

Places_of_Interest

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Bandit Camp



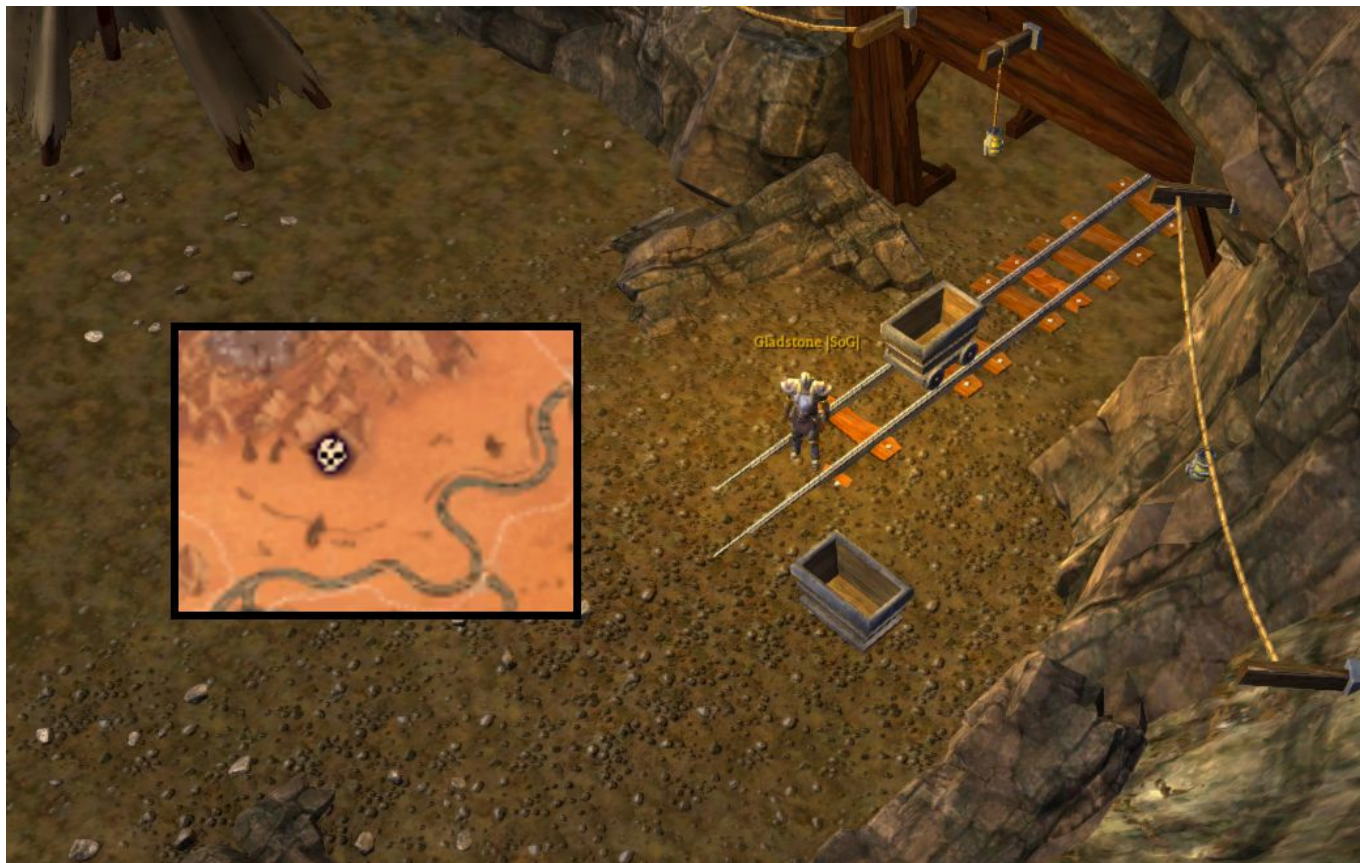
In my early travels in this land I found this encampment of bandits. It lies Southeast of the Township of Eldier in the Upper Plains. As I was in the early stages of my training, (25 - 45%) I found the combat to be moderately challenging. The denizens of this area seem to come in two varieties with a boss bandit to top them off. There is the bandit and the bandit scout. The bandit fights with sword and shield and carries 40 to 50 copper and the bandit scout will tap at you from a distance with bow and arrows and carry 50 to 60 in copper. Watch those scouts, they will hit you pretty hard while you hand to hand with the bandits. Through the Southern gate of their fort is where you will encounter the bandit boss. They wear better armor, employ "Slash" in combat and carry up to 300 in copper.

Hobgoblin Steppes



Far to the east of Eldier, beyond the mountain ranges and almost directly South of the Northeast Guard Tower in the Upper Plains, you will encounter beasts of enormous stature called Hobgoblins. These Giants are of moderate skill level (50%) and they generally carry 2 to 3 Silver. They seems to come in pairs around 4 different campfires in that general area, so be prepared to fight two at once or to employ drawing out tactics to battle them one at a time....or you could take a friend.

Breca Mines



In my travels almost directly Southeast from Valus in the Southern Hills I found vast caves called the Breca Mines. These mines are inhabited by vile creatures called Orks. They are mostly untrained and of low skill (15 - 25%). Take care as you approach this area as you are likely to encounter Ork guard encampments outside the entrance to the caves. These guard camps generally contain 3 Ork Warriors. The Warriors carry 90 to 110 copper. You will run into Ork Raiders shortly after you enter the mines. They will attack you from a distance with some kind of dart weapon. The Raiders carry 40 to 50 copper. I have yet to explore to the deepest parts of the mines, but I have also run into Ork Chiefs and Ork Mages at various locations. The Chiefs carry 80 to 90 copper and the Mages carry 30 to 40 copper as well as some reagents.

Crystal Cave



I heard rumors of great Golems of Crystal who carry magical tomes of travel in the Northeast corner of the Southern Rim. Upon further inquiries it was revealed to me that the entrance to their cave lies behind a great waterfall cascading down the mountain side. After searching around I found a trail that lead up to the falls and did indeed find the cave entrance there. The massive Crystal Golems of moderate skill level (50%) do roam the caves beyond and not only do they protect outcroppings of crystals that can be harvested, but they also carry 2 to 3 silver each. Some even carry tomes of travel called Luminous Lexicons and Luminous Shards that can be marked by Mages to locations throughout the realm.

Placeholder for Further Places of Interest:

Upper Plains: Eldeir Quarry (Formerly: Goblin Quarry), Abadonned Shrine, Dark Web Wood, The Dead Gate, The Arena, Haunted Ruins, Eldeir Graveyard

Southern Hills: Beached Ship, Pirate Grotto, Lich Haunt/Ruins, Vale of Belhaven, Valus Cemetery, Valus graveyard

Southern Rim: Wolves Den, Rebel Camp, Orc Camp

Barren Lands: Lizard Valley, Oasis Graveyard, Beetle Hill, Mahjo Lake / Arid Lake, Ruins of the Artificer, Gazer Isle

Black Forest: Ents, Mushroom Grove, Lumberjack, Outpost Graveyard, Harpy Nests, Great Tree, Spider Nest

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