extending all around it, along with a couple of small fishing hamlets by the shore where the cliffs are lower. Fertile lands and managed woods, including extensive, farmed palm-tree plantations, run northwest from here as far as Rarambu by the River Kush, and a local trail carries produce from the area all the way west to Holywell Cross through Centaur Valley. A short way west of the village, tucked away behind tall hedges, is a quiet freshwater pool, the Visions Pool (unlabelled), watched over by a small group of monk-like attendants. At certain times, and with the correct preparations, the Pool can be used to see events from the past or the future. No one is very sure of its accuracy, although the locals are happy for it to be preserved and looked-after.

Echo Bay: Right at the southernmost tip of the Cape cliffs, a little east of the eastern end of South Shard near the lower southeastern map edge, the coast turns northeast where the narrow entrance to this small, almost enclosed, Bay lies, easily missed by ships navigating the notoriously difficult Cape seas. Cliffs ring the Bay inside as well, with only a minor dip in the landward hills providing a pointer towards it from the north. A little stream, too small to feature on this map, the Mercura, flows from the hills, making a gentle, rocky series of rapids and small waterfalls down the cliffs, forming a narrow, angling cleft that allows access down to the Bay's shore, albeit one that requires some climbing. The Bay has something of the form of a medieval European theatre - open-air, with a more or less circular plan, and steep to vertical sides all round it - a shape that naturally magnifies sounds, and causes echoes within. On ledges, rocks and grassy slopes around the Bay, well above the water, are scattered numerous small items left by generations of folk coming here as

offering gifts to the Spirit of the Bay. The Bay's existence is well known across the Citadel Of Life district, and tales about it are easily discovered. Those stories are clear that removing any of the gifts is guaranteed to bring ill fortune to anyone foolish enough to try. However, they are equally vague as to where the Bay lies, beyond somewhere in the Cape's cliffs south of the Citadel area, since anyone wishing to come to it must find it for themselves, using only the descriptions in the tales as a guide (the stream is commonly the key element to look for). Visitors coming to the Bay may speak one question to the Spirit. Providing their motives are pure enough, an answer may be heard as a whisper on the wind, as it shifts around within the Bay.

The Eldest: In the eastern part of the Citadel Of Life district, one of the various smaller settlements in the area is centred upon this immensely old, large, gnarled tree. It is beloved by the natives, who are tremendously protective of it. They claim, perhaps with some justification, that it is indeed the Eldest living thing on the entire Isle. Certainly, it is of a species no sages seem to recognise, except as rare fossils in the rocks of a few isolated locations across the southern part of Mona. Local trails lead to it from the Citadel itself to the southwest, and from Market to the northeast.

Etaq: Near the map's centre, this Routeway village by the ford on the unlabelled Budar Stream has the usual inn and other facilities to support travellers and the nearby farms, with many properties here and across the district made from a fine, white sandstone, originally obtained from Whitestone Quarry, some way to the northeast. A local trail runs east from here through agricultural lands and managed woodlands to Fagal village (which is also largely made from the local white stone). Etaq's main claim to fame is a hot-spring that rises on the northeastern edge of the village, nearest the hills, and where an extensive bath-house makes good use of the naturally heated water, a boon to travellers as well as locals.

Flower Bridge: Carrying the Pilgrimage Route safely across the lower River Aifa between the inns of Silver Mare and Stag's Head in the map's lower south-centre, this is a finely-made, old stone Bridge, kept in good repair by folk from the small inn settlement on the west bank of the river. A tall, weather-worn statue of a druidic figure with plants, animals and a tree stands in front of the inn (known to all as The Druid's Rest, as a result), surrounded by a carefully-tended garden of crimson-flowering plants year-round.

Flower Church: Not far west of the Sujazal Stone and the little village of Rhum in the map's lower west, near the north bank of the unlabelled River Sai where the Pilgrimage Route fords it, stand these old temple ruins, long abandoned and overgrown with wildflowers. Even for Mona, this is an especially pleasant, tranquil place, to which locals from Rhum sometimes come as a retreat and to rest.

Green Church: West beyond the unlabelled Marl River from the village of Riundy in the map's mid-west, stand the remains of this ancient Church, built from curious, non-local, fine-grained, green siltstone blocks, fallen and weather-worn by age, and quite overgrown amid the grasslands. No suggestion of which deity or deities may have been connected with it survive.

Haru: A hamlet-sized Routeway inn settlement towards the centre-western map edge, north of the Sujazal Stone, east of the Route's ford over the unlabelled Maar Beck. All around the hamlet, numerous rock pillars dot the fields and open grassland, all ancient, overgrown and apparently deliberately erected, yet with no discernible pattern to their locations. Some have fallen over time, however, and now lie buried by grass and topsoil. These scattered menhirs persist east along both sides of the Route as far as Myth Gate from here, just over 5 miles away (8 km), and all seem to have been quarried from rocks in the hills to the north.

High Table: Roughly at the midpoint in the triangle between Tent village, the Laru Stone and Holywell in the map's upper left centre, some three miles (5 km) northwest of Molten Palace on the nearby Route, this is a large, obvious landmark dolmen, easily seen to the west of the Route by travellers. It looks like a stone table from the Route, but closer-to, is clearly far too tall and large to function as one, with its three upright menhirs supporting the great, flattish, capstone slab around 18 ft in the air (5.5 m).

Holywell: Loosely midway between the Sujazal and Laru Stones, where two of the mapped Pilgrimage Routes meet in the map's left-centre, is this large area of ruins, ancient beyond reckoning, according to local beliefs. The earliest legends record it as a holy place. Quite what the ruins were is uncertain, although some of the surviving architectural decoration seems to be high-status ancient Elvish in fashion, and the area they cover is extensive, possibly as much as 3 to 4 miles (5 to 6 km), although some of these "ruins" may be really natural rock outcrops. In the middle of the more definite ruins, closer to the Route junction and the small inn settlement at Holywell Junction, is a wide, steep-sided pool of clear, fresh spring water, the Holywell itself. A definite landmark and stopping-place along the Pilgrimage Routes. From the north-south Route east of the ruins, not far north of Holywell Cross, among the eastern ruins may be seen the statue of a standing, robed woman in an attitude of serene prayer, another distinctive feature of the place. The statue is significantly larger than life-sized for a Human. Most curiously, it never seems to be in quite the same place twice, judging

by travellers' reports and those of some locals. A local trail runs east from Holywell Cross through Centaur Valley, all the way to Damor village near the coast, some 35 miles away (55 km).

Hypnotic Coral: Offshore of the headland at and east of the mouth of the unlabelled Bukruf River that flows south past the Stag's Head in the map's south-centre, is this series of coral reefs. While other corals are found off much of the Cape coasts, the clear waters here allow them to be readily seen from the low headland cliffs and the sea nearby. Fluorescent colours continually pulse across the corals in rhythmic, hypnotic patterns that make it hard for viewers to look away. This can lead to falls and drownings, partly why woodlands have been encouraged to grow up along the shore here, to try and stop people from coming this way. Even ships sailing nearby are not safe from the effects, reflecting into the waters, and glowing luminescently by night.

Kait Isle: Out in the Kanein Ocean of the map's northeast corner, around 12 miles, 20 km, northeast of the closest mainland shore (where the Cape cliffs begin their rise, east of Damor), this is the largest island on the map. In its western interior, hidden by the jungle, are some substantial ancient stone ruins surrounding a regularly-shaped monolith of gleaming white stone, all set inside an old, overgrown, grove, in which is a species of thick, soft grass unlike the typical plains grasses of Mona. While superficially similar to the great Walking Stone monoliths of the mainland, this one is not nearly so tall, at only roughly 75 ft high (22 m), and although clearly very old, it seems less ancient than those too.

Kara's Ring: Deep in the hills north of Labi village in the map's lower centre-right is the isolated, west-east trending valley of the unlabelled River Azbras, one of the main River Bara tributaries. Around halfway along the valley, a simple stone-slab bridge crosses the river from north to south, yet it has no detectable trackway leading to it. The stone is clearly ancient, still providing a safe route over the stream. It lies in the centre of a similarly ancient circle of standing stones.

Labi: One of the larger Routeway villages, this stands in a long, lazy bend of the River Bara in the map's lower centre-right, near the well-maintained bridge by which the Route crosses the river. It is around 10 miles (15 km) west of the Citadel Of Life. It has the usual inn facilities for travellers, and some minor docks on the east bank of the river, which is navigable by smaller craft upstream as far as the bridge. Although the river mouth is difficult to access, even by experienced local sailors, because of the dangerous Coral Reefs offshore, mostly to its south, it is used as a small-vessel landing-place, sometimes by pilgrims, mostly by trading ships out of Port Deus, and more local fishing boats. The Cape's cliffs start to rise immediately on the east bank by the shore, and the land rises quickly away from the settlement all around its southern sides too. The river mouth is usually known as Bara Bay, or sometimes Labi Harbour.

Lamp Hill: By the coast, on the southern side of the mouth of the River Kush in the map's top centre, is this blustery, hilly headland, on top of whose cliffs stand the long-fallen remains of a round stone tower. Its ground floor, including part of the ceiling, still survives fairly intact. Three cairns, said to be the final resting places of drowned sailors, lie inland from the tower ruins, away from the cliffs, covered in wild flowers. The name suggests this may once have been a lighthouse, although no one seems to remember it, if so.

Laru Inn: On the Pilgrimage Route just west of the Laru Stone in the map's north-centre, this travellers' inn has been converted from an old stone shrine that once stood here, as some of its weather-worn wall features suggest. Folk here can advise about the powers of the fungus ring at the Laru Stone. Some seem to have an especial facility with languages in general anyway, possibly thanks to their long-time proximity to the Stone.

Lost Monastery: Near the headwaters of the main channel of the River Aifa in the left-centre of the map, this long-overgrown, ruined Monastery garden's weed-choked irrigation channels still lead to and from the River, although these now act more as ankle-breaking trap lines for unwary travellers chancing upon the remains.

Lost Valley: Deep in the hills east of the Ring Ruins, and south of Etaq village near the map's centre, this substantial Valley is ringed by high, steep cliffs and occasional chasms, making accessing, or leaving, it extremely difficult. In the Valley, which is pleasant enough once there, are numerous plants and smaller creatures that sages suggest have been extinct elsewhere on Nibirum for many millions of years.

Magusda: This village in the higher hills near the eastern tip of the Cape in the map's southeast corner, southeast of Toast, is famous for its excellent dates and date wines, the major produce of the area. A local trail leads west to Market in the Citadel Of Life district. Magusda village lies in a bend on the east-flowing, unlabelled, River Raruh, which plunges over the 700 ft (200 m) coastal cliffs in a spectacular waterfall.

Mana Spring: A village-sized settlement in a bend on the south bank of the unlabelled Falcon Beck, about 3 miles (5 km) northwest of the Citadel Of Life, and the northwesternmost part of the extensive Citadel Of Life district in the map's lower right. Local trails link it with the Citadel, and the unlabelled small villages east along

the Beck from here towards The Eldest. It is a popular spot for visitors coming to the Mana Spring itself. A paved square leads southwest from the settlement to a low, rocky hill, whose outcrops forms the square's edge in that direction. A large, polished metal basin stands on a rock-cut shelf towards the base of the outcrop, below where a crevice continually oozes a tasty, nutritious paste. This mana paste is collected in the basin, and distributed to those deemed worthy by a monk-like group based here, the Mana Kindred.

Market: On the north bank of the upper Falcon Beck, this settlement is the easternmost part of the Citadel Of Life district in the map's southeast. It centres on a crossroads, where local roads meet from Magusda in the coastal hills to the east, The Eldest to the southwest, and Mona Square to the west. A large, paved, open space where the three trails meet is surrounded by a low wall with broad gaps where the routes pass through, with the village scattered around the outside of this. Each of the entryways is flanked by a magnificently-crafted pair of larger-than-life bronze lion statues. These are most unusual for Mona, since virtually all the other statues on the Isle are carved from stone, thus making quite a feature at the settlement. The open space is the Market Place, home to regular gatherings of farmers bringing their produce here to sell, along with numerous other items from many different places. It is said to be the largest Market for fresh produce, and small, often unusual and finely-made, crafted items, on Mona. It draws many folk here on market-days, often including traders from elsewhere in Nibirum.

Mazewell: Roughly three miles southwest of the Routeway settlement of Haru (5 km), over the unlabelled Maar Beck near the centre-west map edge, this is an extensive maze-like group of ruined low stone walls, half-hidden in the grass, in the middle of which is a still-serviceable freshwater well.

Memory Woods: In the wilder woodland towards the edge of the farmed lands northwest of Fagal village in the mid right of the map, where the land starts to rise to the north, this substantial tract of jungle trees is known locally to fill with mist on some nights, a mist that sings quiet songs which conjure images of a far more ancient forest, from way back in the mists of time.

Molten Palace: A large Routeway inn about halfway between Holywell Cross and the Laru Inn in the map's north-centre, south of the Laru Stone. The inn is set in a palatial ancient stone building, a restored ruin, whose exterior seems to have melted at some far earlier time, and then resolidified. Its interior is perfectly intact and quite normal, however.

Mona Square: Northeast along the Pilgrimage Route from the Citadel Of Life, north of the ford on the unlabelled Falcon Beck tributary of the River Bara in the southeast of the map, this large-village-sized settlement lies around the greatest and oldest of the open squares in the Citadel Of Life district, whose angles aim more or less towards the cardinal points. The Square has a high wall all around it, with double gates on three sides, facing southwest, northwest and southeast. These are open every day from sunrise to sunset. Inside, the Square is tiled with triangular flagstones, some of which have curious, often anciently-cut, marks and signs on them. The inner walls facing into the paved area are all bas-relief carved with scenes of important past events and places from across southern Mona, some painted, of various ages and styles. Living accommodation, shops and storage facilities are built into these walls, accessible only from within the Square. The Square is used for major celebrations in the district, regular, substantial, markets, and is often where pilgrims come to start or celebrate the end of their journeys. It is just over five miles from the Rylod Gate at the Citadel (8 km). Attached to the centre inside the gateless northeastern wall, is Ra-Zalu Tower, a massive, 4-storey-high, triangular-section, stone tower, with faces pointing northeast beyond the Square, south and west over and within it. A great clockface towards the top of each side, visible from within and without the Square, shows the time accurately. It is run by a huge, mechanical, clockwork device of impressive complexity and beauty that fills much of the upper half of the Tower. Lower down are the quarters of the Ra-Zalu Artificers, a special order of near-monk-like experts who keep the mechanism functioning, keep watch at, open and close the gates. Said to have been created long ago by the superbly-talented, and equally egotistical, artificer Ra-Zalu as his final, greatest achievement. Legendarily, a secret internal clock within the Tower is supposedly counting-down to some momentous, possibly calamitous, event. Apart from the current time, the clockfaces also show the phase of the White Moon, a schematic of the current positions of the Nibirum-visible planets, the Sun, both Moons, and the Dawn Heralds against the night sky, and the coming weather. Locals and visitors entering the Square must each pay a small Clock Tax to help maintain the staff and the clock. Some resent this, and the place can be half-jokingly called "Moaner Square" because of it.

Monastery Castle: Southwest of Tent village in the map's north, and west of the local trail that runs by the unmarked Liet Stream north to Tent from Crows Nest, are these substantial ruins of a long-abandoned Monastery. Many of the internal walls and buildings have collapsed to rubble, long overgrown or soil-buried. However, the old outer wall surrounding them survives relatively intact, covered in greenery. Missing stones along its top give the whole a castellated appearance, softened by the ivy growth, hence the name.

Moon Lake: Shortly after the Cape cliffs start to rise sharply on the northeastern coast, southeast of Damor in the map's east, is this small, high promontory. It stands around 800 ft above the waves (240 m). On its top, is this odd, perfectly circular Lake in a shallow dip. Calm, pale-grey water lies within, as regardless of the local weather, the hollow is perpetually shrouded in fog. Small, old, weather-worn stone shrines are dotted all about its shores, as if the Lake has long been thought to possess a direct link to the divine energy of Mona. The Lake water does have minor healing properties, which are enhanced at the time of the full White Moon.

Myth Gate: The grassy landscape alongside the Route from Haru to this inn settlement towards the map's mid-western edge, is strewn with numerous standing stones, some of which have fallen over the ages, to be buried now by the grasses and topsoil. Near Myth Gate though, some of these stones have a trilithon form, including a tall one through which the main Route passes, exactly like a great, though very ancient, gateway arch. The stones were all seemingly obtained from rocks in the hills to the north. Many of those menhirs by the settlement are decorated with stylistically-carved, age-worn, mythological beasts. Myth Gate stands at a junction where the local trail from Riundy village to the southeast meets the Pilgrimage Route just east of its ford on the unlabelled Marl River.

Obsidian Quarry: In the hills southeast of the Citadel Of Life district is this old, disused Quarry, where rectangular cut blocks of obsidian still lie. Many of these have strange, white, humanoid handprints on them, as if the glassy stone's black colour has been leached out somehow. No trails lead to it, and from a distance, the Quarry might be mistaken for a natural cliff or scar in the landscape.

Offering House: By the ford crossing of the Pilgrimage Route east of Qujo, in the map's lower mid right, this is a stout, three-storey, stone building in excellent repair. It is quite empty. A modernly-prepared sign in a commonly-understood language encourages those staying in it overnight to leave an offering for its upkeep. In all the nearer settlements, legend holds that those failing to do so are apt to lose all their wealth when they leave. The stream, which rises in the hills southwest of the House, is the unlabelled Dovia, which flows east past Fagal village, and on to the sea.

Qujo: A small Routeway inn settlement, this is roughly midway between Etaq village and the Offering House, near the centre-right of the map. It is notable for the life-sized, or larger, woven-grass animal figurines scattered in the fields all about it, making which annually is a local tradition. A trail runs east through the farmed lands and woods to Fagal village from here.

Quon: The larger map label here indicates this to be the name of the District south and southeast of Flower Bridge and the Pilgrimage Route that runs along its northern edge. It also names the village by the lower River Aifa towards the south coast of the Cape, and the Quon Park grasslands south of the village. Further east, along the trail from Quon village, lie the Quon Farms, small settlements, farms and their agricultural lands that extend right to the Stag's Head Routeway settlement. Fords along this trail cross two minor rivers, both unlabelled on the map. The westernmost is the Ruh, while that by the Stag's Head is the Bukruf. Quon village, and most of the Farms, are extremely ancient, with buildings built of stone in a very archaic style, not found elsewhere in the Cape. In addition, the folk of the District make, and habitually wear, blue body paint, in what are said to be traditional patterns as ancient as the buildings. Their forehead stars are always painted in a single "Quon" style, again using blue paint. The Farm buildings often have long-established carved "lucky" patterns in their outer walls, which the locals regularly and carefully keep painted with special blue-luminous paint. The area south of Quon village as far as the shore has been long left unused for agriculture, even animal grazing, despite its being covered with the usual coastal-plain grasses. This seems to be because the area is notable for the frequent occurrence of blue-white ball-lightning all across the Park. These lightnings dance, dart and play over it, sometimes singly, sometimes in groups, by day or night, seemingly quite randomly. They will sometimes give a nasty electrical shock to anyone or anything they pass over or near. They do not come close to the village, however, nor do they cross the River Ruh eastwards.

Ramis's Garden: This is an extensive, rambling, single-storey Routeway inn, built a generation or two ago by the eccentric Archdruid Ramis. It stands in a bend of the unlabelled Loar River, where the Route east from Rhum and the Sujazal Stone fords the river. Further east along the Route is Silver Mare, over the ford on the Marl River, all in the map's lower west corner. The Garden looks little like a building, and seems instead to be a low hill, covered with trees, shrubs and a year-round profusion of wildflowers, all of which cover - indeed in places actually form - its roof. Hanging curtains of living flowers make a colourful entryway that all guests must pass through. The interior is always dim and cool. A great, central, wisteria-covered pagoda rises through the main roof, providing open-air dining and sleeping places. The food and drink is always excellent, and the accommodation unique. Natural healing using herbs and plants from the rooftop is available if required, prepared and administered by the druidic staff. Ramis is buried in the rooftop, and some say his spirit watches over the place still, liable to punish any who damage its natural beauty.

Rarambu: Inland from the east coast in the north-centre of the map, lying in the confluence bend between the River Kush and the unlabelled Rabif Stream, where the local trail east by the Kush from Tent village crosses the Stream, this substantial village settlement is the centre for a sizeable farming community spanning both sides of the River Kush, as far as the coast, including the northern part of the wooded hills to the village's south. The sea coasts often have low cliffs and crags nearby, so most local fishing is done on the Kush and the sea off its mouth. A small amount of trade passes through here from the minor docks on the river close to Rarambu, although there is no usable deepwater port anywhere on this stretch of the coast, thus only smaller craft can land or embark items and people.

Rhianne's Grove: In the lower left map corner, south of Ramis's Garden and east of Unicorn Bridge, out on the grasslands towards the coast, and west of the lower River Loar (unlabelled), ancient trees form this large druid's Grove. Their dense canopies form a near-impenetrable ceiling of lush vegetation. A great, hollow, central yew tree, thousands of years old, is the tending druid's home. One of the trees is really Esclarmonda, a slumbering walking-tree creature and friend to the tending druid (a powerful Treant in D&D parlance). Many creatures come to dwell in harmony here - wolves, deer, tigers, rabbits, foxes, squirrels, and suchlike. A crystal-clear freshwater pool stands towards the centre of the Grove too, surrounded by especially fragrant grasses. Small stone cairns, each with a tree growing from their outer ends, partly ring the Grove's edge, the final resting-places for all the previous druidic caretakers at the site.

Rhum: Situated on the Pilgrimage Route due south from the Sujazal Stone, this is a significant village-sized settlement, centred around a Routeway inn. It lies a little way east of the Route's ford over the unlabelled River Sai, and the Flower Church. A second ford south of the settlement carries the local trail over the river from Lippa village by the Unicorn Bridge, roughly 15 miles away (25 km). A huge, elderly, yet still vigorous, tree grows from the tumbled remains of an old church building on the south side of the village, by the ford.

Ring Ruins: On the western flanks of the hills north of the Quon District Farms in the lower middle of the map, is an old, large, ruined, circular building that once had two concentric outer walls. The circular nature of the structure seems similar to the round tower ruins found particularly over some of the hills of North Mona, although the double structure here is more unusual.

Sciy: A small Routeway and farming village centred on an inn in the southwestern map corner, north of the River Koy, by the ford on one of its tributary streams, the unlabelled River Arvit. The farmed area around the settlement is notable for its wide, carefully-tended hedges and trees around all its fields. North of the river, a local trail branches off the Pilgrimage Route northwest to the just-off-map village of Jinkir, and beyond.

Shobar: First of the Routeway inns beyond the Citadel Of Life district when heading northwest along the Pilgrimage Route from Soli in the map's lower right, just over the ford crossing of the major tributary of the River Bara, the unlabelled River Ardud. This early part of the Route has been in use for a very long time, such that the roadway has sunken into the landscape where it passes through the village, and wood-reinforced steps cut into either bank are the only ways now to reach the buildings alongside it. Those for the inn are broader and shallower-cut, sufficient to allow mules and ponies to use, as well as making it more obvious.

Shortstone Island: Offshore of the coast north of Damor and its extensive palm-tree farms in the map's upper right, before the coastal cliffs start rising to their greatness around the Cape's tip, is this small, craggy isle. The Cape's coastal waters can be treacherous, and there are signs of shipwrecks in numerous places along the shores. A monastery is perched precariously atop Shortstone's highest crags inland, up which a steep, sometimes cut-stepped, path leads, which only donkeys could manage. This is home to the Monks of the Broken Circle. They favour mismatched, though usually weatherproof, clothes, and always wear a black silk headband each, hiding any painted forehead star they may favour. Their traditionally-made stout boots are covered with scale patterns and a pair of inscribed wings, said to allow them to leap tremendous heights and walk on the water. Their trained and carefully honed ability to channel Mona's earth energies in extreme circumstances is perhaps a more likely explanation than their having "magic" boots, even if that suits the fancies of local tale-tellers less well. The order is dedicated to providing aid after weather- and water-related disasters, such as floods, storms and shipwrecks, and they are well-known and respected across Mona, especially the south, as a result. They always seem to know where and when their help will be most needed, and they seem sometimes to work in tandem with the Archdruid of Whistling Tower.

Silver Mare: In a great bend of the lower, unlabelled, Marl River, a tributary of the River Aifa, and east of the Sujazal Stone in the map's lower left, this is a long-established Routeway inn, east of the Route's ford on the Marl, and from where a local trail runs north by the river's east bank to Riundy village, and on to Myth Gate. A sizeable old property, with many ancillary buildings, making the whole of roughly large hamlet size, this is run by a vaguely monastic group, "The Seekers of the Silver Mare". They all wear broad-brimmed straw hats, and each carries a long, wooden staff in the form of a shepherd's crook, into which have been carefully carved

numerous images of mice. These staves are passed down from generation to generation, and, while strong and still oddly supple, are always carefully maintained by their owners. The Seekers also habitually carry a pouch of lucky seashells, whose clicking and clacking is a sign of their presence, and a specially-crafted, multi-tool pocket knife, which always seems to have a suitable tool for any occasion. The inn's beds and seats are made from freshly-gathered soft mosses. Sleeping here often brings dreams of the eponymous Silver Mare. The Seekers love to use amusingly made-up names for plants and creatures, and seem always to be cheery and light-hearted. Extensive, well-tended gardens and orchards provide most of the food here.

Songthrush Druids: Where the farmlands south of Rarambu village give way to wilder lands as the hills rise further to the south, this is a naturally-grown woodland settlement of the Songthrush Druids. The unlabelled Rabif Stream rises in the hills before flowing through the settlement, and then on north by Rarambu into the River Kush. The Druids are a curious folk. Harmless lichen patches grow up their hands and arms, and, with time, eventually over most of their bodies, in a symbiotic manner that means they gradually need to eat less and less, deriving nourishment instead directly from the atmosphere and sunlight. Commonly, they wear woven plant-textile ponchos, tied with liana-vine belts, often strung with aromatic hanging sprigs of sage. The ponchos are woven in such a way as to seem as if they are spotted animal pelts. They use only wooden and stone tools, typically those made from naturally fallen wood, or stones found lying on the surface, which they usually inscribe lightly with carvings of animals and birds. In the heart of what is quite an extensive settlement, they protect a large, heavily-hedged field of tufted grasses, which conceals a vast array of thousands of types of fruiting fungi, each having its own unique properties. The Druids use songthrushes to pass messages between one another. They have a special plant-sap balm said to be able to cure any wound. They are often found in conversation with animals or plants, to learn information and secrets.

South Shard: Offshore of the southernmost Cape cliffs, by the map's southeast edge, lies this low island. In its eastern interior is the sole building here, an extensive, crumbling, stone monastery, in a state of some disrepair. Its windows have breaks and cracks, as does its great, central, glass-domed roof. Uninhabited by land-folk now, its inner sanctum has a huge, ring-shaped pool that connects directly to the sea by a submerged tunnel. Merfolk still visit it occasionally, as they once did more regularly in the distant past. On the northern side of the isle, facing the mainland, is an old stone quay. It too is not in good repair, although coastal rocks, reefs and cliffs all around the shore make landings elsewhere effectively impossible. Some of the highest Cape cliffs lie directly opposite, around 800 to 900 ft tall (240 to 275 m). The Shard's cliffs are not nearly so daunting in height, at least.

Stag's Head: Beginning as a simple Routeway inn by the ford over the unlabelled River Bukruf, this has grown into a scattered group of small settlements over a roughly three-mile-square area (5 km square), including a second trail ford over the Bukruf from the adjoining Quon Farms just west of the river, towards the map's lower-middle coast. Some of the earliest buildings here are of similar ancient stone construction to those of Quon, and the Stag's Head district is sometimes counted as part of the Quon District overall. Although the folk here do not use the same degree of blue body-painting so common across Quon, they do favour a blue-painted forehead star much like that of their neighbours. Around the various settlements, extending for some distance away, are numerous walled and hedged orchards of apples, pears and plums, with other crops. The area is known for its ciders, brewed freshly at different locations, but especially around the Stag's Head Inn itself (by the Pilgrimage Route). The settlements combined are about the equivalent of a very large village, with many folk involved in the care of the fruit trees, the beehives to help fertilise the flowers on them, and brew the ciders.

Strider's Path: Several valleys in the higher hills southeast from the Citadel of Life towards the lower right map corner have fairly flat, rock-outcrop pavements across their bases. In this vale, the exposed stone surface has a path of fossil footprints that run somewhat windingly at times southeastwards for around a mile (1.5 km). While apparently made by a normal-sized adult Human, the footsteps grow to increasingly longer strides further along the trail, to the point where the strides would have been clearly impossible for a Human to have made, before suddenly ending. It is a well-known landmark curiosity in the vicinity.

Tent: Tent village lies about 7 miles (10 km) northwest of the Laru Stone in the map's upper centre, near the confluence of the unlabelled Liet Stream with the River Kush. A local trail runs through it between Crows Nest to the south along the Liet, and east by the Kush to Rarambu village, connecting with the Pilgrimage Route going north past Laru, near where the Route fords the Kush. Both trail roads to the village are flanked by old stone menhirs, ancient boundary markers that long predate the existence of the village or the trail, raised by an unknown folk. Several of these have unreadably-weathered signs carved into them. Whether from tradition, inertia or some other reason, Tent has long remained within these marker stone bounds.

Tigers: In the lower southern hills, south of Lost Valley and the unlabelled River Azbras (which runs through Kara's Ring) on the map's lower midline, a pride of Tigers roams, including further into the woods across the

hills, away from the grassland plains nearer the Pilgrimage Route by Stag's Head. They rarely venture close to the Route, though they may be seen from it sometimes.

Toast: An agricultural village in the hills northeast of the Citadel Of Life district in the southeastern tip of the Cape. It stands near where the River Bara rises, and a local trail leads to it by the River's north bank from the Routeway ford on the Bara at the inn settlement of Soli, west of Toast. The farms around Toast are notable for their many fruit bushes, and fine fruits.

Toothed Temple: More or less midway between the Sujazal Stone and the Routeway village of Haru towards the map's mid-west edge, in a bend in the unlabelled Loar River, southeast of its confluence with the Maar Beck that passes by Haru, are these overgrown old temple ruins. Some of its exterior, thick, baked mud-brick walls still stand almost Human-height tall in places, and give the impression of a fortification, as they have outer, rectangular-section, vertical-pillar-like supports indenting all around them, perhaps once giving a decorative striped look to the walls, or maybe as the foundations for now-lost buttresses.

Trollbridge: This is a high-arched stone Bridge across the upper River Aifa in the map's west-centre. A local trail runs from Riundy village to the east along the Aifa and its unlabelled upper main tributary of the Itya River, before turning north to join the Pilgrimage Route at Jabhar village, surrounded by its many palm groves. Below the Bridge is a beautifully-carved, life-sized stone statue of a Troll.

Unicorn Bridge: An old stone bridge over the River Koy, where the trail from Lippa village to the settlement at Rhum crosses the stream in the map's lower left corner. Scattered old ruins lie on either bank, as if there was once a substantial group of buildings here, perhaps a settlement. The stonework of both Bridge and ruins is liberally covered with carvings and old statues of unicorns, often weathered, broken and fragmentary away from the Bridge. The Bridge is kept in decent repair by the folks of Lippa.

Whistling Tower: A coastal stack-like headland on the east shore's cliffs of the southeastern Cape's tip, southeast of Buru's Lodge and Toast village. The cliffs here are approximately 900 ft high (275 m). A hidden structure has been built within the headland, as detailed by a separate Atlas map.

Whitestone Quarry: A partly natural hill valley northeast of Etaq near the map's middle contains a mostly disused old quarry. It has expanded the size of the original valley somewhat, in providing the distinctive fine-grained, white sandstone commonly used as a building material in the nearby settlements and farms.

Wild Horses: In the upper centre of the map, south of the River Kush and southwest from the village of Rarambu, Wild Horses roam freely. They are under the protection of the Songthrush Druids to the south.

Wolves: The hunting ground for a pack of Wolves lies some way southeast of the Laru Stone in the map's upper-middle. They rarely come close to the Stone, the nearby settlements or the Pilgrimage Route.