Minor Trails

**Dock Road**

**Hwen Road**

Bay Walk

Outpost Trail

Overlook Path

Shrine Path

(Unnamed trail to treehouse)

Trails

Catwalk

Marlin Meander

Seasculpt Ascent

Shaded Snarl

Skyreach Pass

Stoneskip Jaunt

Sundered Tangle

Dusty's Trail

- Some locals know the story of a child who once tried to run away from home and went down this trail- bringing the family dog with him. A beastie emerged from the brush and attacked him, but his dog fended it off and saved his life. The trail was named in the dog's honor.

Ravelroot Trail

- The local flora have a tendency to overgrow over the pathway- making traversal tricky and a nighmare on fine, draping clothes

Whistler's Crossing

- Known for the (black-bellied) whistling ducks that nest in the area

Prince's Peril

- Connected to Hag's Stroll

- A small local fairy tale tells the story of a young prince boy that escaped the clutches of a wicked hag. The truth of the tale is questionable.

The Overgrove

- Path on high ground where part of it has a breathtaking open view of the forest below

- Named only for its location, nothing else terribly notable about it

Nestled Crook

- A trail that's in a curved shape

- A remote path rarely used by travelers. The forest trees wrap around it closely- creating a long-covered canopy for most of its reach

Hopskip Bound

- No explicit story for this one

Broken Branch (Bend)

- Origins of the name are mostly unknown and often contradictory

- People seem to think more branches fall on this trail than others, but this is just a misconception

Bygone Bourn

- A trail that's a worn groove in the ground and acts as a stream during heavy rain- making traversal difficult

Ameryn's Cradle

- A significant portion of the trail goes through an area overgrown with ameryn creepers (similar to bengal clock vine) that obscures the path. Because of this, travelers often deviate off the trail by accident- furthering the overgrowth and causing many who travel this way to find themselves some ways away from their intended destination.

Forsaken Steps

- A trail that has one end at the coast (probably one of the ones on a western cape)

- A strangely wide trail with one end at a shrine and the other the ruins of a quaint fishing village

- Centuries ago, before the establishment of the academy and Hwen, a small fishing village resided on the island. Every year, the entire village would march up this trail to their holy site- marked by a statue carved in the likeness of their god- to bring it offerings for its blessing during the low season. Few descendants remain to tell of their history, but the statue still stands at the end of the trail (worn with time); watching over its bends all the way to the place the village once stood.

- >This could be the old worshipers of the warlock's patron, or a local interpretation of one of the current major gods

Gleamwater Gyre

- A trail that winds mostly along the coast

- Nothing seems particularly special about this trail at first glance. When traveling it at night, however, one can see the waterline glow a brilliant blue from the bioluminescent algae growing here

Galigos Trail

- A trail that winds near the coast

- A rough path that crosses near a local colony of marine iguanas

Coasts

Bowing Bluffs

Brine’s Bounty

Driftwind Beach

Glimmer Tides

- The coast along the Sweetfish Bay (edited)

Jagged Jaw Coast

Scuttling Shore

- The coast along the Bay of Many Crabs

Stoney Brach