



The Sorkin Mountains are one of the wildest areas on Hârn. These granite spires form a forbidding hundred-league mountain chain that walls Kaldor from the Sea of Ivae. The terrain climbs from the lowlands of the Kald Valley to peaks above 7,000 feet. There are higher peaks on Hârn, but few more rugged.

Though these ranges abut long-settled Jara and Melderyn on Hârn's eastern coast, their hostile climate and terrain have resisted human settlement since the time of the Battle of Sorrows. Several of Sarajin's children, many species of Ivashu, and a number of carnivores have found their homes in the mountains, especially on its eastern slopes.

The peaks of the Sorkins are home to aerial predators that use thermal air currents to glide great distances as they hunt. When they sight their prey from as far as a mile away, they dive and attack with terrifying speed. Few can forget the helpless terror of watching a wyvern snatch a fully-laden mule from a narrow mountain trail, and any passing shadow can make veterans of these hills look up in fear.

Hardy souls come to the Sorkins mainly in search of furs in the highlands and gold in the icy streams. The foothills are littered with their bones. Moss-encrusted ruins, some of Khuzan origin, some human, dot the landscape, and several are said to have contained "treasures beyond value."

Anoan tribesmen patrol the north slopes and the Taelda inhabit the south and west. Wondrous but dangerous beasts roam the east and gargun are everywhere. The Sorkins tantalize the unwary with the promise of wealth but they are more often a place of death.



Sorkin Mountains

Maps: J3, K3, L3, J4, K4, L4,
L5, M5, L6, M6

Highest Peak: Mt. Esig 7,586 feet



Gargun heads of various stages of decomposition are found along Noron's Way.

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GEOGRAPHY

The Sorkin Mountains have six peaks over 6,000 feet. Permanent ice fields contribute to the glaciers that feed the rivers of eastern Hårn. The higher elevations experience alpine weather throughout the year but a more temperate microclimate exists near Lake Arain.

The prevailing southwesterlies drench the western slopes; the leeward side is wetter than normal due to the nearby sea. On both sides of the mountains, torrential rains lead to frequent mudslides. Snow is frequent and heavy in the winter. Ice coats the northern slopes of the mountains until mid-summer.

The Sorkins are divided into five regions:

Blue Range

Dominated by Tezith, Esig, and Jenzu peaks, these majestic mountains are home to many hot springs, glaciers, and mythic beasts. The eastern slopes are truly wild.

Noneth

Noneth has been claimed by Kaldor but is controlled by the Taelda. Mercantylers visit Taeldan trading posts to trade for furs.

Rampart

Anoa and gargun make the mountains and foothills their home and the low-pitched songs of the Hru are heard at night.

Sofyn Spur

The Spur juts out from the rest of the Sorkins to divide Kaldor from Orbaal. The Spur is home to Noron and his half-brother Uvien of Barsothe Falls, two enigmatic *pradeyalkri*.

Southern Tail

This foggy region was once home to Jarin farmers and Khuzan miners, but now ruins and pits fill the land. Hardy souls can still be found, beset on all sides by the Foulspawn, but subject to no human ruler. The eastern slopes are home to wary centaurin.

The Sorkins

