

Duck Point

Sartar built this small city of 1000 to forge bonds with the beasts and other strange peoples along The River. Duck Point is the way-station between the ducks and the rest of Sartar and an important transit point for all river traffic between Sartar and the Holy Country.

Durulz dominate the city, but they rarely make up a majority of the population. No other Sartarite tribe belongs to the City Ring. Lunar carpetbaggers have moved in, hoping to capitalize on the town's position when traffic along The River resumes.

Dwarf Mine

The home of the dwarves of Dragon Pass and ruled by Isidilian the Wise (called The Dwarf), an unusually open and friendly Mostali leader. Its visible portion is a dwarf-made mountain of granite that stretches high into the sky. Two statues each a hundred feet tall guard the entranceway of a vast underground complex. Many Mostali labor ceaselessly within.

Grazelands

A hilly area inhabited by sun-worshipping horse nomads, whose survival is abetted by their fearsome raiding magics and their multitude of *vendref* (enslaved farmers), descendants of Orlanthi captured by Grazer nobles.

Indigo Mountains

Darkness spirits haunt these steep, inhospitable mountains and cast deep shadows in the steep-sided valleys between the peaks. Several of the peaks are volcanoes, and their purple-white smoke plumes can be seen even from Furthest and Boldhome. A tribe of trolls dwells here who subsist mainly by hunting. They often raid the surrounding human lands, so that even the Torkani are wary of them.

Jaldonkill

This border fort between Sartar and Prax marks the place where Derek PolJoni killed the Praxian demigod Jaldon Goldentooth and destroyed his army.

Jonstown

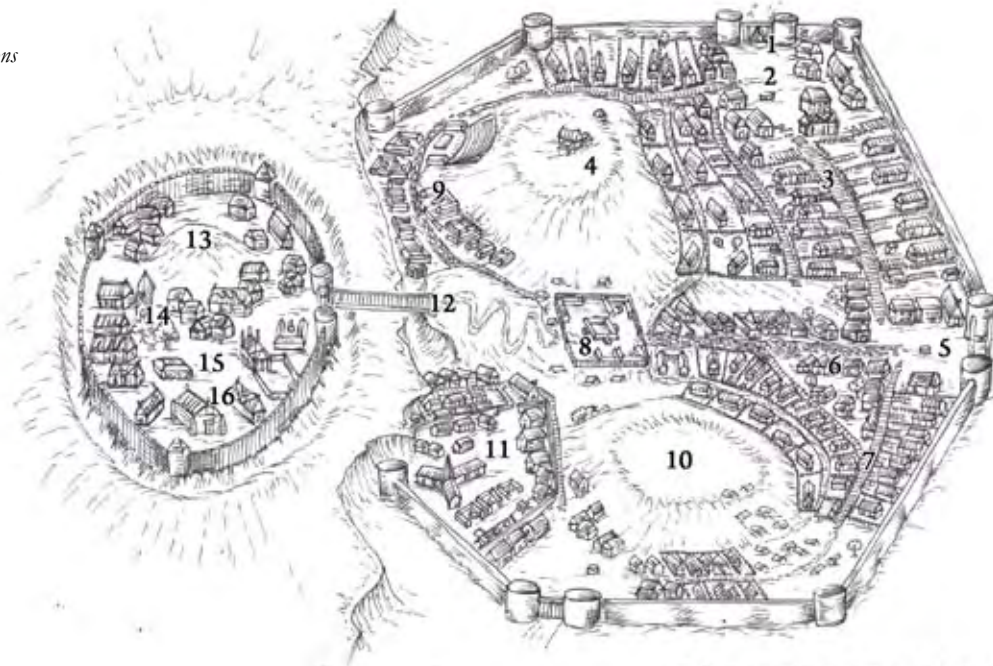
This city of 2,000 is the marketplace for the tribes of the Jonstown Confederation. Jonstown is famed throughout Dragon Pass for the Jonstown Library (the most famous Lhankor Mhy temple in Sartar) and the House of Peace (the largest Chalana Arroy temple in Sartar).

Kero Fin Mountain

This titanic snow-shrouded mountain peak, eight miles high, is the physical manifestation of Orlanth's mother, the goddess Kero Fin. It visible

Map Key

1. Gates and Fortifications
2. North Market
3. Merchants' Quarter
4. Market Hill
5. Cattle Market
6. Market Quarter
7. Crafter's Quarter
8. Lunar Garrison
9. Lunar Town
10. Fool's Hill
11. Free Sages
12. Sartar's Seat
13. High Hill
14. Old Market
15. House of Peace
16. Temple District



JONSTOWN

