

Map Notes for Fisher Island

* Have icons

Settlements

Basher City (pop 21,000): This city-state engages in 2 activities – fishing, mainly in the fertile fishing grounds to the east, and warring with Fisher city-state. This ‘war’ mainly consists of raids, and rarely pitched battles. The antagonism between the 2 states is over the rights to the fishing grounds, and more recently the failure of peace talks brokered by the King of Zarto, when the arranged marriage between the heir of Basher was rejected, publicly and humiliatingly by the wilful daughter of the Count of Fisher.

Target Castle: This imposing edifice serves as both stalwart defence against the humanoids from the mountains and the waste beyond, but also the fief of the heir to the ducal throne of Basher. The unfortunate name came from the present Prince’s uncle who used to shout out ‘Target’ whenever a hapless monster came within bowshot.

Lighthouses around Basher Bay – Home, Almost Home, Lonely. They serve to keep the way into Basher city safe for ships navigating the shallow shoals around the bay.

Fisher City (pop 19,000): The rival of Basher, this city is otherwise similar in makeup, though rather than a serious minded heir as Basher has, the heiress is a wilful teen of outstanding beauty and a totally egocentric view of the world.

Kingdom of Zarto: This kingdom is peaceful in nature, and is responsible for the inhabitants on the island enjoying a generally peaceful and prosperous life. It guards against the savage humanoids in the mountain ranges to east and west of it, and is on good terms with the elven principality. Its deepest regret is that it cannot make peace between the 2 cities to its north – indeed its latest attempts in trying to arrange a marriage between the 2 heirs came to a disastrous end when the Princess of Fisher haughtily rejected the hand of Basher’s Prince.

Zartori (pop 11,000): the capital of Zarto, and a peaceful agricultural town who only comes to life during its quarterly fairs.

Dun Agneu: The stronghold guarding the road between Fisher and Basher, and held by Zarto. Its presence has meant the disputes between the 2 city states have remained as low-level raids, and naval skirmishes in the eastern fishing grounds.

Starshine Forest (elves): An elven forest ruled by an elected prince. The elves are good friends with the Kingdom of Zarto, and aid in keeping the humanoids of the mountains to its west in check. They also are opposed to the banditry practices by the self-styled Bandit-King of Renshaw’s Eyrie.

Glorthielor (pop 8,000): A beautiful elven town of glorious towers, and tree dwellings intermingled.

Valiant: (pop 4,000): A fishing and sealing village on the southern coast. It forms a loose confederation with Boldhome, mainly for the mutual defence against the incursions of the monsters and undead that even as recently as 5 years ago, sacked the town of Boldhome.

Boldhome (pop 5,000): The sister town of Valiant, and recently sacked by a marauding army of monsters and undead under the control of Lord Felrule.

Ruins

* **Temple of the Horned God:** This ruined temple’s cult once held sway over the whole Basher area, and was only brought down, not by its enemies, or the oppressed people it rules, but by a magical conflagration after its last ritual went astray. Noone has dared visit the site since, and as a result of the unexpected freedom, the city of Basher grew and thrived. The lord of Forrestal, whose manor was nearby, and who did

much to organize an underground resistance (needlessly as it turned out), was destroyed in the arcane blast, and his manor fell into ruin. Lesser men have taken his leadership role since with sad results for Basher.

* ***Hidden Temple of Ogratban***: The final stronghold of the Cult of the Horned God, and one which is hidden from the world and the knowledge of Basher. It is the instigator and master mind behind all monster attacks on Basher, and also stirs up trouble between Fisher and Basher. The Princess of Fisher is a secret devotee, explaining her 'wilful' refusal to marry the Prince of Basher. The chief priest alone knows where the Pnakotic manuscripts are hidden, and owns the golden spectacles with which to read the strange hieroglyphs of a manuscript recorded from the dictation of the First Servant of the God Himself.

* ***Celephais Keep Ruins***: Another ruined keep of a lord who opposed the Horned god's sway. Lord Celephais disappeared just prior to the 'final' destruction of the Cult.

* ***Temple of Ranivort*** (ruins): In the far southwest, lies the ruins of the seat of the Rat-God's devotees, destroyed by the rival minions of Lord Felrule. It was responsible for the dead trees studding the plain in the south of the island.

* ***Halibut's Folly***: Lady Halibut insisted her husband build a glorious elven tower for her. The result was a fatl building collapse within a week of its completion.

* ***Wreck of Emily Jane***: Lost with all hands and passengers on a voyage from Malipuri fifty years ago. It carried much treasure, and is the scene of vain attempts to recover it. It lies in a deep chasm undersea, guarded by ferocious sharks and even more dangerous denizens of the deep.

* ***Wreck of the Farsund***: Deliberately scuttled by the captain so he could claim compensation. It backfired when he perished along with all his crew. Reputed to contain much treasure, it instead contains books from a necromancer in Malipuri, originally destined for Lord Felrule.

Other structures

* St Tabitha's Priory: The famous Tabithans run this isolated mountain priory, with all the nuns taking vows of silence, fasting and poverty, with the only speech being in hymns to the God of the Mountains and Skies. They are also superb healers, and heal regardless of class, race or creed. Even orcs can be healed here.

* Darry's Memorial: An elaborate tower as memorial to King Darry who ruled most of Fisher island 500 years ago, till his overthrow and death at the hands of the abominable Cult of the Horned God.

* Farwatch Citadel: An outpost of the Kingdom of Zarto, but run as an autonomous fief.

* Renshaw's Eyrie: Raised by the notorious Bandit King, Roaring Renshaw, a bandit chieftain who spreads mayhem and terror in the surrounding countryside.

* Lord Felrule's Towers: A brooding jumble of towers that house the wicked necromancer Lord Felrule, who has designs on ruling all south Fisher Island, and has even managed to sack the hapless town of Boldhome 5 years ago.

* Meriam's Mines: The fastness of Jarl Merriam, and a dwarfhold. Its riches flow through to Valiant and Boldhome, and are the reason Lord Felrule wants to conquer the region. The dwarves have so far repelled all the attacks that madman has thrown against their underground citadels.

Natural Features

Pnakotic Wastes: These wastes are inhabited by roving bands of ghouls, and even the orcs of the Godstan mountains keep away. Hidden in one of the scattered henge tombs, resting place of the original inhabitants of Fisher Island, is reputed to be the infamous Pnakotic Manuscripts, the vile libram of the Cult of the

Horned God. All who saw it in the past became fatally deranged, or else became fanatic devotees of the evil sect.

Bulterwood: A forest inhabited by fey, dryads and treeherds – timber is cut at the loggers' peril!

Godstan Mountains: Rugged range, home to orcs, ogres and worse.

Lake Monstran: A deep cold lake, said to house a sinuous sea monster trapped here for eons – the Lake Monstran Monster.

Margz Marsh: A watery land, filled with the sounds of harsh piping cries of waterfowl, and the buzz of vicious midges. Not many survive a crossing of these marshes, so they are avoided. Noone knows who Margz was (or is?)

Moroni Range: the large western range transected by Starshine Forest and its river that flows through the forest to the sea. Home to giant eagles, allies of the elves, and less desirable monsters – wyverns, rock giants, and those pesky goblins and kobolds.

Sammel's Range: The large eastern range, housing many warring orc tribes, a few small enclaves of dwarves, and reports of a dragon have been received.

God's Chasm: An awesome gorge that descends many hundreds of feet into the earth's depths. Particularly hardened criminals from Zarto are sometimes thrown down into its depths.

* **Solvay's Arch:** A huge striking rock formation by the road south to Starshine from Zarto. Many other formations are present – massive round boulders balanced on other round boulders (the Devil's Marbles), and huge twisted spires of rock.

* **Dendrite's Canyon:** Cliffs on either side of River Harden close in at this point, with the cliffs looming 200 feet above river level.

* **Caves of Arenla:** A series of linked caverns, full of beautiful stalagmites, stalactites, columns, shawls, and other luminous formations, lit by myriads of glowworms. And also the home of a family of huge cave bears.

* **Helman's Spires:** mesa like formations on the west border of margz Marsh, and home to wild cats and feral dogs of huge dimensions.

River Harden: A beautiful blue river that lazes its way through Zarto on its way to the sea, traversing Margz Marsh. It serves as the main transport channel of Zarto, and many make their homes on barges up and down the river.

Dreadwood: A gloomy pine forest south of Starshine, devoid of birds, but territory of wolves, even werewolves.

Crash Bay: A wild windswept bay with huge breakers crashing onto the shore. The Farsund wreck lies here

Windswept Bay: A windy bay that nevertheless acts as haven for Valiant's fishing fleet.