# South Mona

The Holy Isle of Mona lies south of the great continent of Alarius, and is itself of sub-continental scale, being around 1,000 miles northwest-southeast by 300 miles southwest-northeast (1600 by 500 kilometres or so). It lies astride the equator, between roughly 11 degrees North latitude and 1.5 degrees South, in the Kanein Ocean between Doriant, Kentoria and Alarius, with the great Alarian island sub-continents of Lizard Isle far to its west, and Hermit's Island to its northwest.

It is a strange and mysterious place, even for the magical land of Alarius, as the Isle itself is Holy, without being tied to any specific deities or religions. The land radiates a peaceful tranquillity that promotes spiritual recovery and general healing in a quietly unobtrusive manner for those that live here or visit it. Its power is immense for all that, as no contact with outside agencies, such as deities, demons, or other patrons is possible on the Isle, or within roughly 100 miles of its shores (150+ km). In addition, 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 remains of the round stone towers that feature in the hills of North Mona, are less common in the South, though not entirely absent.

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. The "working" temples among these 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 - including Waska and Klava in the northwest of this map, and especially at Port Deus and the Citadel of Life areas in the far southeast. 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, typically offered to arriving visitors by painters on the quays of Port Deus. Given the tropical climate, simple robes and loincloths are favoured as clothing. The Northern preference for an open-fronted, thigh-length, sleeveless, thin fabric, overcoat-like garment, with its numerous pockets, is far less common in the South. Wearing armour and weaponry openly are strongly discouraged.

South Mona is known for its high-quality silk manufacture, its statue-making, and its unusual, finely-crafted, jewellery. Much of the Isle from the Alabaster Spire Downs in the Great Green jungle southeastwards, is fairly wild and sparsely inhabited, except around the major settlements of Port Deus and the Citadel of Life. The Great Green shades imperceptibly into the Yellow Jungle around and southeast from the large, freshwater inland sea of **Yellow Turtle Lake** in the northern half of the mapped land here. Further south, the major terrain features are the gigantic **Eternal Plateau** with its 300 feet high (90 metres) cliffs of the **Spirit Bluffs**, and the **Silver Jungle** that hides the Moon and Air Hills, and Cat Swamp. Two watercourses drain from Yellow Turtle Lake, the Purple Flower River, and the unlabelled River Tsoon to its northwest. Tree cover is sparse across much of the vast expanses towards the coast, and the central-southern hills, where tall grasslands with some shrubs and occasional stands of trees predominate.

Ships bring in trade goods and many pilgrims eager to experience the calming atmosphere of the wilder parts of the Isle in the South, often to "Walk the Paths", following the loosely-defined **Pilgrimage Routes**, often ill-defined trails, shown approximately by the dashed green lines. The primary Routes link the seventeen enormous, hugely ancient, great monoliths, the **Walking Stones**, with others that help connect the Stone Routes of the northeastern and southwestern sides of the Isle, and provide additional options. Those wishing to follow the "Circuit" begin at Port Deus, first following the Supplicant's Bay Route to the Citadel of Life, then northwest by the eastern plains, eventually into the Great Green by Ant Tower and the Alabaster Spire Downs, before following the unlabelled Dancing Feather River southeast to the northern shores of Yellow Turtle Lake, and on through the Yellow Jungle. At Painted Tower, by the Jungle's southeast edge, pilgrims can then opt for one of two main Routes. One follows the low, central hills of the **Path To The Eternal** to the Plateau, where there are several less steep pathways up Spirit Bluffs, then *via* the central Dragon's Nest henge and stone circle, back down the southeastern Bluffs to the southeastern plains, to either the Citadel or Port Deus. The other Route follows the southwestern line of monoliths to the northwestern Silver Jungle, through Cat Swamp, or over parts of the Moon and/or Air Hills, finally back to Port Deus along the Silver River. The shortest path involved in the Circuit is at least 1,000 miles long (1,600 km), without detours. Frequent inns, sometimes now of hamlet to village size, have sprung up all along these Routes to aid and benefit from travellers, commonly at variably-approximate 15-20 mile intervals (25-35 km).

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 the map were drawn or adapted from, and suggested by, random tables in the Shadowdark RPG rules (by The Arcane Library), and the *Dread Thingonomicon* from Raging Swan Press, with some place-names derived from tables in the *Nomicon* by Mythmere Games.

# The Walking Stones

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 ft tall (75 m), 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. Curious events cluster around them, and each has its own unique effect close-up. Brief descriptions of each follow, in the traditional numerical sequence.

**1) Simonis:** *Circa* 65 miles north of Port Deus (100 km) passing by Cloudfont, angled-top. A natural spring, with semi-precious mineral veins in its surrounding rocks lies close-by to the Stone's south. The spring water has mild healing properties when fresh.

**2) Sujazal:** Around 30 miles northeast of Simonis (50 km), flat-topped. Tall purple grasses sprout all around the Stone's base, and for some distance around it, not found anywhere else.

**3) Laru:** Nearly 35 miles (55 km) on a direct line northeast from Sujazal, but no direct Pilgrimage Route exists. That Route passes through the Citadel of Life instead, a total distance of almost 95 miles (150 km), passing near Holywell. Round-topped. A ring of mushrooms stands all about the Stone's base, about 50 ft from the Stone itself (15 m). Those standing within the ring can understand any spoken language so long as they remain in the circle.

**4) Tenthor:** A little over 30 miles (50 km) northwest from Laru, round-topped. The entire Stone is festooned with purple and blue cobwebs. These extend into the grass and soil all around the Stone for an irregular distance. There is no sign of any spiders, however.

**5) Yelrif:** Roughly 35 miles (55 km) separates this Stone from Tenthor, in a dogleg Route that passes through Glen Abbey. It connects with the Route east to or from the Eternal Plateau that follows the unlabelled Sandy River where the Route crosses that River to reach Yelrif. Flat-topped. Extensive flat rock outcrops extend for some way around the Stone, in which are numerous footprints of a dog and a barefoot Human.

**6) Kaibraniet:** Almost 40 miles (65 km) northwest of Yelrif, angle-topped. Aurora-like bands of darkness, not coloured light, constantly sweep around the Stone in the air nearby. The great viewing platform of Sapphire Hill is barely 20 miles to the east (30 km).

**7) Treöthë:** Some 30 miles (50 km) northwest from Kaibraniet, flat-topped. People's hair and loose items of worn clothing move as if the creature is underwater when near the Stone.

**8) Yodrudge:** Slightly less than 40 miles (65 km) separates this Stone from Treöthë, rounded top. Chi Henge is a short distance to the southwest, and the Route to Painted Tower on the Path To The Eternal hills meets this nearer-coastal Route here. Static electricity crackles in the air by the Stone, raising fur and hair on creatures or their clothing, and occasionally producing mildly painful zaps to exposed skin.

**9) Natan:** Natan lies a little more than 30 miles (50 km) northwest of Yodrudge, round-topped. The wind blows straight down at the Stone and the surrounding area, sometimes unpleasantly strongly.

**10) Vindora:** Close-on 50 miles (80 km) northwest from Natan, angled top. Ominous groans shudder through the area near the Stone, possibly suggesting an imminent earthquake or portal opening that never happens.

**11) Laifra:** Nearly 35 miles northwest of Vindora (55 km), rounded-top. When visitors are by the Stone, a Radiant Phoenix with long, hair-like feathers sometimes appears on or near it, considered a sign of great good fortune should it do so.

**12) Yool-Butar:** Almost 40 miles (65 km) northwest from Laifra, this is the final Stone heading northwestwards on the Isle's eastern side, round-topped. Thousands of tiny motes of light constantly dance and chase through the air around the Stone, providing shifting illumination by day or night nearby. The traditional Route from here to reach Sarun through the Great Green and Yellow Jungles, is around 300 miles long (480 km).

**13) Sarun:** At the northwestern end of the southwestern Isle's line of Stones, beyond the southern edge of Yellow Jungle, this is the first Stone when following the Route southeast towards the Silver Jungle. Angled-top. Finding this Stone can be a challenge, as it is present only when the full White Moon shines upon it.

**14) Gosso:** Roughly 30 miles (50 km) southeast from Sarun, a second Route connects here from Painted Tower to the north, along the unlabelled River Tasoar. Round-topped. Gosso is set on a low hill, from which, when beside the Stone, viewers can see a ring of large, ancient geoglyphs cut into the land encircling the Stone, visible as lines and patches of different grass heights.

**15) Musoth:** Around 25 miles southeast of Gosso (40 km), rounded top. When visitors approach this Stone, thunder may be heard, without there being any sign of a storm nearby. This happens erratically again as long as people are nearby.

**16) Fialde:** A dogleg 30 miles (50 km) southeast then south, separates Fialde from Musoth. Flat-topped. While of identical appearance to its fellow Stones, Fialde is made of solid ice, rather than rock, ice that never shows any sign of melting.

**17) Jedunor:** Thirty miles more southwards from Fialde (50 km) brings pilgrims to this final Stone in the Isle's southwest. Angled top. Faint, wordless, serene music can be heard always when near this Stone. The Route continues for a further 185 miles or so through the Silver Jungle to reach Port Deus from here.

# Red-Labelled Places

**Abandoned City:** West of the curving, western shoreline of Yellow Turtle Lake, north and west of the unlabelled River Tsoon, are the substantial stone ruins of a former city-sized settlement of ancient design, once known as Weymoro. Tumbled and overgrown by the Great Green, these remain a significant, and quite well-known, landmark on the Isle, for all few would dare venture there now, thanks to the real or imaginary perils preserved in numerous old stories of the City's wealth and luxury, and what befell it to cause its collapse into ruins. The remnants of numerous smaller ruined settlements can be found scattered across the jungle for a considerable distance south and southeast of the City itself, as far as the banks of the Purple Flower River, where there is an ancient, broken stone bridge, some 30 miles or more away (50 km). All these are of a similar age, and collectively suggest there had been a great civilisation here once.

**Air Hills:** A range of Hills in the Silver Jungle southwest of Cat Swamp. Although no defined Pilgrimage Route runs through them, it is not uncommon to find pilgrims wandering among them, on their way between Port Deus and the Cryptic Sphinx. Often, they may be hoping for a glimpse of the Radiant Couatl snaking through the sky said to live somewhere among these Hills, although seen only rarely. It is believed to confer a blessing on anyone lucky enough to spot it.

**Ant Tower:** One of the landmark features along the main Pilgrimage Route through the Great Green, this is a huge, thus literally towering, ant's nest. While large by typical standards, these are not giant ants, for all they may be seen foraging for quite some distance around in the jungle. If disturbed, they may swarm in attack.

**Black Obelisk:** Deep in the Great Green northeast of Waska stands this 80 ft tall (25 m) strange Obelisk of shimmering black stone. It is said to refract and reflect the moonlight into rainbow colours, that it radiates heat by day, and yet frost crystals spiral down its length at night. Animals seem to avoid it.

**The Burrows:** Extensive agricultural lands and settlements extend east and southeast along the coastal plain from Waska around Horned Bay in the map's top left corner, for 140 miles or so (225 km). In places, the jungle vegetation of the Great Green has been cut back to create fresh farmlands. The Burrows stand at the northern edge of one such cleared area. Dug into a large, artificial hill that was originally a great stone-lined barrow mound, it has been greatly expanded by a family of farming Gnomes. A long, grassy meadow stands

in front of it to the south, where they graze cattle, with fruit trees in orchards and vegetable gardens closer to their homestead. Despite being friendly to all and welcoming of guests, rumours of their supposedly odd doings persist among the local communities nearby.

**Chi Henge:** South and a little west of the Yodrudge Stone, near where the long eastern side Pilgrimage Route and that between Yodrudge and the Painted Tower meet, this is an old, weathered, single bank-and-ditch Henge. In the centre is a weathered tent, in which sits Ron, a solitary Orc hermit, who can sometimes be persuaded to share some of his lengthy deliberations on life on Mona.

**Citadel of Life:** Although marked as a single, temple-like structure on the Cape of Life peninsula, the eastern tip of Mona, this is really a very large area containing several related, but separated, settlements. Many structures resemble, and often began as, temples long ago, a style that has been simply 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 this region, with many more people at the Routeway inns, and the agricultural settlements scattered over the peninsula that help support the Citadel dwellers, together with coastal fishing villages. The land rises into hills towards the seaward end of the peninsula, eventually dropping almost sheer up to 1,000 ft or more (300 m) as the coastal cliffs of the Cape of Life. A small inlet at the west end of the southern cliffs is used as a landing-place for goods shipped in from Port Deus sometimes, although it is not suitable as a true port, since the shoreline is too shallow. Many goods are brought or taken along the near-coastal Pilgrimage Route around the Bay instead, a much longer, and less easy, journey. The area is detailed by a separate Atlas map.

**Cloudfont:** Nearly 30 miles north of Port Deus (50 km) along the Supplicant's Bay Pilgrimage Route, this great, old stone basin stands just inland from the Route, and is usually filled with rainwater. It is said that drinking a mouthful from Cloudfont brings good luck to Route-walkers. Some say it can even end a curse.

**Cryptic Sphinx:** At the northwestern tip of Cat Swamp in the Silver Jungle, this is an enormous greenstone statue of a Sphinx, posed lying on all fours, decorated with jade and gold, and set on a suitably large, tall, rectangular, greenstone dais. It is said to come alive at times, posing riddles for visitors, and answering questions for those that correctly solve them. What it might do to potential thieves would likely be far less benign. It lies close-by one of the Pilgrimage Routes, and a small Route-side inn village is nearby to its west.

**Elephant Wallow:** The great eastern bend in the Purple Flower River south of Yellow Turtle Lake bears this name, as elephants from the Great Green and Yellow Jungles often swim here, crossing the deep River channel with just their snaking trunks visible above the surface.

**Eye Isle:** Largest of the southwestern offshore islands in the Kanein Ocean around Mona, at *circa* 22 miles by 10 in maximum extents (35 by 16 km), Eye Isle lies around 50 miles south of Badger Point (80 km), off Explorer's Bay, with the closest isle in Glyphic Atoll about 20 miles to the southeast (32 km). The nearest of the Three Sisters is around 40 miles to the southwest (65 km). Parts of its coasts are low-lying, with jungle cover, especially over its southern extents, although the northern shores are craggier, surrounding a steep, rocky mountain in its broadest part. High on this mountain, at least one Wyvern lairs, keeping watch over the surrounding seas for likely prey, venturing over the nearer parts of the mainland at times as well.

**Fossil Stack:** A craggy, cliff-ringed island just south of Horned Bay, near the map's northwestern side. Wyverns lair in caves high in the rugged interior, and patrol the seas around for prey.

**Gazelle Haven:** A small, secluded bay just south of the mouth of the Gazelle River on Mona's northeastern shore, near the top left map corner. Local legend holds that Merfolk come here to cavort at the equinoxes, when the Sun stands overhead. A rock arch passes above its east-facing mouth towards the sea, through which the Sun rises at dawn then, bathing the Haven's sandy beach with golden light.

**Glen Abbey:** Once past the Tenthor Stone northwards, the Pilgrimage Route passes into this long valley between hills, towards the southern end of which numerous old, low stone wall remnants can be seen poking through the soil and lower vegetation. Of roughly village-sized extent, their actual nature is less certain. Possibly they may have been an abbey or a monastery, or simply a long-lost village. The nearest Route inn lies some way south of Tenthor, and the locals there claim not to know much about the ruins at all.

**Glyphic Atoll:** Coral reefs have formed a loosely circular group of three main isles and numerous smaller islets, southwest off Explorer's Bay, in the Kanein Ocean. They are roughly equidistant south from Badger Point and northwest from Jellyfish Point on the mainland, centred about 90 miles from each (145 km), although the closest main Atoll island is only a little over 20 miles southeast from the nearest part of Eye Isle.

The Atoll is said to be shaped like an ancient glyph meaning “Life”. Uninhabited, except for the giant crabs that come to bask here, with shores dotted by old shipwrecks, holed by reefs in the tricky waters all about it.

**Goldencliff:** Largest of Mona’s offshore islands, out in Supplicant’s Bay, some 35 miles (55 km) northeast of the Silver River’s mouth. Cliffs ring much of the island’s shores, and they tower over the shingle beaches of its great west-facing bay. A series of ancient, half-sunken, roundhouse wall ruins, known as “Dragon-houses” stand on top of the cliffs at the east end of this embayment, and impressive views back to the mainland can be had from the site. The setting Sun often lights up this entire bay with its golden to reddened light. A sunken, hard to follow, old trail has been cut windingly up the cliffs to these ruins from the shingle beach.

**Gypsum:** A small settlement on the south bank of the Gazelle River estuary near the map’s top northwest edge, north of Thunder Plain, this seems little different to others of the farming villages in the Klava district. However, the fields here are all tended by glittering Golems made of gypsum, commanded by living humanoid overseers. Quite how these constructs persist magically on the Isle, or who created them, are equally unknown, but they have been here longer than anyone can recall, even in legends.

**Holywell:** Roughly midway between the Sujazal and Laru Stones, where two Pilgrimage Routes meet northwest of the Citadel of Life in the far eastern tip of South Mona, the ruins here are 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 may really be natural rock outcrops. In the middle of the more definite ruins, closer to the Route junction, is a wide, steep-sided, pool of clear, fresh spring water, the Holywell itself.

**Horn Cape (Whirlpools):** Southern Mona’s coastal waters can be difficult to navigate in a number of places, but they can be especially dangerous off the Horn Cape, easternmost point of the far southern Stony Shore, where the offshore waters are subject to repeated, sometimes huge, whirlpools. These are commonest between roughly 10 to 30 miles from the coast (15 to 50 km), but their effects often influence the waves and tides right in to the shore cliffs. Knowledgeable navigators will know the safest times to pass closer to shore than the roughest waters normally happen, while others simply give the whole region a wide berth.

**Horncliff:** The largest lake in Cat Swamp, the unlabelled Mist Lake, is split in two at its southern end by the long escarpment of Horn Cliff, over which the great and beautiful Feather Falls pour, creating the second, much lower, part of Mist Lake in the Feather Falls Grotto below. The escarpment rises to around 120 ft where it dams the Lake’s upper outlet (35 m). Silver River then flows on southeast from the southeastern end of lower Mist Lake, to the sea at Port Deus. Along the southwestern bank of the lower Lake is the jungle village of Horncliff, home to numerous Fungifolk. While the main Pilgrimage Route descends the escarpment by a zig-zagging series of rock-cut steps east of the Falls and both halves of the Lake, the Folk here are used to visitors of many kinds, and the kindly Fungifolk mystic Ras-Uoqua has healing salves to offer those in need. The village is under the protection of the Radiant Couatl of the Air Hills, should it be needed.

**Jellyfish Point:** Submerged features off the sharply-defined headland at the southern end of Doli Basin, west of the Silver Jungle in Mona’s southern extent, create ideal conditions for producing regular, strong, high waves. These toss droves of violet jellyfish through the air, repeatedly at times. The creatures seem to deliberately congregate here to take part in this, as if it were some kind of sport, although its actual function has eluded the discovery of sages for many generations.

**Klava:** Largest of the eastern settlements in North Mona, this is a small town with roughly 1,000 permanent residents on the mid Gazelle River in the northern Great Green jungle, close-by the top left map edge. The district around here has a number of farming and logging settlements, clustered near the River and extending off-map to the separate North Mona Atlas map. Some small-scale mining and quarrying is carried-out in the adjacent southern Bright Hills, again partly off-map. Curious effects seem to congregate in the nearby region, especially downstream towards the Gazelle’s estuary, 40 to 50 miles east of the town (65 to 80 km), and south, deeper into the Great Green and Alabaster Spire Downs.

**Lamp Isle:** More or less halfway along the southernmost coast of Mona, the Stony Shore, this is a long, fairly narrow island. On the Isle’s highest point, towards its southeastern end, is a tall, unoccupied and never-lit, stone lighthouse tower. Although very old, the Tower is in quite good repair, for all it is empty and disused.

**Last Rest:** This is a small, ruined shrine building north of the western limb of Yellow Turtle Lake, set in the Great Green by the north bank of the unlabelled Dancing Feather River, in the angle formed by the smaller tributary stream of the Bara (also unlabelled) close by. Broken coloured glass still glimmers among the vegetation from its former windows, suggesting this was once a finely-appointed structure. No indication of

what, if any, deity it was originally dedicated to survives here. Travellers following the Pilgrimage Route by it often leave their own small tokens here, and the collection of items, including deity and other figure icons and statuettes, indicates this to be a long-established practice at this little landmark.

**Obsidian Cove:** On Mona's northeastern Long Shore coast, about halfway between Gazelle Haven and Emerald Head, atop the low cliffs of this small Cove, a huge, old, rectangular block of glassy black obsidian lies, as if it were a fallen monolith or a gigantic altar-slab. Two small settlements of Beastfolk are nearby, engaged in a seemingly perpetual, age-old, if usually fairly amicable, disagreement over whether it really is an old altar, or a monolith, and if the latter, perhaps one (despite its very different appearance to the Yool-Butar Walking Stone less than 25 miles inland from the Cove, 40 km) in need of re-erecting as part of the sequence.

**Painted Tower:** This is a substantial ruined tower shell in one of the valleys in the Path To The Eternal hills. It is almost central to the narrowest part of South Mona, and nearly halfway between the southern end of Yellow Turtle Lake and the Routeway up onto the Eternal Plateau (the Plateau is about ten miles nearer in a direct line, 16 km). It is at a crossroads, where the northwest-southeast and northeast-southwest Pilgrimage Routes meet. The Tower is covered by finger-painted scenes, marks and signs created by generations of pilgrims passing this way, to the point where it has become traditional to do so. Luckily, the now quite sizeable village that has grown up around the Route-side inn here always has supplies of suitable pigments available for sale, aside from all the usual facilities.

**Port Deus:** Largest of Mona's settlements, this is an extensive walled large town or small city-sized place on the north side of the Silver River estuary, where there is a good deep-water port. The permanent residents number around 4,000, with a variably large itinerant group of visitors, including traders, pilgrims and local farmers. Its agricultural hinterland covers most of the near-coastal regions of Mona's southeast nearby, east of the Silver Jungle. It has continually increased in size, and the number and nature of its services, as more pilgrims have come here over the generations, having started merely as something far simpler in the distant past. There are extensive docks here now, as virtually all the traded goods southeast of the Yellow Jungle pass through here, including external supplies for the large number of Routeway inns scattered around the Pilgrimage Routes, and the Citadel of Life region on the northern side of Supplicant's Bay. It is by far the most worldly and cosmopolitan of the settlements in South Mona, arguably all of Mona, as folk come here from many other parts of Nibirum far beyond the Isle.

**Sapphire Hill:** Sapphire Head on the northeast coast, north of the Eternal Plateau is a broad promontory, highest towards its northern end at tall, conical Sapphire Hill, whose seaward sides drop into the sheer coastal cliffs at this end of the headland. Its height makes it an excellent viewpoint over the surrounding land and sea. Star-watchers also come here on clear nights to view the sky, and make records of any unusual sights and omens they spot. The inn village by the nearby Kaibraniet Stone is a regular meeting-place for such folk when coming here, or returning from it. Pilgrims often make a stopover to view from the Hill too, by day or by night.

**Shimmering Sea:** An ill-defined area of the Kanein Ocean some 40 miles or so in extent (65 km), centred roughly 90 miles southwest of the nearest part of the Cloaked Coast (145 km), regularly sees great rafts of scintillating algal blooms form. Isle tales suggest that swimming in these can end any curse.

**Shining Shore:** The northern coasts of Explorer's Bay, where the outlying fringes of the Yellow Jungle come closest to the sea, west of Stone Forest, is an area that sailors claim to have sometimes seen Unicorns emerging from the jungle. In tales, such creatures are always mentioned as being bathed in a beam of sunlight or moonlight. Sailors consider such sightings a sign of good luck to come.

**Slumberland:** By the edge of the Great Green, where the jungle meets some of the lesser ruins associated with the Abandoned City, west of Yellow Turtle Lake, a great many flowers with heady perfume blossom, liable to lull breathing creatures into a, potentially permanent, deep sleep in this vicinity. The plants require the nutrients from decomposing bodies to continue thriving.

**Spirit Isle:** An island-like promontory linked to the mainland of the southeastern shore of Horned Bay, north of Eternal Horn, only by a narrow beach. The Isle is essentially a rocky hill, widely-held by the locals to be a burial-place of the Old Folk from far earlier (possibly mythical) times. Its hilltop is crowned by a grove of elderly, gnarled, twisted trees.

**Stone Forest:** Just east of the Shining Shore on the northern coast of Explorer's Bay, to either side of the unlabelled Damral River, scattered groups of ancient, now-extinct, fossil trees extend from the thinning edge of the Yellow Jungle right into the coastal shallows. None are complete, although some of the trunks still stand surprisingly tall inland. By the sea, most have been reduced to mere stumps and root bundles.

**Three Sisters:** In the Kanein Ocean, approximately 50 miles (80 km) southeast from the centre of the Shimmering Sea, and a similar distance southwest from the southern tip of Eye Isle (also roughly 100 miles, 160 km, southwest from the mouth of the Purple Flower River), three large, jagged, stack-like, rocky islands tower over the sea. They lie in an area of ocean about 20 miles across (32 km). Treacherously powerful currents run all around and between these, meaning wise sailors habitually avoid the area. They do add to the mysterious tales about the trio, however, because so few folk have ever even sailed near them, let alone tried to land on one, that nothing about them is certain, other than how dangerous the waters by them can be.

**Thunder Plain:** An area of the tall grassland coastal plains south of the Gazelle estuary in the map's top left. It appears no different to any other of the similar plains along the eastern side of the Isle especially. However, for unknown reasons, the area attracts thunderstorms and lightning strikes with unusual frequency. Fused-soil fulgurites may be found in many places in the ground, or occasionally on the surface, and burnt patches of grass are common features. Little larger vegetation survives long here.

**Waska:** More or less halfway along Mona's west coast, and only just on this map's extreme northwestern edge, this small deepwater port on Horned Bay lies on the east bank of the Amethyst River's estuary, the capital of the extensive agricultural, logging and fishing lands that surround it. About 1,200 people live permanently in the town itself, with many more at the smaller settlements that extend around 140 miles to the southeast (225 km), 25 miles to the northwest off-map over the estuary (40 km), and 45 miles or so inland up the unlabelled River Chara to the White Mill (70 km). Many crops are grown here, with cattle and other domesticated animals. Trading with places off-map to the north, and Port Deus in the far south, goes on regularly too, as the town is a useful stopover point for ships plying the western coast of Mona.

**Watching Crag:** A craggy island at the mouth of Horned Bay, in the map's top left. Its steep inland cliffs have numerous streams descending as waterfalls, visible from some distance off its shores, feeding a great many, mostly low-growing, tenacious, water-loving plants clinging to the cliffsides, and more substantial vegetation on the lower slopes. The rocky shore makes for a difficult landing from the sea, but there is a single, worn, slippery, stair cut in one place, which wends from the shore up and around the crags to the ruined tower on its highest peak. Commanding views across the Bay and its surroundings can be had from this summit.

**White Mill:** Just beyond the northern edge of the Great Green jungle in the southern Bright Hills northeast of Waska, this is a small hamlet consisting of a picturesque, large, white-walled mill-house and four substantial cottages. The Mill is on the unlabelled Chara, a steeply-descending tributary of the Amethyst River, whose course has been gently altered to allow the water to power an overshot wheel. The miller produces very fine-quality flour, widely-used by folk in both the Waska and Klava districts (the Mill is near the watershed between the Amethyst and Gazelle River systems), and exported still further afield around the Isle. He is also a keen herbalist and alchemist, using the Mill to power some of his alchemical works. The cottages house his workers, apprentices and their families, and the place is always busy, including with carts bringing grain for milling and taking away ground flour.