

The Bearers' Journey

The journey of the Vale Bearers along the trail known as Ukra Dor Pass is one of the most challenging moments of their existence. Almost 100 miles long, the path is not only geographical, but psychic, spiritual and symbolic.

1. Farewell to the Vale

Their crystal cores are recharged in the hot springs and before departing, the Bearers receive a blessing from the Horticulturalists. Their natural weapons are once again awakened.

2. The Ascent of Ukra Dor Pass

The Vale quickly narrows giving way to a trail that winds through a steep passageway crossing natural stone bridges and ancient tunnels. Biting winds carry vivid memories of the Silent Mists: mists that erase memories.

3. The Narrows of Odo-Kraal

A narrow canyon with its floor covered in colonies of multicolored fungi that exude spores that are invisible to the naked eye, but that can infiltrate the lungs and cause hallucinations, suffocation, or temporary memory loss. More than a threat, these fungi act as vibratory filters that react to the intentions of those who pass by, altering the content of the spores according to the intention of their thoughts. Vale Bearers, by attuning their crystals to the rhythms of the Sap, emit pulses of energy that harmonize the colonies, opening safe paths and protecting their minds from the illusory fog.

The Gaze of Azrun - Sitting between the stone teeth that separate Odo-Kraal from the Gargoyles, a complete, hooded skeleton stares at the trail. No one knows his real name — but they call him Azrun, the Never-Blinking. His skull is turned toward the path, as if watching who enters and who leaves. They say his eyes are still there, dry and intact, beneath their bare sockets. No Holder dares touch him—and all pretend not to see him.

4. The Gargoyles

Hanging statues that are living parts of the mountain come to life at night. If they are not greeted with ancient verses, they dive from the heights of the mountains to devour travelers.

5. Edge of the Red Trees

Near the entrance or exit of the pass, the vegetation changes: resinous trees with reddish leaves that whisper in forgotten languages. The ground becomes spongy and pulsating. A mistake here is punished with temporal distortions: one wrong step can drain the soul's energies in seconds.

6. The Belt of the Pillars of Sanity

Before entering the deep forest, a barrier of 33 rustic stone pillars surrounds the main entrance to Ukra Dor. Each pillar vibrates with a specific type of psychic torment — fear, doubt, longing, guilt, lust, ancient hunger, etc.

Function of the Pillars: They attack the minds of intruders, disrupting their perception of reality. Very few are able to cross them without going mad. However, the Bearers are immune thanks to their symbiosis with the Vale: their crystals vibrate in counter-rhythm with the pillars, creating a bubble of lucidity that neutralizes mental attacks.

7. The Teleportation Circle of Belthara

After days of walking and trials, the Bearers reach a clearing where time seems to slow down. In the center, five monoliths make up the Circle of Belthara, activated by a joint chant. Only Bearers can use it — it connects the Vale to several locations agreed upon with the Conclave. It is through this portal that they set out to distribute the gifts of the Vale to people in need and return to reenergize their bodies.

8. Ukra Dor's Moving Forest

Within the forest that borders the lands of Brukon, trees move when unobserved. Paths change location. Creatures follow the Bearers, testing their limits.