



THRESHOLD

Issue #23

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Thanks To: The Mystara Community, for your support, hard work, and dedication to Mystara.

The aims of *Threshold* magazine:

- to provide a venue for community members to present material
- to promote the Vaults of Pandius and the material there
- to increase the exposure of existing and new articles
- to encourage authors to revisit and revitalise existing articles
- to motivate interest in Mystara in general

ONWARD TO ADVENTURE, AGAIN!!

This issue is fully dedicated to the life blood of role playing, adventures and campaigns, again! This theme indeed has had a certain appeal to our contributors, enough to fill three whole issues of *Threshold*. This is therefore only the second one, and a third issue will be published later this year.

While contributions continue to arrive at *Threshold Magazine* after five (!) years of publication, we are a bit short on the Editor's role, as the few of us have very limited personal time to dedicate to our beloved Mystara magazine; certainly much less than we would like to. For this reason, anyone willing to help us in the editing and proofreading tasks necessary to bring you new issues of *Threshold* is more than welcomed! Just write to us in the Threshold mail or let us know in the threads dedicated to *Threshold Magazine* in The Piazza Mystara sub-forum!

And now to the content of this issue: we start with a big tabletop conversion by Kyle Knight (Gravesguardian) of the classic 1991 Mystara videogame, "*Warriors of the Eternal Sun*". A monumental work which will be concluded in the next issue of *Threshold*.

Then we will start exploring the many sub-settings of Mystara with the first part of an article by myself, Sturm, and continue our

"*Escape from Hule*" guided by Dave Keyser, second part of the adventure which began in *Threshold* issue #22 to conclude in a wonderful way the storyline of classic adventure modules X4 and X5.

Hausman will then bring us to the "*Lands of Erewan*" in Glantri and Robin to "*The Barrel*", a special inn on the Eastron Road of Karameikos. Irving Galvez leads us to discover "*Harbourlee Rock*", an important island on the border between the Five Shires and Karameikos. Last, but not least, two adventures: "*The Kban and the Duchess*" by TheGlen which involves a very special Ethengarian ambassador to Karameikos, and "*Fade to Red*" by Argentmantle, the first part of a long adventure starting in the city of Slagovich to pitch the PCs against a Hulean plot with far reaching consequences.

The *Threshold* Editorial Team and the authors hope you will enjoy this new issue as much as we enjoyed putting it together, and stay tuned for the next issue, the third instalment dedicated to Adventures & Campaigns.

Francesco Defferrari (Sturm)
Editor-in-Chief, *Threshold* Issue #23

This Issue's Contributors

Argentmantle - commonly referred to as Leland, this author is a graphic and web designer by day and an avid gamer by night. Besides lounging on the sunny beaches of the Savage Coast, he explores the world of Mystara. He has written for Louis Porter Jr. Designs in the past on supplements like Magic of Neo-Exodus, written for the Silven Trumpeter magazine, and cleaned up after a slew of greyhounds.

David Keyser has run four long-term campaigns set in Mystara since the 1980s, using published adventure and support materials as much as possible. He denies having any creative talent himself. It's just that if you put him with a group of friends who are willing to work with him to provide an evening of entertainment, there's a momentary spark like the scratch of flint on steel...and then something magical happens.

Giampaolo Agosta (a.k.a. Agathokles) agrees with Schiller that "man is only completely a man when he plays". Therefore, he makes a point of taking gaming seriously, and real life casually. Besides Mystara, his gaming interests include (among others) Dark Sun, Planescape, Ravenloft, Birthright, Call of Cthulhu, Star Wars and Witchcraft RPG.

Kyle Knight (aka Gravesguardian) on The Piazza forum) is wandering Thunder Rift dealing with the threats that spring up.

Hausman Santos is an art educator and drawing professor. An enthusiast in Mystara since 1995 when he met in Brazil the AD&D boxed set of Karameikos. He has narrated campaigns for game groups in Thyatis, Alphatia, Rockhome and Glantri and keeps some of these groups since 2002. He

manages a page for Mystara Brazilian fans on the internet. Currently he has gathered much of the material that he developed into game sessions with his group from projects like the Mystaran Almanac and discussed with the members of the Old Almanac Team about the old and unfinished plotlines (around AC 1016-1017) in order to resume them.

Irving Galvez (a.k.a. Oleck) (a.k.a. Oleck) Mexican player since the early 80s, amateur Mystara writer since 1996. The time passes and when the days of fantasy flew away with the age and you reach the stage of responsibilities, work, family and everyday problems, you look back and take those dusty books of D&D, and escape a moment to your childhood. Keep on playing!!!

Justin Pfeil draws comics, is a historical fencer in the Italian tradition, makes armor for his friends, and has played D&D since the Red Box was first published. His current project is a webcomic about characters attempting to survive The Keep on the Borderlands module from the players perspective.

Robin (at The Piazza, Robin D elsewhere) Female from 1962, she began playing D&D since its earliest days as far back as 1978, soon after becoming "addicted". Ultimately, she was intimately bound to the world of Mystara, because of its complex diversity. A current compiler of massive materials available on Vaults of Pandius & her "Breath of Mystara" blog; and former Teacher of Biology, Ecology, Chemistry, Physics, once travelling all over Europe as a stage dancer including house parties. Once called "The

Fletcher” at UK GenCon by Bruce Heard for her extensive compilation in “Revenge of the Little Ones”.

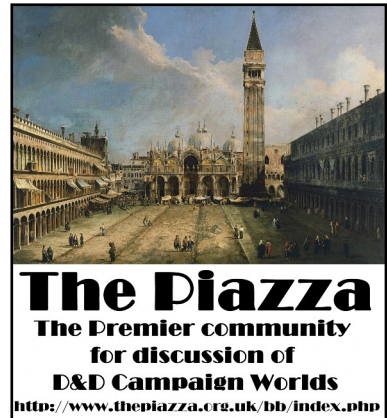
Even though *Sturm (a.k.a. Francesco Defferrari)* loves any alternate world, he believes Mystara is incomparably the best for its vibrant community endlessly delving into ethnography, linguistics and history just to make a little sense of it. Something like the real world, but with dragons.

Glen Welch is a historian and theatre critics from Houston, Texas who in the gaming world is best known for the 2500 Things Mr. Welch Can No Longer Do In an RPG and the Mystara Player's Handbook. He is currently working on returning Mystara to print and expanding knowledge of the setting.

FROM the
Mystara
FORUM at



Some features in issues of *Threshold* carry a “From the Mystara Forum at The Piazza” tagline. These Discussion Boards are an active and dynamic home of creativity for the Mystara community and many other game worlds. We hope you will enjoy the articles that have arisen from that [website](http://www.thepiazza.org.uk/bb/index.php).



FROM
*THE VAULTS
OF PANDIUS*

Some features in issues of *Threshold* carry a “From the Vaults of Pandius” tagline. As one of our stated aims is “to promote the Vaults of Pandius and the material there”, we hope you will enjoy these revised or extended treasures from that [website](http://www.vaultsofpandius.com).



CALL FOR CONTRIBUTIONS

The Threshold editorial team invites all fans of the Mystara setting to submit contributions to the magazine's next issue. We are especially looking for contributions fitting the following themes:

Issue 24 - Adventures and Campaigns III

A third issue focused on adventures, campaigns, and other materials directly useful for your Mystaran games.

Proposal Deadline: August 15th, 2019

Manuscript Deadline: Oct 15th, 2019

Issue Published: by December 1st, 2019

Call for proposals for main themes of forthcoming issues (2019):

Issue 25 - Strongholds

This issue will delve into the myriad of strongholds that dot the Mystaran landscape. Cities, castles, towers, and secret lairs. These strongholds may serve as anything from bastions of refuge, to adventure obstacles waiting to be overcome by Mystaran PCs.

Proposal Deadline: December 15th, 2019

Manuscript Deadline: February 15th, 2020

Issue Published: by March, 2020

Threshold accepts and invites submissions of extended or revised versions of works having appeared on *The Piazza* or *Vaults of Pandius*.

Contributions may include, but are not limited to: Articles: short stories, short adventure modules, NPCs, historical treatises and timelines, geographical entries, new monsters and monster ecologies, etc.; and Illustrations: portraits, maps, heraldry, illustrations, etc.

The *Threshold* editorial team strives for edition neutrality, but edition specific articles (e.g., conversions) are also accepted. statistics for new monsters and NPCs may be included in articles (e.g., adventure modules, new monsters or NPCs) in any version of Dungeons & Dragons. The editorial team also offers help in providing conversions to some specific rules set. including BECM/RC, 2nd Edition, 3rd edition/Pathfinder. However, this material should be limited to a minimum. For most NPCs, it is sufficient to mention class, level, and alignment. For important NPCs, a one or two line stat block may be included.

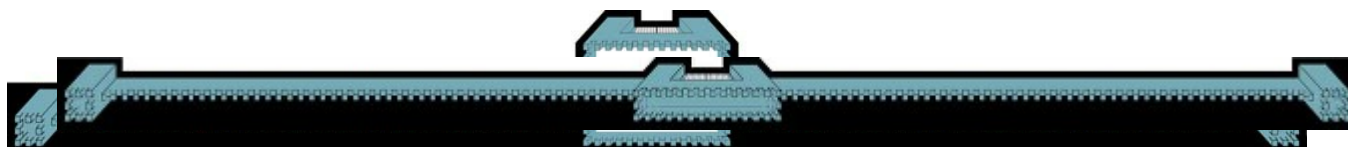
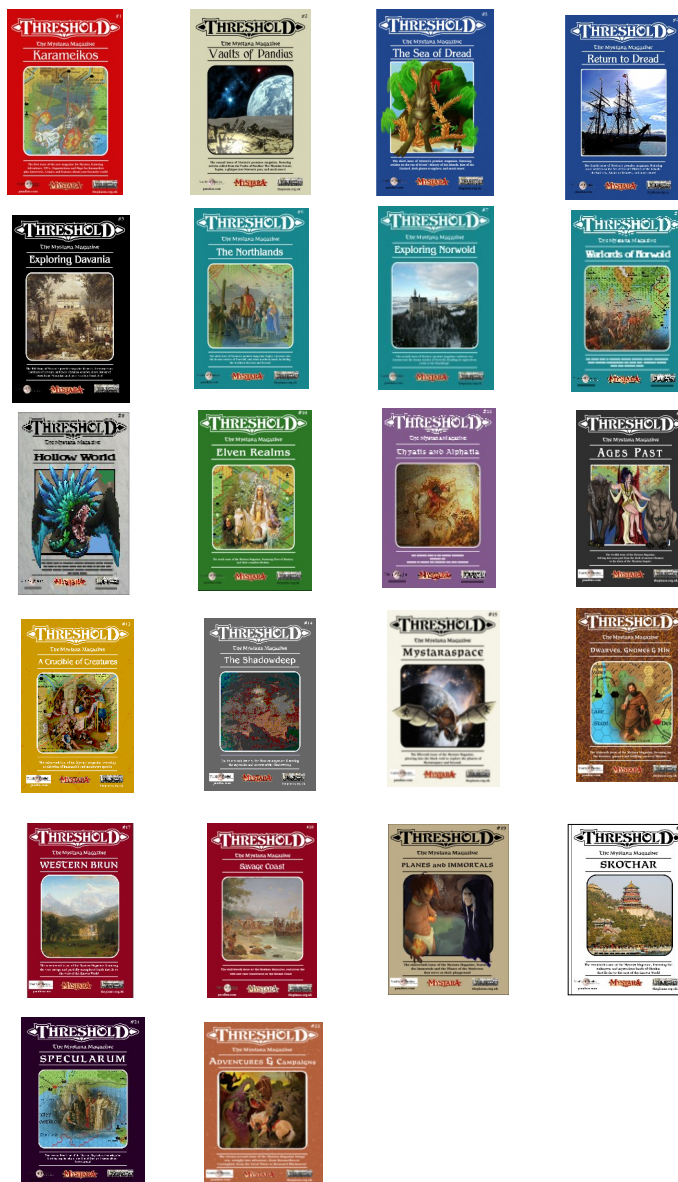


Previous Issues

Previous issues of **THRESHOLD** - the Mystara Magazine, are available for download from the [Vaults of Pandius website](#).

Also available at the same location are higher resolution versions of the maps that were included in the issue's PDF, allowing greater detail to be viewed.

- [# 1 - "Karamaikos"](#)
- [# 2 - "Vaults of Pandius"](#)
- [# 3 - "The Sea of Dread"](#)
- [# 4 - "Return to Dread"](#)
- [# 5 - "Exploring Davania"](#)
- [# 6 - "The Northlands"](#)
- [# 7 - "Exploring Norwold"](#)
- [# 8 - "Warlords of Norwold"](#)
- [# 9 - "Hollow World"](#)
- [# 10 - "Elven Realms"](#)
- [# 11 - "Thyatis & Alphatia"](#)
- [# 12 - "Ages Past"](#)
- [# 13 - "A Crucible of Creatures"](#)
- [# 14 - "the Shadowdeep"](#)
- [# 15 - "Mystaraspaces"](#)
- [# 16 - "Dwarves, Gnomes & HIN"](#)
- [# 17 - "Western Brun"](#)
- [# 18 - "Savage Coast"](#)
- [# 19 - "Planes and Immortals"](#)
- [# 20 - "Skothar"](#)
- [# 21 - "Specularum"](#)
- [# 22 - "Adventures & Campaigns"](#)




A Mystara Glossary

The Editors present a list of common abbreviations that authors may use to refer to various Mystara-related game products and events:

- AC#** - Accessory series product (rules supplements, campaign sources, etc)
- BECMI** - Basic, Expert, Companion, Master, Immortals rules (by FrankMezter, 1983-6)
- BX** - Basic/Expert rules (by Tom Moldvay/David Cook, 1981)
- B#, X#, CM#, M#, IM#** - Basic, Expert, Companion, Immortal level adventure modules
- CoM** - ["Champions of Mystara" boxed set](#)
- DA#** - Blackmoor setting adventure modules
- DDA#** - Challenger series adventure modules
- DMR#** - Challenger series rules supplements
- DMSK** - "Dungeon Madter's Survival Kit"
- DotE** - ["Dawn of the Emperors" campaign boxed set](#)
- GAZ#** - Gazetteer series campaign sources
- GAZF#** - [Fan-produced campaign sources](#)
- GRoF** - the Great Rain of Fire, a cataclysmic event in Mysata's past that destroyed the ancient Blackmoor civilization
- G:KoM** - "Glantri: Kingdom of Magic" campaign boxed set
- HW** - [the Hollow World campaign setting](#)
- HWA#, HWO#** - Hollow World adventure modules
- HWR#** - Hollow World rules supplements
- JA** - ["Joshuan's Almanac & Book of Facts" campaign source](#)
- KW** - the Known World campaign setting
- K:KoA** - ["Karamaikos: Kingdom of Adventure" campaign boxed set](#)
- MA** - [Mystara Almanac](#) (fan-produced)
- MCMA** - "Monstrous Compendium, Mystara Appendix" rules supplement
- PC#** - Creature Catalog campaign sources
- PWA** - "Poor Wizard's Almanac & Book of Facts" I, II & III(AC1010, AC101 & ,AC1012)
- PSK** - "Player's Survival Kit" campaign siource
- RC** - ["Rules Cyclopedia"](#)
- RS** - Red Steel campaign setting
- SC** - Savage Coast campaign setting
- TM#** - Trail Maps
- VotPA** - ["Voyage of the Princess Ark"](#)
- VoP or Vaults** - [The Vaults of Pandius](#) website
- WotI** - ["Wrath of the Immortals" campaign boxed set](#)

Readers may also find Dave Keyser's ["An Index to Mystara Products"](#) and Andrew Theisens's ["Mystara acronyms"](#) (both available at the Vaults of Pandius website) of assistance



WARRIORS of the ETERNAL SUN part I

A Tabletop Conversion of the Dungeons & Dragons game for the Sega Genesis

by Kyle Knight
(Gravesguardian),
with contributions
and expansions
by Chris Seabrook
and Giampaolo Agosta

I've always hoped someone would make this game into a table-top module; but, it never happened. For me, it all started when I got my hands on the Big Black boxset and Frank Mentzer's Red box. Shortly thereafter, I found this game, Mystara and Thunder Rift. Hopefully this conversion will do the original game the justice it deserves.

This article is based largely on the game content itself, and employs material collected by Chris Seabrook in his Warriors of the Eternal Sun Walkthrough. The author thanks Chris for his permission to reuse that material.

CREDITS

- Special thanks to Sega, TSR & Westwood Studios for making such a great game.
- Special thanks to Mr. Douglas Lanford for his permission to use that vast majority of the maps & for all his hard work as part of the team that made & tested this wonderful game.
- Special thanks to Chris Seabrook for his permission to use his castle map & opening Prologue from his walkthrough.

INTRODUCTION

“Dungeons & Dragons: Warriors of the Eternal Sun”

is a video game developed in 1992 by Westwood Studios under license from TSR for the Sega Genesis console. It presents a single-player computer-based RPG adventure set in the Hollow World environment, using the classic *Dungeons & Dragons* rules from BECM and the *Rules Cyclopedia*. This article attempts to provide a conversion of the CRPG to a tabletop adventure module.

CRPG introduction, reported from Chris Seabrook’s walkthrough

The Goblin Wars lasted 13 moons. Duke Hector Barrick is forced to retreat to his castle.

“The goblins mass for their final assault. Our ways will pass from this earth by nightfall. Let the bards praise our courage!” bellows the Duke.

Standing atop the castle walls, you stare wearily down at the howling goblin hordes below. Smoke from a thousand goblin torches burns your lungs. The goblins scream at you, waving the heads of your fallen comrades on the ends of spears. Weeks of fighting saw hundreds of men and goblins die in battle throughout the duke’s castle, and soon the castle itself will fall.

Moments before the goblins launch their attack the earth begins to tremble. With blood-curdling shrieks, the goblins launch

one last assault on the castle. Goblins swarm over the walls, slaughtering the weakened defenders.

You raise your sword for a final blow, but then ...FLASH! ... a brilliant flare of light blinds you. Deafening thunder drowns out the screams of goblins and men alike. Suddenly the sky rips open and the masses of men and goblin are sucked into the void. There’s a wrenching feeling and you’re falling, certain that you’ll die on the cobbled streets below. Then it suddenly stops.

When Duke Barrick and his men regain consciousness they find themselves in a strange new world. The castle is now in a strange land, the castle has been transported to a high-walled valley with impossibly high cliffs, illuminated by a red sun. The goblins are gone, but you and your remaining comrades are miraculously alive!

You open your eyes and gasp as you look around. The Duke, his men, your characters, and the entire valley find themselves in a strange, red-hued world in which the horizon slopes upward in all directions, eventually vanishing into a crimson haze at the limits of sight.

The horizon appears as the bottom of a basin; it’s as if the castle is at the bottom of a huge bowl whose extent can only be guessed at.

Illuminating the landscape is the Eternal Sun – a fiery red orb that stands stationary in the exact center of the sky. The red sun flares, circled by floating continents.

You have been spared certain death at the hands of the goblins, but what fate awaits you here? You may not have long to wait for the answer, because the monsters that inhabit this land continually assault the castle. The high-walled valley is infested with vast numbers of monsters.

Attacks upon the castle walls are thrown back at great cost in lives. It seems only a matter of time before the castle's defenders are overwhelmed. Duke Barrik believes that the only chance of survival lies in finding allies.

A group of adventurers is now being assembled. They must explore the deepest recesses of the valley, searching for answers to the mysteries that haunt the duke's sleep. If these heroes fail, your people are doomed! Though all attacks have failed thus far, the monsters are gaining strength.

You must assemble a party of heroes and set out on an epic journey. The survival of your people depends on how quickly you solve the mysteries of this valley!

When transposed to tabletop gaming, *Warriors of the Eternal Sun* can become a mini-campaign, or even a full scale campaign. The original game brings the PCs from first level to a maximum of level 14. However, this may be difficult to accomplish in a tabletop campaign, even though the game provides a large number of dungeons and side quests.

Indeed, the original game generates rather strong encounters for a party of 4 first level characters -- you may easily encounter a group of 5 boars in the starting area, which are too strong for a first level party. As a

result, *it is recommended to start the adventure with early Expert level adventurers and/or with more than 4 PCs.* After all, the PCs are supposed to be veterans of the Goblin Wars. If you plan to play the adventure with a group of starting PCs, you may want to provide some initial adventure opportunities where the PCs can prove their worth without facing the threats outside the walls of Castle Barrik -- for example, you might add a more extensive dungeon under one of the crypts in the cemetery area. (Just be mindful of the *Schattenalfen* Dungeon that will be discovered in the cemetery AFTER the town is destroyed that leads south and might pass under the tower crypts due to the dungeons size.)

Plot Summary

Following the tragic epilogue of the Goblin Wars, Duke Hector Barrik, his retainers and followers, and their entire castle are transported by the Immortal Ka the Preserver to a secluded valley in the Hollow World. Trapped in this *Hidden Valley*, they begin to explore the area -- their primary concern is obviously to survive in this new world, populated with hostile beings. Beastmen have been sighted, and at least one has been captured and is being held in the castle dungeon.

Duke Hector and his chief advisor, the sage Marmillian, select the PCs to explore the area looking for potential allies. While the PCs explore the valley, another, sinister, force is at work: a Burrower, an Exalted servant of Thanatos, trapped in the Hollow World, whose maddening influence slowly drives the inhabitants of the castle insane.

Marmillian tries to make sense of their situation by studying artifacts that the PCs will bring to him. After finding Beastman artifacts patterned along the model of the Azcan culture, he will hypothesize that the castle has been transported to some "lost world" area, where the Beastmen have preserved fragments of the ancient Azcan culture. However, after finding recently-made Azcan artifacts, he will start believing that the castle has been transported back by thousands of years to the time of the Azcans. Only late in the campaign he will realise the nature of the Hollow World, a preservation area for ancient cultures.

As the PCs visit more distant regions, such as the Malpheggi Swamp and the Azcan lands, the mental condition of Duke Barrik and most of his people degrade, until they finally go entirely mad and abandon the castle. Only the sage Marmillian, thanks to his own

mind-protecting incenses, is able to partially withstand the madness and help the PCs to their final task. While none of the PCs could take on the Burrower on their own, their adventures and Marmillian's research have unearthed an ancient scroll with which the PCs will be able to summon Ka the Preserver and save their compatriots -- and possibly many other inhabitants of the Hollow World.

Story Experience Awards

Major story advancement are obtained for: finding and opening the Gateway Passage to the Malpheggi Swamps; locating the artifacts needed to open the way to the Azcan Jungle; obtaining the Rings of Fire Protection needed to enter the Fire Lands; using the Medallion to open the way to the Shattenalfen city; and finally for summoning Ka.

Story Experience Awards

Story Awards by Achievement	XP per PC
Per Secret Area Found	100 XP per PC (per level)(# to be determined)
Per Caravan Trade Route Opened(4 max)	Each PC should receive 1,000 XP for reporting the Beastman Caves. 2,000 XP for reporting the Azcan Caves. 4,000 XP for reporting the Oltec Tradeway Caves (the one with the Red Dragon at the entrance) and 10,000 XP IF the party discovers and reports the Elven Caves (Caverns of the Ancients).
Per Major Story Advancement	1,000 XP per PC (per level)

DUKE BARRIK'S CASTLE

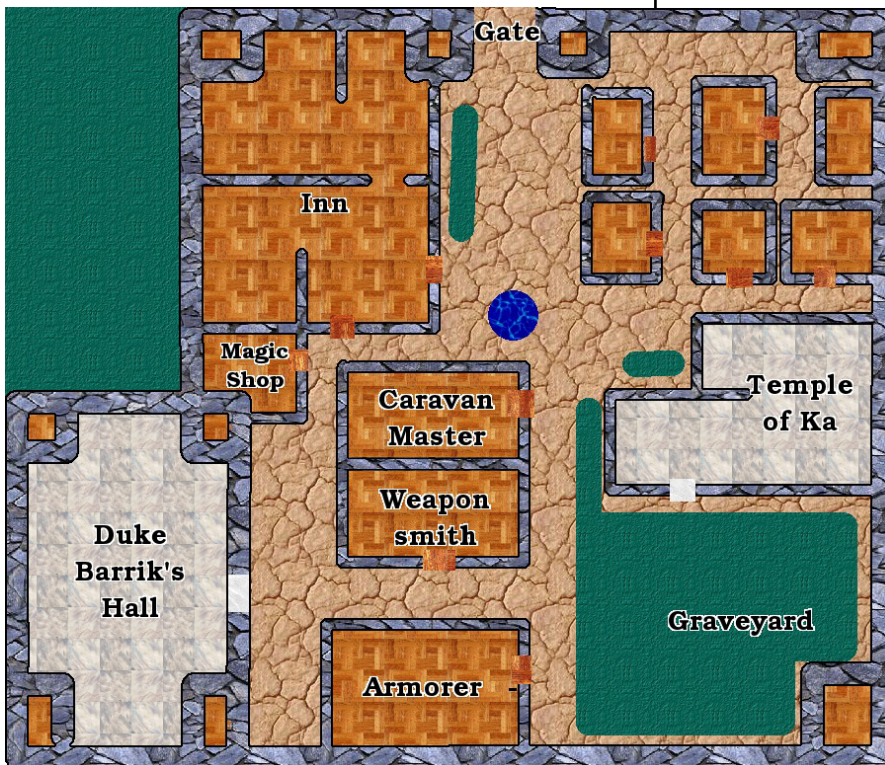
The adventure starts at Duke Hector Barrik's castle, not long after the castle itself has been transported to the Hollow World from its original location. The original location is never stated, although it could easily be in Karameikos (in this case the "Duke" is likely only a Knight) or more likely Darokin (in this case the Duke is a border magistrate that holds the hereditary title of Duke since the days of the Kingdom of Darokin). There is also a possibility that the castle originated in Thunder Rift, since a Wizard Barrik and his tower are present in Quest for the Silver Sword, who could be related to the Barrik family of Duke Hector and his father. Once more, Thunder Rift itself could be one of the Borderlands of Darokin, although other, more distant locations have been proposed.

The castle itself is rather small, and is currently overcrowded since villagers living in the area have taken refuge there during the Goblin Wars.

The castle walls are overall 390 ft long (along the southern wall; the eastern wall is 310 ft long, and the others are in proportion), made of large granite blocks (10 ft deep), and are 30 ft tall. A massive gate opens roughly in the middle of the northern wall. It is protected by two portcullis made of sturdy iron bars, raised and lowered by winches inside the towers that flank the gate -- the left tower controls the outer portcullis, while the right one controls the inner portcullis, providing an additional degree of protection from any invaders, and allowing the guards to trap and question troublesome intruders. The gate is tall 20 ft, and sufficiently large for three or four people to walk through at the same time.

Three or four people to walk through at the same time.

Nine towers protect the corners of the outer wall. Each tower is three stories tall, with a central pillar around which winds a set of stairs leading to the trapdoor on the roof. These trapdoors can be locked from outside, so the watchers are safe in case of attack, and can concentrate on sniping at enemies.



Map of Duke Barrik's Castle

The north-eastern tower has a secret compartment known only to the Captain of the Guard, Silvik, who stores his old sword (a magical +1 weapon) there. The north-western tower (along the Inn's walls) has stairs that also go down into the Inn Cellar. The tower overlooking the graveyard has stairs leading down to the crypts (see area 12 of the Castle Dungeons).

The four towers that protect the Duke's Hall have the following special content. The north-eastern tower has stairs leading down into the dungeon area. Marmillian's tower (the north-western one) is crammed full of Marmillian's books, scrolls and artifacts; so nobody is quite sure of the layout. Guards reach the top for duty using two Rings of Flying that are passed to the relief Sergeant at the end of each shift or by a wooden ladder on the outside of the tower (stone stairs are in the process of being built.). The south-western tower has always been a "bolthole" sleeping area for the sitting Duke when he needed to make a quick privy trip or catch a few moments rest. Since the start of the Goblin War, Duke Barrik has moved his quarters into the tower to free up more space in the castle for his people.

Inside the castle walls, there are a number of buildings, both residential and commercial. The castle used to house only the Duke, his few guards, the resident mage and priest, and a few shopkeepers. The walls of these buildings are made of the same granite as the outer wall, as they were built with the castle itself. While the inner walls are not as deep as the outer one, they are still remarkably thick, and would resist light siege weapons.

The residential buildings are generally two stories tall, covered in slightly angled tiles. They were originally the homes of the NPCs that work in the castle, though now they are crowded with refugees as well.

The **Inn** is the largest structure, containing two bar areas, a common sleeping room, and a dining room. The interior wall between bars is a sliding partition that allows for getting supplies through to the actual bar. *Bilion*, a former thief and successful merchant, runs the inn with the help of a barkeep, a cook, and a waiter. All three are former thieves who were chased out of the Thieves' Guild by *Jacmar* (see page [21](#)), whom they still resent.

The **Church** is 30 ft high granite structure with a slightly angled granite roof. It doubles as a staging area in times of war. Wounded are brought there to be tended, and soldiers come to get meals and take quick naps during reliefs. The Church is dedicated to the cult of Ka the Preserver, a Lawful Immortal. The worship is led by the High Priestess, *Amelya*, who is helped by four acolytes (2nd level Clerics).

The four acolytes and Amelya can heal the PCs. They never charge for this service, although they may be out of spells at any given time (they only have 9 Cure Light Wounds spells per day in total, and Amelya also has some higher level spells). Like other inhabitants of the castle, these priests are not exempt from the Burrower's madness. While at the beginning they are friendly and helpful, typically getting right to the point:

"I see some of your party have been injured. I will heal them for you."

Or just being polite:

"There are no sick or hurt among you; but, my blessing I leave with you."

Once some time has passed, they will get increasingly erratic. For example, after the PCs return from the Malpheggi swamp, one of the priests might say:

"Look what the cat dragged in! Let's see... uh, I think this will work."

Later in the adventure, the corruption will make them completely crazy, although generally still friendly:

"Eeny, meeny, miny, moe, drink a potion before you go."

Barrik's Hall is similar in construction to the temple, except for the four towers that surround it. Much like the Church, it has been used as a staging area to support the war effort. The Duke and his advisor, Marmillian, are generally found here.

The **Cemetery** is a recent addition due to the war, and it is notable for its unique headstones. In honor of Duke Hector's father, the late Duke, who had a sense of humor to rival both Halflings and Fey, all headstones have a quirky epitaph. Regrettably, the late Duke's body is not interred within the cemetery or the crypts, as he was eaten by the goblins. Before the war, the cemetery used to be the exercise grounds for the castle's horses. Unfortunately, no horses, or any other livestock, have survived the war.

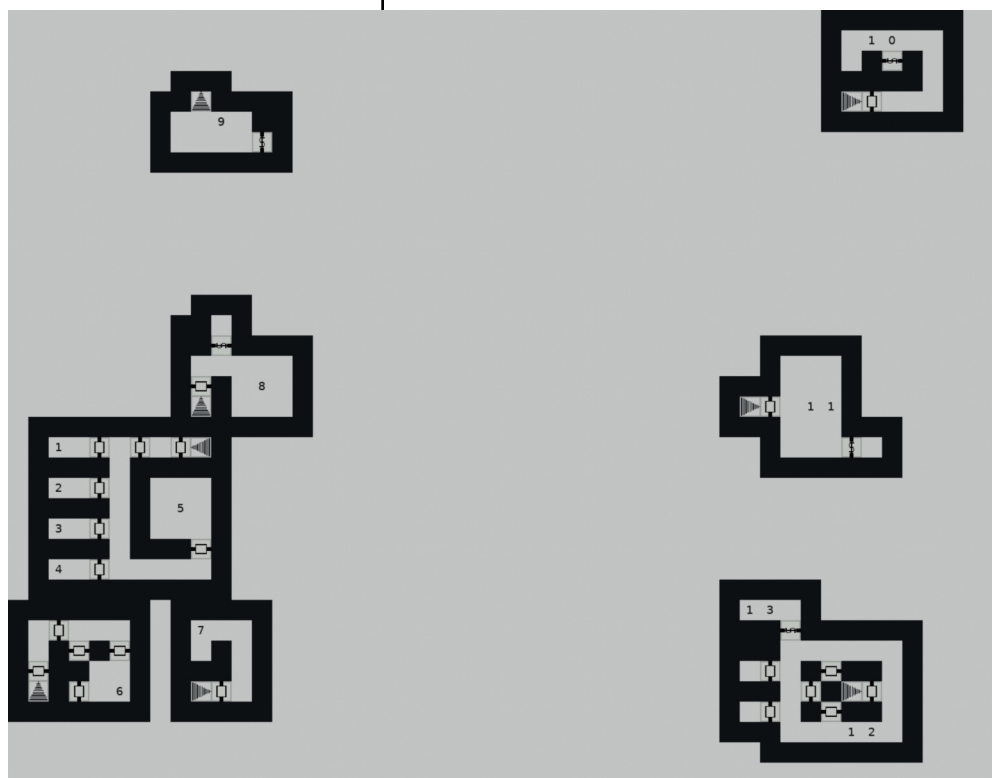
The tombstones read as follows:

- #1: He boasted of his might; but, death was his plight.
- #2: His wandering eyes soon caused his demise.
- #3: Many ladies he cherished and now he has perished.
- #4: He quenched his thirst; but, the water was cursed.
- #5: This dwarf was much feared, 'til he tripped on his beard.
- #6: Here lies Dwight, a knight he did smite.
- #7: Eric was given to roam; all that's left is this stone.
- #8: They came, they saw, they died.
- #9: Here lies Louise, a thief should not sneeze.
- #10: Here lies poor Mel, he cast the wrong spell.
- #11: A thief who did fink, has become quite extinct.
- #12: He's dead, Jim.
- #13: Here lies Todd, he angered a god.
- #14: This spot is reserved for:
- #15: This spot is reserved for:

Oddly, and certainly very unsettling, Tombstones 14 and 15, corresponding to two open graves, sport the names of two of the Player Characters. This is inexplicable, as no one remembers ever carving those tombstones, or having commissioned them.



Map of the Castle Dungeons



The Castle DUNGEONS

This section describes all the underground locales accessible from the castle. Entrances are located in the towers, as well as in the Magic Shop and the Church.

From the north-eastern tower of the Duke's Hall, a set of stairs leads to the castle dungeons. This area is composed of several cells, as well as an interrogation room. All doors are solid oak while the floors, walls and ceiling are all made of granite.

Room 1: This cell is currently empty.

Room 2: This cell holds a Beastman Warrior, captured by Duke Barrik's men.

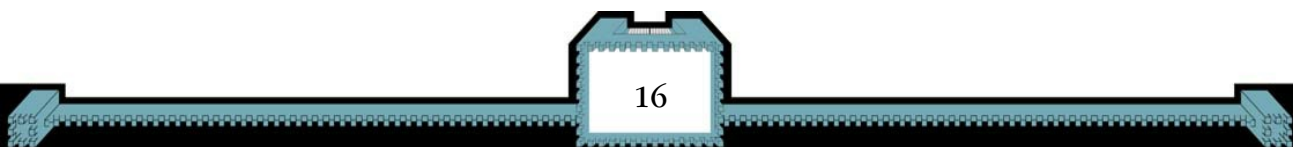
Room 3: This cell is the lair of a Giant Rat.

Room 4: This cell is currently empty.

Room 5: The interrogation room is Slyke's domain. There is a secret compartment in the middle of the left wall of the chamber that holds Slyke's Gauntlets of Ogre Power.

Room 6: This area, accessed from the south-western tower of the Duke's Hall, has long been used as a place for the ruler to catch a quick nap. Due to the war, Duke Barrik has taken to living here full time. A storage closet that holds an old staff is located along the corridor that leads to the bedchamber. The Duke's bedchamber is a spartan quarter, with little more than a cot, a nightstand and a washbasin. A sturdy oak door leads to a tiny privy.

Room 7: This area, accessed through the south-eastern tower of the Duke's Hall, is empty.



Room 8: The Magic Shop's Laboratory show lots of acid stains and scorch marks. There is a Sleep Scroll laying on the floor to the right as you enter the room. A Wand of Lightning (25 charges) is hidden in a secret closet along the corridor.

Room 9: The Inn's Cellar is a rather larger room, but due to the war it is now almost bare. There is a secret room in one corner that used to hold the Inn's more expensive offers. Currently, it only holds an Axe +1 that Bilion was planning to sell.



Room 10: The north-eastern castle tower has a short underground passage that is used for storage purposes. A concealed compartment along the corridor hides Silvik's old sword, a +1 magical weapon.



Room 11: The Temple's Cellar holds 2 Potions of Healing to the left of the entrance and a secret door in the far right upper corner of the room holding a Staff of Healing. New healing potions can always be gathered from the Healer at say 100 gp each after the first 2 are used. Rationale: it's all they are able to make between PCs' visits to the castle. Prices can increase as the castle descends into madness.

Room 12: This tower basement use to be the guards meeting and storage room. It was converted to a crypt after the war took its toll on the population. Three doors lead to tiny crypts clustered around the stairs.

The first to the right of the entrance is the crypt of the Wizard Casolari, who was slain in the first week of the war by an errant goblin arrow. The PCs can still feel the eyes of the Wizard Casolari who still haunts his resting place.

Opposite to the entrance is the crypt reserved for the Fiefdom of Lindstrom. There is a brass plaque on the door that reads: "The Fiefdom of Lindstrom holds this crypt for future use". Among the current Duke's strongest supporters, the entire Fiefdom fell in the first goblin assault on the dukedom and no bodies were able to be recovered for interment.

To the left of the entrance, the crypt door sports a gold plaque that reads: "King Offord". Strangely enough, there never was a "King" Offord. The man interred within this crypt was a crippled insane Halfling who rode into battle on a small wagon drawn by 10 giant rats slinging stones to buy time for the Duke and Silvik to retreat into the castle. As they retreated, Duke Hector grabbed Offord by his collar and carried him into the castle even as Offord continued to sling stones at the goblins... Regrettably Offord died of a heart attack as they passed beneath the castle gate. Duke Hector ordered him buried as "King Offord".

Two more crypts have been dug along the wall in front of the Lindstrom crypt.

The left door has a plaque reading: “The noble family of Sperry Glen resides in this crypt.” A noble family in decline -- all nine, the last of the line -- were slain trying to reach the safety of the castle. An Elven force led by Palens recovered their bodies for burial, sealing a debt Palens’s clan had owed the Sperry Glens for over a century.

The door on the right has a plaque reading: “The noble Knight, Kenny Wing, honors this crypt.” Sir Kenny Wing perished near the wars end when he



he selflessly shielded the Wizard Valimas from goblin arrows as the mage methodically tossed Fireballs amongst the goblin horde. Sir Wing fell as Valimas cast his final Fireball with no less than 40 arrows in him. Witnesses say Wing was chugging Healing Potions like a madman; but, had sworn no harm would befall Valimas so long as he had breath in his body.

Room 13: A secret door leads into the beginnings of further expansion. The remains of a nameless warrior lie within still wearing his magical Chain Mail +1.

Duke Barrik AND his followers

In this section, we provide statistics for all the major NPC's. While in most cases we have kept in line with the statistics and equipment stated in the game, the DM should feel free to adapt them to his own game.

Duke Hector Barrik

Lawful Fighter 14

HP: 85
AC: 8 (1 w/ Plate Mail +1 & Dex)
Str: 17; Int: 11; Wis: 15; Dex: 13; Con: 15;
Cha: 14

Hector Barrik is a 28 years old warrior, who has only been Duke since the goblin ambush that started the war. His father, the late Duke Barrik, was killed by the goblins in that incident. Hector has black hair and brown eyes. He stands 5' 11" and weighs 230 lbs. The old Duke was only 57 at the time of his death, but Hector had been trained and educated by his father’s advisors, the court mage Marmillian and Silvik, the Captain of the Guard.

Special Gear: Plate Mail +1 enchanted with a permanent Protection from Normal Missiles; a 2-handed Sword +2, which has the power to cast Cureall twice per day, limited to the sword’s holder.

Marmillian

Lawful Magic-User: 14
 HP: 56
 AC: 9 (2/4 w/ Shield Spell)
 Str: 12, Int: 18; Wis: 18; Dex: 12; Con: 17;
 Cha: 14

Marmillian is the castle's resident sage, as well as the principal advisor to Duke Barrik. A powerful Magic User, Marmillian is knowledgeable on artifacts, languages and ancient cultures. During the course of the adventure, he directs the characters to recover artifacts useful to study and identify the cultures encountered in and beyond the valley.



Initially, he suggests that the PCs visit the towers to examine the Beastman prisoner and search for useful equipment left behind during the siege. As an advisor and sage, Marmillian's spells are oriented towards information gathering rather than combat. For example, he might have the following spells in his spellbooks: Analyze, Detect Magic, Light, Read Languages, Read Magic; Continual Light, Detect Evil, Detect Invisibility, ESP; Clairvoyance; Charm Monster; Contact Other Plane.

Marmillian has only 1 magical Item of note, which was created for him by his mentor decades ago: the *Ring of the Sage*. This ring

allows Marmillian to understand and speak any language he hears within 50 feet of him, and enables him to read any written language. Since it was created specifically for Marmillian, it will only function for him. Furthermore, it is cursed so that it cannot be removed from his finger while he lives. Should Marmillian die, the ring will lose all of its magic and become a simple ring worth 5 sp.

Silvik

Lawful Fighter: 14
 HP: 105
 AC: 8 (-1 w/ Chain Mail +3, Shield +1 & Dex)
 Str: 18; Int: 13; Wis: 9; Dex: 13; Con: 18;
 Cha: 13

Silvik is the Captain of the Guard, a senior warrior who has served under Duke Hector's father for a long time, and has acted as the young Duke's weapon trainer. If the PCs impress him, Silvik will tell them to search the north-eastern tower, for he has hidden there an old weapon he does not need anymore, but which could be useful to them. It is a plain +1 sword.



A man that was obviously once handsome, confident, tall, and muscular, shows signs of age, exhaustion, and battle. His face is now marred by scars, his armour fits loosely on

his wasting frame, and he has begun to stoop. He often moves with a barley hidden stiffness, unless he is fighting, then he is in his element, and looks like a man many years younger.

Special Gear: Chain Mail +3, Immunity to Energy Drain; Sword +2; Shield +1, able to cast Cure Light Wounds once per day on the wearer only.

Amelya

Lawful Cleric of Ka: 14
 HP: 65
 AC: 6 (1 w/ Chain Mail, Shield & Dex)
 Str: 15; Int: 13; Wis: 17; Dex: 18; Con: 15;
 Cha: 14

The High Priestess of Ka the Preserver, Amelya will tell PCs she thinks she can trust to search the Temple's basement for 2 Potions of Healing and a Staff of Healing. She will also mention a "rumor" that a magical suit of Chain Mail was left behind a secret door in the cemetery tower.



Long in the past, Amelya had a secret crush on Silvik, and she still likes the old warrior. She is now worried about his state of mind, and may ask the PCs to watch him, and report his behaviour to her.

Amelya normally memorises the following spells:

Level 1: Cure Light Wounds x5.
 Level 2: Bless x5.
 Level 3: Cure Blindness x1, Cure Disease x4.
 Level 4: Cure Serious Wounds x3.
 Level 5: Cure Critical Wounds x3.
 Level 6: Cureall x2.

On an "as needed basis", she will pray for spells like: Purify Food & Drink, Neutralize Poison & Create Food.

Special Gear: Blessed Robes of Ka which double the daily number of spells, but work only for a High Priest or Priestess of Ka. If she must enter combat, Amelya will don chain mail and shield. She wields a Mace +1.

Valimas

Neutral Magic-User: 14
 HP: 47
 AC: 7 (2/4 w/ Shield Spell)
 Str: 15; Int: 18; Wis: 16; Dex: 16; Con: 15;
 Cha: 11

Valimas is a Master Magic-User. He will tell the PCs to enter his laboratory & collect his Wand of Lightning (25 charges) & Scroll of Sleep.



As the leading expert on Arcane Magics, Valimas chooses aggressive spells. His typical selection includes Magic Missile, Shield, Sleep; Entangle, Mirror Image, Web; Fireball,

Lightning Bolt; Icestorm, Massmorph; Cloudkill, Conjure Elemental; Death Spell & Disintegrate. As a war mage, Valimas is openly contemptuous of Marmillian's spellcasting abilities, since Marmillian prefers information gathering spells.

Special Gear: Valimas wields a unique Staff of Elements, which can cast any of the following elemental spells 1x/day: Precipitation, Produce Fire, Create Air, Fireball, Lightning Bolt, Icestorm, Wall of Fire, Wall of Ice, Conjure Elemental, Wall of Stone, Woodform, Lower Water*, Move Earth, Stone to Flesh*, Stoneform, Weather Control.

Jacmar

Neutral (Lawful tendencies after arriving in the Hollow World) Thief: 14
 HP: 53
 AC: 7 (3 w/ Leather Armor +2 & Dex)
 Str: 18; Int: 13; Wis: 11; Dex: 16; Con: 15;
 Cha: 17

Jacmar is a master Thief and ex-smuggler who was actually in the castle's dungeons awaiting trial at the start of the war. Given the chance to clear all charges against him, if he fought in the war, Jacmar jumped at the opportunity. Putting his thieving skills to use against the goblin forces, he employed hit and run tactics to harass them while also using his stealth to



sneak in close and assassinate clear leaders. With 40 confirmed kills, Duke Barrik gave him a clean slate and suggested he teaches other thieves his tactics.

Special Gear: Leather Armor +2, Free Action (as Ring of Free Action.) In melee Jacmar uses a Sword +1 and a Dagger. He also carries a crossbow for ranged combat.

While Jacmar is putting his best effort into redeeming himself, the pressure of the maddening magic that grips the castle is wearing him down. He is scared and feels uncertain about his place in this society. He wants to prove himself, but if he does not receive the respect and reassurance he needs, he might collapse and betray the castle to the Azcans.

Gristling

Lawful Dwarf: 12
 HP: 82
 AC: 8 (2 w/ Dwarven Plate Mail & Dex)
 Str: 18; Int: 10; Wis: 12; Dex: 15; Con: 13;
 Cha: 12

Among dwarves Gristling is an oddity, with no aptitude for mining or any other "normal" dwarven craft; Gristling was actually a farmer before the war.

During the early stages of the war however, he distinguished himself when he single-



handedly held off a goblin assault that saw him pitted against 3 score goblins. When reinforcements arrived, they found Gristling dragging himself through the carnage, cussing out the goblins for not having a single drop of decent ale amongst them. When the dwarven leaders decided to retreat into their stronghold near the war's end, Gristling and some other 40 dwarves could not stand by their leaders' decisions and left the dwarven holdings to continue aiding Duke Barrik's forces. By the time the castle was transported to the Hollow World, only Gristling and 22 other dwarves survived.

Special Gear: Battle Axe +2/+3 vs Orcs; Dwarven Plate Mail & a normal Crossbow.

Palens

Lawful Elf: 10
 HP: 63
 AC: 6 (0 w/ Elven Chain Mail +2 & Dex)
 Str: 18; Int: 14; Wis: 15; Dex: 18; Con: 14;
 Cha: 10

Near the end of the war, as the majority of Elves retreated into the forest depths, Palens was given command of a force of 50 Elves to continue fighting alongside Barrik's forces. By the time the castle was transported to its new location, only Palens and 20 other Elves survived. After watching the goblins eat humans and elves, Palens is now sickened by the thought and sight of eating meat, and has become a vegetarian. He cannot even eat with anyone eating meat. Upon learning about the Schattenalfen Elves, Palens and the other surface elves were completely shocked

that they live underground. As a result, they are in a state of complete denial and steadfastly refuse to accept them as elvenkind.

Palens usually chooses the following spell selection.: Magic Missile x1, Sleep x2; Level 2: Entangle x3; Level 3: Fireball x2, Haste x1; Level 4: Icestorm x2, Polymorph Self x1; Level 5: Cloudkill x1, Conjure Elemental x1.

Special Gear: Elven Chain +2; Longbow +1, double range & a normal 2-handed Sword.

Argone

Neutral Halfling(Hin): 8
 HP: 50
 AC: 7 (4 w/ Leather Armor, Shield & Dex)
 Str: 13; Int: 13; Wis: 15; Dex: 17; Con: 13;
 Cha: 14

During the Goblin War, while most Hin chose to hide in defendable burrows, Argone led a group of Halfling misfits to fight alongside Duke Barrik's forces. Of the original group only Argone and 20 others survived the war. Although only a Halfling War-Chief during the war, after the castle was transported to its new location the surviving Halflings chose to keep Argone as their leader.

Special Gear: Sling +2, allows 2 attacks per round; normal Leather Armor; a normal Shield & a normal Short Sword.

Slyke

Neutral Thief: 14
 HP: 52
 AC: 6 (4 w/ Leather Armor & Dex)
 Str: 17; Int: 15; Wis: 14; Dex: 18; Con: 13;
 Cha: 11

At 45, Slyke is a retired thief who discovered he was better at getting people to talk, than disarming traps. Coupling his instinctive ability to detect deception with his special ring he quickly became the Duke's master Interrogator, although he prefers to be called "The Great Unburdener". The only magical item he carries at all times is his Ring of Languages, which allows the wearer to understand and speak any language spoken within 10'. He will tell the party to search the main "questioning" chamber in the dungeon to find his old Gauntlets of Ogre Power. In combat, Slyke wears leather armor and fights with daggers, using a two-weapon style.

Bilion

Lawful Thief: 14
 HP: 60
 AC: 7 (5 w/ Leather Armor & Dex)
 Str: 10; Int: 10; Wis: 13; Dex: 16; Con: 16;
 Cha: 18

At 63 years old, Bilion was an accomplished thief. He retired to become a merchant after a missed blade trap almost cost him both legs. Since his retirement, he has worked his way up the ranks in the Merchants Guild to become Guildmaster. Fair and honest, his appraisal skills are second to none for non-magical items. He is the owner and operator of the Inn, which serves also as the Merchant

Guild Hall, since the original building was lost to the war.

He always carries 2 special items: a Dagger +1, Stone Touch (save vs spell or be turned to stone) and a Ring of Analyze, which allows the wearer to correctly identify/appraise any item with a 95% accuracy (usable 6x per day). Bilion will use the ring to identify any magical items brought to him. He will tell the party to search the Inn's cellar for a magical Hand Axe +1 that he intended to sell. If forced into combat, Bilion wears leather armor and fights with a mace, reserving his dagger for particularly tough enemies.

Townspople

There are currently 202 people crowding in the castle, in addition to the 11 NPCs described above. Of these, 140 are human refugees and inhabitants of the Duke's Castle and fief. The remaining are allied demihumans who came to support the Duke's forces during the Goblin Wars, and were stranded in the castle during the final siege.

- 30 Human Guards: 10 1st level Fighters, 5 2nd level Fighters, 5 3rd level Fighters, 5 4th Level Fighters and 5 5th Level Fighters.
- 4 Clerics: 2nd level with 1 Cure Light Wounds spell each.
- 4 Shopkeepers: 3 of them, the shopkeepers of the Weapon and Armor Shops and the Caravan Master are 2nd level Fighters. The Magic Shopkeeper is a



5th level Magic-user, a former apprentice of Valimas, who runs the shop in exchange for further training.

- 2 Inn tenders: 3rd level Thieves who work for Bilion after getting kicked out of the Thieves Guild by Jacmar for scamming the castle guards before the war.
- 100 normal people: 0th level (Normal Man); although due to the war, roughly 25 of them are close to becoming 1st level Fighters. The remaining 75 are too old to fight or too young (50 of them are kids 10 & under). All are refugees from the area near the castle.
- 20 Dwarves: 5 1st level Dwarves, 5 2nd level Dwarves, 5 3rd level Dwarves and 5 4th level Dwarves. These dwarves, and the other demihuman present, came to help Duke Barrik in the war, even though their folk did not want to get involved.
- There are also 2 more Dwarven workers: 5th level. They were crippled during the early stages of the war and now spend their time crafting what weapons and armor they can.
- 20 Elves: 10 1st level Elves, 5 2nd level Elves & 5 3rd level Elves.
- 20 Halflings(Hin): 5 1st level Halflings, 5 2nd level Halflings, 5 3rd level Halflings, 3 4th level Halflings and 2 5th level Halflings.

All of the human guards, clerics, shopkeepers, Inn-tenders and both dwarven workers sleep in their shops or on their

posts, since lodgings are scarce with all the refugees.

The refugees and the demihumans sleep wherever they can find room -- residential areas, the Duke's Hall, or the inn.

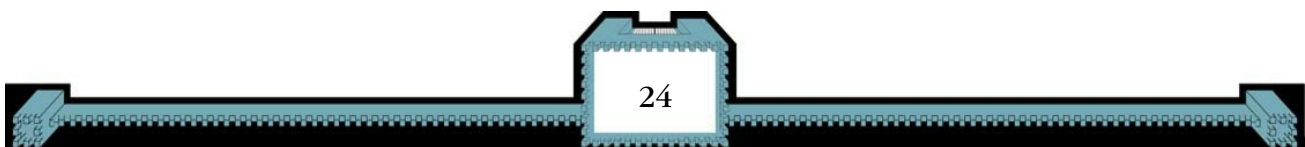
After the party has explored the starting island, teams will be dispatched from the castle to search for usable materials. Dwarves will search for mining sites, and elves will search for good sources of wood. Halflings will spend their time as farmers.

Most of these people are equipped with leather armor, a shield, and a short sword and light crossbow, although the dwarves have maces and axes rather than short swords, and the elves have bows rather than crossbows.

NPC interactions should follow the descent into madness of the population. Initially, the population is helpful and hopes the PCs will help them find allies in this new world. However, as the Burrower's madness takes its toll, they become greedy, paranoid, or plainly incoherent.

Pick from or roll on the rumors table to generate appropriate conversation, taking into account the stage of the campaign the PCs have reached.

The PCs themselves were likely part of one of the groups -- in particular demihuman PCs are sent by their leaders to support the exploration party, while human PCs may be related to or friends with some of the castle folk or the refugees.



RUMORS Table

Initial rumors and conversation	After discovery of the Beastman Caves	After discovery of the Malpheggi Swamp	After discovery of the Azcan Temple
The Duke is a kind and patient man.	I heard there's a passage beyond the flames. Have you looked there?	I'm sooo confused.	Why is it we wash up and scrub down?
Praise the maker that we have been spared.	There is a cavern in the northeast corner of the valley.	Did you find the cavern to the north?	Is anybody out there?
Beware the swamps.	If you follow the river east, you will find the entrance to the Elven Realms.	We should have sent a blind man for aid!	This is all your fault!
I've heard a rumor there's a monster in the city's dungeon.	I bet you feel pretty proud of yourselves. Ha!	More enemies! We need friends not enemies!	I'm going swimming.
The war has weakened us.	Someone told me that you found a great treasure.	The bottles are drunk; but, the snacks have not been fed yet.	Stay away from me! I know you just want to hurt me!
The beastmen have a camp to the northwest.	I've heard there is a secret passage behind one of the waterfalls.	They're going to take me away, oh my!	Take it away. Let me hear ya say...
There are dinosaurs in the swamps.	Things aren't much better now.	I'm not paranoid, they're just out to get me!	I'm shrinking...Help me, help me!
We all wish you well in your journeys.	Where were you during the last beastman attack?	How dare you return without aid!	The Duke should banish you for all the trouble you've caused!
Equip yourselves well before venturing forth.	I think my neighbor has gone mad.	It puts the lotion on its skin or else it gets the hose again.	Get out of town, you lousy bums!
Good luck on your journeys!	The Cathedral once had an extensive cellar.	Have you always been tall or have I shrunk?	Jack is back!



RUMORS Table CONTINUED

Initial rumors and conversation	After discovery of the Beastman Caves	After discovery of the Malpheggi Swamp	After discovery of the Azcan Temple
Speed to the adventurers.	Haven't you found an ally yet?	Are you sure you haven't seen my cat?	Yahoooo! Ha ha ha ha he he ho ho ho!
The beastmen bear ancient markings.	Have you seen my cat?	I've taken a vow of deafness; don't talk to me.	Here is my handle and here is my spout.
The beastmen come from the north.	The Lizardmen hate everyone.	I'm a little teapot short and stout....	Why is anybody listening to me? Can't they see I'm mute?
Some spells don't work in this new land.*	Hornswoop me bungo pony.	Happy birthday!	Happy New Year!

*See *Hollow World Campaign Setting Player's Guide* pages 3-5

Shops AND Merchants

The Armor, Caravan, Magic and Weapon Shops are all quite similar in structure -- simple stores built in the same sturdy construction as the other buildings. The three shopkeepers are employees of the Duke, and all three are veterans of his guard (2nd level Fighters).

Due to the recent war, stocks are low with few materials left in reserve to craft more weapons and armor. As time passes and the party explores more areas, the shops will be able to replenish their stock. The appearance of new goods and services should be spaced months apart to account for finding and gathering new raw materials.

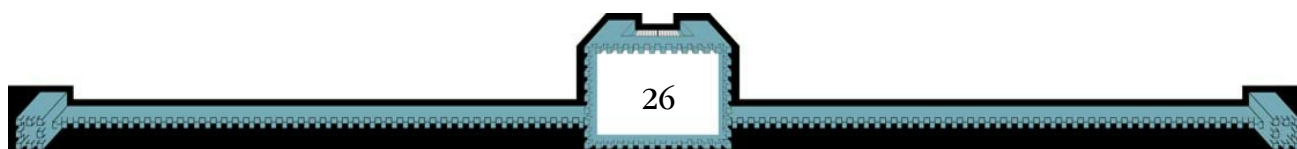
In the computer game, this effect is achieved by triggering new stock to appear after a specific locale is explored, but in a tabletop

game, the DM can choose to adapt the restocking to the time frame of the adventure. Due to the Burrower's presence, the shopkeepers, like all other NPCs, will become morose, greedy and finally crazed.

Initially, shopkeepers will be polite, but will have only a few items to sell. For example, they may say this starting greeting, as they do in the game:

"Welcome! I'm sorry; but, due to the recent war, my stock is low. How may I help you today?"

However, after the PCs have explored the Malpheggi swamp, they will have acquired new stock, including magic items, either found by the exploratory teams or manufactured by the resident high-level wizards and clerics (Marmillian, Valimas and



Amalya). They will become less polite and less friendly, though:

"You again? Whatever you want, it's gonna cost ya! Don't waste my time just looking either."

This should raise some suspicions -- after all, their business is likely recovering, yet they don't seem so keen on keeping customers happy.

After the PCs have visited the Azcan Temple, the effects of the Burrower's corruption will be fully evident, with shopkeepers being quite hostile:

"I don't have time to waste on you. If you don't want to buy anything, get out! And stay out!"

Armor Shop

Armor	Start Cost	Cost after Bridge, before Withered Vine	Cost after Malpheggi Swamp	Cost after Azcan Temple	Final Cost
Leather	20 gp	20 gp	25 gp	30 gp	35 gp
Chain Mail	–	40 gp	50 gp	60 gp	70 gp
Plate Mail	–	–	75 gp	90 gp	105 gp
Shield	–	10 gp	12 gp	14 gp	16 gp
Leather +1	–	–	1,666 gp	1,999 gp	2,332 gp
Chain Mail +1	–	–	6,666 gp	7,999 gp	9,332 gp
Plate Mail +1	–	–	12,500 gp	15,000 gp	17,500 gp
Shield +1	–	–	416 gp	499 gp	582 gp
Leather +2	–	–	–	3,999 gp	4,665 gp
Chain Mail +2	–	–	–	15,999 gp	18,665 gp
Plate Mail +2	–	–	–	28,000 gp	35,000 gp
Shield +2	–	–	–	999 gp	1,165 gp
Leather +3	–	–	–	–	4,665 gp
Chain Mail +3	–	–	–	–	28,000 gp
Plate Mail +3	–	–	–	–	52,500 gp
Shield +3	–	–	–	–	1,750 gp
Ring of Protection +1	–	–	–	–	8,925 gp
Ring of Regeneration	–	–	–	–	9,975 gp

Weapon Shop

Axes and swords sold at the weapon shop are generally hand axes and short swords, although the DM may modify this or let occasional variants appear (e.g., if the castle came from Darokin, rapiers may be appropriate).

Weapon	Start Cost	Cost after Bridge before Withered Vine	Cost after Malpheggi Swamp	Cost after Azcan Temple	Final Cost
Staff	5 gp	5 gp	6 gp	7 gp	8 gp
Dagger	3 gp	3 gp	3 gp	3 gp	3 gp
Spear	3 gp	3 gp	3 gp	3 gp	3 gp
War Hammer	–	5 gp	6 gp	7 gp	8 gp
Sword	–	10 gp	12 gp	14 gp	16 gp
Axe	–	7 gp	8 gp	9 gp	10 gp
Mace	–	5 gp	6 gp	7 gp	8 gp
Sling	2 gp	2 gp	2 gp	2 gp	2 gp
Bow	–	25 gp	31 gp	37 gp	43 gp
Spear +1	–	450 gp	562 gp	300 gp	786 gp
Dagger +1	–	–	187 gp	224 gp	261 gp
Sword +1	–	–	3,750 gp	4,500 gp	5,250 gp
Mace +1	–	–	937 gp	1,124 gp	1,311 gp
Axe +1	–	–	2,625 gp	3,150 gp	3,675 gp
War Hammer +1	–	–	1,562 gp	1,874 gp	2,186 gp
Sling +1	–	–	250 gp	300 gp	350 gp
Bow +1	–	–	3,125 gp	3,750 gp	4,375 gp
Spear +2	–	–	1,125 gp	1,350 gp	1,575 gp
Dagger +2	–	–	–	450 gp	525 gp

Weapon Shop continued

Armor	Start Cost	Cost after Bridge, before Withered Vine	Cost after Malpheggi Swamp	Cost after Azcan Temple	Final Cost
Sword +2	–	–	7,500 gp	9,000 gp	10,500 gp
Mace +2	–	–	–	2,250 gp	2,625 gp
Axe +2	–	–	–	6,300 gp	7,350 gp
War Hammer +2	–	–	–	3,750 gp	4,375 gp
Spear +3	–	–	–	2,24 gp	2,361 gp
Sword +3	–	–	–	–	15,750 gp
Mace +3	–	–	–	–	3,936 gp
War Hammer +3	–	–	–	–	6,561 gp
Gauntlets of Ogre Power	–	–	–	–	8,750 gp
Sword +1/+3 vs. Regenerating	–	–	–	–	17,500 gp

Caravan Shop

The caravan master initially has no business to offer. There are no caravans to organise, since the castle just reappeared in an uncharted location. The caravan master will still be polite, at this time:

“I’m sorry; but, due to our relocation, I don’t have any caravans planned. Please come back later.”

When the PCs (or the NPC explorers) locate some interesting region where trade can be done, the caravan master will start organising journeys, and may let the PCs participate. For example, if the PCs have discovered the Beastman Caves:

“I hear you found some caves. So? Do you want a caravan or don’t you?”

Later, he will be affected by the Burrower’s madness like all others:

“I am the caravan man. Show me the way; but, you still have to pay!”

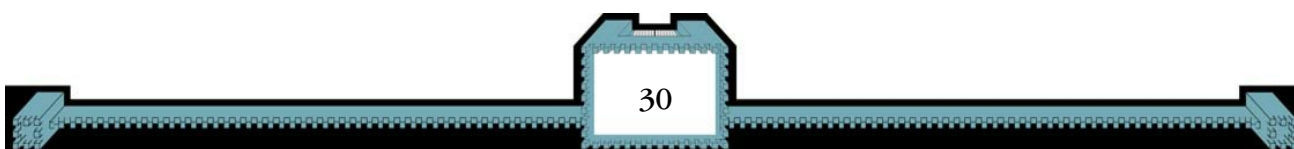
The caravans are costly, but are a good way to avoid wandering monsters -- there is safety in numbers, after all.

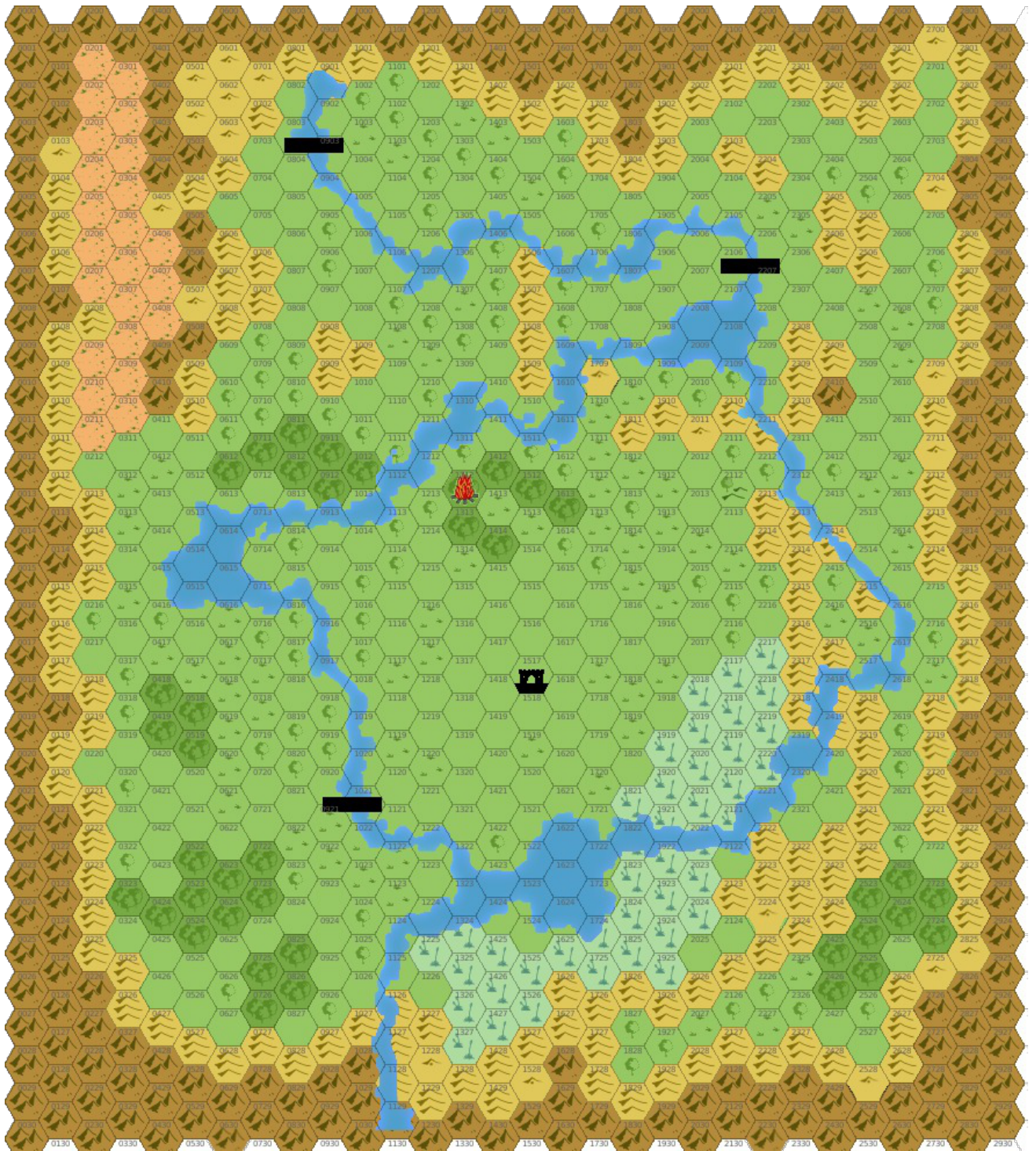
Route Destination	Price
Beastman Caves	1,000 GP
Azcan Caves	2,000 GP
Dragon Cave (Oltec Tradeway)	4,000 GP
Elven Caves	4,000 GP



Magic Shop

Item	Start Cost	Cost after Bridge before Withered Vine	Cost after Malpheggi Swamp	Cost after Azcan Temple	Final Cost
Shield Scroll	500 gp	500 gp	625 gp	750 gp	875 gp
Magic Missile Scroll	--	800 gp	1,000 gp	1,200 gp	1,400 gp
Sleep Scroll	--	1,000 gp	1,250 gp	1,500 gp	1,750 gp
Entangle Scroll	--	--	1,375 gp	1,650 gp	1,925 gp
Web Scroll	--	--	1,375 gp	1,650 gp	1,925 gp
Protection from Normal Missiles Scroll	--	--	2,625 gp	3,150 gp	3,675 gp
Fireball Scroll	--	--	--	4,500 gp	5,250 gp
Confusion Scroll	--	--	--	4,650 gp	5,425 gp
Ice Storm Scroll	--	--	--	--	6,825 gp
Cloudkill Scroll	--	--	--	--	7,875 gp
Stone to Flesh Scroll	--	--	--	--	8,925 gp
Flesh to Stone Scroll	--	--	--	--	8,225 gp
Feeblemind Scroll	--	--	--	--	7,525 gp
Anti-Magic Shell Scroll	--	--	--	--	10,150 gp
Disintegrate Scroll	--	--	--	--	10,325 gp
Death Spell Scroll	--	--	--	--	10,325 gp
Wand of Fireballs	--	--	--	--	17,850 gp
Wand of Cold	--	--	--	--	17,150 gp
Wand of Fear	--	--	--	--	8,750 gp





Map of the Hidden Valley

EXPLORING THE HIDDEN VALLEY

Part I: the Island

The adventure starts when the PCs are summoned to the Duke's quarters. The Duke needs to find allies and resources in the Hollow World -- although he is not aware of the true nature of the Hollow World, he understands that they are not in their original world, and that their survival is far from certain, not last because of the presence of the Beastmen, who certainly are a scary reminder of the Goblin Wars.

"The Immortals have given us a second chance. We are in a strange new world. There is a new enemy here. Our people need allies to survive; but, the guards must defend our castle, so you have been chosen to explore our new surroundings. Serve me well and bring me allies, and I will reward you!"

The Duke has many pressing needs to attend, so he will direct the PCs to consult with his advisor, Marmillian, for further instruction and help.

Marmillian shares the Duke's preoccupations, but also has additional concerns. As a sage, he wishes to study the new world and its inhabitants. As such, he instructs the PCs to bring back any artifact that could share some light on their current location:

"It is good to see our wise Duke has assigned this important task to such brave adventurers! Please bring me any artifacts you find so that I may study them & learn

more about this strange new world. I will pay you well for anything that can help me in my studies. Hopefully what I learn will benefit you as well."

Marmillian will be thankful to the PCs for any artifacts they bring back. He can offer up to a total of 1,600 GP for these items.

"Thank you for bringing me some artifacts from the beastman caves! I will need time to study these. Please search for more while I learn what I can about our crazed foes."

Exploring the Hidden Valley is a dangerous proposition. Initially, the PCs are likely confined to the island, since the river is deep and impetuous, forcing any who would pass it by swimming to a Swimming check -- if the check is failed, the swimmer is likely to drown unless help comes. If the check succeeds by 4 or less points, the swimmer barely manages to return to the river banks, likely 1d4*100 yards downriver. If the check succeeds by 5 or more points, the swimmer successfully crosses the river.

Another area is initially inaccessible: the *Fire Lands* to the west, where lava flows freely from a nearby volcano. This area is so hot that, one hex into it, PCs lose 1 HP to cross that hex, and 1 HP per day if resting. The amount doubles per each hex into the area, so to reach, e.g., the Halls of the Dead (hex 0405) from the nearest point in the Hidden Valley (hex 0411) each PC would suffer 127 HP of damage. Only by wearing Rings of Fire Resistance or using high level spells such as *Survival* the area can be crossed safely.

The Island

Following the meeting with Duke Hector and Marmillian, the PCs may wish to visit the shops and talk with the people. The DM can use the information provided in the NPC section above to arrange such conversations.

The following random encounters tables can be used while the PCs explore the valley, following the standard encounter rules found in the Rules Cyclopedia.

Note that Beastman treasure should consist of very few, if any, coins. The vast majority of it should consist of primitive artifacts: ie. bone necklaces, carved pipes, small totems. Any gems, jewels or precious metals will be in raw, unprocessed form. A chart is provided in the monster listing to guide the DM, providing a range of equivalent GP value for the treasure carried by the various types of beastmen.

*Table:
Starting Island
wandering monster list*

Roll d12	Monster	# Appearing
1	Beastman, Various	1d6
2 - 3	Boar	1d4
4	Giant, Hill	1
5 - 6	Racer, Giant	1d4
7 - 8	Rat, Giant	2d10
9	Tiger	1
10	Viper, Flying	1d6
11	Wolf	1d4
12	Wolf, Dire	1d3

*Table:
Starting Island Swamp
wandering monster list]*

Roll d10	Monster	# Appearing
1	Beastman, Various	2d6
2 - 3	Crab, Giant	1d6
4	Crocodile	1d4
5	Crocodile, Giant	1d2
6	Dragon, Black	1
7	Giant, Hill	1
8	Hydra, 5-Headed	1
9 - 10	Leech, Giant	1d6

The Beastman Camp

This area (located at hex 1312) is used as a hunting camp by the Beastmen. Since the hunters come from the caves, even if the camp is cleared out, new Beastmen will return after some time has passed. Since they will consider the area more dangerous, stronger and more experienced Beastman hunters will come.

Initially, a party of 7 hairy Beastmen is resting in the camp. One of them is standing guard, and will warn his companions. The Beastmen have 2 HD each, except for a 4 HD hunt chief.

After the PCs have traveled to the Malpheggi Swamps, a new party of 1d4+4 Beastmen, each with 3-4 HD, will camp in this site.

Finally, a last party of 1d4+4 Beastman warriors, each with 5-6 HD, will settle in the camp after the PCs have obtained the Rings of Fire Protection.

These Beastmen have standard treasure for their type.

The Catacombs of Doom

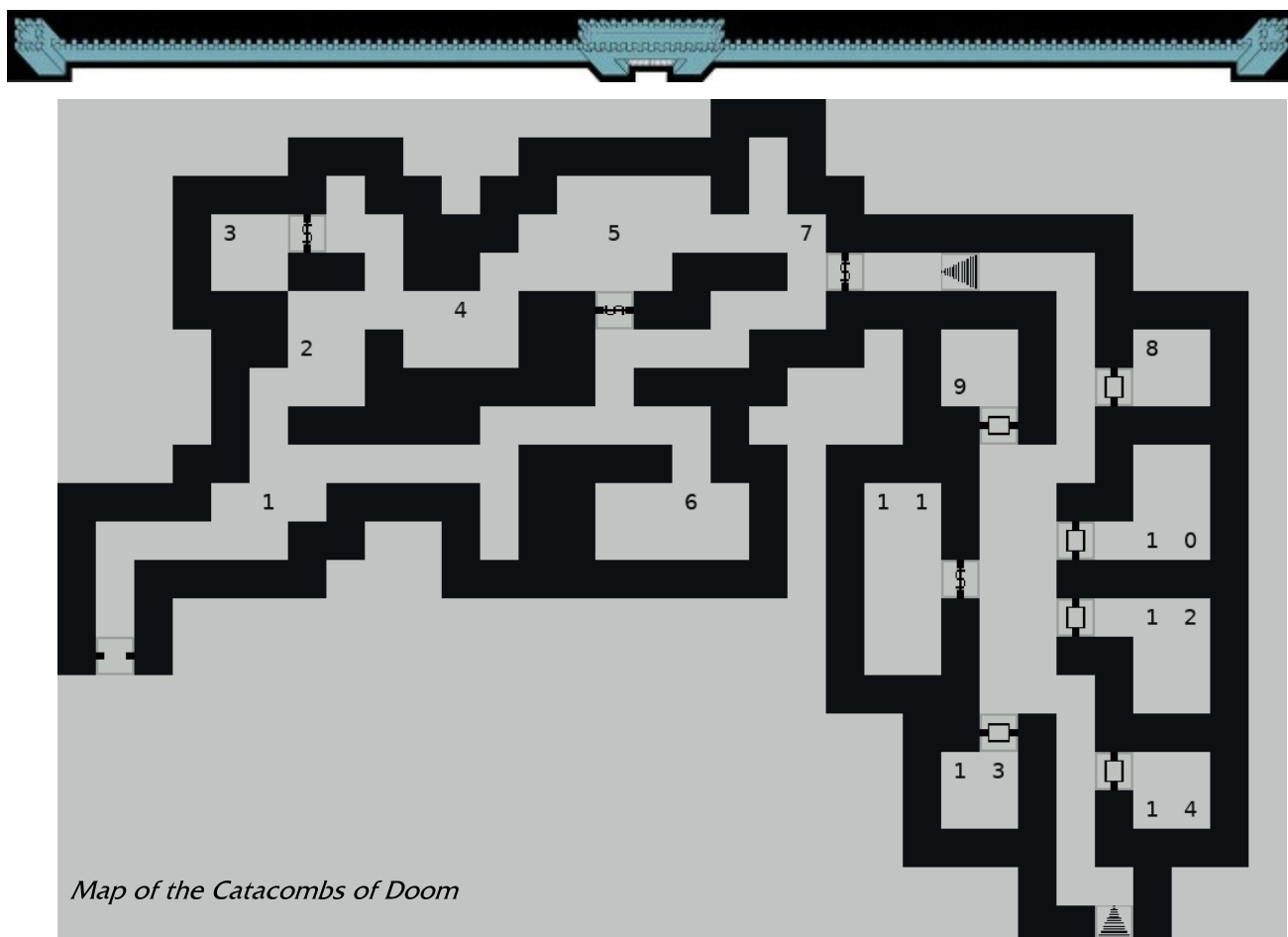
This dungeon is found on the northern side of the Island. Two entrances, at hexes 1709 and 2011, provide access to this complex. The entrance at hex 1709 is hidden behind a waterfall, whereas the entrance at hex 2011 is hidden behind a large tree trunk at the top of the cliff.

The portion of the dungeon between the waterfall entrance and the stairs is a simple dig with wooden supports helping keep the stability of the tunnels, whereas the part upstairs is much more refined, with granite slabs and ceiling, not unlike the castle dungeons.

This odd conformation is due to the origin of the dungeon. When Ka transported the Castle to the Hollow World, a fragment of a catacomb in the area was transported too -- it became the eastern side of the Catacombs of Doom. It was originally a funerary complex built to house some notables among the fallen of a previous war, but a group of Trolls allied to the goblins had been plundering it. They too were transported to the Hollow World.

Dwarves and PCs with the Engineering or equivalent skills will notice that the architecture of the eastern portion is not unlike that of their hometown. Marmillian will be interested in a description of the area (award 40 XP to each PC if Marmillian is informed of the Catacombs).

Room 1. 5 Flying Vipers have just found their way into the dungeon chasing some Giant Toads. Startled, they may be surprised on 1-2 on 1d10.



Room 2. 4 Giant Toads are hiding in the room. They have been fleeing from the Flying Vipers in room 1. They will not attack unless provoked.

Room 3. A Gelatinous Cube was trapped in this secret room -- most likely as part of a trap protecting the complex. On a successful search of this room, the party will find a hidden compartment in the northeast corner of the floor holding a rotten pouch with 5 uncut diamonds valued at 500 gp each. However if the diamonds are cut and polished they'll have a value of 5,000 gp each.

Room 4. 6 Tiger Beetles are munching on the corpse of a giant toad. They will stop if disturbed, and attack the intruders.

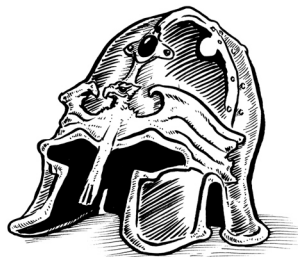
Room 5. A carrion crawler hides in this room, waiting for an incautious tiger beetle to stray from area 4.

Room 6. 2 Owlbears nest in this room, and have accumulated a large amount of refuse in the corners. If the party spends more than an hour searching the refuse in this room they'll find a ring of old skeleton keys (5 in all) that give Thieves, and any character with the General Skill: Escape Artist (which mimics Open Locks), a +25% bonus to Open Locks or a flat 25% bonus to Open Locks for any other character. Each key is made of Eisenmond ore so they do not radiate magic.

Room 7. This area is empty.

Room 8. This room is decorated with 4 grotesque statues, one mounted on a pillar in each corner. The statues are actually gargoyles, and will animate to attack the PCs. They also attacked the Trolls, who, since the Gargoyle are inedible and too difficult to damage, simply give this room and area 14 a wide berth. After the gargoyles are defeated, the party will find a small chest in a cubbyhole inset into the pillar beneath one of the gargoyles. Inside the chest are 9 Potions of Restoration that restore 1 level lost to Energy Drain per potion.

Room 9. The door to this area is barred from the outside. This tomb has not yet been plundered. Six sarcophagi lie in a line, each cover sculpted in the image of a sleeping human warrior. Unfortunately, possibly due to the Troll's desecration, all of the mummified bodies have arisen as Zombies. One of the Zombies is wearing a Helm of Protection +1.



Room 10. This tomb has been fully plundered, and is now occupied by 3 Trolls. The Trolls in this complex can be reasoned with only before the PCs reach the Beastman Caves. After that time, they will be too crazed for negotiate. Even when sane, Trolls are not the most brilliant minds, so negotiations will not go far unless the PCs start from a position of strength -- e.g., by bringing a lot of fire with them. The Trolls in the catacombs were part of the goblin invasion, and had wandered into the complex when it was transposed to the Hollow World.

Room 11. The door to this area is barred from the outside. This tomb has not yet been plundered. Five sarcophagi lie around the walls, each cover sculpted in the image of a chainmail wearing elf warrior. An evil spirit possesses the mummified remains of one of the elves, who has arisen as a Wyrd. The remaining four bodies have been animated as Zombies by the Wyrd. Each sarcophagi holds a Dragonscale Chestplate - acts as a Shield +1 and takes only 1/2 or 1/4 damage from a dragon's breath weapon. Each is a different color and protections against the breath weapon of that color of dragon. The colors are as follows: (1) White; (2) Green; (3) Red; (4) Blue; and (5) Black.

Room 12. This tomb has been fully plundered, and is now occupied by 3 Trolls. See area 10 for more information on these Trolls.

Room 13. 6 Giant Scorpions have entered the cave complex recently. One of the Trolls has closed them in this room, barring it from outside, in order to eat them at a later time.

Room 14. This room is identical to room 8, including the 4 gargoyles. Secured to the ceiling of this room, is an iron-banded wooden chest that is both locked and trapped with a Sleep Gas. Stored in the chest are: a Shadow Suit: +25% to Thieves Hide in Shadows (or Halflings and any character with the Hide in Shadows General Skill) or flat 25% for non-Thieves (think ninja garb), a pair of Climbing Claws: a special type of Toratsume that gives Thieves a +10% to Climb Walls (or anyone with the Climbing or Mountaineering General Skills) or non-Thieves a flat 10% and 3 Firegoad Wands. This last item is usable by any class and does 1d6 fire damage on a successful hit roll.

To be continued in issue #24

APPENDIX: MONSTER LIST

This appendix list the references for all the monsters appearing in the computer game

RC : *Rules Cyclopedia.*

CC : *Creature Catalog.*

HWCS : *Hollow World Campaign Setting*

A **ALLOSAURUS** (CC page 29, HWCS pg 20 of the Adventure Booklet.)

ANKYLOSAURUS (CC pg. 29, HWCS pg 21 of the Adventure Booklet.)

ANT, GIANT (RC page 157.)

AUROCHS (HWCS Book: page 21 of the Adventure Booklet.)

AZCAN, SHAMAN (HWCS page 33 of the DM's Guide shows both a 9th level Cleric (typical Prince) and an 18th level Cleric (the King). (On the topic of spells for Shaman and Magic-User, it was quite difficult to tell what spells they did have. The only obvious effect was when a Shaman made a PC sick: Cause Disease. Individual DMs would want to pick their own spells for these types of enemies.

AZCAN, WARRIOR (HWCS page 33 of the DM's Guide shows a typical 1st level warrior. Levels vary from 2nd to 8th. Pgs 23-24 of the Players Book discusses creating Azcans.)

AZCAN, Magic-User (HWCS page: see Shaman and Warrior above. Keep in mind to use spells both Clerics and Magic-Users MUST have a 16 or higher in the proper ability.)

B **BASILISK** (RC pg 159)

BAT, GIANT (RC pg 159)

BEAR, CAVE (RC pg 159, HWCS pg 22 of the Adventure Booklet.)

BEAR, GRIZZLY (RC pg 159)

BEASTMAN (HWCS page 37 of the DM's Guide lists a "typical" beastman. HD should range from 1/4th HD for Tiny to 9 HD for Huge.)

BEETLE, FIRE (Rc pg 160)

BEETLE, TIGER (RC pg 160)

BOAR (RC pg 162)

C **CAECILIA** (RC pg 162)

CARRION CRAWLER (RC pg 163)

CHIMERA (RC pg 164)

COBRA, SPITTING (RC pg 204)

CRAB, GIANT (RC pg 164)

CROCODILE (RC pg 164)

CROCODILE, LARGE (RC Pg.164.)

D **DRAGON, BLACK** (RC pg 168)

DRAGON, GREEN (RC pg 168)

DRAGON, RED (RC pg 168)

E **EFREETI** (RC pg 174)

ELEMENTAL, FIRE (RC pg 175)

ELF, CAPTAIN (HWCS page 85 of the Dm's Guide shows 1 type of Captain. Page 12 of the Adventure Booklet shows a Schattentalfen General.) Due to the rarity of spellcasters in the Hollow World, those with spellcasting abilities should have their spells chosen by the DM. It is my opinion that spellcasting should be reserved for Captain rank & higher(L9+). All others, from Lieutenant to Warrior should be drawn up as Warrior-Elves.

ELF, LIEUTENANT (L7-8), 2nd Lieutenant (L4-6) & Warrior (L1-3) (HWCS page 56-57 of the Players Book explains the Schattentalfen and should be used to create any such NPCs. The vast majority of Schattentalfen Elves are warrior-elves as found in the character creation section of the Players Book page 6-8.)

F **FLAPSAIL** (HWCS page 23 of the Adventure Booklet.)

G **GARGOYLE** (RC pg 178)

GECKO (RC pg 189)

GELATINOUS CUBE (RC pg 178)

GHOUL (RC pg 178)

GIANT, FIRE (RC pg 179)

GIANT, HILL (RC pg 179)

GIANT, STONE (RC pg 179)

GRULAPP (3 HD Beastman 1st level Shaman) (HWCS page 8 of the Players Book discusses Shaman & Wokani. Pgs 26-29 of Character Creation discuss the Beastmen.)

H **HELLHOUND** (RC pg 184)

HYDRA, FIVE-HEADED (RC pg 186)

HYDRA, NINE-HEADED (RC pg 186)

HYDRA, PYRO (Hydra variant: RC pg 186. 12 Heads that may choose to bite (1d10 dmg each) or breathe fire (8 dmg each) each round.)

K **KACANTIZU** (4 HD Azcan warrior) (HWCS page: see previous entries for Azcans above.) This female Azcan warrior resides in the beastman caves in the northwestern corner of the valley. She is said to be the mate of Uklangor, the beastman leader.

L **LEECH, GIANT** (RC pg 188)

LION (RC pg 163)

LIZARD MAN (RC pg 189)

M **MEDUSA** (RC pg 192)

MINOTAUR (RC pg 195)

MINOTAUR CHIEF (Variant: AC: 4, 8 HD, Dmg: 1d8/1d8 or by weapon +2)

MINOTAUR LIEUTENANT (Variant: AC: 5, 7 HD, Dmg: 1d6+1/1d6+1 or by weapon +2)

MUMMY (RC pg 195)

O **OGRE** (RC pg 198)

OWLBEAR (RC pg 199)

OWLBEAR, YOUNG (Variant: 2 HD, Dmg: 1d4/1d4/1d4)

P **PANTHER** (RC pg 163)

PHOBOSUCHUS (HWCS page 24 of the Adventure Booklet.)

R **RACER, GIANT** (RC pg 204.)

RACER, YOUNG (Variant: 1 HD, Dmg: 1d3)

RAT, GIANT (RC pg 201)

ROBBER FLY (RC pg 202)

ROCK PYTHON (RC pg 204)

ROCK STATUE (CC pg 70)

S **SALAMANDER, FLAME** (RC pg 202)

SCORPION, GIANT (RC pg 203)

SHADOW (RC pg 203)

SKELETON (RC pg 204)

SPECTRE (RC pg 205)

SPIDER, BLACK WIDOW (RC pg 206)

SPIDER, CRAB (RC pg 206)

STIRGE (RC pg 208)

T **TIGER** (RC pg 163)

TIGER, SABRE-TOOTH (RC pg 163)

TOAD, GIANT (RC pg 209)

TROGLODYTE (RC pg 210)

TROGLODYTE CHIEF (Variant: AC: 4, 5 HD, +1 Str)

TROGLODYTE SUB-CHIEF (Variant: 3 HD)

TROGLODYTE, YOUNG (Variant: AC: 6, 1 HD, Dmg: 1d3/1d3/1d2)

TROLL (RC pg 210)

TROLL CHIEF (Gaz10, these chiefs can be built as level 2 or level 3 Trolls)

TUATARA (RC pg 189)

U **UKLANGOR** (6 HD Beastman Chieftain, AC: 3 (Chain Mail + Shield + Dex(13)), Damage: 1d6 +3 (spear +1 + 17 Str(+2)). (HWCS page: see Beastman listings above.)

V **VAMPIRE** (RC pg 211)

VIPER, FLYING (HWCS page 29 of the Adventure Booklet.)

W **WIGHT** (RC pg 212)

WOLF (RC pg 212)

WOLF, DIRE (RC pg 212)

WRAITH (RC pg 212)

Z **ZOMBIE** (RC pg 213)

APPENDIX: RUMORED MAGIC ITEMS, SPELLS & SCROLLS

The following items can only be obtained in the game -- they were implemented, but not used in the final game. However, a kind DM may choose to allow the party to find, or buy them.

Rumored Magical Items

Sword	Ring	Misc.	Potion	Scroll	Wand/Staff
Sword +1, Energy Drain	Ring of Spell Turning	Boots of Speed	Potion of Giant Strength	Protection from Elementals	Wand of Magic Detection
Sword +1/+3 vs Enchanted	Ring of Water Walking	Drums of Panic	Potion of Heroism	Protection from Magic	Wand of Negation
Sword +1/+2 vs Spell-Users	Ring of Weakness	Girdle of Giant Strength	Potion of Invulnerability	Protection from Undead	Wand of Secret Door Detection
Sword +1, Flames		Horn of Blasting	Potion of Speed		Wand of Trap Detection
Sword +1/+3 vs Dragons					Staff of Striking

Rumored Spell Scrolls

Cleric		Magic-User/Elf	
		Level 1	Hold Portal Read Languages
Level 2	Find Traps	Level 2	Mirror Image Wizard Lock
Level 3	Cure Blindness*	Level 3	Fly Infravision Water Breathing
Level 4	Create Water Sticks to Snakes*	Level 4	Wall of Fire Wizard Eye
		Level 5	Animate Dead Wall of Stone
Level 6	Barrier* Remove Barrier*	Level 6	Projected Image Wall of Iron



Sub-settings of MYSTARA

Part I

*It's not just one RPG
setting, but many,
many more!*

by Francesco Defferrari (Sturm)

Mystara started as the *Known World*, and the region was always the main setting of the D&D line, yet during its years of publication, other sub-settings were created. The *Hollow World* and the *Savage Coast* were the major two, while another - *Thunder Rift* - was loosely connected. Many more were hinted at in other products. In fact, "*The Voyages of the Princess Ark*", the series of articles by Bruce Heard in *Dragon Magazine*, not only introduced the *Hollow World* and the *Savage Coast*, but also developed regions of Davania and Mystara's invisible moon - Patera, gave many more details on Alphatia and the Heldann Freeholds, and described the lands west of the *Known World*, from

Sind to Hule. The *Companion* and *Master* adventure modules introduced important information about Norwold, the Isle of Dawn and Alphatia. The *Poor Wizard's Almanacs* provided some expanded knowledge of certain areas of the world, such as Northern Brun, Northern Davania and Western Skothar. The *PC* accessory series introduced as settings the sky, the underwater lands and the hidden worlds of fairies and wercreatures. There was a wealth of material in canon products, but fans later expanded it even more, to the extent that we can now say definitively that Mystara is not just one setting, but many.

Mystara's primary sub-settings are **geographical**: the three continents of Brun, Davania and Skothar each have many different macro-regions which could be considered sub-settings of their own. The *Savage Coast* and the *Hollow World* are examples of geographical sub-settings, as are the Shadowdeep, the Moons and Mysteraspae, and the Undersea.

The world also has several sub-settings from a **historical** point of view: Blackmoor was the first, officially shown in the *DA* series of adventures as set in Mystara's past ages. The *Hollow World* boxed set, detailing several aspects of the past of Mystara and lost civilizations, automatically created many more such sub-settings. And fans did the rest, foremost of whom was John Calvin (Chimpman) with his *2300 BC* sub-setting.

Finally, particular fantasy **races** constitute a sub-setting too, as a full campaign could be built with PCs belonging to a particular race, or to a group of races living in a common environment. An idea introduced in Mystara with the *PC* series, which detailed the world of fairies, werereatures, undersea races and sky races, and which has been recently imitated by fans in some issues of *Threshold*.

Let us examine the many sub-settings of the World of Mystara below: I have counted more than 50 different sub-settings, each interesting enough to host at least a medium length campaign, but probably it is just a conservative estimation, as Mystara is such a rich and developed world it could probably sustain many more subsettings.

GEOGRAPHICAL SUB-SETTINGS

Geographical sub-settings are macro-regions with some distinctive theme or characteristic, or simply political ties or geographical vicinity. Obviously any such classification is completely arbitrary, but still useful for a DM. Any given geographical sub-setting obviously borders another one, usually more than one, and PCs could easily move from one to another. Under each section I have added basic campaign suggestions for Basic, Expert, Companion, Master and Immortal adventures under BECMI D&D categories. The ideas assume a good aligned party. Otherwise, they could be easily reversed.



The Known World

The Mystara sub-setting par excellence, the *Known World* is where it all started when the game world did not even have a name. The nations initially included in it are the ones which were described in the Expert set and were later detailed in the Gazetteer series. However, Alphatia and the Isle of Dawn, while included in the *Dawn of Emperors* boxed set, the Gazetteer-like boxed product detailing Thyatis and Alphatia, are not strictly part of the *Known World*. While on the other hand, the Thanegioth archipelago, partially described in X1: *"The Isle of Dread"*, could be considered part of it and the northern nations of Wendar and the Heldann Freeholds were closely connected to the events of the *Known World* in later products, such as the *Wrath of the Immortals* boxed set and the *Poor Wizard's Almanacs*.

The *Known World* does not have many common characteristics, as it is composed of very different nations, but it has, in part, a common history of migrations and invasions and it is mostly, but not entirely, based on European-like cultures and classic Tolkienesque fantasy races of elves, dwarves and halflings. As the nations of the *Known World* were already well developed in canon products and have been detailed even more in fan products, it could be argued that each nation constitutes a mini setting on its own, in which long campaigns could easily be played.

Beside humans and the classic fantasy races, later products developed other races as PCs, such as fairies, gnomes, aerial creatures, werereatures, aquatic races and lupins, adding even more diversity to the region.

Basic Campaign:

Exploring and mapping wilderlands, search lost ruins, fighting monsters and enemy agents, or corrupt nobles and rulers.

Expert Campaign:

getting involved in local politics by helping the leaders of the nation. Discover major external and internal threats.

Companion Campaign:

Setting up a Dominion, defending it from rivals and enemies.

Master Campaign:

Become the rulers of a nation, or facing major threats against the nation to ensure its continuation, or create a new *Known World* nation, becoming an Immortal.

Immortal Campaign:

Create a new religion, changing the main faith of one or more nations of the *Known World*.

Main sources

Almost the whole B and X series of adventure modules
The *Gazetteer* series and *"Dawn of the Emperors"* boxed set
The Poor Wizards Almanac I, II and III
Josbuan Almanac

The [Atlas section](#) in the Vaults of Pandius
The many previous articles dedicated to the region in *Threshold Magazine* as listed in this [forum topic at The Piazza](#)

The Adri Varma plateau

Geographically, the Adri Varma plateau could be considered as part of the *Known World*, but as it was left mostly undeveloped in official products, it is indeed an entity unto itself. The only canon information on the plateau comes from the first print of the Basic module B3: *“Palace of the Silver Princess”* (orange cover) with a short description of the Barony of Gulluvia. Fans have expanded on this, and now the plateau is detailed and big enough to be used as a unique and very interesting sub-setting, with unique creatures like the cacti-men stolari and the four armed sandfolks.

Basic Campaign:

Defend your community from many dangers, or just search for riches.

Expert Campaign:

Gaining more strength for your people, or rise to the ranks of an existing dominion like Gulluvia.

Companion Campaign:

Setting up your dominion or expanding an existing one, conquer lands.

Master Campaign:

Trying to unify the many races and cultures of the Plateau under your rule, becoming Immortals, conquering other nations.

Immortal Campaign:

Make the Plateau your theocracy and conquer the Known World.



Main sources

Module B3: *“Palace of the Silver Princess”*, (orange cover version)

The *“Dragonlord Trilogy”* of novels, see also the article [“Dragonlord Chronicles - Detailed Summaries”](#) by David Keyser at the Vaults of Pandius

The Poor Wizards Almanac I, II and III

The [“Adri Varma Plateau”](#) section at the Vaults of Pandius, in particular the Adri Varma Gazetteer by Omnibus in Italian, [translated into English](#) by Gary Davies

The [“Unknown World Trail Map part V”](#) by this author in *Threshold Magazine* issue #18

The Great Waste, Sind and the Serpent Peninsula

The adventure modules X4: *“Master of the Desert Nomads”*, X5: *“Temple of Death”* and X6: *“Quagmire!”* introduced this big region into Mystara and then the *“Voyages of the Princess Ark”* series and the *“Champions of Mystara”* boxed set greatly developed them. Fans added many details, and now the exotic west of the *Known World* is a very interesting sub-setting, and a theatre of the wars between Hule and the *Known World* nations. This big regions includes high mountains, vast desert and grasslands, and extensive swamps. While mainly inhabited by human cultures, it is certainly the home of many other races, such as the elves and gnolls of Graakhalia, manscorpions, lupins, giants, humanoids, lizard men, the beaver-like mugumba mud-dwellers and dinosaurs!

Basic Campaign:

Travel extensive wildlands of desert, swamp and mountains.

Expert Campaign:

Resist against Hule as leaders of your band or ship captains.

Companion Campaign:

Set up a Dominion or lead a region or nation to rebel against Hule.

Master Campaign:

Create a new nation or strengthen an existing one.

Immortal Campaign:

Create a new religion and have it spread in the region.



Main sources

X4: *“Master of the Desert Nomads”*

X5: *“Temple of Death”*

X6: *“Quagmire”*

“The Voyage of the Princess Ark” series in *DRAGON Magazine*

“Champions of Mystara” boxed set

“Wrath of the Immortals” boxed set

“The Poor Wizards’ Almanacs I, II and III”

Fan Almanacs and the dedicated sections in the Vaults of Pandius, i.e. [“Black Mountains”](#), [“Graakhalia”](#), [“The Plain of Fire and the Sind desert”](#), [“Serpent”Peninsula](#), [“Sind”](#), [“Ulimwengu”](#) and [“Yavdlom”](#), including italian Gazetteers by Omnibus.

[“The Unknown World Trail Map - part V”](#) by this author and [many other articles](#) in *Threshold Magazine*.

Hule and Kavkaz

Hule is a large nation and deserves to be considered a sub-setting of its own; also because fans developed a lot its history and of its neighbours, creating an epic story of war between Law and Chaos in Central Brun. The theocracy of Hule is a long standing menace for all the surrounding regions, both to the east, Sind and the *Known World*, to the nord, the Kavkaz nations and the Yalu sea, and to the West, the *Savage Coast*. The Black Mountains are also inhabited by many other non human races, like the goatmen of Kavaja, humanoids, giants, neanderthals, manscorpions, harpies, tabi, nagpas and yetis. The Gulf of Hule is dominated by Slagovitch and the other Traladaran city states.

Basic Campaign:

Search for lost ruins and secrets to help the common people resist the tyranny of Hule's theocracy.

Expert Campaign:

Lead a local rebellion against the theocracy.

Companion Campaign:

Set up an independent dominion or help a colonized land break free from Hule, or an attacked nation to resist.

Master Campaign:

Try to conquer Hule or topple the theocracy.



Immortal Campaign:

Create a new religion and defy Bozdogan's state religion in Hule.

Main sources

X4 Master of the Desert Nomads

X5 Temple of Death

Dragon Magazine's Voyages of the Princess Ark

Champions of Mystara boxed set

Wrath of the Immortals boxed set

The Poor Wizards' Almanacs I, II and III

Fan Almanacs and the dedicated section in the Vaults of Pandius, on "[Hule and Kavkaz](#)" and the "[Midlands](#)", "[Black Mountains](#)", "[The City States of the Gulf of Hule](#)" and [articles in Threshold Magazine](#).



Scenes in Brun

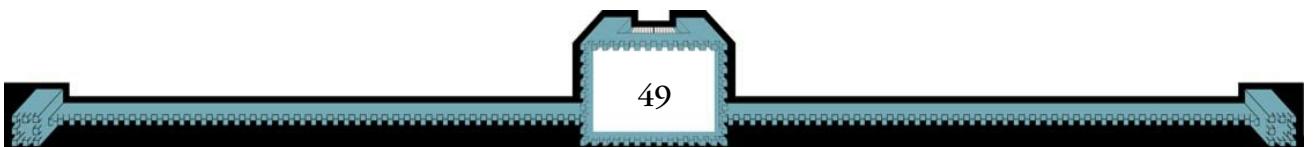


The Sind Desert



Forest of Borea

Yazak steppe



The Borean Valley and the Midlands

In canon, this region of Mystara was only mentioned in GAZ10: *"The Orcs of Thar"*, as a starting point of humanoid migrations, and in the Master Set, as the location of the mysterious Empire of Dorfin IV. This region borders Hule to the south and therefore is also connected with the struggle of Law vs Chaos developed by fans. The region is inhabited by many humanoid tribes, human nomads, reclusive elves in the Ozungan plateau, and possibly some gnomes with Earthshakers (one of which arrives in Norwold in module CM4: *"Earthshaker!"*).

Basic Campaign:

Search for lost ruins and secrets to help the common people.

Expert Campaign:

Create local stability defeating bandits and raiders, defend your community or town.

Companion Campaign:

Set up an independent dominion which will become a great nation.

Master Campaign:

Re-create and unify the Yalu Empire (or Empire of Dorfin).

Immortal Campaign:

Create a new religion to unite and ensure the duration of the empire.



Main sources

GAZ10: *"The Orcs of Thar"*

CM4 *"Earthshaker!"*

Fan Almanacs and the dedicated sections in the Vaults of Pandius: Central Brun <http://pandius.com/cntrlbrn.html>, Midlands <http://pandius.com/midlands.html>, Northern Brun http://pandius.com/nor_wild.html, Western Brun

<http://pandius.com/westbrun.html>

and articles on Threshold Magazine:

<http://www.thepiazza.org.uk/bb/viewtopic.php?f=3&t=17521&p=222019#p222015>

The Savage Coast and Yazak Steppes

The *Savage Coast*, first presented in the module X9: *"The Savage Coast"*, was later greatly developed by the *"Voyages of the Princess Ark"* series and by two AD&D products, *"Red Steel"* and *"The Savage Baronies"*. The Orc's Head Peninsula, Herath, Wallara and the Yazak steppes are all connected to the *Savage Coast* canon material, and have received a lot of fan attention, making the region one of the best developed in Mystara after the *Known World*. The *Savage Coast* is not inhabited only by humans but also by elves, dwarves, halflings, gnomes, lupins, rakastas, turtles, lizard men, gator men, cay men, aranea, wallara, chameleon men, phanatons, wurmlings, the simian neshezu, the otterfolk jorri and more.



Basic Campaign:

Search for adventure and keep the Red Curse at bay with cynnabril.

Expert Campaign:

Create an outpost in the wildlands for the Lawful Brotherhood or for a Savage Coast nation.

Companion Campaign:

Forge a new barony or nation in the Coast or the steppes.

Master Campaign:

Defeat the Red Curse, or unify several baronies or nations.

Immortal Campaign:

Create a new religion for the West and conquer Brun with smokepowder!

Main sources

X9: *"The Savage Coast"*

"The Voyage of the Preincess Ark" in *DRAGON Magazine*

"Champions of Mystara" boxed set

"The Poor Wizards' Almanacs I, II and III"

"Red Steel" boxed set

"Red Steel :The Savage Baronies& boxed set

[*"Savage Coast Campaign Book"*](#)

[*"Savage Coast Monstrous Compendium"*](#)

[*"Savage Coast: Orc's Head Peninsula Campaign Book"*](#)

Fan Almanacs and the [dedicated section](#) in the Vaults of Pandius,

[*"The City-States"*](#),

[*"Great Northway Lands and the Yazak Steppes"*](#),

and [articles in *Threshold Magazine*](#)

Yezchamenid Empire and The Arm of the Immortals

The Yezchamenid Empire was an original creation of fan Adrian Mattias, later picked up by others, including the *Mystara Fan Almanacs* team. The Arm of the Immortal was partially developed in “*The Voyage of the Princess Ark*” in *DRAGON Magazine*, and lately it received some more attention in *Threshold Magazine*, thus giving this sub-setting quite some amount of material. The Arm it is inhabited not only by humans but also by winged elves and winged minotaurs, the winged reptilians krolli, pegataurs, gyerians, humanoids, mythu'nn folk, the half ogres traders of Gombar and Suma'a, jakar rakasta and many other races.

Basic Campaign:

Search for secrets and treasures for the Empire or your people.

Expert Campaign:

Rise in the Empire's ranks, or serve your nation against the Empire.

Companion Campaign:

Forge a new nation in the Arm or conquer new lands for the Empire.

Master Campaign:

Make the Empire stronger by conquering the Arm or defeating Zuyevu, or topple the Empire in the name of conquered people.

Immortal Campaign:

Create a new religion and spread it into the Arm.



Main sources

“*The Voyage of the Princess Ark*” in *DRAGON Magazine*

“*The Poor Wizards’ Almanacs I, II and III*”

“*Red Steel*” campaign boxed set

“*Red Steel The Savage Baronies*” boxed set

“[Savage Coast Campaign Book](#)”

“[Savage Coast Monstrous Compendium](#)”

“[Savage Coast: Orc’s Head Peninsula Campaign Book](#)”

Fan Almanacs and the dedicated sections in the Vaults of Pandius: [Yezchamenid](#), [Arm of the Immortals](#) and [articles in Threshold Magazine](#)

The Endworld Line and Zuyevo

This region, in canon the location of the Sylvan Realm from where the elves of Alfheim migrated and the setting of module CM7: *"The Tree of Life"*, was never fully detailed, but fans later added much detail to it. The works of Adrian Mattias, Giulio Caroletti and LoZompatore in particular did an excellent job to flesh out this area of Mystara. This region is inhabited by humans, elves, gnomes and other races, such as giants, centaurs, fairies, duckmen, hydrax from the Plane of Water, lizardmen, rakasta and faenare.

Basic Campaign:

Search for secrets and treasures for your country, or to your benefit.

Expert Campaign:

Become local heroes in your community.

Companion Campaign:

Forge a new nation, or bring back the Sylvan Realm, or conquer new lands for the Empire of Zuyevo.

Master Campaign:

Make your nation or empire stronger by conquering others or creating a regional alliance.

Immortal Campaign:

Create a new religion and spread it in all the Endworld Line.



Main sources

CM7: *"The Tree of Life"*

Fan Almanacs and the dedicated section in the Vaults of Pandius: [Western Brun](#), [Endworld Line](#), [Zuyevo](#), [Klagorst](#), [Sylvan Realm](#) and [articles in Threshold Magazine](#)



Endworld Mountains

Hyborea

The vast north of Brun was labelled Hyborea on the Master set map and later developed by fans, as there was no canon information about this vast area. This region is inhabited by humans, giants, humanoids, arctic dwarves, lupins, cryons, yetis and gnomes.

Basic Campaign:

Survive, and find food and shelter for you and your family or friends.

Expert Campaign:

Make your band or community safe, warm and fed.

Companion Campaign:

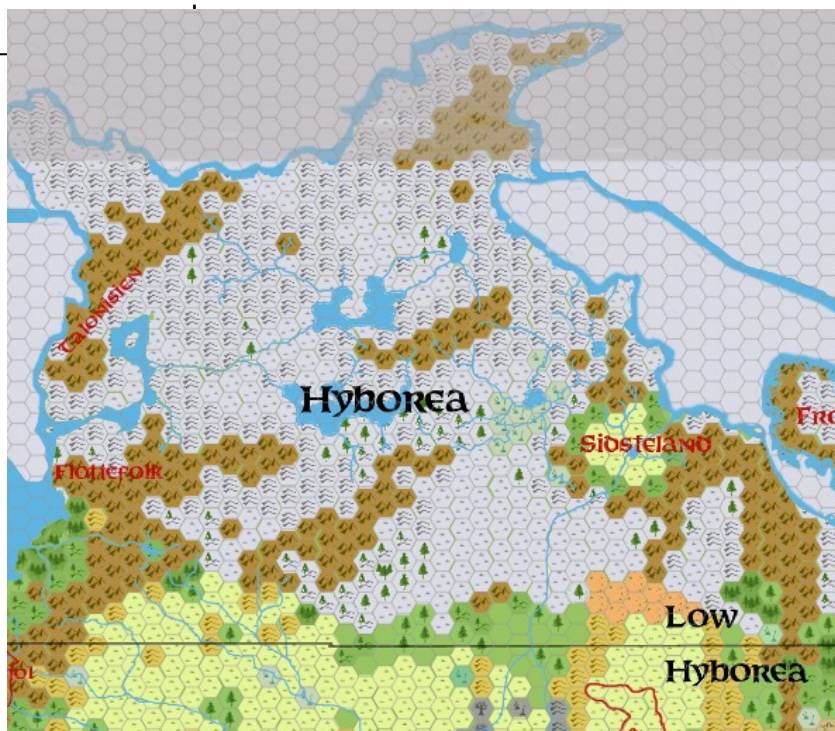
March to the conquest of southern lands, or unify Hyborea.

Master Campaign:

Create an Hyborean Empire.

Immortal Campaign:

Create a new religion and spread it in the north.



Main sources

Fan Almanacs and the dedicated section in the Vaults of Pandius: [Central Brun](#), [Northern Brun](#), [Hyboria](#) and [articles in Threshold Magazine](#)



*Hyborean plain
in summer*

Idrisian Sphere, Ghyr and the Western Alliance

This region had only a few canon mentions (in X11: *“Saga of the Shadow Lord”* and modules CM1-4) but mostly fans decided it could be a good location for the module XL1: *“Quest for the Heartstone”*, belonging to the BECMI D&D line but not officially set in Mystara, and eventually fan JTR dedicated several of his Gazetteers to this region, thus developing it fully to the status of a mini-setting. Inhabited by humans, humanoids, giants, thouls, frogfolks, elves and gnomes, thanks to fan developments it is now a region with plenty of opportunities for adventures and intrigues.

Basic Campaign:

Become famous adventurers fighting the plots of Idris or the Shadow Lord.

Expert Campaign:

Explore the wilderlands and set up an outpost, or defend your local community.

Companion Campaign:

Create a new dominion in the wilderlands, strengthen your country and defend it against Denagoth or barbarians, or try to free Denagoth from its evil rulers.

Master Campaign:

Unify the lands under your rule, or create a confederation, or lead a nomadic people to conquer other lands.

Immortal Campaign:

Create your religion and spread it in the whole north.



Main sources

X11: *“Saga of the Shadow Lord”*

XL1: *“Quest for the Heartstone”*

Fan Almanacs and the dedicated section in the Vaults of Pandius: [Denagoth](#) [Ghyr](#): [Northern Brun](#), [Wendar](#), and [articles in Threshold Magazine](#)

Norwold and further north

Norwold is big enough to be its own mini-setting. It also had some serious canon development through modules CM1-4, M1-3, the “*Dawn of the Emperors*” boxed set and the *Poor Wizard’s Almanacs*, and was also at the center of attention of many fans’ campaigns. All this interest makes Norwold one of the most detailed mini-setting in Mystara. *Threshold Magazine* (issues [#6](#), [#7](#) and [#8](#)) also added a lot of fan material to the region. The region is inhabited by humans, elves, halfling, dwarves, humanoids, giants, lupins, rakasta, dragons, gnomes, fairies, centaurs, yetis and several other races.

Basic Campaign:

Become famous adventurers in the service of King Ericall or the local lord.

Expert Campaign:

Rise in the ranks of Norwold, explore the wilderlands, contact other people and nations.

Companion Campaign:

Create a barony in Norwold and make it last.

Master Campaign:

Unify the Norwold people into a strong nation.

Immortal Campaign:

Create a new religion for the Norwold Empire.



Main sources

CM1: “*Test of the Warlords*”

CM2: “*Death’s Ride*”

CM3: “*Sabre River*”

CM4: “*Earthsbaker!*”

M1: “*Into the Maelmstrom*”

M2: “*Vengeance of Alphaks*”

M4: “*Five Coins for a Kingdom*”

“*Dawn of the Emperors*” boxed set

“*Poor Wizard’s Almanacs I, II, and III*”

“*Josbuan’s Almanac*”

The dedicated section in the Vaults of Pandius on [Norwold](#), [Littonia](#), [Kaanjala](#), and [the Wurmsteeth](#) and [articles in Threshold Magazine](#)

The Sea of Giants

A name created by this author for the regions north of Norwold inhabited by giants in the module CM1: *“Test of the Warlords”*. Frost giants should be the main people of this inhospitable lands and seas, but lynxman rakasta, cryons, humanoids and other races could be present as well.

Basic Campaign:

Become a famous warrior among giants.

Expert Campaign:

Lead a warband to explore and pillage.

Companion Campaign:

Lead a band to raid southern lands and conquer a dominion.

Master Campaign:

Create an Kingdom of Giants in the whole north.

Immortal Campaign:

Create a new religion and make your Kingdom last for centuries, bringing back an Age of Giants.



Main sources

CM1: *“Test of the Warlords”*

The dedicated section in the Vaults of Pandius on [Frosthaven](#) and *“Adventures in the Frozen North”* by Matthew Fleet from *Threshold Magazine* issue #2



The Northern Sea

Alphatia

This Empire, dominated by wizards and its main colonies, along with its ongoing conflict with the Thyatian Empire in the *Known World*, could be considered another subsetting of its own, given its geographical dimensions. While Alphatia is directly connected to the events of the *Known World* in canon products, the empire's vast dominions also touch Northern Brun, the continent of Skothar and lately also the *Hollow World*. After the events of "*Wrath of the Immortals*", the Alphatia mainland is removed to the *Hollow World*, but its colonies still exist in the Outer World and create the New Alphatian Confederate Empire, later called NAYCE in *Fan Almanacs*. In any era, the region is still big enough to host many campaigns. In more recent years, before developing his own setting of **Calidar**, Bruce Heard added great detail to the individual Alphatian kingdoms as they existed in the Outer world. Bruce's blog articles gave a staggering amount of detail to this sub-setting. Humans, elves, dwarves, gnomes, humanoids, fairies and many other races inhabit Alphatia. Due to the size and location of the sub-continent and the extent of the Empire's explorations, Alphatia may probably have at least some representatives of other intelligent Mystaran races living in its territory.

Basic Campaign:

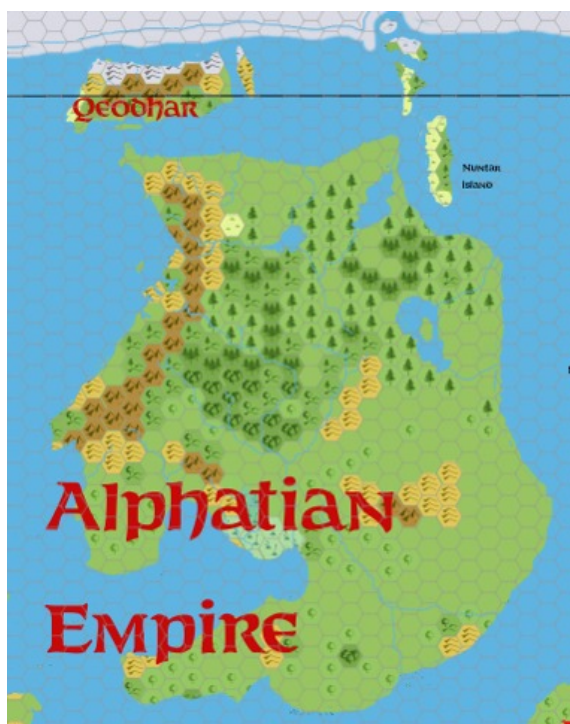
Explore the magical lands of Alphatia.

Expert Campaign:

Become famous wizards in your area.

Companion Campaign:

Build towers, create innovative spells or magical devices, distinguish yourselves against the enemy of the Empire.



Master Campaign:

Lead Alphatians to explore or conquer other lands.

Immortal Campaign:

Become a new Alphatian Immortal and help the Empire last.

Main sources

"*Dawn of the Emperors*" boxed set
 "*The Voyage of the Princess Ark*" series in *DRAGON Magazine*
 "*Champions of Mystara*" boxed set
 "*Wrath of the Immortals*" boxed set
 "*The Poor Wizards' Almanacs I, II and III*"
 "*Joshuan's Almanac*"

The dedicated sections in the Vaults of Pandius on [Alphatia](#), [Qeodhar](#) and [Yannivey](#) and articles in [Bruce Heard's blog](#), [Threshold Magazine issue #11](#) and other [articles in Threshold Magazine](#)

The Isle of Dawn and the Alatians

The Isle is a territory contested between Thyatis and Alphatia for centuries, as the Alatians will also be in the *Poor Wizard's Almanacs* storyline. Fans also did much to develop the history and setting of this region. The Islands are inhabited by humans, elves, dwarves, gnomes, humanoids, giants, fairies, centaurs, gyerians, aranea, phanatons and many other races.

Basic Campaign:

Explore the ruins of the wildlands.

Expert Campaign:

Become trusted adventurers and explorers in your town or community.

Companion Campaign:

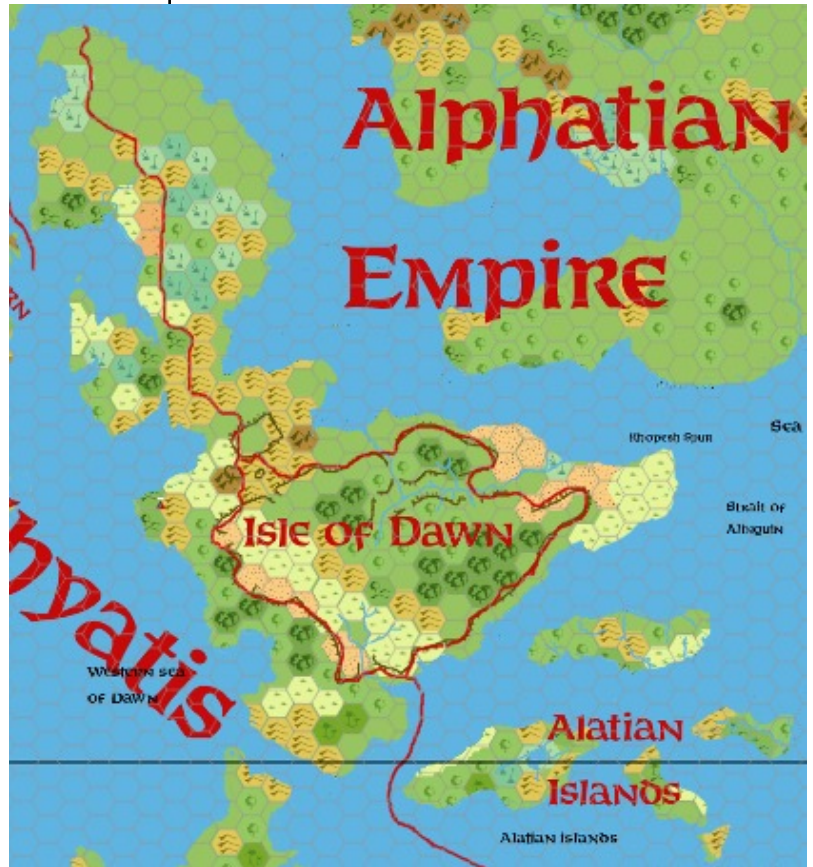
Create a new dominion in the wilderlands, or win battles against the enemy empire.

Master Campaign:

Conquer the whole Isle of Dawn for an Empire, or make it (or the Alatians, or another area) independent from both empires.

Immortal Campaign:

Create a new religion for the Isle of Dawn.



Main sources

- “Dawn of the Emperors” boxed set
- M5: “Talons of Night”
- “Wrath of the Immortals” boxed set
- “The Poor Wizards’ Almanacs I, II and III”
- “Josbuan’s Almanac”

The dedicated sections in the Vaults of Pandius: [The Isle Dawn](#) and [Alatian Islands](#) and [Threshold Magazine issue #11](#) and other [articles in Threshold Magazine](#)

Ochalea and the Pearl Islands

Described in the *“Dawn of the Emperors”* boxed set and in the *Poor Wizard’s Almanacs*, the region was also developed by fans and it is certainly big enough to be a mini setting of its own. Agathokles, in particular, wrote a quite detailed gazetteer for Ochalea. The islands are inhabited by humans, lupins, rakasta, minotaurs and humanoids, and possibly also other races.

Basic Campaign:

Explore the islands and the mysterious jungles in the interior.

Expert Campaign:

Become defenders of your town or community.

Companion Campaign:

Create a new dominion in the wilderlands, and attract followers.

Master Campaign:

Conquer the islands for the other empire, or make them independent from both empires.

Immortal Campaign:

Create a new religion for Ochalea or the Islands.

Main sources

“Dawn of the Emperors” boxed set
“The Poor Wizards’ Almanacs I, II and III”
“Joshuan’s Almanac”

The dedicated sections in the Vaults of Pandius on [Ochalea](#) and the [Pearl Islands](#) [Threshold Magazine issue #11](#) and other [articles in Thresholf Magazzine](#)



Pearl Islanders



Thanegioth Archipelago

The Isle of Dread is one of the most famous adventure locations in Mystara, the setting of module X1: “*The Isle of Dread*”, and later re-used in “*Savage Tide*”, a D&D 3ed adventure path in *DRAGON Magazine*. Fans have developed the other islands of the Archipelago, inhabited by humans, rakasta, lizardmen, troglodytes, aranea, phanatons, dinosaurs, fairies, kopru and other races.

Basic Campaign:

Explore your island and its inhabitants.

Expert Campaign:

Become defenders of your community, or travel to other islands

Companion Campaign:

Create a new dominion or tribe, or lead your people to another island.

Master Campaign:

Unify the islands under your rule, or defend them against an external invasion.

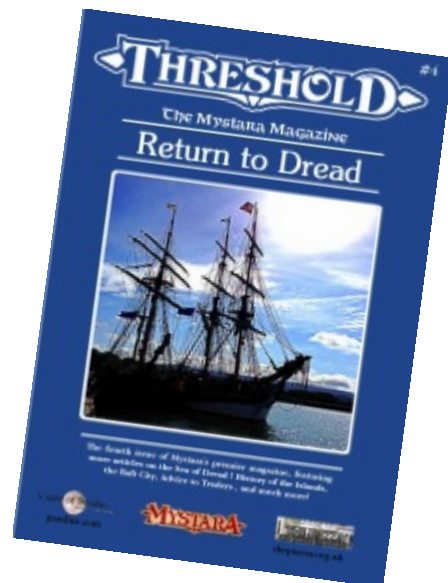
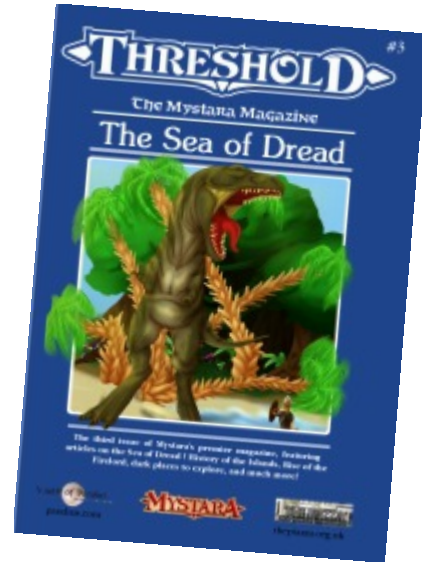
Immortal Campaign:

Create a new religion for the Thanegioth and make it a new and strong nation.

Main sources

X1: “*The Isle of Dread*”
 “*Savage Tide*” in *DRAGON Magazine* and David Keyser’s adaptation in issues [#4](#) and [#19](#) of *Threshold Magazine*.

The dedicated section in the Vaults of Pandius: [The Sea of Dread and the Thanegioth Archipelago](#)
Threshold Magazine issue [#3](#) and [#4](#) and other [articles in Threshold Magazine](#)



Bellisaria

Rather underdeveloped in canon and fan sources, the Alphatian colony, as a bridge between Alphatia and Skothar, has the potential to be a very interesting sub-setting. In *Threshold Magazine* issues #11 and # 20, I imagined it as the stage for a centuries long struggle between Alphatia and Milenia, and later between Alphatia and Minaea, somewhat mirroring the historical conflict between Greeks and Persians, as the Milenians are based on the real greek civilization and the Alphatian symbols come from Persian imagery.

Basic Campaign:

Explore the ancient ruins of Bellisaria.

Expert Campaign:

Become defenders of your community, or travel to other regions of the big island. Serve the Empire, or its Minaean enemies.

Companion Campaign:

Create a new dominion for Alphatia, or free a Bellisarian city from Alphatian rule with the help of Minaea.

Master Campaign:

Unify Bellisaria under your rule freeing it from Alphatians, or lead an Alphatian campaign against Minaea.

Immortal Campaign:

Create a new religion for Bellisaria and spread it to the world.



Main sources

“*Dawn of the Emperors*” boxed set
 “*The Poor Wizards’ Almanacs I, II and III*”
 “*Josbuan’s Almanac*”

The [dedicated section](#) in the Vaults of Pandius
Threshold Magazine issue #11 and #20 and other [articles in Threshold Magazine](#)

To be continued . . .

This panoramic view of Mystara sub-settings will continue in the next issue of *Threshold Magazine* with Davania, Skothar, the *Hollow World* and more!

Master of the Desert Nomad Series

Escape from Hule

Part 2

by David Keyser

Note that this is the second and final instalment of this adventure, Parts 1 through 6 can be found in [Threshold Magazine #22](#). As noted in that issue, this adventure is designed for B/X D&D rules as written in the 1981 D&D Basic and Expert rules, and is written as a new conclusion to the two adventure modules X4: "*Master of the Desert Nomads*" and X5: "*Temple of Death*".

PART 7: ESCAPE BY SEA

If the PCs manage to plunder the two chests¹ in the Master's personal quarters, they obtain, in addition to everything else, detailed and accurate maps of the nation of Hule and the Savage Coast. From these maps, they can plot a faster route to take home that will allow them to travel much of the way by ship.

They must first follow the trail which skirts the western shore of Lake Tros and continue to follow it south as it leads out of the Dark Wood. Once clear of the forest, they can leave the trail to make their way southeast across clear grasslands and farmland until they reach the town of Iskilu. From there they resume following the trail which leads to the city of Azurun and the Temple of Uzumir.²

¹ See module X5: "*Temple of Death*", p 25-26

² See DRAGON Magazine #172, p 43-47

MYSTARA

Eastern Savage Coast and Greater Hule



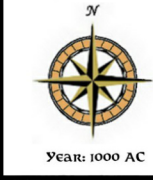
Hex Guide (24 Miles a Hex)

Clear/Farmland	Badlands	Tortle Mound	River
Grassland	Broken Lands	Ruins	Escarpment
Arable Grassland	Water	Village	Bridge
Forest	Mountains	Town	
Forested Hills	Volcano	City	
Heavy Forest	Mountain Glacier	Capital City	
Pine Forested Hills	Marsh/Swamp	Internal Border	
Hills	Camp	External Border	
Sand Dunes	Fort	Caravan Trail	
Rocky Desert	Castle	Road	

Cartography by Christian Lee. Map art by Robert Lee. Cover art by Robert Lee. Based on previous maps and material by TSR, Bruce Heath, Christian Design Magazine and others. The Savage Coast Series and Christian Design Magazine © 2008.

Nationality Guide

1. Kingdom of Eubonia
2. Kingdom of Bellayne
3. Cimarron County
4. Estado de Almarion
5. Baronia de Gargonia
6. Estado de Guadalupe
7. Baronia de Saragon
8. Baronia de Narvaez
9. Estado de Texeinas
10. Baronia de Torreon
11. Dominio de Villaverde
12. City State of Nova Svoga
13. City State of Zagora
14. City State of Zvornik
15. City State of Holah
16. City State of Slagovich

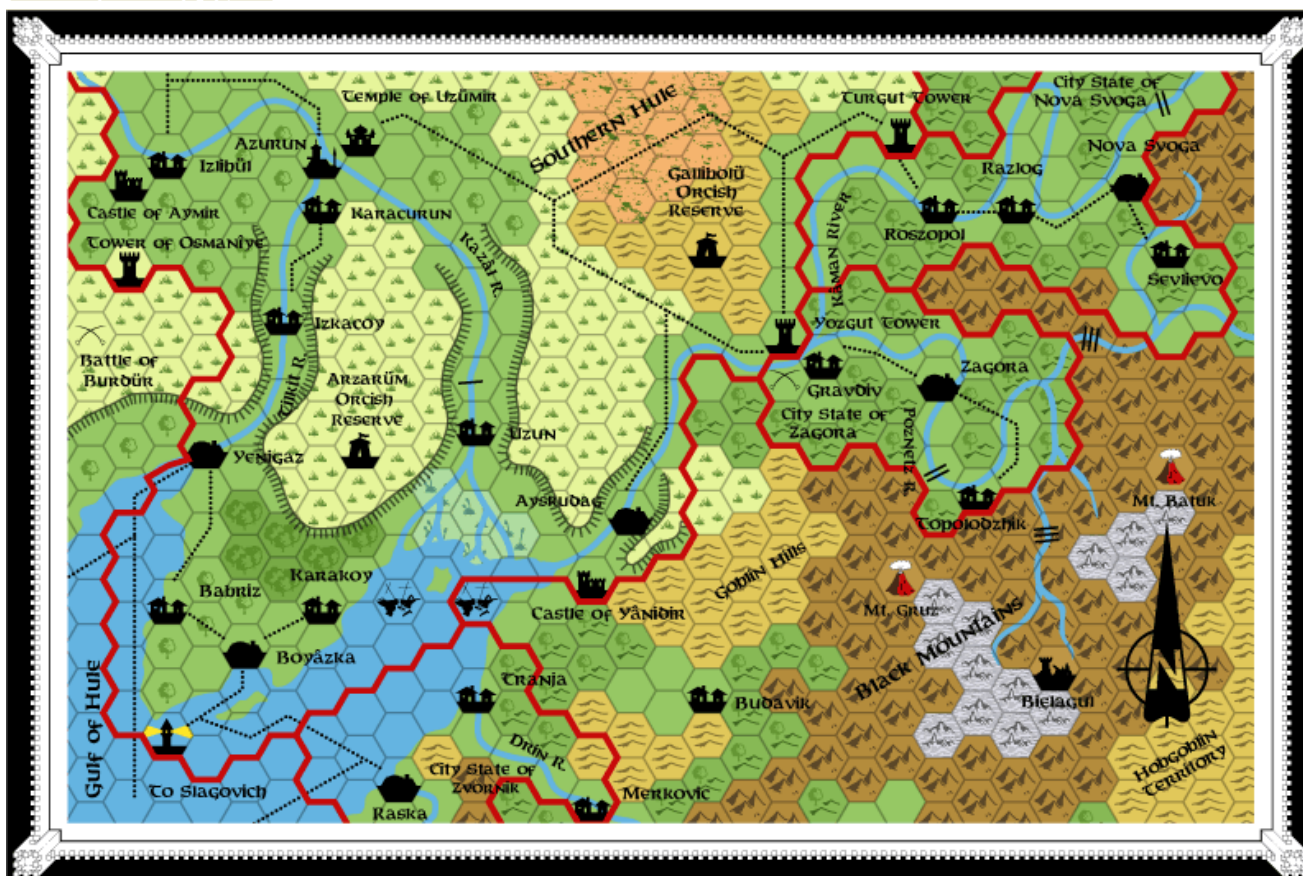


Southern Hule and the City States, 1000 AC

Replica of map from "The Voyages of the Princess Ark", Dragon Issue 172

Cartography by Thorfinn Tait, March 2005; last revised August 2008

www.thorf.co.uk



The Red Haze

Proceeding into southern Hule, the PCs enter a region of land known as the Red Haze. This is a borderland that surrounds a region of the Savage Coast that suffers under what is known as the Red Curse. The PCs begin to notice a slight reddish tinge to the color of earth as they travel further and further into southern Hule. They soon see that reddish tinge on the flora, fauna, people, and even the air, constituting a reddish haze, as they get closer and closer to

Vilaverde. If they proceed east to the city-states, the reddish haze becomes less and less pronounced, although it is still faintly present in the city-states.

The red haze does not affect the PCs or the people of southern Hule. But anyone who has gained legacies from the Red Curse is able to use those legacies normally within areas of the Red Haze.

Red Curse Legacies

Individuals who suffer under the Red Curse acquire powers which are referred to as legacies.³ The following rules apply to all characters who have legacies in this adventure. Legacies are similar to spells and can be dispelled with dispel magic. Legacies may be used up to three times per day. A character with multiple legacies may only invoke one legacy in any given combat round. A character can generally activate a legacy in addition to moving and attacking in a combat round, though they cannot attack with their legacy and another weapon in the same round - they can only do one or the other.

Not all legacies are useful in combat, NPCs in areas of the Red Curse with no legacies listed may be assumed to have some legacy which is a minor magical power for the DM to describe.

Blocked at Azurun

From Azurun, the PCs have several options of leaving Hule and reaching a seaport. First, they can travel overland to the southwest to reach the nation of Vilaverde. Second, they could travel east and cross the border into the city-states of either Nova Svoga or Zagora, although those city-states are landlocked. Lastly, they can proceed further south and try one of Hule's seaports on the coast of the Gulf of Hule.

Unfortunately for the PCs, by the time they arrive, southern Hule's military forces have

³ see ["The Curse and the Legacies"](#) at the Vaults of Pandius

been mobilized. Diviner police are actively searching for the PCs within the city itself, while orcs from the Arzarum and Galibolu reservations and several Hule military divisions are spread out to the west, south and east, heavily patrolling all possible routes to the border and the Hulean towns near the Gulf of Hule. The PCs find accurate sketches of their likeness on a wanted poster nailed to a tree before they reach Azurun.

The PCs can either camp outside of town a safe distance from patrols or attempt to infiltrate Azurun while invisible or in disguise. As they do this they note on at least one occasion a dragon winging its way overhead in what is clearly a search pattern. The distance or the lighting makes determining the type of dragon impossible.⁴

The Knave

If the party contains a thief, then at some point while the PCs are scouting for an unguarded avenue of escape, the thief notices some hidden code in what appears to be ordinary graffiti scratched into wood with a knife. This graffiti might be found on the wall of a barn or on a tree as the PCs explore the farms and wilderness just outside of Azurun. It might be found etched on the floor in one corner of a rundown tavern where the PCs are hiding out inside of Azurun. The message has been scrawled in several locations both within Azurun and in the surrounding countryside. The markings

⁴ The position of the dragon with respect to the sun, as well as the time of day, can obscure the true color of the dragon as well as present the optical illusion that the dragon appears closer than it truly is.

are fresh, having been carved in the last couple of days.

If the thief makes a successful read languages roll, or a magic-user casts read languages, he or she decodes a two-line message. The first line reads- *the fellows of a thief are other thieves*. This is a common saying in Darokin⁵, and the PCs realize it likely was written by a Darokinian. The second line reads- *river wreck east side, northwest of temple,*

midnight. If the PCs explore the east side of the river north of Azurun they find an old, rotted riverboat partially sunk and leaning against the riverbank. If they visit the location close to midnight, they find someone has mounted a torch sconce onto the mast which sheds a flickering light that is mistaken for a campfire from a distance.

The PCs are being observed but nothing happens for a few minutes. Read the following text out loud to the PCs:

You hear the hooting of a nearby owl, and a moment later the sounds of movement come from within the rotted hulk of the riverboat. A lone figure pulls himself up on deck from within the cargo hold. You can only make out he is human with a black cloak and leather armor with a couple of blades sheathed at his belt. He holds up his hand and with a snap of his fingers you see the glint of gold in his hand...a gold coin is held between his forefinger and thumb. He rolls the coin across his knuckles with the coin catching the torchlight, momentarily it disappears only to reappear in his other hand. He tosses the coin in a

⁵ See GAZ11: "The Republic of Darokin", Dungeon Master's Guide, p 18

wide arc toward you. One of you reaches out and catches it. A closer look and you see you are holding a Darokin crown. A voice behind you speaks your homeland's Common tongue with no trace of accent, "You have need of my services, I appreciate you coming here to listen to my offer."

The PCs turn and see a second man in a black cloak and leather armor, of average height and lean build. His skin has a reddish tint, but his facial features are common among the gold class of Darokin. This man is known only by his title, The Knave. He is the leader of a Thieves Guild that operates from a hideout in Azurun. The man on the riverboat is one of his apprentices, along with six others that are spread out and hidden along the riverbank.

The Knave, thief (AC 2; T12; hp 47; #AT 1 (+1 Strength bonus); D 1d8+2; MV 120' (40'); Save T12; ML 9; AL C)

The Knave carries a **sword +1**, and wears **leather armor +3**. He also wears a **ring of invisibility**, that has the additional power to **summon** an air elemental once per day.

The Knave also picked up a legacy from the Red Curse after spending time in the Savage Baronies. It is the **luck**⁶ legacy, which allows the Knave to re-roll a failed saving throw.

7 Apprentices, thief (AC5; T4; hp 15; #AT 1 ranged bow (+2 Dexterity bonus) or 1 sword; D1-6 or 1-8; MV 120' (40'); Save T4; ML 8; AL C or N)

⁶ See "[The Curse and the Legacies](#)" at the Vaults of Pandius

All apprentices wear leather armor and carry swords and shortbows.

The Knave is a former native of the Republic of Darokin who was forced to flee years ago to avoid a death sentence for robbery and murder. He knows who the PCs are and what they have done through his contacts at the Temple of Uzumir. Despite being utterly reprehensible, the Knave does retain some loyalty to the nation of his birth. He is also highly intrigued that anyone was able to penetrate the temple at Greatrealm and respects their achievement.

The Knave makes the PCs an offer. He will smuggle them and their belongings to the Villaverde border. In exchange, he wants 750 gp for each person he will smuggle across the border, payable in either coin or valuables, as well as a detailed description and map of the Temple of Death. If the PCs negotiate, he can be reduced to 500 gp per individual if they succeed on the Reaction Roll table. He will also accept any gold tablets of safe conduct bearing the Master's seal⁷ as acceptable payment, each tablet purchases one individual's transport. A valuable magic item may purchase transport for two, three or even four people. If the PCs have horses, he will accept their value as part of the trade.

The Knave is sincere in his offer and will accommodate any reasonable requests made by the PCs to verify this. The PCs have until dawn to provide payment. If the PCs decline his assistance, he will shrug and depart amicably. Unfortunately for the PCs, he will soon tip off the Diviners as to the party's approximate location. If the PCs don't depart

from the vicinity of Azurun in the next twelve hours, the military will find them. Use the statistics in the Going Their Own Way section for details.

If the PCs insist that some of their number will use fly or invisibility to follow the rest of the party in the barrels, the Knave will warn them that the Master has accounted for that possibility and they risk being detected by the Diviners and military forces along the route. The Knave will reluctantly agree if the PCs continue to insist, but anyone following the barrels instead of hiding in one still has to pay the Knave's fee and must agree to follow any order given by his apprentices. He makes it clear his apprentices know the route and are the only ones who can get the PCs safely through, and if the PCs disregard his apprentices' instructions they will be abandoned.

SMUGGLING ROUTE

The Knave's plan is to bring the PCs to a warehouse on the riverfront in Azurun, where he and his apprentices will pack them and their equipment in barrels. The barrels are floated down the Tilkit river past the river village of Izkacoy to the port town of Yenigaz. The PCs barrels will be marked for the town of Yenigaz, although the barrels will be stopped and sorted at Izkacoy before continuing further. Two of the Knave's apprentices will be escorting the barrels on a small raft and keep an eye out to prevent any mishaps.

The apprentices will pull the party's barrels to the west shore a few miles upriver from Yenigaz where the plateau cuts to the west and the PCs are only eight miles away from

⁷ See module X5: "Temple of Death", p 25



Inside the barrels

the forested Villaverde border. If the PCs object, the Knave replies he has successfully smuggled people and goods this way before, and if the PCs ask if anyone has ever drowned in one of his barrels, his reply is; *“Only once, and it was his own fault for panicking.”* What the Knave will not mention is that normally any person smuggled in such a manner gets a rest and reprieve from the barrel for a few hours overnight in the sleepy town of Izkacoy, but he knows that Hulean troops are currently in the town and the apprentices will have to leave the PCs in the barrels overnight.

The trip will cover a distance of almost sixty miles, and the barrels can make that trip in about fourteen hours, with an additional delay of ten hours at Izkacoy where the barrels are collected and sorted overnight. The PCs will leave the warehouse in the barrels in the morning and arrive at Izkacoy by nightfall. At dawn the next morning, they depart once again and will be fished out of the river before noon on the second day.

The Knave is true to his word and the PCs will be delivered to the promised destination. The apprentices are under strict

instructions not to steal weapons, equipment or any documents from the PCs, but any barrel used to store coins, gems or jewelry will be slightly lighter at the end of the journey as the apprentices take a cut as a “tip”, while in Izkacoy.

Despite the assurances of the Knave, and the straw padding provided in the barrels, the trip is not quite as safe as planned. Every character in a barrel suffers a violent collision with another barrel, boat or other obstruction $d4+2$ times during the journey. Each time this happens, the character must make a saving throw vs Magic Wands at a -2 penalty or take 1-6 hp of damage. Additionally, the characters must make a saving throw vs Dragon Breath at a -5 penalty (dwarves and halflings make the saving throw at only a -2 penalty) approximately every three hours they are within the barrel, for a total of eight checks taken over the course of the trip. Each time a character fails a saving throw vs Dragon Breath, they suffer a temporary one point loss in Constitution. Drops in Constitution cause a corresponding loss in hit points according to the Ability score table. Additionally, any spellcaster loses one spell, determined randomly, each time they suffer a Constitution loss. Any character whose Constitution drops below 3 is unconscious and senseless when their barrel is opened at the end of the journey. If a character’s Constitution drops to 0, the character is dead. Once PCs are retrieved from the barrels, any lost Constitution is regained at the rate of one point per hour, with hit points lost due to the drop in Constitution regained as Constitution is restored. Spellcasters must regain spells normally. If Narellus is still with the PCs he will survive the journey by barrel, bruised and weakened, but alive.

Unfortunately for the PCs, one junior officer in the Hulean military previously noticed that someone has been using the river for smuggling. That officer took advantage of the recent mobilization to convince his superiors to allocate a small force to patrol this area of the river. He was only expecting smugglers rather than the elite band that struck down the Master, but he launches his attack just as the apprentices have opened the barrels and the PCs emerge.

10 goblin wolf riders (AC 6; HD 1-1; hp 5; #AT 1 bow or sword; D 1-6 or 1-8; MV 60' (20'); Save NM; ML 8; AL C)

10 dire wolves (AC 6; HD 4+1; hp 24; #AT 1 bite; D 2-8; MV 150' (50'); Save F2; ML 8; AL N)

12 bugbears (AC 5; HD 3+1; hp 19; #AT 1 spear; D 2-7; MV 90' (30'); Save F3; ML 9; AL C)

3 orc boar riders from Arzarum reserves⁸ (AC 6; HD 1; hp 6; #AT 1 lance or 1 sword; D 1-6/2-12(charging) or 1-8; MV 120' (40'); Save F1; ML 8; AL C)

3 large boars⁹ (AC 6; HD 5; hp 28; #AT 1 tusk; D 3d4; MV 120' (40'); Save F5; ML 10; AL N)

3 trolls (AC 4; HD 6+3; hp 39; #AT 2 claws/1 bite; D 1-6/1-6/1-10; MV 120' (40'); Save F6; ML 10 (8); AL C)

1 human patrol commander, fighter (AC 4; F6; hp 48; #AT 1 (+1 Strength bonus); D 1d8+1; MV 90' (30'); Save F6; ML 9; AL C)

The patrol commander wields a sword, carries a shield and wears chainmail armor.

All PCs who emerged from barrels suffer a -2 to attack rolls, damage rolls, and saving throws for the first three rounds of combat. They also suffer a +2 penalty to their AC. On the first round, the PCs take archery fire from the goblins before the orc boar riders sweep in for a lance charge and pass through. The Knave's men flee toward the river and try to escape, although they are likely to be run down by the orcs. On the second round, the goblin wolf riders close and engage in melee. The bugbears join combat on the third round. The orcs return on the fourth round, either engaging in close combat or charging through if any PCs are unengaged and vulnerable to a lance charge. The patrol commander and trolls engage in melee on round five.

Going Their Own Way

The PCs have three possible routes if they try to make their own way. They can proceed to the southwest to try and bypass the Tower of Osmaniye and cross the border into Villaverde. They can follow the Tilkite river into the valley passing the Hulean settlements and then proceed west into the Villaverde lowlands following the same route on land that the barrels follow along the river. Or they can proceed east and try to cross the border into the city-states of Zagora or Nova-Svoga. The PCs should note that the city-states are the least desirable option as they are landlocked and once there, they face a difficult trek through humanoid infested mountains and rugged coastline before they can reach the Gulf of Hule and a port at the town of Raska in the city-state of Zvornik where they can book passage on a ship. If the

⁸ See *DRAGON Magazine* #172, p 47

⁹ See module B10: "*Night's Dark Terror*", p 41

PCs still consider the possibility of leaving through a Hulean seaport, they soon learn those ports have been locked down with no one allowed to leave.

Whichever direction the PCs take, they must bypass or defeat a significant military force to escape. Stealth is an option, but each Hulean military unit has scouts intimately familiar with local terrain and spellcasters with magical detection. Each military force is distributed to cover a reasonably wide area while remaining close enough to support any troops which come into contact with the PCs.

Any battle will also draw the attention of one of two mercenary dragons which have alliances with Hule and have agreed to fly aerial patrols to find the PCs. Hulean troops will fire a flaming arrow into the sky as a signal once combat is joined with the PCs.

If the PCs attempt to reach Villaverde, they will encounter the following military force barring the way forward at a place of the DM's choosing...

- 180 **goblin wolf riders** (AC 6; HD 1-1; hp 5; #AT 1 bow or sword; D 1-6 or 1-8; MV 60' (20'); Save NM; ML 8; AL C)
- 180 **dire wolves** (AC 6; HD 4+1; hp 24; #AT 1 bite; D 2-8; MV 150' (50'); Save F2; ML 8; AL N)
- 120 **bugbears** (AC 5; HD 3+1; hp 19; #AT 1 spear; D 2-7; MV 90' (30'); Save F3; ML 9; AL C)
- 30 **orc boar riders** from Arzarum reserve (AC 6; HD 1; hp 6; #AT 1 lance or 1 sword; D 1-6/2-12(charging) or 1-8; MV 120' (40'); Save F1; ML 8; AL C)

- 30 **large boars** (AC 6; HD 5; hp 28; #AT 1 tusk; D 3d4; MV 120' (40') ; Save F5; ML 10; AL N)
- 40 **trolls** (AC 4; HD 6+3; hp 39; #AT 2 claws/1 bite; D 1-6/1-6/1-10; MV 120' (40'); Save F6; ML 10 (8); AL C)
- 1 **human division commander** F10 (AC 2; F10; hp 80; #AT 1 (+2 Strength bonus); D 1d8+4; MV 60' (20'); Save F10; ML 10; AL C)

The division commander wields a **sword +2**, wears plate mail armor and shield, an **amulet of finding**¹⁰, and carries two **potions of healing**.

Several magic-users trained as scouts are distributed among the troops and disguised to appear as a regular member of the unit, though the PCs will likely notice the human scouts are too big to be a goblin or too small to be a bugbear.

- 5 **mage scouts**, magic-user (AC 8; M4; hp 14; AT 1 dagger; D 1d4; MV 120' (40'); Save M4; ML 7; AL C)

Each mage scout carries a dagger and a scroll with the spell ESP. Each has the following spells memorized:

- First Level: **detect magic** (x2)
- Second Level: **detect invisible** (x2)

Any flaming arrow signal sent by this military force will draw the attention of a green dragon patrolling the area, who will arrive in eight rounds.

¹⁰ See module X5: "Temple of Death", p 3



Viridescere, female green dragon (AC 1; HD 8**; hp 58; #AT 2 claws, 1 bite; D1-6/1-6/3d8; MV 240' (80'); Save F8; ML 9; AL C)

Viridescere will prefer to use her breath weapon and remain airborne for strafing attacks until at least some of the PCs have fallen. She won't be troubled by a few Hulean troops being caught in her gas cloud but will try to refrain from engulfing many of them.

If the PCs proceed east and attempt to cross the border into one of the city-states, they will encounter the following military force barring the way forward at a place of the DM's choosing...

180 human cavalry, fighter (AC 6; HD 1; hp 8; #AT 1 bow or sword; D 1-6 or 1-8; MV 90' (30'); Save F2; ML 8; AL C)

180 warhorses (AC 7; HD 3; hp 1; #AT 0 (while ridden) or 2 hooves; D 0 or 1-6/1-6; MV 120' (40'); Save F2; ML 9; AL N)

120 bugbears (AC 5; HD 3+1; hp 19; #AT 1 spear; D 2-7; MV 90' (30'); Save F3; ML 9; AL C)

60 orc scouts from Gallibolu reserve¹¹ (AC 6; HD 1; hp 6; #AT 1 bow or 1 short sword; D 2-7 or 1-6; MV 120' (40'); Save F1; ML 8; AL C)

40 hill giants (AC 4; HD 8; hp 48; #AT 1 club or 1 thrown spear; D 2d8 or 2d6; MV 120' (40'); Save F8; ML 8; AL C)

1 human deputy division commander, fighter (AC 2; F8; hp 64; #AT 1 (+2 Strength bonus); D 1d8+3; MV 60' (20'); Save F8; ML 10; AL C)

The deputy division commander wields a **sword +1**, wears an **amulet of finding**¹², and carries two **potions of healing**.

Mage scouts are distributed among the troops guarding the route to the city-states. They are disguised, have memorized the same spells, and are equipped like their counterparts guarding the border near Villaverde.

5 mage scouts, magic-user (AC 8; M4; hp 14; AT 1 dagger; D 1d4; MV 120' (40'); Save M4; ML 7; AL C)

Any flaming arrow signal sent by this military force will draw the attention of a red dragon patrolling the area, who will arrive in eight rounds.

Carminic, male red dragon (AC -1; HD 10**; hp 73; #AT 2 claws, 1 bite; D1-8/1-8/4d8; MV 240' (80'); Save F10; ML 10; AL C)

Carminic follows a similar strategy as Viridescere in engaging the PCs, preferring to remain airborne and avoiding casualties to masses of Hulean forces.

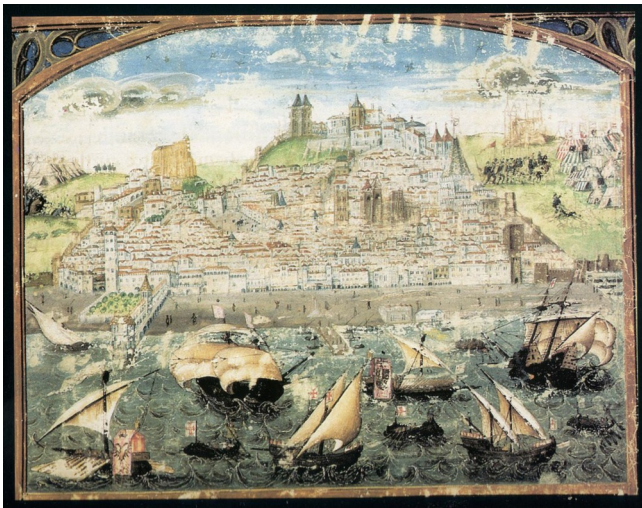
¹¹ See *DRAGON Magazine* #172, p 47

¹² See module X5: "Temple of Death", p 3

Villaverde

Once the PCs cross over into Villaverde, they make their way south by southwest as they cross grasslands, cultivated farmlands, ragged forests and a few hills. They travel along the coastal lowlands with the view of the The Great Escarpment, a plateau several hundred feet above sea level, a few miles inland to the west on their right. "The PCs, now being well within the lands dominated by the Red Curse, find that the land, the flora, the fauna, and the people all have a deep, reddish-tint color to their appearance. A deeper red than the people of southern Hule.

The PCs come across several tiny hamlets with fortified keeps. If the PCs ask the locals about any available ships, they are told to continue further south to the capital of Porto Preto.



Porto Preto

The Mountain City-States

Should the PCs instead cross over into the territory of either Nova Svoga or Zagora, they will find the local populations hostile and reluctant to provide aid. The PCs will learn that to escape by ship, they will need to make their way south over forested hills and mountainous terrain to reach the port of Raska. The locals will warn them of Hulean patrols near the settlement of Ayskudag, and goblin raiders in the wilderness.

Depending on the route the PCs take to reach Raska, they may encounter a Hulean patrol or goblins. The DM can choose a suitable encounter using the encounter statistics from the **Going Their Own Way** section above. If Viridescere and/or Carminic is still alive, one or both may also be encountered above the skies near Ayskudag.

Ship Passage

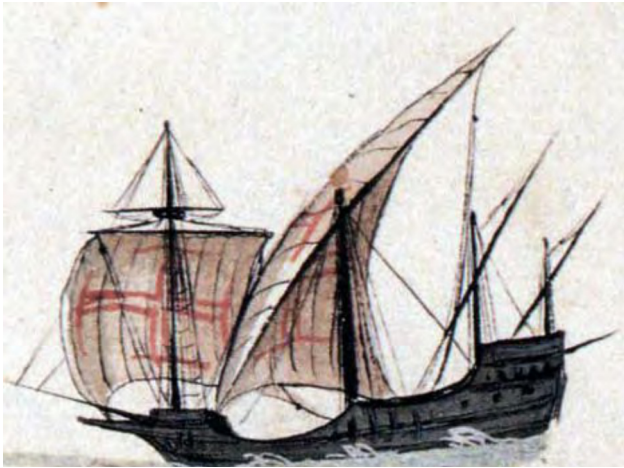
Whether the PCs seek a ship in Porto Preto or Raska, within twenty-four hours of their first inquiries they learn of one ship that is heading east beyond the city-states and is looking for passengers. The PCs find the small sailing ship, the *Red Raven*, docked at the end of a far pier with several burly marines standing guard. The PCs can gain an audience with the captain provided they can show they have money to the sailors.

10 human sailors, normal man (AC 7; HD 1/2; hp 4; #AT 1 dagger; D 1-4; MV 120' (40'); Save NM; ML 6; AL N)

3 human marines, fighter (AC 6; F1; hp 7; #AT 1 sword; D 1-8; MV 90' (30'); Save F1; ML 7; AL N)

1 human ship captain, fighter (AC 5; F4; hp 22; #AT 1 sword; D 1-8; MV 90' (30'); Save F4; ML 8; AL N)

Amaro de Soto is a Villaverdan merchant trader and ship captain that has established trade ties with a Minrothad guild that he meets periodically in the town of Kladanovic on the west side of the base of the Serpent Peninsula. While most of his wares are legal goods, he occasionally makes use of a hidden compartment in his cargo hold to smuggle contraband.



Vilaverdan ship

This time he is attempting to smuggle smokepower¹³ to the Minrothad traders, which would be of significant interest to the Inheritor orders who control the trade and would not look kindly on Amaro selling smokepowder outside the Savage Baronies and out of their control. Amaro, for his part, is not familiar enough with smokepower to know that it loses its potency once it leaves the lands of the Red Curse and Red Haze.

¹³ See [“Equipment and Economics”](#) at the Vaults of Pandius

Captain Amaro is looking for passengers as extra insurance. He doesn't expect any trouble, but if something goes wrong, he would like to have someone else to blame. When he realizes the PCs are outsiders, only his professional skill cultivated as a negotiator keeps him from revealing his pleasure at taking them onboard. He offers them a discount price for passage in exchange for agreeing to serve as marines and protect his ship.

Bounty Hunters

The PCs have six to twelve hours before Captain Amaro is ready to depart. Unfortunately for them, that is enough time for the Master's reach to catch up with them. The Master has contracted the services of a powerful group of bounty hunters led by an Inheritor through an intermediary.

Six NPCs are provided for the bounty hunter party. If more are needed, duplicate the statistics of either the myrmidon or the local hero as an additional fighter combatant.

Crimson Inheritor, thief (AC 3; T10**; hp 46; #AT 1 (+1 Strength bonus); D 1d6+4; MV 120' (40'); Save T10; ML 9; AL N)

The Order of Crimson¹⁴ is one of three societies whose members are known as Inheritors. Inheritors hold a monopoly trade in the Savage Baronies on magical materials related to the Red Curse, and often have multiple legacies.

¹⁴ See [“Character Kits”](#) at the Vaults

This Crimson Inheritor wields a **red steel**¹⁵ **spear +3**, and wears **leather armor +1**. He also possesses three legacies. The first is **repel metal**¹⁶ which causes any attacker wielding a metal weapon to suffer a -2 penalty to hit when attacking the Inheritor. The second is **invulnerability**¹⁷, which grants the Inheritor the effects of a **potion of invulnerability**. The third legacy is **luck**, which allows the Inheritor to re-roll a failed saving throw. Both **repel metal** and **invulnerability** are legacies with a duration of 1 round per level of the character, so the Crimson Inheritor gains the benefit of each legacy for ten combat rounds when invoked.

Lupin¹⁸ **pistoleer** (AC 5; HD 8*; hp 56; AT 1 wheellock belt pistol¹⁹ (+1 Dexterity bonus) or 1 sword; D 1-8* or 1-8; MV 120' (40'); Save F8; ML 8; AL N)

Christophe Dumond is a lupin originally from the nation of Renardy which lies west of the Savage Baronies. He is an elite champion of his people which is reflected in his higher hit dice and abilities.

Christophe wields two wheellock belt pistols. A wheellock belt pistol has a range of 10/30/50, inflicts double damage* on a hit roll of 20, and gets a +2 bonus to hit against any target that is wearing armor due to penetration. Christophe needs a round to reload one of his pistols, though he can move to avoid melee while reloading. When

¹⁵ See ["Equipment and Economics"](#) at the Vaults

¹⁶ See *DRAGON Magazine* #172, p 44

¹⁷ See *DRAGON Magazine* #172, p 45

¹⁸ See module X2: *"Castle Amber"*, p 25-26

¹⁹ See ["Equipment and Economics"](#) at the Vaults

under the effects of **haste**, he will reload both of his pistols in a single round. Christophe will not fire his pistol while within five feet of the Crimson Inheritor, as doing so will deplete the Inheritor's cinnabryl,²⁰ which is a valued material in the Savage Baronies.

Christophe has the **war cry**²¹ legacy, which can target one individual at a range of 80 yards. The target must make a saving throw vs paralysis, or be unable to attack for 1d4 combat rounds. Christophe prefers to use his legacy on those who try to close with him for melee.

Warpriest, cleric (AC 5; C10*; hp 58; #AT 1 (+2 Strength bonus); D 1d8+2; MV 60' (20'); Save C10; ML 9; AL N)

The Warpriest wears **chainmail armor +1**. He has the following spells memorized:

First Level: **cure light wounds** (x2), **remove fear**, **resist cold**

Second Level: **bles**, **hold person**, **resist fire**, **silence** 15' radius

Third Level: **growth of animals**, **striking** (x2)

Fourth Level: **cure serious wounds** (x2), **sticks to snakes**

Fifth Level: **quest**, **raise dead**

The Warpriest has the **weapon hand**²² legacy, which is why he does not normally carry a weapon. His right hand changes shape into a large warhammer for ten combat rounds (1 round/level).

²⁰ See ["Equipment and Economics"](#) at the Vaults

²¹ See ["The Curse and the Legacies"](#) at the Vaults

²² See ["The Curse and the Legacies"](#) at the Vaults

The warpriest also has a trained war dog nearly equal to a wolf in size that obeys his basic commands.

War Dog (AC 7; HD 2+1; hp 11; #AT 1 bite; D 1-6; MV 180' (60'); Save F1; ML 8; AL N)

Militant²³ wizard, magic-user (AC 7; M8*; hp 36; #AT 1; D 2d6; MV 120' (40'); Save M8; ML 8; AL N)

The militant wizard wields a **staff of striking** (21 charges) and possesses a **ring of protection +1**. He has the following spells memorized:

First Level: **charm person**, **magic missile**, **shield**

Second Level: **invisibility**, **mirror image**, **web**

Third Level: **dispel magic**, **haste**

Fourth Level: **charm monster**, **confusion**

The militant wizard possesses the **armor²⁴ legacy**, which gives him a -2 bonus to AC for eight combat rounds (1 round/level).

Myrmidon, fighter (AC 3; F9*; hp 75; #AT 1 (+3 Strength bonus); D 1d6+5; MV 60' (20'); Save F9; ML 9; AL N)

The myrmidon wields a **red steel spear +2**, and wears plate mail armor.

The myrmidon has the **fight²⁵ legacy**, which grants him a +2 bonus to attack rolls for nine combat rounds (1 round/level).

²³ See ["Character Kits"](#) at the Vaults

²⁴ See ["The Curse and the Legacies"](#) at the Vaults

²⁵ See ["The Curse and the Legacies"](#) at the Vaults

Local hero²⁶, dwarf (AC 1; D9*; hp 81; #AT 1 (+1 Strength bonus); D d6+1; MV 60' (20'); Save D9; ML 10; AL N)

The local hero wields a hand axe and carries a **red steel shield +1**, he also wears **chainmail armor +2**. He carries four axes on his person and will throw an axe if he cannot engage in melee.

The local hero has the **burn²⁷ legacy**, which allows him to target an opponent up to eight feet away with a burst of flame from his mouth. The attack does d4+9 hp of damage with the attack that will also set fire to combustible materials.

Captain Amaro won't let them board the ship for departure until an hour before, so the PCs can cool their heels at a nearby tavern, check out a marketplace, or just hang out at the docks. The bounty hunters track down the PCs a couple of hours before the *Red Raven* sets sail. Any nearby people or crowds begin to disperse and the PCs may notice it suddenly gets a bit quiet and deserted before the bounty hunters attack. Both the Inheritor and the local hero have contacts with local authorities, who won't get involved when a fight breaks out.

If the bounty hunters are able to stage an ambush they will, with the Inheritor joining the fight on the second round with an attempted backstab. But they won't hesitate to approach the PCs and attack if they have no other choice. The enemy party prepares some spells to cast just before the attack if possible. The warpriest will cast **bleed** on the group, **growth of animals** on his war dog,

²⁶ See ["Character Kits"](#) at the Vaults

²⁷ See ["The Curse and the Legacies"](#) at the Vaults

followed by **resist** spells for himself and the myrmidon, and finally **striking** on his own weapon and the local hero's weapon. The militant wizard will cast **haste** on the entire party and **invisibility** on the Inheritor before casting **mirror image** and **shield**. The myrmidon will attempt to melee on the front line, but if badly wounded he can fall back behind the local hero or the Inheritor and still attack with his spear.

The bounty hunters have instructions to bring the party to northern Vilaverde dead or alive, but all is not lost if the PCs lose. Any PCs captured may make a reaction roll after the battle with a cumulative -1 penalty for each bounty hunter slain during the fight. If they can score a 9+, and tell the bounty hunters that they have important information stolen from Hule, they convince the bounty hunters to let them go, as both Villaverde and the city-states are hostile to Hule. Christophe leads the discussion for the bounty hunters, but the PCs will notice that the lupin frequently looks to the Inheritor for signals of agreement or disagreement.

Narellus Goes Mad

If Narellus is with the party when they board the *Red Raven* to set sail, and he has not been freed from the geas spells inflicted on him, he chooses this time to try and sabotage the ship, just after it departs. He attempts to lose any PCs keeping an eye on him and makes his way down into the cargo hold. There he finds containers of pitch and proceeds to crack open the first container and spread the pitch around before lighting it. If no PC is present to stop him, he is attacked by a marine who spots him before

he can set the fire, but Narellus kills the man in one round.

Thief PCs may hear this with a hear noise roll, other PCs have a 1 in 6 chance of hearing the combat and a cry for help. Unfortunately, the flaming pitch Narellus sets alight is right near the hidden hold where Captain Amaro placed the smokepowder. If the PCs hear Narellus killing the marine and investigate immediately, then only one ten foot by ten foot section of the cargo hold is alight and the flame can be put out before it reaches the smokepowder provided at least five PCs and/or sailors begin putting out the fire while at least one PC engages Narellus. However, if the noise was not heard, then the alarm is raised when smoke is seen and two ten foot by ten foot sections of the cargo hold are on fire. In this latter scenario, the smokepowder will explode unless the flames are extinguished by magical means such as by a **create water** spell. If the smokepowder explodes everyone in the cargo hold takes 8d8 hp of damage and anyone on deck has a 20% chance of taking 4d8 hp of damage. Anyone taking damage can make a saving throw vs breath weapon for half damage. The ship itself takes 6d8 hull points of damage from an explosion.

If Narellus sets any type of fire, the PCs will need to succeed at another reaction roll with Captain Amaro to convince him to let them continue their journey on his ship. Throwing Narellus overboard or leaving him shackled for the remainder of the journey grants a +1 bonus to the roll.

Sea Dragon Attack

Regardless of which port the PCs join the ship, the *Red Raven* has an uneventful journey as it proceeds along the trade route from Porto Preto to Raska and from Raska south and east navigating between the islands of Kepir and Vlor.

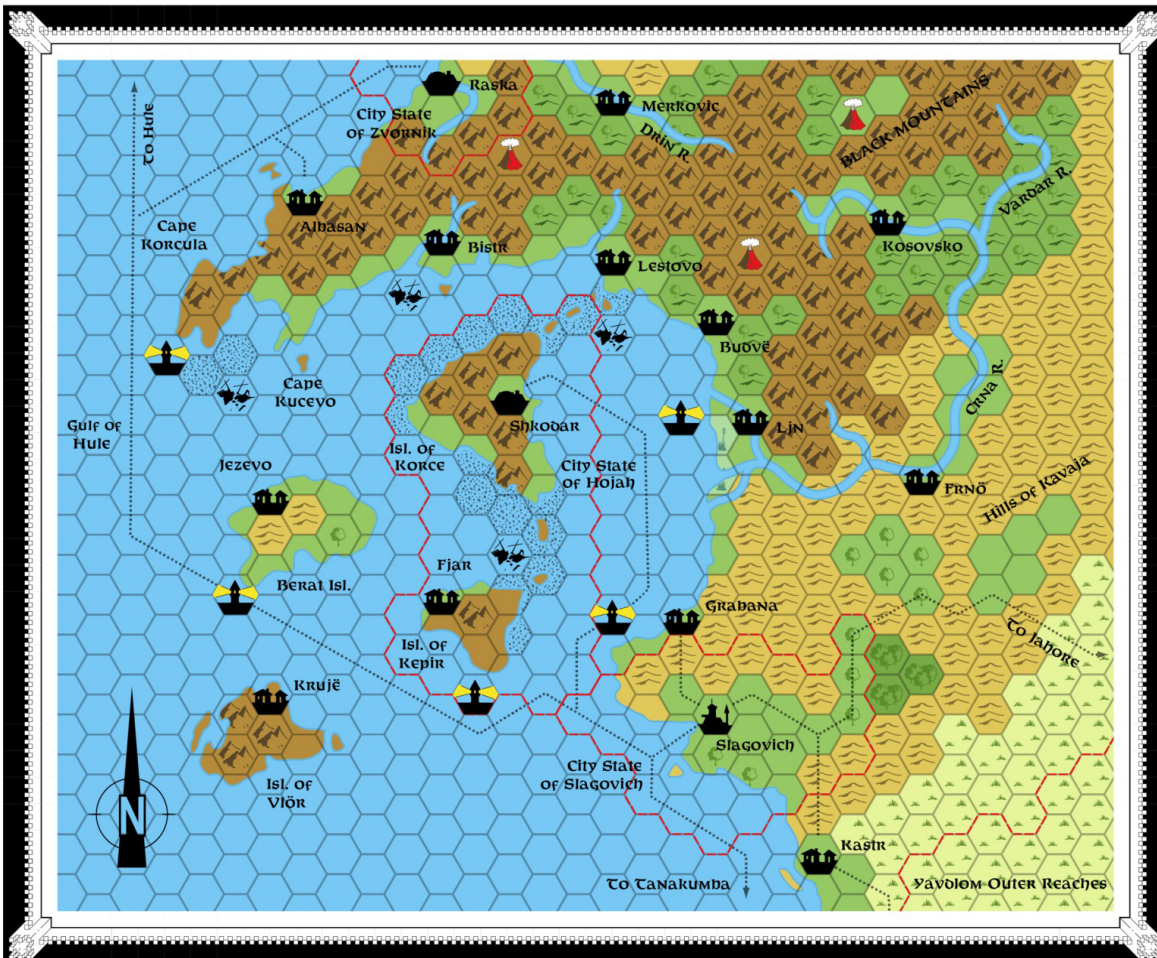
But when the *Red Raven* clears the southern tip of Kepir and is about to change direction to follow a northeasterly course along the trade route, two strange ships are sighted sailing south at full speed on an intercept

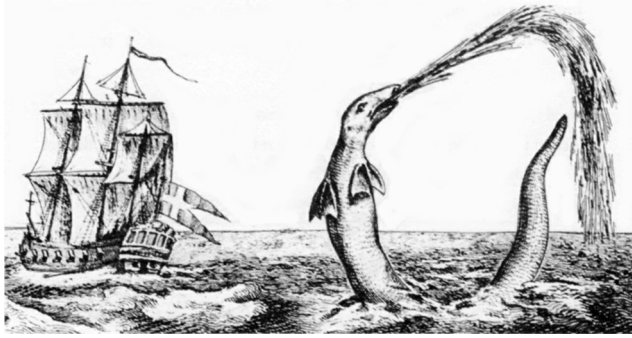
course. Captain Amaro is unnerved, and he makes a fateful decision to proceed full speed on a southeastern heading into the open ocean. He trusts that he can lose the ships while maintaining this heading and that will eventually bring him back into sight of the mainland. He might even end up saving a day or two of travel with minimal risk.

The plan works and the two ships are soon lost from sight. Unfortunately for both crew and PCs, their course takes them right over the lair of a large band of sea dragons.

Slagovich and the City States, 1000 AC

Replica of map from "The Voyage of the Princess Ark", Dragon Issue 171 (1991)
 Cartography by Thorfinn Tait, March 2005/August 2008/June 2018/September-November 2020
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Sea dragon

4 sea dragons (AC 1; HD 8; hp 62, 56, 52, 48; #AT 1 bite or 1 spit; D 3d8 or special; MV 180'(60') (swimming or flying); Save F8; ML 9; AL N)

Elder sea dragon (AC 1; HD 11; hp 88; #AT 1 bite or 1 spit; D 3d8+2 or special; MV 180'(60') (swimming or flying); Save F11; ML 9; AL N)

The elder sea dragon leading this attack has a particularly potent breath weapon, which inflicts a -2 penalty to saving throws against it. The elder is also a spellcaster, and has the following spells memorized:

First Level: **charm person**, **magic missile** (5 missiles), **protection from good**
 Second Level: **invisibility**, **mirror image**, **web**

The sun is beating down brightly in the middle of the day when a cry from the lookout draws your attention to the starboard bow, "Sea monsters!"

Two sea dragons first appear off the starboard bow, swimming along the surface of the water and keeping pace with the ship. They each target the ship with their breath weapon once, one targets the fore of the sailing ship and the other targets the aft.

They dive underwater on the second combat round, and two rounds later, the next two sea dragons surface on the port side of the sailing ship and follow the same strategy.

While this is happening, the elder sea dragon is flying behind the ship while **invisible**, observing the ship's defenses and noting any PC who is in a leadership position or is particularly effective in defending the ship.

The first two sea dragons surface on the starboard bow a second time for a second use of their breath weapons, only this time instead of diving below they follow a parallel course in an attempt to draw the full attention of the PCs and other defenders. On the next combat round after the breath weapons target the ship, the two sea dragons on the port side fly (which may catch the PCs off guard) onto the sailing ship to engage in melee while the elder sea dragon targets a leader or spellcaster PC with **web**. On the following round, all four sea dragons attempt to melee on the ship while the elder sea dragon continues to use spells. The elder sea dragon will not engage in melee until after it has cast **mirror image**.

In addition to following the standard morale rules, any sea dragon that drops to one third of its original hit points or below immediately breaks from combat and dives into the sea to retreat to the lair in a cave 400 feet below the surface.

While it is unlikely for the PCs to make the attempt, they can try to convince Captain Amaro to delay long enough for them to search for the sea dragon lair by making a Reaction Roll. Should they locate the lair and slay or drive off any surviving sea dragons, the DM should make six separate checks for

Treasure Type H²⁸ to stock the lair with suitable treasure.

The *Red Raven* does manage to get back into sight of the mainland south of Kastr and resumes following the trade route.

Kladanovic

When the *Red Raven* arrives at this trade town, the Minrothad agents are waiting for them. Captain Amaro encourages the PCs to come to the meeting, as they may agree to take the PCs on their ship to bring them back to Darokin. At the meeting, the agents test the smokepowder, at which point everyone discovers the unpleasant surprise that the material is almost useless outside the lands of the Red Curse. The agents accuse Captain Amaro of fraud, and disbelieve his protest of ignorance, and the argument looks like it may come to blows. At this point, the PCs will need to succeed at a reaction roll to try and calm down the agents. They can get a +2 bonus to the roll if they reveal they are on a mission for Darokin against the armies of the desert nomads, as Minrothad favors Darokin and Sind in this conflict. If they suggest that the agents will receive a reward from the Republic if they bring the PCs back to Darokin, they get an additional +1 bonus to the roll.

6 Minrothad agents, elf (AC 6; E3; hp 15; #AT 1 sword; D 1d8; MV 90' (30'); Save E3; ML 8; AL N)

Each Minrothad agent carries a sword and shield and wears leather armor. Each has the following spells memorized:

First Level: **charm person**, **detect magic**
Second Level: **web**

²⁸ See *Expert Rulebook* page X43

Overland Route to Tyjaret

The PCs have about a 120 mile hike over grasslands to reach Tyjaret where the Minrothad team has a ship waiting for them. If they couldn't convince the Minrothad agents to agree to take them on, they can still make the journey and find another ship at the port of Tyjaret willing to take them to Darokin, but the PCs will have to negotiate passage and pay. They also won't have the Minrothad agents on board to assist with the defense of the ship.

The Minrothad agents have the small sailing ship called the *Fast Clipper*. If the PCs need to find another ship, they soon find another small sailing ship to transport them, called *Barbarosa's Bastard*. Note that only the *Fast Clipper* has a squad of marines onboard, the crew of *Barbarosa's Bastard* are poor locals down on their luck and willing to make the journey to Darokin for the right price.

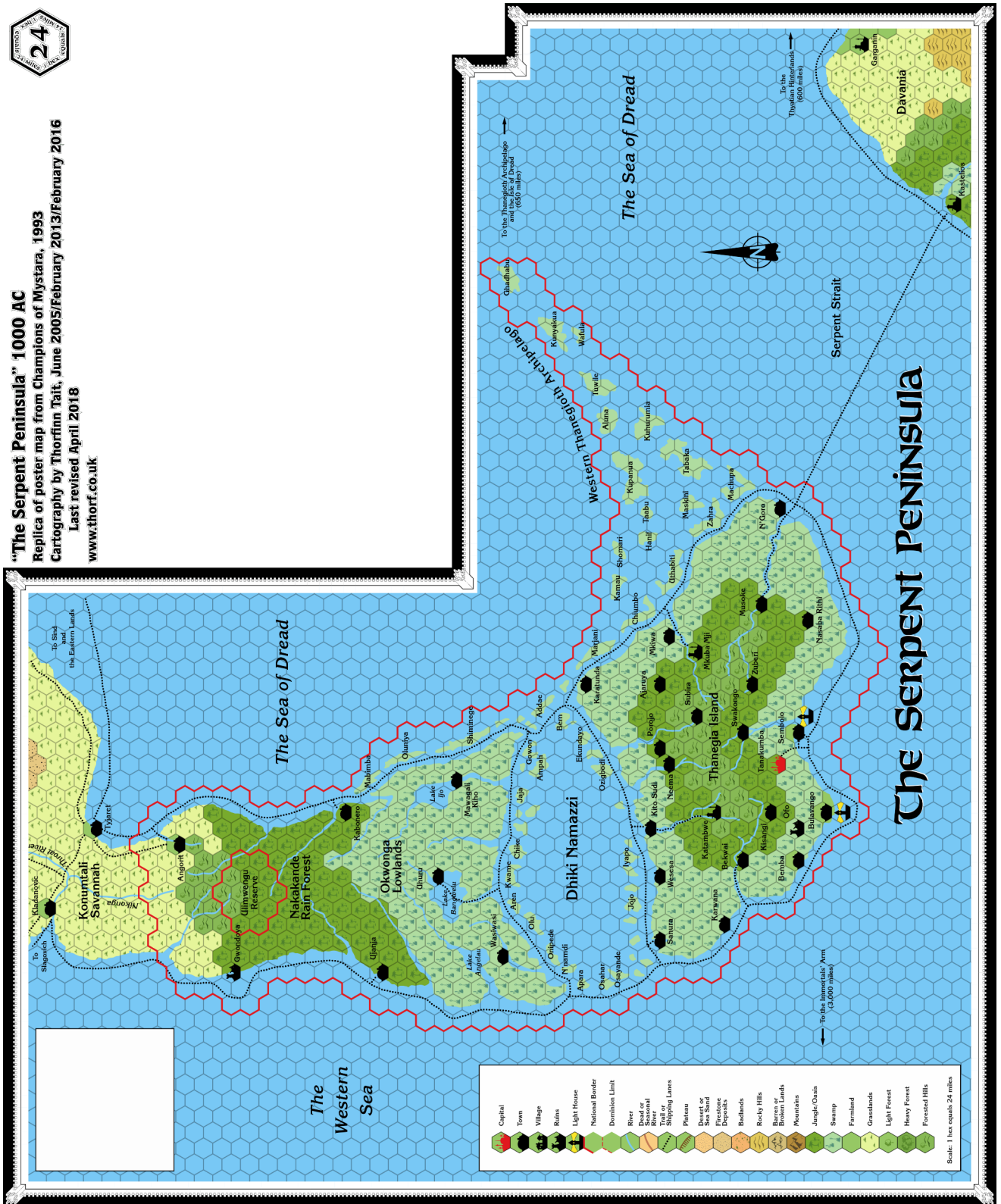
10 human sailors, normal man (AC 7; HD 1/2; hp 4; #AT 1 dagger; D 1-4; MV 120' (40'); Save NM; ML 6; AL N)

8 human marines, fighter (AC 6; F1; hp 7; #AT 1 sword; D 1-8; MV 90' (30'); Save F1; ML 7; AL N)

1 human ship captain, fighter (AC 5; F3; hp 18; #At 1 sword; D 1-8; MV 90' (30'); Save F3; ML 7; AL N)



"The Serpent Peninsula" 1000 AC
 Replica of poster map from Champions of Mystara, 1993
 Cartography by Thorfinn Tait, June 2005/February 2013/February 2016
 Last revised April 2018
 www.thorf.co.uk



Sea Reaver Attack

While the Master does not have a capable navy, efforts are under way to correct that deficiency which will take years to come to fruition. But once the PCs escaped Hule, some of the Master's elite agents are assembled in Sind and given command of a longship built for troop transport. The commander of the military squadron onboard is an agent of the Master who has crossed paths with the PCs before, his name is Ahmed Khel.²⁹

The ship is named the *Sea Reaver*, which will also be the name of the Master's planned navy in the future. The ship musters at the port of Hulean ally Jaibul.

The Master's forces on the ship include:

30 **human archers**, fighters (AC 6; F2; hp 12; #AT 1 ranged bow attack at +1 to hit; D 1-6; MV 120' (40'); Save F2; ML 8; AL C)

30 **human marines**, fighters (AC 6; F2; hp 13; #AT 1 sword at +1 to hit; D 1d8+1; MV 120' (40'); Save F2; ML 8; AL C)

Captain of the Longship, fighter (AC 6; F6; hp 41; #AT 1; D 1-8; MV 90' (30'); Save F6; ML 9; AL C)

The captain wields a sword, carries a shield and wears leather armor.

Jaibul mercenary, magic-user (AC 7; M9; hp 33; #AT 1; D 1-4; MV 120' (40'); Save M9; ML 8; AL N)

The Jaibul mercenary wields a dagger and possesses a **wand of lightning bolts** (7 charges). He has the following spells memorized:

- First Level: **magic missile**, **shield**, **sleep**
- Second Level: **invisibility**, **mirror image**, **web**
- Third Level: **dispel magic**, **fireball**, **haste**
- Fourth Level: **confusion**, **hallucinatory terrain** (already cast)
- Fifth Level: **conjure elemental**

Diviner, cleric (AC 1; C9; hp 57; #AT 1 (+1 Strength bonus); D 1d6+2; MV 60' (20'); Save C9; ML 10; AL C)

The Diviner wields a **mace +1**, wears plate mail armor, and carries a **shield +1**. He has the following spells memorized:

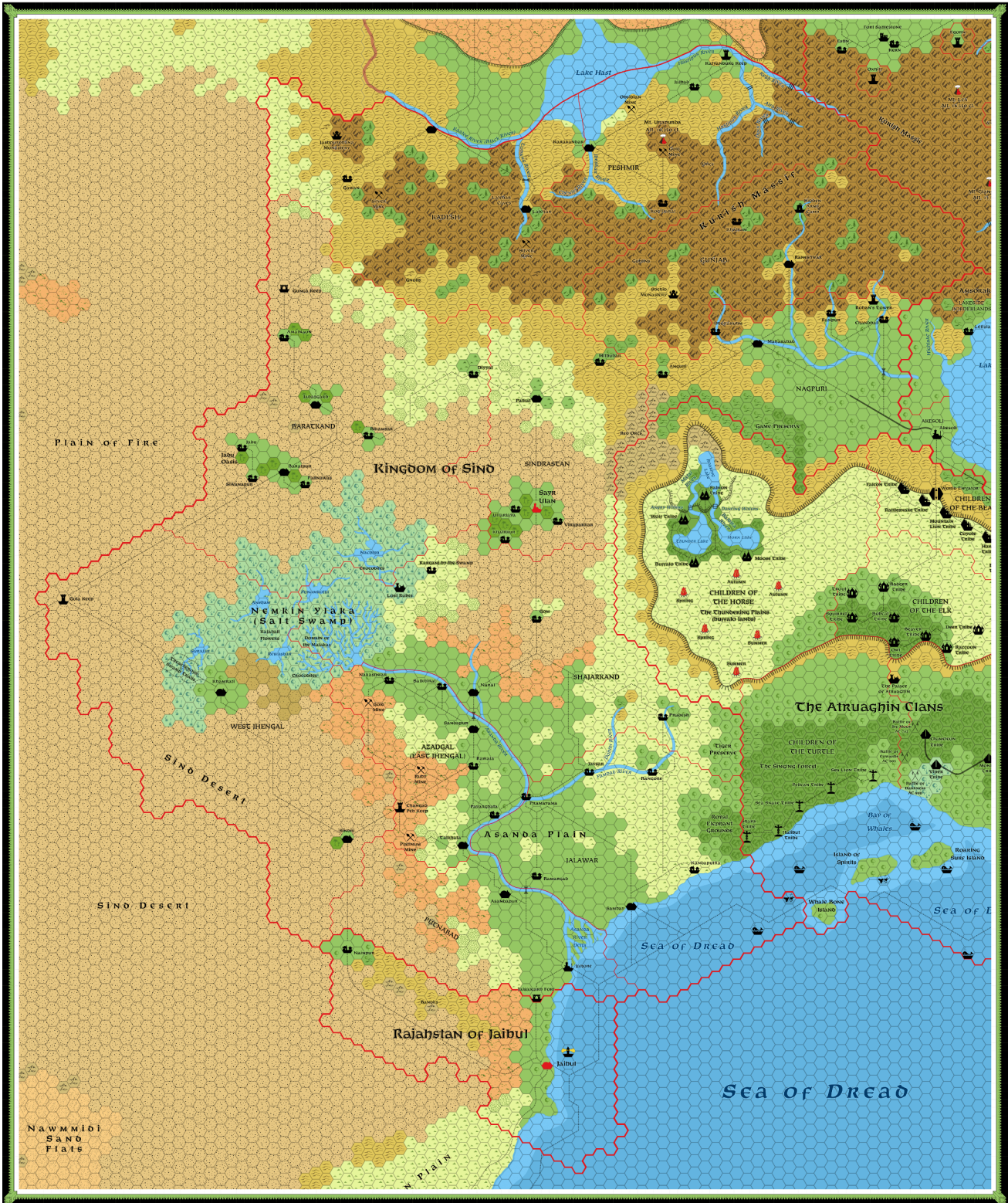
- First Level: **cure light wounds** (x2), **cause fear**
- Second Level: **bles**, **hold person**, silence 15' radius
- Third Level: **cause disease**, **locate object** (already cast), **striking**
- Fourth Level: **create water**, **protection from good** 10' radius
- Fifth Level: **insect plague**, **finger of death** (raise dead reversed)

Assassin, thief (AC 3; T8; hp 38; #AT 1 short sword (+2 Strength bonus) or 1 arrow (+3 Dexterity bonus); D 1d6+3; MV 120' (40'); Save T8; ML 9; AL C)

The assassin wields a **short sword +1**, wears **leather armor +1**, carries a short bow, and possesses two potions, both **fly** and **invisibility**.

²⁹ See module X4: "Master of the Desert Nomads", p 10

The Kingdom of Sind, 1000 AC
Based on X4, GAZ3, GAZ11, GAZ14, TM1, Dragon 169, Wrath of the Immortals and Champions of Mystara
Includes conversions and adaptations of 24 mile per hex maps, Ramelin Mystara maps, and contributions from the Mystara community
Cartography by Thorfinn Tait, February 2006/February 2013/January 2016/February 2018; last revised March 2018
www.thorf.co.uk



Ahmed Khel, fighter (AC 0; F9; hp 75; #AT 1; D 1d8+2; MV 90' (30'); Save F9; ML 9; AL C)

Ahmed wields a **sword +2, extra damage (x4 for 1-10 rounds), AL N, Will 17**, wears **+2 chain mail armor**, an **amulet of finding**³⁰, and carries a **shield +2**.

Ahmed has the Jaibul mercenary use **hallucinatory terrain** to hide their ship along the shipping lane after the PCs pass the city of Jaibul. If the PCs take no special precautions Ahmed achieves surprise and the encounter begins with the ships only 10-40 yards separate from each other. If that happens, read the following text:

You are sailing past a nearby reef when the air above the reef becomes hazy as if a wave of heat and humidity is rolling over it. The image of the reef wavers and suddenly collapses as a longship emerges from the mirage. With a burst of speed the longship is upon you, and the Hulean flag flies from the mast!

If the PCs are somehow able to detect the enemy ship earlier, use the rules under the Encounters at Sea section³¹ should the PCs attempt to evade. Any successful evasion buys the PCs a respite of d3 days before they encounter the longship again. If the PCs can successfully evade the enemy longship four times, Ahmed and his forces will have exhausted their magical resources in tracking them and be unable to continue pursuit. Optionally, the DM may have Ahmed, the assassin, the Jaibul mercenary and the Diviner make their way to Darokin to set up

an ambush in one of the cities the PCs visit to redeem themselves for their failure.

Should the enemy longship successfully close to engage, Ahmed's initial tactics are to have the archers cover the PC's airboat with volley fire while the Jaibul mercenary and the Diviner cast offensive spells. The Diviner will use **bleed** and **protection from good 10' radius** to benefit allies. The Jaibul mercenary will first cast **mirror image** and **shield** before starting his offensive spellcasting with **fireball**. The assassin will be disguised in uniform as one of the archers and will be content to use his bow unless Ahmed is forced to order the retreat. If this happens, the assassin will attempt to sneak aboard the PC's ship using magic if possible to make a backstab attempt on a lightly armored PC, preferably a magic-user.

If the PCs attempt to board the enemy ship, Ahmed will lead the defense engaging in melee with the most heavily armored PC or, optionally, a PC which he carries a grudge against from the time they spent traveling together with the caravan. The assassin will use his abilities as described above. The Diviner will cast **striking** on his mace and target PCs from range until an enemy engages in melee with him, at which point he will cast **cause serious wounds** and then fight with his **mace +1**.

³⁰ See module X5: "Temple of Death", p 3

³¹ See Expert Rulebook page X64

The Atruaghin Clans, 1000 AC

Based on GAZ4, GAZ8, GAZ11, GAZ14, TM1, and Wrath of the Immortals

Cartography by Thorfinn Tait, March 2005; last revised February 2016

www.thorf.co.uk



Arriving at Athenos

Once the PCs have dealt with the *Sea Reaver*, they are able to proceed past the the Bay of Whales and enter Malpheggi Bay where they can dock at the Darokin seaport of Athenos.

At this point, you can proceed to Part 5³² of the adventure. The Darokin army will conduct an initial de-briefing in Athenos but arrange a quick transport to either Darokin City or Akorros by fast riverboat, carriage or possibly even teleport. If you wish to begin X10 immediately, the PCs have enough time to rest, train and advance in level before the Darokin military requests their presence in Akesoli to advise the generals on the Hulean front at the border of Sind.

³² See [Threshold Magazine #22, p 132](#) at the Vaults of Pandius

PART 8: ERRATA

On page [115-116 of Threshold Magazine #22](#), no height of the airboat is specified for when the PCs drop ropes over the sides for Darokin soldiers. The airboat should be no higher than 30 feet when it drops ropes over the sides to give the soldiers a reasonable chance of climbing up to safety on the airboat. If the airboat is ten feet off the ground when the PCs drop the ropes, shorten the climbing duration by two combat rounds. If the PCs are thirty feet off the ground when the PCs drop the ropes, extend the climbing duration by two combat rounds.

On page [118 of Threshold Magazine #22](#), optionally add the following sentence at the end of the second paragraph. “Note that if the chamber of the Abbot’s Shrine plunged over the cliff in the original adventure, any bhut’s corpses in that room were lost and are not present among the undead bhuts. *Furthermore, the threshold to break the curse drops to seven undead bhuts.*”

On the lands of EREWAN



Part I

by Hausman Santos & Leandro Abrahão
(Based on Extensive Erewan Work produced by
Harri Mäki, Micky & Robin)

AUTHOR'S NOTE

This article includes expanded details of Erewan and elvish families and additional information beyond what was presented in the beautiful work produced by Micky and Robin in the Glantri Expansion project. It uses the heraldry structure proposed by John Calvin for Erewan¹, but expands the description of the houses and families of the Erewan clan (Ellerovyn being its main house).

This article also uses some additional contributions from Leandro Abrahão; a friend, Mystara enthusiast (who has helped me a lot in the Mystara Brazilian group "Mystara De Hausman" on Facebook here in Brazil) and player member of my gaming group campaign since 2004. We both discussed the structure and meanings of

¹ See John Calvin's work on "[Crests of the Clan of Ellerovyn \(1000 AC\)](#)" at the Vaults of Pandius.

each heraldic symbol together, and Leandro was responsible for the execution of the graphic part of heraldry and coats of arms of the families and houses. The additional illustrations (like Ellerovyn) were made by me and NPC artwork was by Rafael Ramos.

SPOILER ALERT

This article is primarily intended for the Dungeon Master. We present here the detailed information between NPCs, lands, plotline, thoughts and courses of action, and how they can be developed in gaming sessions.

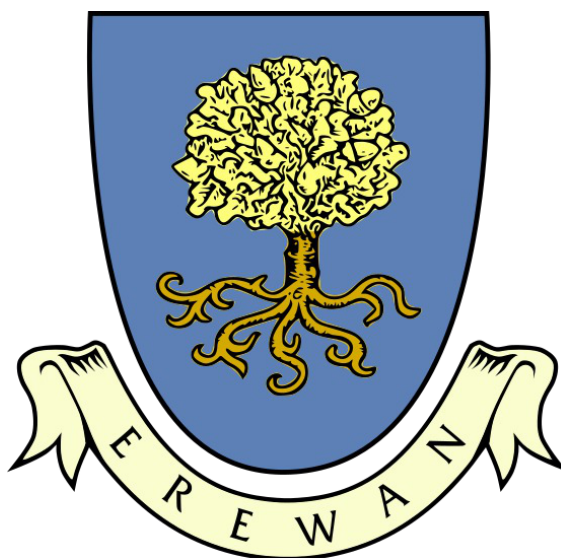
Players interested in discovering the truth of such events will be at risk of losing all of the surprise and flavor of the intrigue by reading the secrets and details described here (of course the DM is free to make their personal changes and modifications).

INTRODUCTION

This expansion that I have written - using works already developed for Erewan (by Micky and Robin) - which features elven houses, NPCs and local descriptions - comes with careful observation and years of game sessions. I personally have a game group playing in Erewan and I have made a lot of use of the material presented here - it closely follows the canon settings (both GAZ3: *"The Principalities of Glantri"* and the boxed set *"Glantri: Kingdom of Magic"*) but its main focus from the outset was to align the material developed by the game group in Erewan with the plot line development in the Mystaran Almanac.

In this article, we will look at general campaign lines; they will be discussed after a general explanation of additional hooks, notes and plots for use by the DM in his personal campaign.

EREWAN HISTORY



Original Crest of Erewan Faction

Before going into the description of the Erewan lands, an explanation of their history is necessary; it would be very extensive for the article to include all the detailed history - as previously presented by Harri Mäki in ["History of Clan Ellerovyn²"](#). Below is a summary of the main events of the Erewan elves. The part described as Recent History is a fragment of the text developed by Micky in his description of Erewan³ which can be found in the Vault of Pandius and The Piazza Mystara subforum.

² See ["History of Clan Ellerovyn"](#) at the Principalities of Glantri website

³ See ["Glantri's Principalities: AC 1000 and AC 1014"](#) by Micky on the Piazza Forums

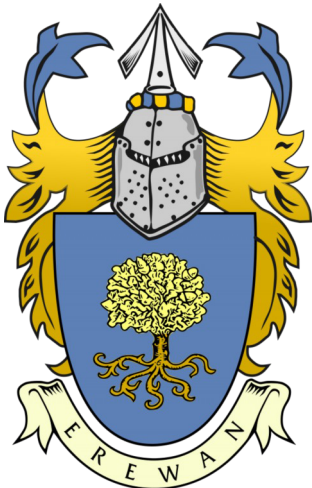
TIMELINE SUMMARY

AC 700: Old King Celedryl had died in Alfheim. There were two prominent contenders for the throne: Doriath and Charan, both former advisors of King Celedryl and both from the Erewan clan. Doriath was looked on more favorably because of his neutral attitude to the different clans. The result was a defeat for Charan.

AC 703: Charan and his closest friends and relatives stayed in the area of Corunglain in Darokin for over 2 years before they made their first attempt to cross the Silver Sierras.

AC 709: The Erewan elves arrived in the forests of the Belcadiz elves in the winter.

AC 712: The alliance between the two elven clans was sealed when Don Miguel's younger son, Don Fernando, married Charan's younger sister, Charlena.



*First Erewan
Crest in Glantri*

AC 754: the Tower of Ellerovyn was built and completed

AC 756: Charan at last announced his marriage to his distant cousin, Meralia. They had already been courting for over one hundred years and some elder relatives had already begun to worry if they would ever marry.

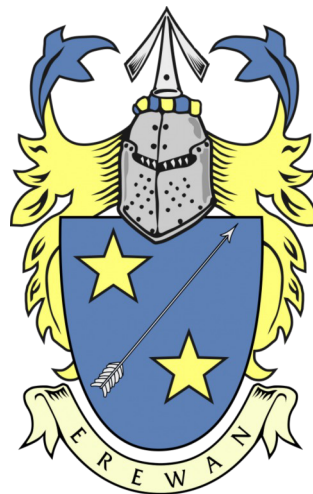
AC 766: Construction of the town of Erendyl soon followed and was completed.

AC 793: Charan's son, Celedrin was born.

AC 806: Dwarven troops fighting at Halzunthram's side. Don Fernando's personal appeal to Charan for help.

AC 808: Charan and the Erewan elves join the war. Charan still kept his troops out of the major battles and concentrated only on defending the Erewan areas.

AC 869: Doña Charlena died in an orc ambush



After Charlena's death and Charan's estrangement from Don Fernando, the Erewan elves separate from the Belcadiz creating their own principality. Their crest acquires a new form.

AC 875: Charan begin to lobby for another elven Principality for the Erewan elves.

AC 884: Charan Erewan becomes a member of the ruling Council of Princes.

AC 957: Prince Charan continued to be Chamberlain until the sudden disappearance of the Grand Master, Johann von Drachenfels. Charan is then chosen to be Grand Master because there is no better alternative.

AC 973: At the age of 431, Prince Charan Erewan had disappeared, like his predecessor, Johann von Drachenfels. Celedrin was 180-years old when he followed his father as Prince of Erewan.

AC 978: The five years that Celedrin was Viceroy of Ylourgne run fast enough for an elf, and then he was chosen as the new Chamberlain after Georg von Drachenfels.

AC 983: Humanoid raiders killed Celedrin at the early age of 190 years. Celedrin's successor was his 172 year-old wife Carlolina.

AC: 1000: The two children of Celedrin and Carlolina were still too young to become Prince. Carlolina was chosen to continue her husband's duties as Chamberlain and she is still present petitioning the Princes to defend the woods of Glantri and the borders from the humanoid raiders.

RECENT HISTORY⁴

In AC 1004, with the beginning of the Great War, the intercontinental, multi-national war between Glantri and Alphatia and their allies, life forever changed in Erewan.

Thar's Invasion of Glantri in Yarthmont AC 1007 was kept away from Erewan but did not leave Erewan unscathed. Strong humanoid forces were detailed to raid Erewan and keep the elves from intervening in the sacking of Blackhill and the later drive on Glantri City. Massive raids into Erewan continued for nearly a year while Thar's legions occupied Glantrian soil. Many elves lost their lives defending their homes and the southern hills of Erewan were considered a no-man's land other than the defensive bastion of Ellerovyn. Thar's defeat at Glantri City and his withdraw back into the Broken Lands did ease the numbers and strength of the raids into Erewan but did not stop them. Erewan, however, was left to handle the raids on its own, even after Thar's retreat, for the situation far to the east had worsened and it grew more and more likely that Alphatian forces would soon be on the continent and heading towards Glantri. Erewan was not spared the effects of the Great Plague sweeping Glantri which made defending against the continued raids, even if weaker and rarer, still very difficult as Erewan was estimated to have lost 20% of its population to the plague. The plague combined with losses in the war due to the raids left Erewan with a substantially reduced population by the time the war ended when Alphatia sank.

⁴ Extracted from Erewan's description in ["Glantri's Principalities: AC 1000 and AC 1014"](#) topic on the Piazza Forums.

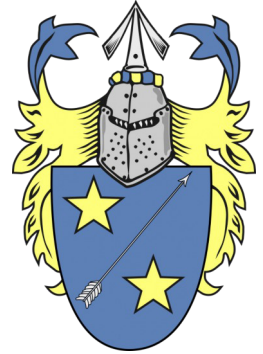
The end of the Great War, however, was not the end of the suffering for Erewan. Thar continued to launch strong raids and attacks into Erewan well into AC 1010 which took its toll in lives and property. Carlolina was repeatedly frustrated with the unwillingness of the Council to help with the defense of Erewan and proposed measures to help raise troops were voted down. Some Erewan elves finally had enough of the continuous fighting and the lack of sympathy and help from the rest of Glantri and several hundred elves left Glantri for good. Carlolina herself watched with amazement as the Council actually took seriously the petitions of the Kobold leader Kol IV, who replaced Thar after a short civil war as head of the Humanoids of the Broken Land, to become a Prince of Glantri. The measure in late AC 1010 was only narrowly defeated but a caveat was given to Kol that if he could reign in the humanoids and end the state of war between Glantri and the humanoids, keeping his hordes from invading Glantri and Erewan the Council would consider the issue in AC 1011. Over the course of AC 1011 Kol managed to do just that and for the first time in many years Erewan knew peace though they remained distrustful and ever vigilant against further raids into Erewan. On Kaldmont 21 a new Humanoid principality was established and Kol IV became a Prince of Glantri in spite of the opposition of the Erewan elves. In the years that followed Erewan did finally know peace and the threat of humanoid raids slowly receded in the back of Erewan's collective mind. Finally Erewan was able to start rebuilding and adjusting to the new politics of post-war, post-plague Glantri.

EREWAN DESCRIPTION

GENERAL OVERVIEW

Area: 1,260 square miles

Population:
AC 1000 - 26,584;
AC 1014 - 22,596



As Erewan is elven based it has a lot of affection for trees and the canon map in the Gazetteer reflected that. However, there was not the diversity that the Gazetteer displayed, as such, with the relaying of the rivers, and the use of the area, this is now better.., at least I think.

The Elves of Erewan are great bowyers and fletchers. Their production is limited, but of excellent quality. They produce rare woods, which they sell sculpted at the client's request, and herbs of a great variety. Erewan art, in all its forms (Poetry, Sculpting, Painting, Music, etc) is the finest in Glantri, and Erewan has the highest literacy level in Glantri. Many scribes and translators live in Erendyl, where paper factories thrive. The Elven scholars are among the best in the land. These Elves produce much beeswax and honey, a large quantity of which is sold to the capital. They are also excellent horse trainers. Traditionally the best and fastest light horses come from Erewan.

ECONOMICS:

Erewan produces enough foodstuffs for its own population. Small farms along the Red and Vesubian Rivers run by human immigrants to the principality help provide the necessary food for the human residents of Erewan. The forests of Erewan, which are by decree only open to settlement by elves, provide all the food the elves need. The primary exports of Erewan are rare woods cultivated by the elves as well as sculpted rare woods carved to the client's specific requests by elven craftsmen. Erewan is also famous for its horses, especially the Erewanian Thoroughbred. Even though the Palatinsk Tersk, and Bramyran Mori claim to rival the Erewan horse, nearly all equestrian experts claim the best overall Glantrian horse breed is the Erewan Thoroughbred which is considered to be the one with most stamina, the fastest over distance, the most intelligent, and the best trained. The elves of Erewan are also considered to be the greatest bowyers and fletchers in Glantri and have been the exclusive supplier of bows and arrows to the Grand Army of Glantri since AC 865. Erewan is also a leading producer of paper, as well as beeswax and honey.

ARTS AND LITERATURE

Erewan elves are famous throughout Glantri for their skill in woodworking and especially their creations with rare valuable woods. Erewan is also famous for its poetry, paintings, and music. The most famous literature to come out of Erewan would be its historical works and biographies of famous historical figures. The greatest historians of Glantri are almost all Erewanian

and over the centuries many works on important events, places and people have come from Erewan.

ARCHITECTURE

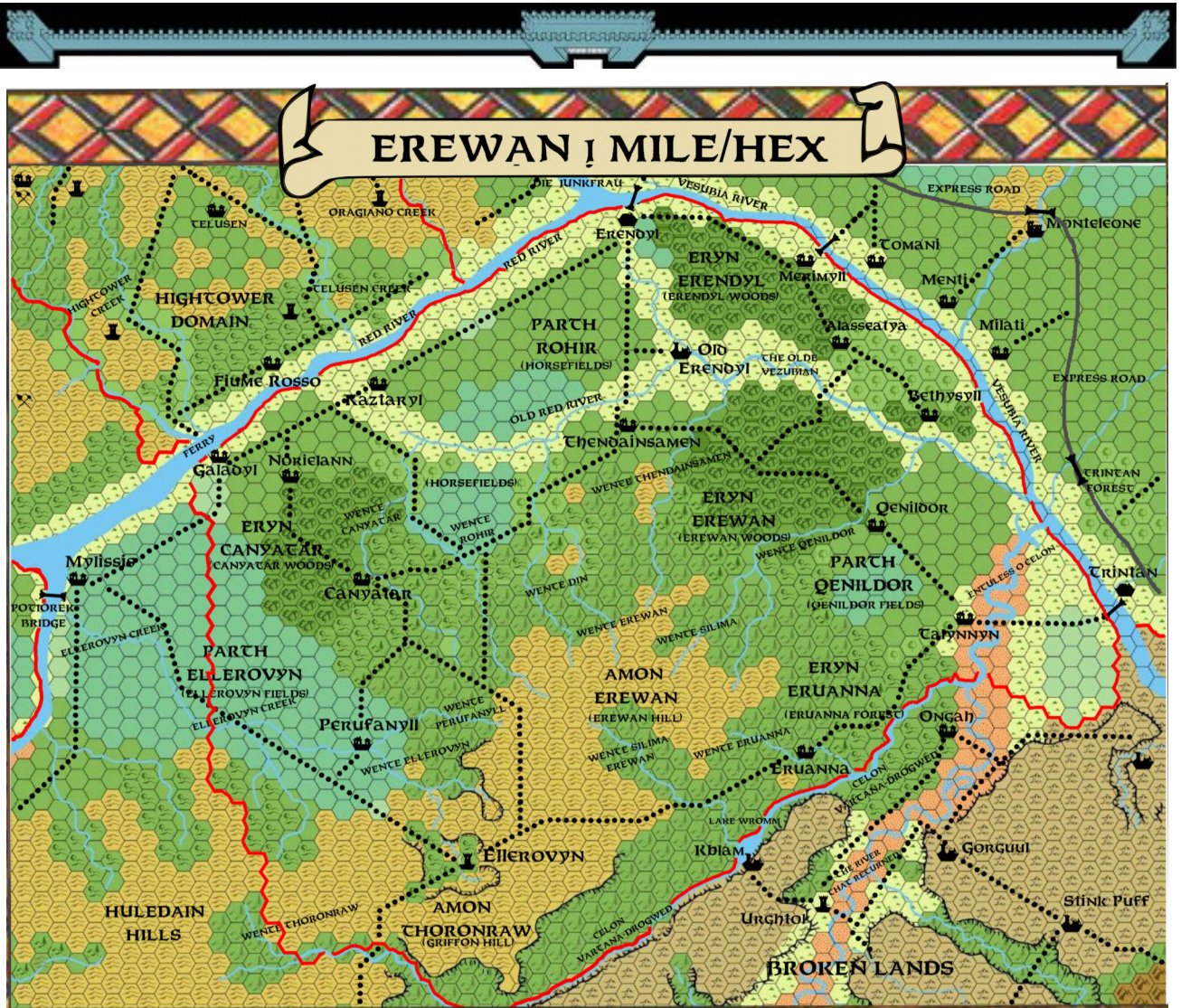
Erewan is obviously famous for its architecture that strives to blend in with the forests and is often constructed in or within the trees themselves. Tree homes of majestic beauty can found throughout the forests of Erewan. Suspended pathways connect homes in settlements, making ground access difficult and defense much easier.

SOCIAL CUSTOMS

Since their arrival in the Highlands, the Erewanian elves have remained aloof from humans. Erewan elves are often seen as haughty and arrogant by everyone outside of Erewan. Partially out of distrust and fear of the humans, partly out of an attempt to retain their unique culture. Intermarriage with humans and even Belcadiz elves is strongly frowned upon. Relations with the human Erewanian population are cordial and formal but rarely warm.

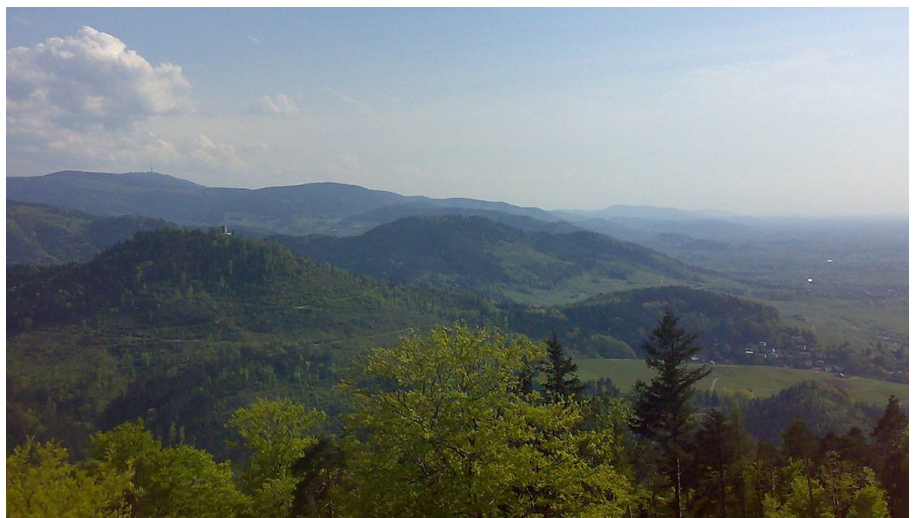
THE LAND

Ever since arriving in the region the elves have been working on converting the land between the Red and Vesubian rivers to one more to their liking. Four large forests exist today where none did upon the elves arrival here. A common method of payment for services rendered is the planting of trees where none stood before and though a map of Glantri shows a relatively clear area much



This Erewan map of 1 mile per hex made jointly by Leandro and myself is based on the initial version made by Robin (available in the Vault of Pandius)

Erewan forested hills



of it is wooded and is estimated by leading elven treekeepers that forests will cover several more square miles of Erewanian land in the next hundred years.

Forest and Woods:

- Eryn Erewan** (Erewan Woods)
- Eryn Erendyl** (Erendyl Woods)
- Eryn Canyatar** (Canyatar woods)
- Eryn Eruanna** (Eruanna Forest)

Other Areas:

- Parth Rohir** (Horsefields)
- Parth Ellerovyn** (Ellerovyn Fields)
- Parth Qenildor** (Qenildor fields)
- Amon Erewan** (Erewan Hills)
- Gryphon Hills** (Amon Thoronraw)

TOWNS & VILLAGES

(population values in brackets are given for AC 1000 and AC 1014)

Alassätya: (634/565) is a large settlement in the woods southeast of Erendyl on the Vesubian River. Alassätya is representative of the wooded settlements in Erewan and like all major woodland settlements in Erewan is off-limits to humans unless granted permission to enter. Trespassing in elven woodlands is considered a Felony in Erewan. Punishable by one week forced labor under the supervision of Erewan's Forestry Department maintaining, caring for, and planting new trees. Alassätya is 70% elven and 30% woodland creatures such as Centaurs, Pixies and Sprites. The town itself is built entirely into and within the trees of the forest and serves as primarily a social and

bartering location for the scattered residents of the woodland areas.

Bethysyll: Altitude 4450' (142/85) Reed/Thatching/Fruit village (falls under the same rules as Alassätya)

Canyatar:Altitude 4700' (818/ 756) is an Elven Forest village in the woods northwest of Ellerovyn.

Eruanna: Altitude 4450' (510/45) Specializes in Crystal understanding, use and harvesting. It is a village in the woods east of Ellerovyn, along the border with the Broken Lands. It was a large village until humanoids burned it down recently. The inhabitants are trying to recover now.

Galadyl5: Altitude 4550' (90/75) Reed/Thatching/Fisher village. A village along the Red River in Glantri (halfway between Mylissis and Norielann).

Kaztaryl: Altitude 4585' (121/99). Reed/Thatching/Horse-breeding village

Merimyll; Altitude 4500' (155/130) Reed/Thatching/Fisher village

Norielann: Altitude 4655' (100/90) is a small village profiting from the nearby Canyatar Woods, the farmlands and the main Trail from Nyra to Blackhill and Caurenze.

Olde Erendyl: Altitude 4450' (5/5) Ruined Elven village created in 701 AC, but the population was too large for the small tree village. Abandoned in stages between 715 AC

⁵ See the [Mystaran Almanac AC 1016 entry](#) at the Vaults for more about Galadyl Village

and 725 AC and the former inhabitants relocated elsewhere (mainly Erendyl). Now a wooden ruin, overgrown by nature. Some Elven witches live now here.

Qenildor: Altitude 4425' (233/185) Elven Farmlands

Talynnyn: Altitude 4375' (243/84) Elven



Erewan River

farmlands, some fishing and reed thatching near the Vesubian Dikes blocking the Returning River.

Thendainsamen: Altitude 4500' (212/198) Reed/Thatching/Horsebreeding village, which also trades Crystals from the Wente Din.

WATER & RIVERS

The Olde Vezubian (*Celon Vezubian*)

This 125' wide mud ditch was the old Vesubian River before the Erewan Elves redirected the river to enlarge fertile areas, and improve the flow/depth of the river. The course of this river has been altered by using the principle of Darokinian river dikes (in summer low dikes to keep the course of the river as desired and the higher winter dikes

to prevent flooding) forming the current Vesubian River. The Old Vezubian River, slowly dried up to a much decreased volume and is now only sustained by several creeks. The Olde Vezubian River has reed covered shores and reed roofed houses are common along this river, in the city and beyond.

Vesubian River (*Celon Vesubian*)

The 400' wide Vesubian River is navigable to river traffic from Glantri City to Trintan and sees heavy ship and boat traffic, especially in the winter months, moving trade and goods to and from Glantri City from the warehouses of Trintan. The elves of Erewan, have altered the course of this river as described under the Olde Vezubian above. Like the original, the new Vesubian River has reed covered shores and as such reed roofed houses are common along this river, in the city and beyond.

Olde Red River (*Celon Caraniaur*)

This 50' wide muddy ditch was the old Red River before the Erewan Elves redirected it to enlarge fertile areas, and improve the flow/depth of the river. The Olde Red River has reed covered shores and as such reed roofed houses are common along this river, in the city and beyond.

The Elves of Erewan, have altered the course of this river by using the principle of Darokinian river dikes as they have done with the Olde Vezubian above. Like the Vezubian, the original river dried up and is now only served by a few creeks.

Red River (*Celon Caran*)

The 200-430 feet wide Red river is navigable along its whole length along the northern edge of Erewan. The elves of Erewan, have

altered the course of this river by using the principle of Darokinian river dikes to form the Current Red River in the same way the have managed the Vezubian River..like the Vezubian, the Red River has reed covered shores and reed roofed houses are common along this river, in the city and beyond.

Both the Red and the Vesubian Rivers are navigable along their lengths along the edges of Erewan and are heavily used for commerce and transportation.

Entulesä O'Celon (*Returning River*)

This very slow flowing river was the old Vesubian River before 1700BC, when the Broken Lands were created and the water flow was reversed due to the rising of the Yak's Spur and Orcus Rex Region.

Celon Vartana-drogwed (*Servitor River*)
(*Servile service*)

This is the old river formed by the Servitor Creek (amongst others) and is the main (defensive) border to Orcus Rex. The high rocky walls on the Orcish side make orcs into practice targets for archers if they try to climb up or down or cross the 300 feet wide river.

Wente Dîn (*Silent Creek*) From Amon Erewan to The Olde Red River.

Wente Erewan (*Erewan Creek*) From Amon Erewan to The Olde Red River.

Wente Silimā (*Crystalline Creek*) From Amon Erewan to Wente Qenildor

Wente Silimā Erewan (*Erewan Crystalline creek*) From Amon Erewan to Celon Vartana-drogwed.

Wente Thoronraw (*Griffon Creek*) From Amon Erewan to Celon Vartana-drogwed.

Ellerovyn creek (*Wente Ellerovyn*) From Ellerovyn (Griffon Hills) to Huledain River

Wente Qenildor (*Qenildor Creek*) From

Wente Silimā to the Olde Vezubian River.

Wente Perfanyll (*Perfanyll creek*) From Griffon Hills to Huledain River

Wente Eruanna (*Eruanna creek*) From Amon Erewan to Celon Vartana-drogwed.

Lake Wromm (*Ael Ces = Question Lake*) .

A lake which was created in a single night with a tremendous roar. It is suggested that a lower cave collapsed due the water erosion on top, which rapidly filled the cave. Now it is a 2 mile long, almost 1 mile wide and more than 330 feet deep dark and cold lake. The lake got its typical name from the humanoids and the elves questioning how it came to be and what it holds within. A snake-like creature is mentioned; the humanoids say it can fly and is dark green, darker than a green dragon, the elves think it is a green dragon⁶.

⁶ *DM only*: this creature is an ancient Elven Construct locked up in the cave since the Aengmor Kingdom so many centuries aeons ago. It is in fact the First Elven Drolem (as big as a small Green Dragon-of which it was created). It still guards an ancient elven tomblake dungeon below. This secret could either break the Belcadiz and Erewan relations further up, or increase the Alfheim-Erewan relations. It is up to the DM what it actually is.

ROADS & TRAILS

An important trail runs between Erendyl and Mylissis in the Southern Hills Free Province. It is rated a good quality trail by the Glantrian Roads Association⁷ (GRA) and is heavily traveled as well as taxed. Nearly all land traffic between central and southwestern Glantri uses this road and it is a vital military and commercial link between the Capital and the Principalities of Caurenze and Blackhill. A fair trail connects Erendyl and Ellerovyn and a poor quality trail connects Ellerovyn and Soth-Kabree.

Merimyll Bridge: 8 horses abreast wooden bridge 0.9 mile length. Direct Trail to Merimyll, taxed at 1 sp/wheel-leg

Erendyll Bridge; 12 horses abreast wooden bridge 1.1 mile length. Direct Trail to Erendyll, taxed at 1 sp/wheel-leg

⁷ Originally jokingly created by micky on the Piazza Forum as a Glantrian AAA (American Automobile Association) i.e. a privately held non-profit national member association for the rating and security of the Glantrian roads and trails.

NOTABLE SITES:

ERENDYL⁸

Altitude 4500' (pop.4800/4100)⁹

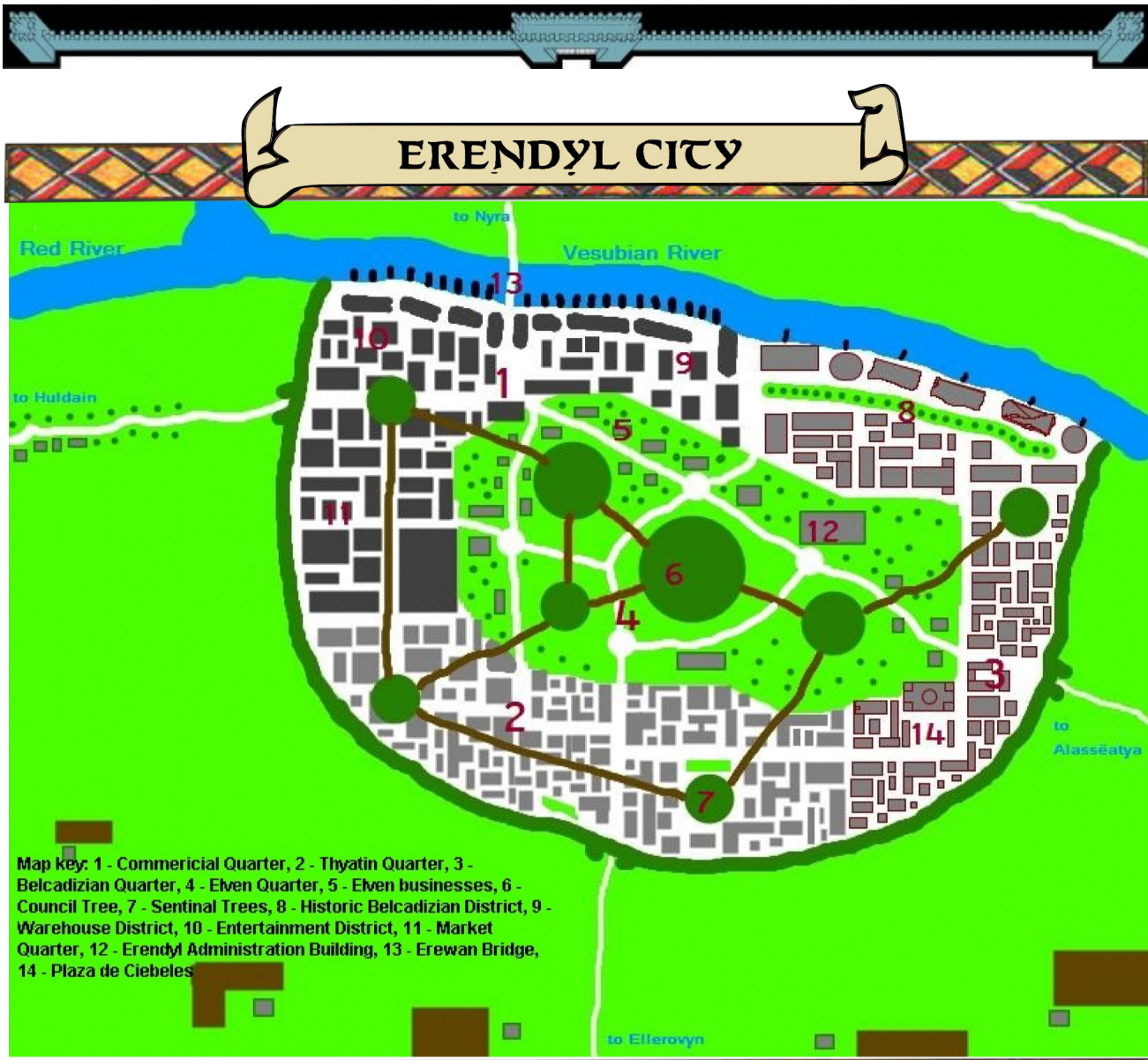
Originally the Crest of the elves of the Erendyl clan of Alfheim. It is also used in the city of Erendyl in Erewan; but the unicorn is usually accompanied by two stars.



Erendyl was founded in AC 715 and was considered to be inspired by the layout of Alfheim Town. The town is predominantly human with a small population of elves who handle much of Erewan's financial and commercial interests. Erendyl lies on the main trade routes, by both land and water, to the southwest quarter of Glantri and has a thriving economy. Your first impression of Erendyl is formed as you first approach and see the town is protected by a 10 ft. high wall. However, this is no ordinary wall but one befitting of protecting a town in an elf dominion. The wall is not of stone but of earth. Not simply an earthen wall, but one adorned in ivy. The wall is known as Wrigley's Field in honor of the Thyatian poet who wrote of its beauty over a century ago.

⁸ Erendyl City map as created by Micky

⁹ Population values are given for AC 1000 and AC 1014



However, unknown to all but a few long lived elves, the wall is no is actually an earthen shell over multiple applications of the *Steelform* spell made permanent. The town has three human outer districts around a central Elven district.

Erendyl owes its fame to its unique dual human/elven architecture. Human buildings of stone coexist with large elven Home Trees. Several smaller yet still very large Sentinel Trees tower above the human quarters, providing additional living space for the elves and also serve as defensive

towers and platforms for elven archers. The town is famous for being the primary outlet for elven crafts. While many finely crafted elven products can be found at the Capital, the highest quality workmanship and the lowest prices on them are found in Erendyl.

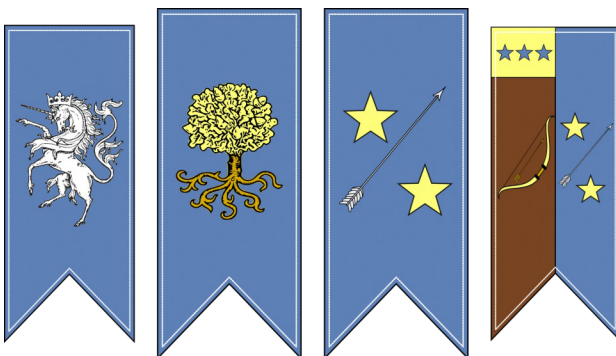
While the elven architecture is much admired, what really gives the town its unique flavor is the Belcadizian quarter. The Belcadiz have lived here for a long time and have put their unique cultural imprint on the town. The Historic District is a favorite of many and houses a number of mansions

sitting right on the Vesubian River. The mansions were once the homes of the ruling and leading families of the Belcadiz and have since been sold to non-noble (but still very wealthy) families. Plaza de Ciebeles is the center of culture in Erendyl. It is opposite a one time Belcadizian Cathedral which has been turned into a concert hall that regularly hosts concerts by the leading Erewanian musicians as well as occasionally hosting the greatest of Glantrian musicians.

ELLEROVYN

Altitude 4500' (pop.472/553)

Ellerovyn is the home of the ruling Erewan family since their arrival in the Highlands. Ellerovyn is a unique elven settlement in that it was (for reasons NO ONE today knows) founded in the sparsely wooded, barren hills of Erewan only a short distance from the desolated, and humanoid infested region of the Broken Lands. Unlike the vast majority of known elven settlements, Ellerovyn is a traditional stone, ground based settlement with a stout stone protective wall.



This set of Heraldry Banners are Present on Princess chamber for audiences

The Noble Line of Ellerovyn

Charan Erewan b. 542 d. 973

- First Marquis of Ellerovyn 829-973
- First Prince of Erewan 884-973
- Viceroy of Ylourgne 884-896
- Chamberlain of the Land 896-957
- Grand Master of the Great School 957-973

Celedrin Erewan, son of Charan and Meralia Erewan. b. 793 d. 983

- Prince of Erewan and Marquis of Ellerovyn 973-983
- Viceroy of Ylourgne 973-978
- Chamberlain of the Land 978-983

Carlolina Erewan, wife of Celedrin Erewan, daughter of Eleesea Erewan. b. 811

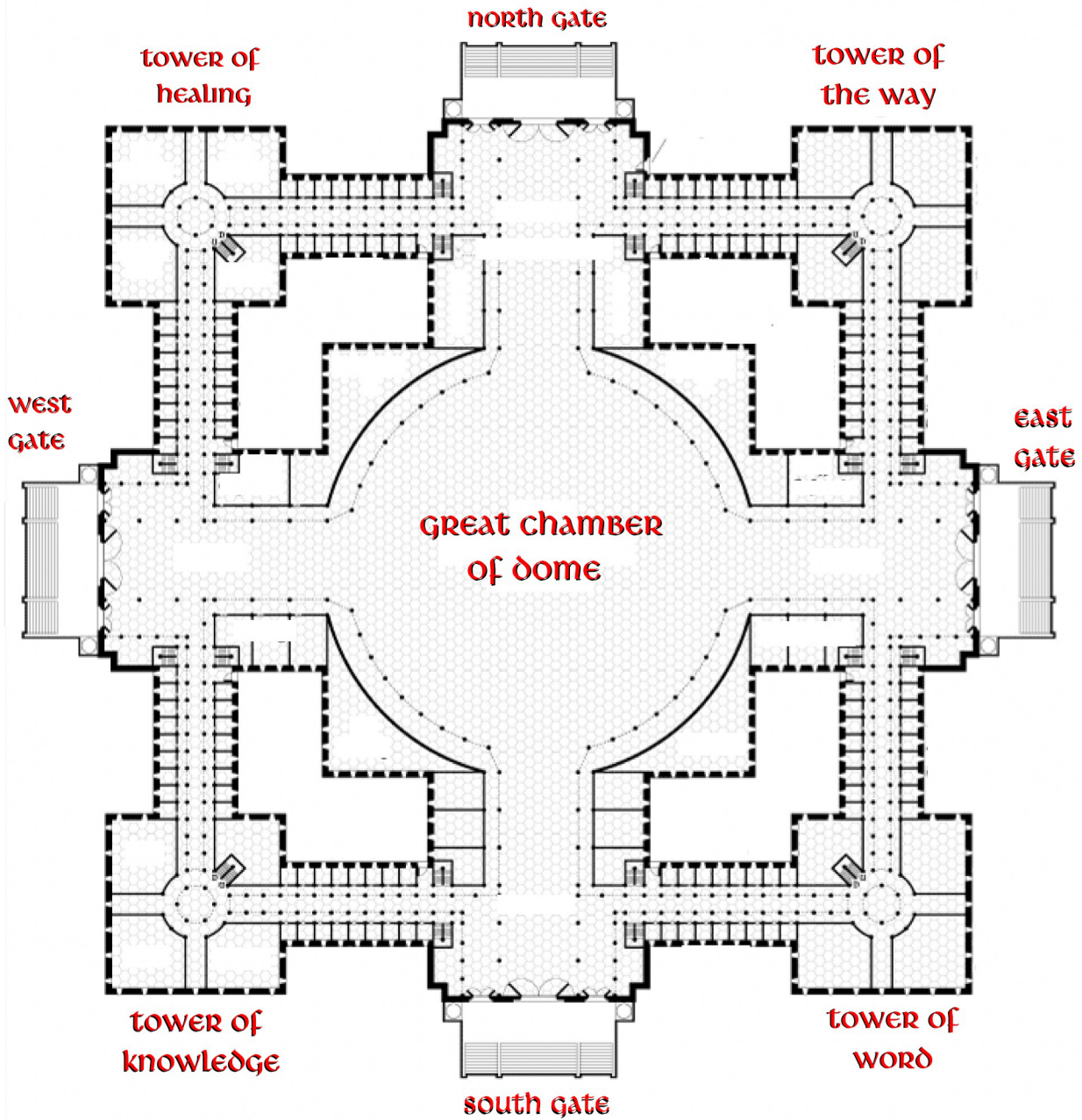
- Princess of Erewan and Marchioness of Ellerovyn 983-
- Chamberlain of the Land 983-1004
- Vice-Queen of Huledain 1010-

Qenildor Erewan, son of Celedrin and Carlolina. b. 911

- Baron of Celedryl 1015-

The few trees in the area have been cultivated over the centuries to become Home Trees that serve as the residences of the ruling Erewan family. Due to the proximity of the Broken Lands and the constant threat of raids, the town has a large standing guard and every elf capable of defense is considered to be eligible for the Erewan Militia in times of need.

TOWER OF PRINCESS



TOWER OF PRINCESS PLACES¹⁰

Cardinal Gates:

Each of the four access portals represent the cardinal points and align the tower exactly to the directions of the rose of the winds. This structure was conceived to enable the correct positioning of the crystal dome in the center, where the main elvish constellations are described.

Great Chamber of Dome:

In this hall, the princess attends the main audiences and meetings with her guests and clanholders. Her seat is on a marble platform with branches and carved adornments in the shape of trees - its front faces towards the southern portal; from where visitors arrive (entering through the Arch of Heaven).

Starlight Dome Cell:

This Great Chamber dome cell is built on its central point with glass and crystal - it has a rounded shape. In it are described the main stellar constellations of elven culture (from which comes the tradition of the rainbow path),

Tower of Healing:

This venue serves as a hall of healing, critical care and special care - or even magical. The equipment consists of special herbs, solutions of oils and ointments as well as magical objects aimed at healing.

¹⁰ This is my contribution to Ellerovyn; the simple description and with few details contrasts with the location needed for the elven court scene and clanholders encounter - I include this version that I have used in my Erewan game campaign.

Tower of the Way:

The teachings and records that aid elves in the choices of their traditional ways (forest path, wanderer's path and leader's path¹¹) are gathered here in tomes, books and scrolls. This place can be used for studies and the instruction of young elves in the choice of their ways.

Tower of Knowledge:

This is a special library of the ruling Erewan family for research and knowledge in the various fields: botany, legends and myths, elven history, genealogies, and diverse knowledge of elven culture. A small part of the library has books for research on the magical tradition¹² of elves and arcane studies.

Tower of Word:

This place has a more reserved magical collection - where is studied the works of Cryptomancy of which the Oracles of the clan and the Princess Carlolina form part. Some magical protections in the chamber are part of the incantations here. Access is not allowed to non-members of Secret Craft.

GUARD & TROOPS

Prince Carlolina employs a strong personal guard force to protect her home and family in Ellerovyn, as it is close to the border with the Broken Lands. She maintains an elite guard force of 25 E7 guards led by an E9 Captain of the Guard (Valemyr Anduerin).

¹¹ See the three elven paths in GAZ5: "The Elves of Alfheim" - TSR Publishing.

¹² As described in the distinguished list of elven spells in GAZ5: "The Elves of Alfheim" - TSR Publishing.

PLACES OF ELLEROVYN

Aerodrome:

In this section of the stables there is a landing tower where the air cavalry can both quickly leave in flight and return to the care of the equerry and stable boys.

Atalaia's Tower:

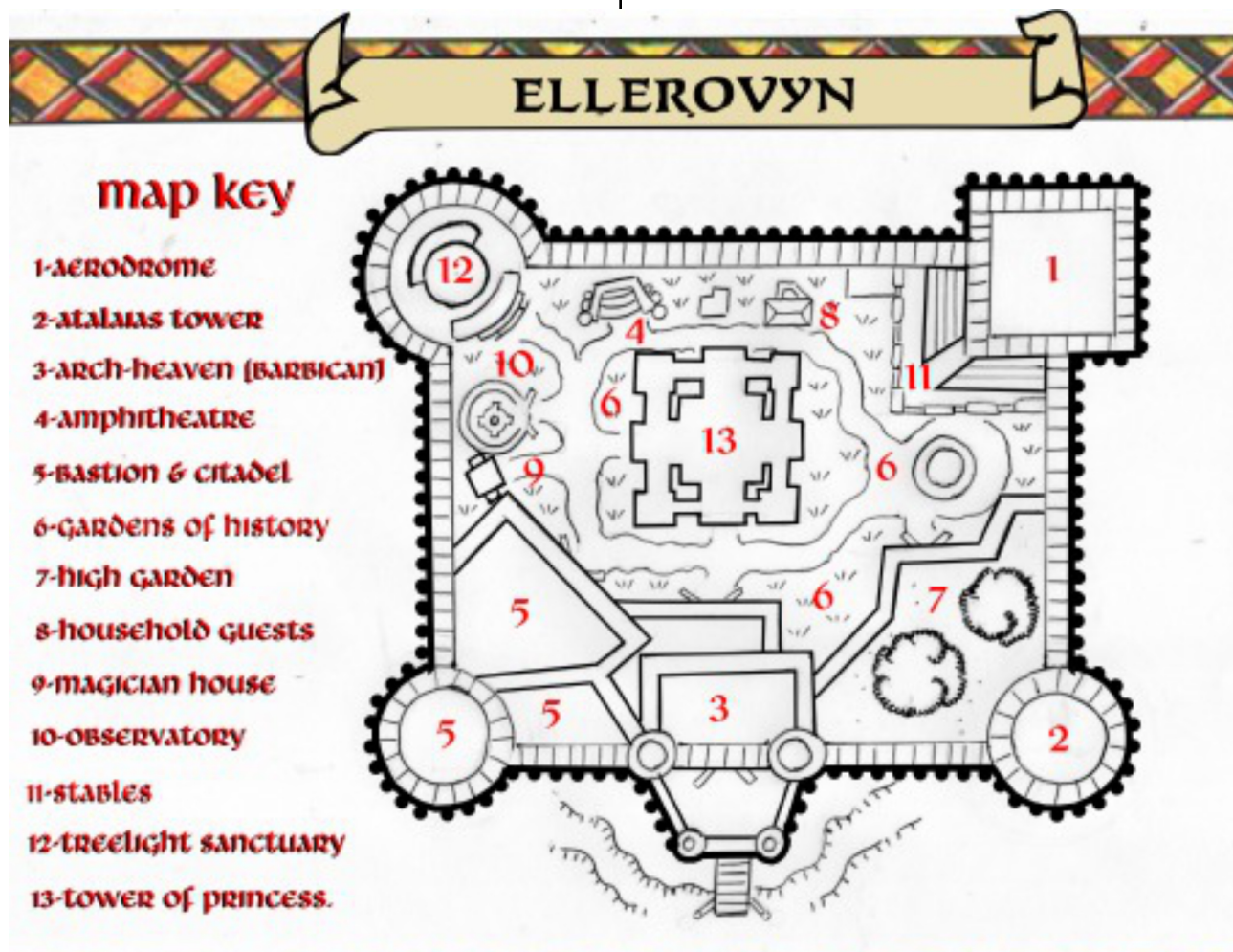
This is the highest point of the guards tower when they are on watch in the building home residence of the ruling family. It also has other utilities such as personal armory of Erewan family.

Arch-Heaven (Barbican):

This is the only Access to Ellerovyn entry. It is made up of a barbican and towergate with access by a promenade (bridge). This place has quick access to the citadel in the event that reinforcements of elven troops are needed.

Amphitheatre:

On commemorative dates of the Elvish calendar, collective celebrations and theatrical performances, this space is suitably adorned for a semicircular crowd of spectators / listeners.



Bastion & Citadel:

The rest of the troops are accommodated here; not only Ellerovyn's guard, but occasionally elven units in transit (8th or 15th divisions) and need some rest. The captain of the guard is Lord Valemyr Anduerin (E9). There is a tower attached to the building containing an armory and a small dungeon on its lower level.

Gardens of History :

This remarkable garden has beautiful flowers and is adorned with sculptures of the Erewan Elvish art. It was planned to recount the history of the elves from the days of Charan to the present day for the visitor who walks by it.

Hometree High Garden:

This is the home of the ruling Erewan family. It is a construction made on ground based settlement (consisting of double main door, a room and hall for reception of visitors with a stout stone wall for protection of the Home Tree serving residences); at the highest levels, there is a suspended garden reserved only for the ruling family.

Household & Guests:

This place accommodates court servants and guests from afar to deal with matters at Ellerovyn in audiences or consultations with the Oracles (in this case, only elves). In this place are also the steward's quarters and spokesman of the princess Carlolina - Lord Thelderin Denoreah (E6).

Magician House:

Lord Maeglin Ilistyl (EW10) has served Ellerovyn's court as chief magician for magical research affairs and consultation. He has a space reserved for his laboratory,

researching items and components plus a personal library.

Observatory:

For the elves, the constellations and stars have an important relationship with their history and magic (like the legendary rainbow path). This place is dedicated to study and celestial research ¹³.

Stables:

In this place Qenil Naramis (E4) is equerry and master of stable boys and administrators, with his auxiliaries, all the horses allocated in Ellerovyn. A special wing serves as stables of the Aerodrome (for griffins and pegasi).

Treelight Sanctuary:

This circular shrine houses the Ellerovyn / Erewan Tree of Life (a direct daughter of the Tree of Life of the Erendyl). In this space two Treekeepers - Angalomë (E5) and Eloniel (E8) - adopted¹⁴ by Ethena House, care for and assist Lady Eleesea the High Treekeeper (who is currently weakened by a magical disease that limits much of her daily actions).

Tower of Princess:

Described earlier, this space serves as the Princess's audience hall and for summit meetings with its clanholders and other visitors.

¹³ See more about the Rainbow Path and elvish constellations in the module CM7: "The Tree of Life" by Bruce Heard - TSR Publishing.

¹⁴ The elves are adopted by the clan through a spell known as *Cerimony (1st level)* - see GAZ5: "The Elves of Alfheim" - TSR Publishing.

MILITARY: CARLOTINA'S 8TH DIVISION¹⁵

Division Commander - 8th and 15th Divisions: Princess Carlolina Erewan (EW10¹⁶ Cryptomancer 5th)

Deputy Commander - 8th Div: Sire Qenildor Erewan (EL10 Attack Rank D), 15th Div: Seledyl Nyraviel (EL10 Attack Rank D)

Brigadiers - 8th Div: Danelian Anduerin (EL10 Attack Rank D), 15th Div: Swiftsword Anduerin (EL10 Attack Rank D)

Head Mages - 8th Div: Lady Eleesea Erewan¹⁷ (EW10 Rune Master¹⁸ 3th), 15th Div: Lady Norelia (EW10 Rune Master 4th)

Knight- Rafael Garcia (F15)

¹⁵ Some military titles and patents have been adjusted from those presented by Micky and Robin in order to represent the elven houses included in this article; Danelian was originally created by Andrew Theisen.

¹⁶ Her level is 10 according to the PWA series, GAZ3, *Joshuan's Almanac* and *Mystaran Almanac AC 1015*. The version proposed by M Cook (G: *KoM*) and the later almanacs (AC 1018) describe Carlolina as MU 18th level! To resolve the discrepancy between versions use the following suggested rule: Carlolina uses a special gem giving her the ability to use spells with the same strength as if she were a 15th or 18th level wizard (depending on the power you want to grant her) but her real power (without such item) is that of a 10th level wizard.

¹⁷ After the attack that sickened Eleesea, Bethys takes the place as Headmage of the 8th Division.

¹⁸ As Lady Eleesea has been magically ill (since the Great War) she has not progressed or dedicated much effort to advancing in Cryptomancy; Unlike her sisters, she has remained in the 3rd circle.

BR: 159

Fighting troops: 860

Total (including officers, aids and logistics banner): 950

Headquarters: Erendyl

Peacetime Deployment - there has not been peace for Erewan and for its divisions since the beginning of the Great War.

The 8th Division is 100% mounted, a small percentage are on flying mounts. Troops of Deca status and up have magical items, as well as special units (about 25%). The 8th Division is entirely made up of Erewan elves. They are highly skilled, motivated in defending their homeland, and very experienced as the result of years of near continuous wars with the humanoids.

1st Banner ('Aliana's Pride'): 70 elite airborne cavalry (E4) with lances, long swords+1, shields and chain mails+1 on pegasi; 50 elite airborne knights (E5) equipment same as above on griffons; 8 sergeants (E6), 2 Lieutenants (E8) 1 captain (E10) sergeants and Lieutenants on pegasus. The captain is mounted on a Griffon.

After Lady Aliana Nyraviel's death, Princess Carlolina took over and became the sponsor of Nyraviel's knights. She intended to keep them as her own private force, but the events of the war changed that and she made them a regular part of her divisions, and the Grand Army of Glantri. The first Banner is considered very elite and are all experienced combat veterans. Along with Jaggar's 'Blitzkrieg Battalion', it is considered one of the best individual combat units in the Glantrian army.

2nd Banner ('Red Arrowheads'):
 240 archers (E3) long bows, short swords, daggers, leather armor;
 8 sergeants (E4),
 2 Lieutenants (E6),
 1 captain (E8).
 All mounted on riding horses.

3rd Banner ('Night Riders') :
 240 light cavalry (E3) lances, long swords, daggers, shields, leather armor;
 8 sergeants (E4),
 2 Lieutenants (E6),
 1 Captain (E8).
 All mounted on warhorses.

4th Banner ('Orc slayers'):
 240 mounted infantry (E3) long swords, daggers, shields, leather armor;
 4 sergeants (E4),
 2 Lieutenants (E6),
 1 captain (E8).
 All mounted on riding horses.

Reference Sources for this article are listed on the following page

End of Part 1

Part 2 of this article will appear in the next issue of Threshold Magazine (#24) and will contain full descriptions and heraldry of Erewan's NPCs.

CARLOTINA'S 15TH DIVISION

This was one of the first reservist divisions called up in AC 1004 when war was declared between Glantri and Alpathia.

1st Banner ('Carlolina's Pride'):
 120 mage-warriors (E4),
 4 sergeants (E6),
 2 Lieutenants (E8)
 1 captain (E10).
 All mounted on pegasi¹⁹.

2nd Banner ('Black Arrowheads'):
 240 archers (E3) longbows, short swords, daggers, leather armor;
 8 sergeants (E4),
 2 Lieutenants (E6),
 1 captain (E8).
 All mounted on riding horses.

3rd Banner ('Thar's Bane'): 240 light cavalry (F2) lances, long swords, daggers, shields, leather armor; 8 sergeants (F3), 2 Lieutenants (F5), 1 Captain (F8). All mounted on warhorses.

4th Banner ('Blacks'):
 240 mounted infantry (F2) long swords, daggers, shields, leather armor;
 4 sergeants (F3),
 2 Lieutenants (F6),
 1 captain (F9).
 All mounted on riding horses.

¹⁹ This Banner was adapted to the standard of the Glantri army; the first units are made up of aerial cavalry

REFERENCES:

Crests of the [“Clan of Ellerovyn”](#) (1000 AC) by John Calvin, from The Piazza posted 3 August 2008.

Micky’s and Robin’s work in the [“Glantri's Principalities: AC 1000 and AC 1014”](#) topic at the Piazza Forums

Robin’s work [“Erewan”](#) (description and map) at the Vaults of Pandius.

Harri Mäki em [“History of Clan Ellerovyn”](#) on the Principalities of Glantri website

[Mystaran Almanac AC 1015 - 1016 entry](#) at the Vaults of Pandius.

[“Glantri: Kingdom of Magic”](#) - By M. Cook - TSR publishing.

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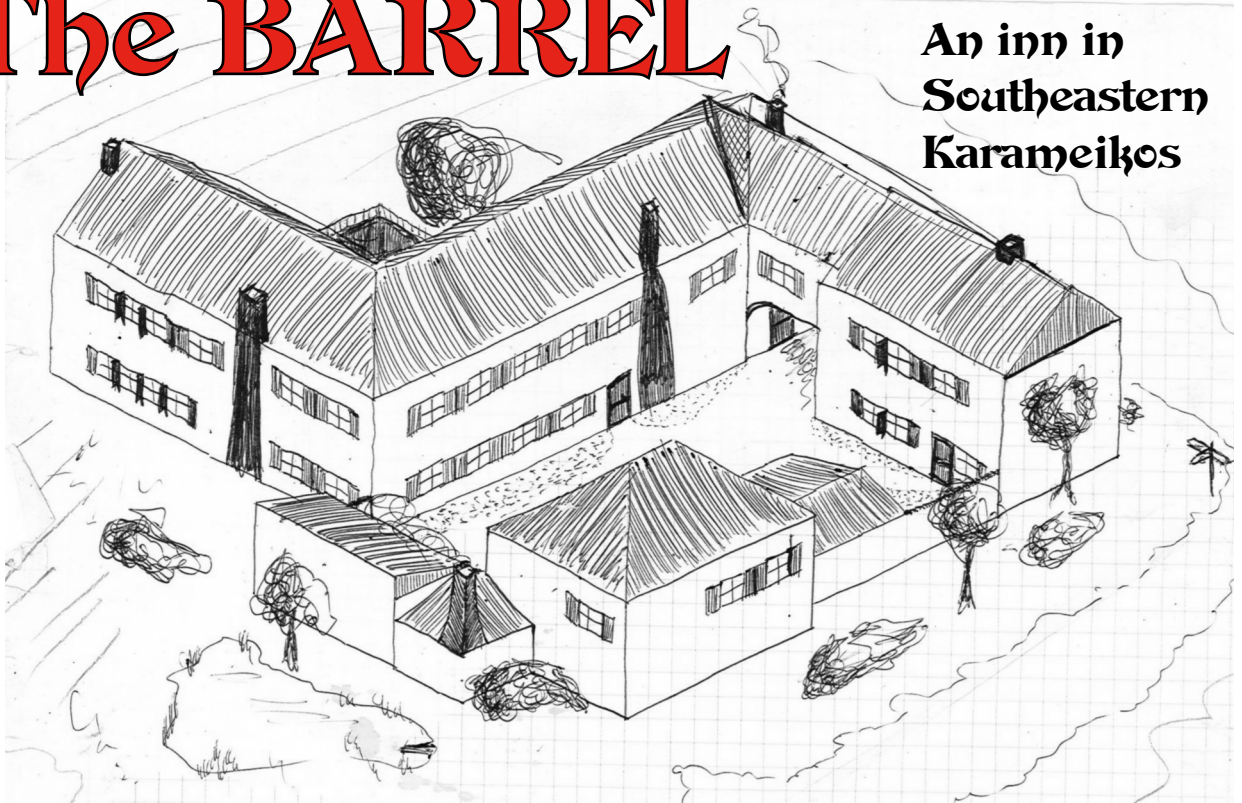
Mystaran Almanac AC 1019



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The BARREL

An inn in
Southeastern
Karamaikos



Compiled and created by Robin

Editorial assistance by AllanP

INTRODUCTION

The inn was originally designed to be used on the Rugalov River in Karamaikos, hence the associated maps and current backgrounds.

If a DM decides to place the inn elsewhere he/she can use the local maps and the associated descriptions (with some adaptation of the NPC backgrounds). It is best to place the inn near a coast (lake or sea), river and a vast forest (with goblins, fairies and dragons), along a major trade route between nations.

In Karamaikos, "The Barrel" is located along the Eastron Road, just inside the western boundary of the Rugalov barony.

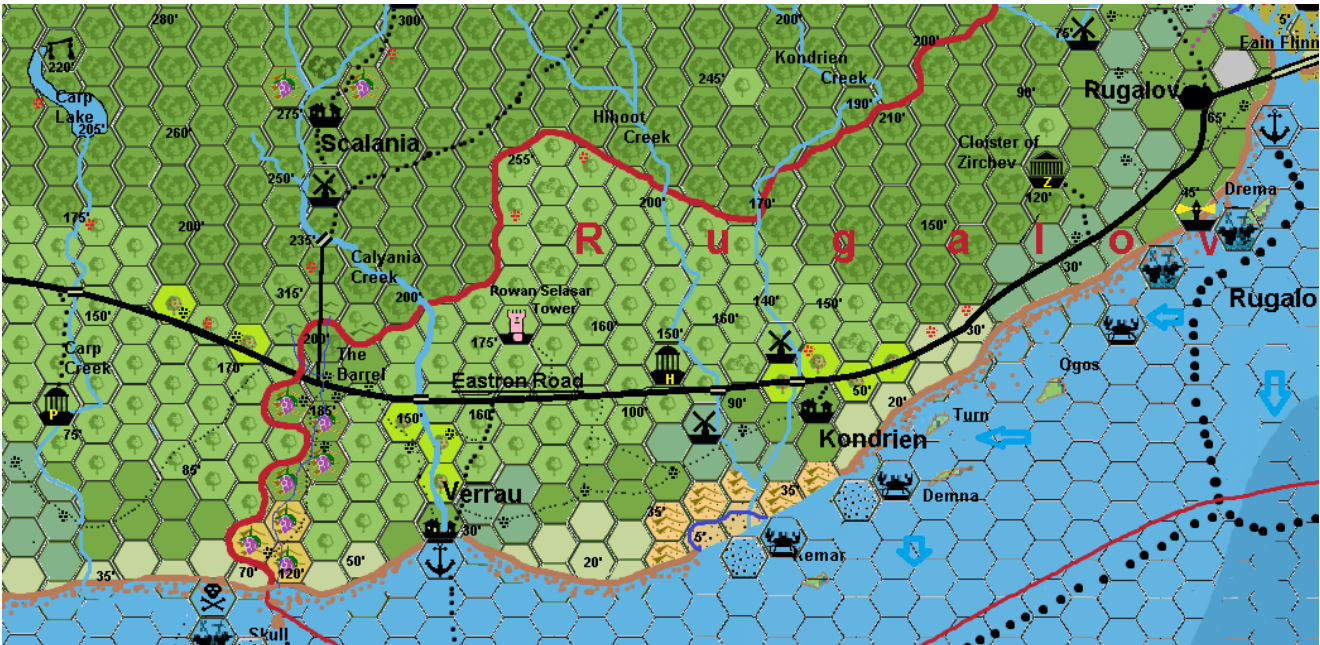
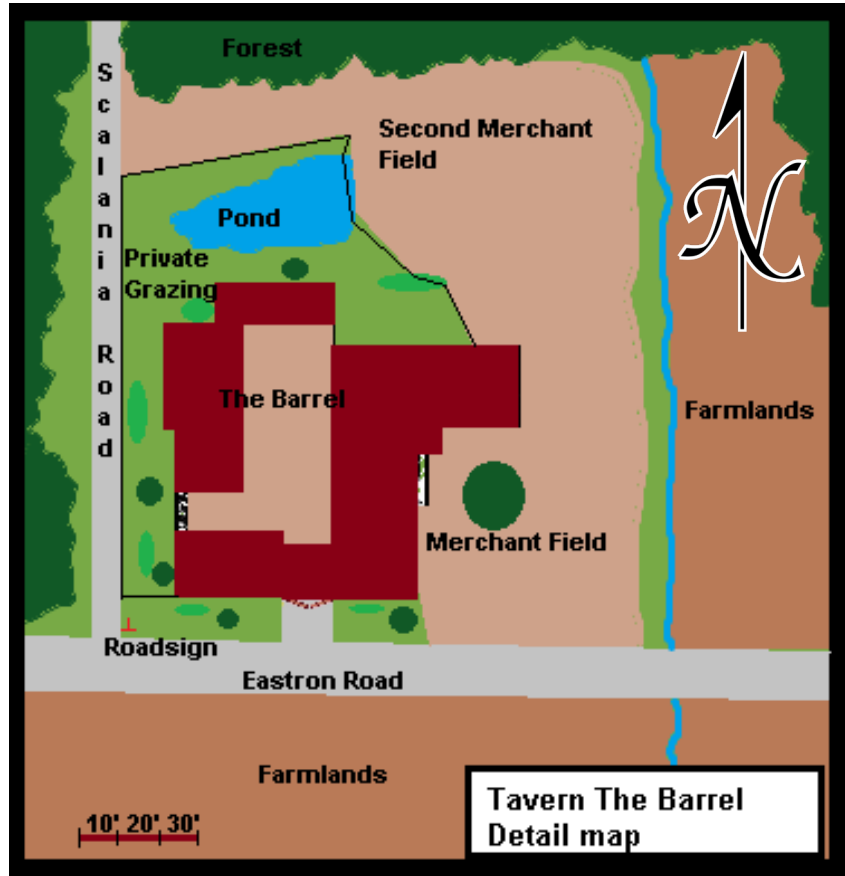
With regard to chronological placement: the background details are set between the year 1000 AC and 1011 AC. Although the setting is a few years after the events of module B10: *"Night's Dark Terror"* and the *Penhaligon Trilogy* of novels, during which most of the camps and settlements in the area were damaged, they have now been rebuilt, and repopulated. The goblins of B10 have also regrouped and repopulated (due their rapid propagation), under the rule of the children of the former rulers.

A DM can, however, place this setting earlier or later in the timeline (this would need some NPC background readjustments). This enables DMs to use all canon adventures set in this region, and to allow the *Penhaligon Trilogy* to have its effects (estimated 1004-

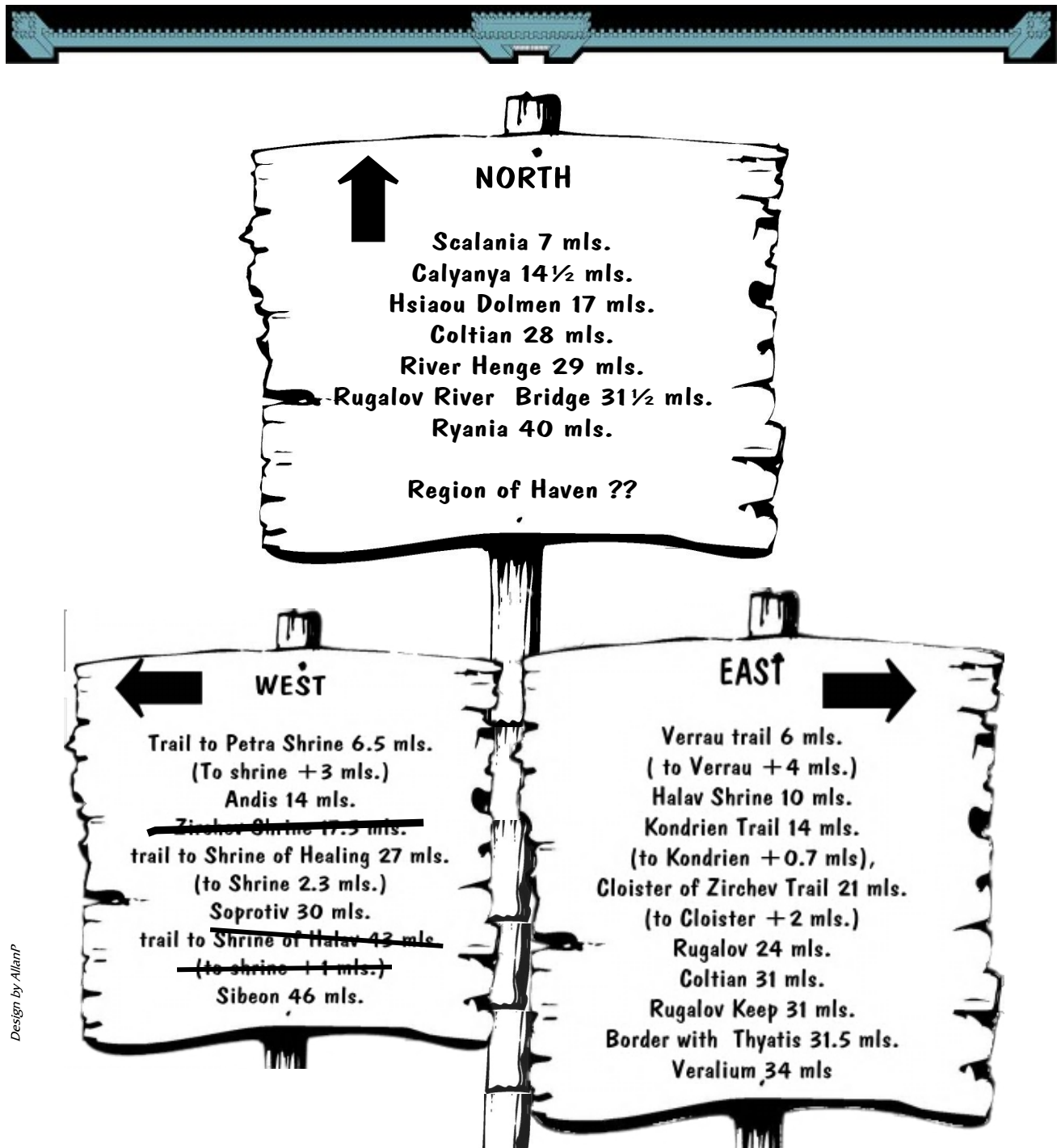
The Barrel

1008 AC as described during “*Wrath of the Immortals*”). The only thing the DM then has to take care of is that all the ruins from B10 in the area are in fact the original camps/settlements, and the nearby new ones do not yet exist.

This material is written for the DM; Please regulate what your players are allowed to read. If you are a player and your DM desires to use this material, please read only those sections your DM allows you to, or it might spoil your game fun. Any boxed information beginning with ‘Secret;’ is solely for the DM and he/she reveals this only during the adventure if needed.



Detail from Robin's map of the Dymark region showing the location of The Barrel



Design by AllanP

At the road junction near The Barrel is a sign with three white wooden plates. They point east and west along the main Eastron Road and to the north along the Scalania Road . Some of the destinations on the sign are struck through as these locations are now in ruins (the result of actions by Thyatian

soldiers, rambunctious Thyatian youth or racist travellers). Sometimes here are even Thyatian to Traladaran insults written on these signs, but they are removed as soon as possible. The ruined locations still exist and are often still used, unknown to the vandals.

THE BARREL

The present Barrel inn was constructed in 993 AC on the ruins of a smaller wooden inn with the same name (and same huge barrel found within). That original inn had stood there from 764 AC until it was burned by goblins multiple times and finally abandoned in 955 AC.

Peter Andrejev had done some adventuring in the area and found the burned and haunted ruin in 992 AC, and by accident discovered the secret basement. Seeing many opportunities (such as being as a place where he could live out his later years), he and his adventuring friends (Sascha Mischnikov, Tom Townes and Ingrid Otkelsdottir) combined all their money to buy the site from the descendants of the former owners. Those owners who had inherited the site had not been interested in it and had almost forgotten about it and were pleased to dispose of it by accepting Peter's offer. The price was steep, due to the large attached tract of land and licenses¹ to the road. Peter had to ask for help from his wealthy mother, who had become rich as a bard (Thyatian style opera songstress). Having already retired from her career, she agreed.

The former adventurers hired some old friends: a dwarven mason and architect, and two elven carpenters. All legal matters taken

¹ In Karameikos, Thyatis, Glantri, Darokin, and many other nations, similar to real world medieval ages, you needed to acquire licenses to build any structure of stone or any two storey or higher structure of wood. It was a sort of extra income to the state and amounted to between 5% and 10% of the cost of the building.

care of, off the site was partially cleaned (to keep the discovered secret basement hidden from the local officials) and within a year the structure was finished. Two new goblin attacks forced the new owners to take defensive measures to protect the structure², but on in 15 Yarthmont 993 AC the construction was completed, and the pine top was placed on the king of the roof³.

The next month the tavern was stocked and furnished, while Martha (Peter's Mother) took residence in the side building. Under the blessed consecration by the Church of Traladara and arcane rituals by Finnig (*a local Traladaran witch*) the tavern was opened for the public under the light of the full moon. The cooperation between witches and the Church of Traladara is common because witches are said using powers of Nature and the Immortals, which druids and clerics don't use, and fortune telling, tea-reading and similar ritualistic happenings are commonly accepted by the Church of Traladara. The Thyatians and Church of Thyatis do not understand, nor accept witchcraft and such rituals and try to defame the Church of Traladara in this. Though legally accepted, the Thyatians barely tolerate the known witches.

² These defensive measures are the sturdy walls, coated with lead paint to prevent magic doing harm. And other means like fireproofing the straw roof, the small steel grated windows (functioning like bars)

³ When a building has reached the highest location, a tradition still found all over modern Europe (and hence befitting Karameikos), where the king of the roof (top where the roof sides meet, the apex) is temporarily decorated with a pine treetop to bless the building and bring luck.

BUILDING DESCRIPTION

The Barrel is of Thyatian style architecture greatly influenced by Traladaran design. As such you will see white external walls (made of normal Thyatian style stone, one foot thick, enclosed with Traladaran style in sturdy wooden beams, fully plastered with straw, dung to make it into a single surface, and coated with a thick flat layer of lead-containing plaster and white waterproof paint.

As there is lead in the walls, the interior of the roof and the floor paint, no magic will penetrate the building. This makes *Scrying*, *Teleportation and Transportation*, *Divination*, and *Summoning/Conjuring* impossible. Spells cast inside or outside without crossing this thin barrier of lead can be cast as normal. Teleporting from one room to the other, inside scrying of another room, or summoning a item/creature which exists within the tavern is thus possible, while summoning an Elemental from another realm, teleporting / transporting / dimension door, planar travel, and scrying out of or in to the structure is impossible. The summoning of bats and wolves by vampires/nosferati/lycanthropes is a non-magical ability based on ultrasound or mental powers which are not blocked (or only partially diminished in volume); at worst, the amount of called creatures will be halved if they exist within range, and appear within the normal time (4d6 minutes). On the other hand these calls will be audible to dogs, horses, hsiou, and such, which often become panicked or tensed.

The roofs of the buildings are all 2 to 3 feet thick thatched reed (on the lead-white painted boards), which has turned partially green, brown and mossy. It is still waterproof, although approaching the time to be re-thatched. (Normally renewed every 5 to 10 years). The reed hangs 3 inches over the edge and has a pewter rain gutter underneath collecting the water in barrels and preventing water logging of the walls. The barrels are located: left of stable double doors, left of private home, from the flat roof to the ramp, and left of main building entry next to the corner of the Main Building and the wall to the Horse Stables is the largest of these barrels (these last two are large enough to hold an adult male)). The water is consumable, yet contains some debris; due to this the collected rain water is used mostly for animals or for cleaning purposes.

All windows have steel frames (functioning as bars inset with 4" by 5" panes of glass), only the upper 1' high window section can be tilted 45° inward for fresh air (this leaves an opening of 5 to 8 inches at best). There are also green painted oak shutter-boards on the outside (the private sections have red shutters instead). Customers are advised to close these at night, or in the case of goblin attacks. To do this they have to swivel the lower handles underneath and above each window forward and then outward, then place these in the rings available, which effectively locks the window yet enables ventilation if the window is tilted open. If there is a burglary in a room when these shutters have not been closed (and the Nightwatch checks this regularly) then any attempts at legal restitution automatically fail.

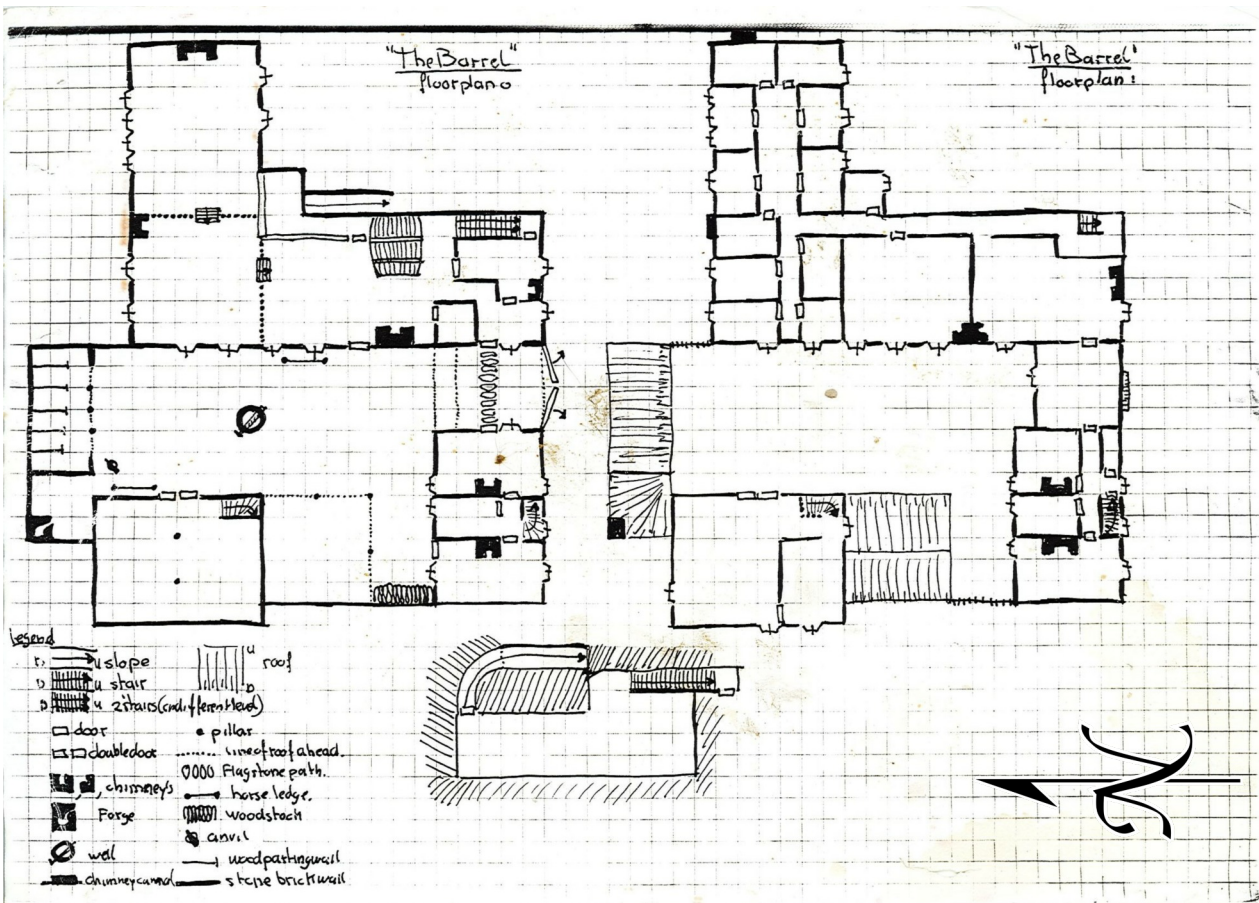
The Barrel

The chimneys are made of bricks cut from hard basalt, masoned together and cemented on the outside with a dark brown/grey mortar covering giving the appearance of a single stone construction. The chimneys rise several feet above the thatched roof, while the area 10' around the chimneys is always covered with a plate of lead to prevent sparks igniting the roof.

Lodging at the inn comprises a sleeping hall with space for 24 beds, 11 guest rooms able to sleep another 42 guests, and three private rooms, only for important (i.e. well known and respected Baron, Duke, Clergy), trusted or favoured guests, Each private room has 2 single beds and one double bed; these

private rooms are charged 50% higher than the normal rate. It is possible to add 10 mattresses and personal bedrolls in the living room, and 5 more on the sleeping hall floor; It is also possible for 5 more people to be housed in the inn stables (no mattress, no fire, no warmth, bedroll available). The inn thus caters for a total of 70 guests standard maximum, but can be extended to 90 if under duress.

There is a simple map detailing The Barrel as seen by the players when they enter the inn through the double doors underneath the entry arch, together with the establishment's price list.



Customers' map of The Barrel

The BARREL

Peter Andrejev, Proprietor

Basic Lodging

(Open sleeping hall)

20 sp per person

Basic Meal

Standard Merchant meal

10 sp

Day Lodging

(11 lockable rooms)

50 sp per person

Day Stabling

(10 horses +3 to 4 mules/ponies)

20 sp per animal

Week Lodging

(same 11 lockable rooms)

300 sp per person

(50% in advance)

Week Stabling

(as day stabling)

125 sp per animal

(50% in advance)

Room for rent

(Restricted Availability)

1000 sp per month

(or part thereof)

in advance

Merchant Parking

(38 average wagons)

1sp per wheel

& 20 sp per animal

Month Lodging and/or Stabling

payment per week, or all in advance

Rules

All lodging at proprietors' discretion - we do not tolerate violence, wanton destruction, open profanity, threats, harassment, hate, discrimination, or loose animals within the building.

Any infestations left by a guest will result in a fine.

Design by AllantP

DM Lodging/Stabling Information

As to ranking, The Barrel is a Gold Inn/Tavern. In the Dymrak Region, Copper Inn/Taverns have prices about 75% as of The Barrel, Silver Inn/Taverns have prices of about 90% as of The Barrel. Availability of product is similar limited. Copper Taverns have 50% chance of vermin (fleas/lice/bed bugs), Silver Taverns 25%. Gold Taverns only 10% chance (roll each week anew as cleaning/magic can be applied to remove vermin).

Lodging:

Space for 8 bunk beds (3 high) = 24 beds. Each bunk bed has a 4' wide, 2' deep and 15" high flat chest (cannot be locked) underneath, one simple small table for 4 persons, and a clothing hook on each room corner. Customers must agree between themselves who takes which bunk. The Nightwatch or Day crew settle any disputes.

Lockable rooms with individual keys. 10 rooms have 2 bunk beds (2 high) = 4 beds in a single room and one room has 1 bunk bed (2 high) = 2 beds. Rooms 1 and 7 are favoured in winter due to the warmth of the chimney, although they have no windows.

Payment has to be done daily in advance, and extending the lodging can be done up to 3 days at once.

Basic Meal:

Standard Merchant meal = 1 bowl of watery soup (mostly vegetables, chicken or fish), 1 slice of bread, 1 dish of beans with grated meat and vegetables (sort of chili or

stew). Other meals are available as per season and locally produced or bought locally (except, roc, sweets, candied fruit/herbs, lemon sweets, orange jam, zzonga fruits, most of which are not normally available in Karameikos; see pages 18-19 of ["What Can Be Bought"](#) by Robin D. and Albert B. at the Vaults of Pandius). Any cheese will be always be drawn from a single wheel.

Stabling:

Limited space within stables for 10 horses and 3-4 Mules/Ponies. Checked multiple times daily. The Barrel has listed fodder from ["What Can Be Bought"](#) for anything smaller than warhorse, store for 110% normal price.

Month Lodging and/or Stabling as this is not something common, it has to be done with payment per week, or all in advance for a limited period of up to 3 months.

Room for rent:

These three rooms and communal living room are for trusted customers only (i.e. known friends, known and respected merchants, important officials, etc.). It gives privacy, in the residential home. It is clean upon entry, no insects/pests due spell. It has shared latrine/bath only with owners of the Inn or the guests from other guest rooms. Room A and C have 2 bunk beds of 2 for 4 places. Room B has a double bed for couples, 1 bunk bed for 2, and a crib and child bed. Each bunk bed has a 4' wide, 2' deep and 15" high flat chest (can be locked) underneath, one simple small table for 4 persons, and a clothing hook on each room corner. Customers must agree between themselves who takes which bunk (any

disputes going out of hand blocks use of this room until trust and mutual respect is regained). Beds have goose down mattresses (made locally), owlbear down blanket & pillow. Bed Linen is exchanged linen every 3rd day. The rooms have standing closets. A preset *Chime of Time* (magical item see *Rules Cyclopedia* page 239) can be requested but set to ring at a single time by shifting a ring around the stick with scale up or down) for timed awakening. These 3 rooms cost each 1000sp per month in advance or part thereof. Friends residing here pay either 500sp/month in service, barter, trade, or money.

Merchant Parking:

1sp per wheel & 20sp per animal total all the wheels and animals to a sum for that merchant to pay. There is space for; 25 average wagons in front east of the tavern (hard ground) and 13 average wagons east behind the tavern (moist ground, no heavy loads). Although the Nightwatch also patrols here, merchants are advised to also use their own guards due to the nearby Dymrak goblins or passerbys. A member of the Daywatch regulates placement of wagons.

Rules

The tavern follows the law of Karameikos on most points. Additionally it does not accept violence, wanton destruction, open profanity, threats, harassment, hate, discrimination, or loose animals within the structure. Only small familiars and pets (dog, bird, cat, frog, etc) are allowed if properly kept under control (leash / cage / magic). Larger animals and non-pets are banned. Depending on the severity of the broken

rule, a ban from the terrain, handing over to the local constabulary, a quest spell, a curse, or a Teleport to a 25' rocky island along the Isle of Dread⁴.

If vermin (fleas, ticks, bedbugs) are encountered in closed rooms after leaving, the client will be recorded and ordered to pay 50gp the next visit, or will be barred from visiting the Barrel. Vermin will be eradicated using magic/poison and cleaning.

Author's note:

On creatures visiting The Barrel...

Hsiaou, gnome, sidhe, and pooka have all been known to visit The Barrel. Of these creatures, the hsiaou were the strangest and most commented on. The only time a pooka visited, it was unnoticed (until later). The sidhe look similar to humans and most humans think the creatures are of their race. The wolfsbane on or above the entrances prevents lycanthropes to entering the premises.

⁴ This has been an anchoring place and used as a base for several months by the old adventurers decades ago, hence it is known in detail.

The Barrel



Individual Room Descriptions

The Main Building

GROUND FLOOR

The rooms on the ground floor of the main building all have white plastered Thyatian style brick walls, thick red ceramic tiles and red boat lacquered doors, door and window frames.

Entry

A 15' by 10' and 13' high room with white a sign in Thyatian hanging next to the hall that reads; *"No entry in wet clothing or dirty boots. Please exchange!!"*.

There are several passages leading from here: to the courtyard by a 5' wide and 9' high reinforced oak door which can be locked and bolted, opening outward; to Common Room Prime by a short corridor 5' wide 13' high; to the kitchen by a 4' wide 9' high half door (4.5' high top half mostly open) opening inward. There are two steel framed standard windows: one viewing the Arch, the other the road.

All the walls have hooks in two rows for coats, and wooden 10' long 1' wide, 2' high board seats underneath the windows to exchange and store dirty boots/shoes/clogs. Inside the seats, 120 clean simple wooden/leather sandals (adjustable somewhat by size) are stored. Next to the door is a soft and hard brush for removing dirt (dry and wet). This is cleaned/exchanged daily or when clearly spoiled. The floor in

front of the door has a hard brush tapestry mat to clean feet. A long hooked stick can be used to hang/remove coats above the 6' height placed hooks. A single 1' rectangular lantern (oil-based) hangs from the ceiling. Due to the proximity to the kitchen the room is warm, cosy and richly scented. The external door is decorated on the inside with Garlic and Wolfsbane.

Kitchen

A 20' by 15' and 13' high L-shaped room where the cook works on several wooden tables which are white Crème-Marfil marble topped. The walls and ceiling are bustling with all kitchen utensils, herbs, meat, and similar. In summer, many flies will be here unless a friendly customer/local druid has cast a spell to ward off insects. The chimney/oven is made of granite bricks mortared together with a granite base. It has a steel fire frame, grated spark protector, steel tools, and grips with wooden handles (to grasp pans, and such from the fire/oven) and above it a 15" wide oak shelf to store a variety of tools, mugs, pans, dishes etc. Within the oven there is the normal 3' high, 5' wide and 5' deep fire opening, with 3 sets of steel saw-like hooks and steel sticks hung into these to hang pans (with other hooks, on variant heights above the fire. Above this opening is a steel door, with a similar sized stone plate oven behind it with half way a steel grid, used as a second layer.

There are several passages here: to the Entry by a 4' wide 9' high red boat lacquered half door (4.5' high top half mostly open) opening inward; another 5' wide 8' high red boat lacquered normal door goes direct to the Prime Common Room; and a small 3'

wide 7' high door goes underneath the stairs down to the basement (here is a lantern with a bright yellow *Continual Light* spell on a stone within, on the wall of this 5' wide stairs - renewed after each Day of Dread).

The cook works from 7am to 10am and from 3pm to 9pm. Outside those times only warmed up pre-prepared food (often remnants of the earlier meals) or cold food is available, if at all by any other personnel. The preparation time of food can be estimated by the price. Each 10sp is 1 Turn more than the basic preparation of 1 Turn (10 minutes). So a 30 sp Meal would last 4 Turns to make. Warming up (mostly au-bain-marie or reheated in pan) is only 1 Turn.

The room is lit by two small yet bright wall-lanterns next to the basement door and the dutch door.

Latrine

10' by 10' room 10' high, with recently added white marble tiles on the floor. With a single 4' wide 7' tall red-boat lacquered oak door (which cannot be locked), opening outward to the Common Room Prime. Buckets, and barrels, and similar items are stored above this room, accessible by a normal portable ladder (found next to the large barrel). There is a single 2' high oak red boat-lacquered bench with three holes of 1' diameter 2' apart. Opening the bench lid reveals three large buckets (2' wide and deep) underneath. In the opposite corner is a large barrel on a 3' high table with fresh water within and a tap at the lower end. Underneath is a sink (which is connected by lead pipes in hollowed out bricks leading to the rainwater duct by the road. Solid matter

in the buckets is collected daily to twice daily (depending on the number of customers) in a large heap on the north side of the second Merchant field, the liquid matter is poured out in the sink, mixed with the water until it no longer stinks. The barrel is refilled by rain water when almost empty. The water is also used to clean the several Thyatian sponge sticks hanging on the side walls to clean one's bottom. (There is no toilet paper, and the latrine is communal non-gendered). Hands are normally not washed, but some clerics and Thyatians do so. This bucket system is a typical Traladaran latrine with some Thyatian influences (real world Russian/European before the toilets were invented)⁵.

⁵ Outhouses were also used; in farms, mansions, barracks and the settlement buildings with at least some ground/garden attached (simple deep pit 20 or more feet from the house, board with hole above the pit, and a narrow structure around it so you would stay dry and out of the wind. These pits were cleaned by specialists, dried and sold the manure as dung for the land. Castles and keeps did it regularly over the wall or through openings in the walls, explaining the strong scented brown sides of said castles. Straw was used to wipe, and buckets of rain water to flush if needed. The dung collectors often removed what could be found - ie. dung is sold for 15gp per acre. It was a dirty but well respected profession of modest earnings). The smell of these rooms are very strong to just noticeable direct after cleaning.

The Common Room

The Common Room is the main area for customers to eat, crink, socialise and watch performers on the ground floor of the main building; it is divided into 3 sections: Prime, Low and High.

Common Room (Prime)

This 30' by 40' and 13' high room is dominated by a gargantuan oak barrel (15' tall and 12.5' diameter) set on its side. It contains elven 3 stars red wine⁶.

There are two 7' diameter round oak tables in the western part of the room near the main chimney where a cosy warm fire is lit on colder days. There are 14 pine chairs available around these tables and in front of the chimney. The chimney is made of granite bricks mortared together with a granite base, with a steel fire frame, grated spark protector, steel tools, and above it a 1' wide oak shelf with

⁶ Bruce Heard created a basic grade system for wines on the Savage Coast in his article, "Voyage of Princess Ark", in *Dragon Magazine* #179 (page 99). A similar (easier) system exists in the Known World; stars only clarify differences in quality, price, Alcohol Points and bottle size. In Karameikos all wines below 4 stars are free of use, if one can pay for it (5 star wines are reserved for royalty only. It is best seen in the wine table on page 29 of ["What Can Be Bought"](#)

Secret of the Wine Barrel;

Unknown to any but the head staff there is a 5' deep section in the barrel's bottom (at the back wall) in which two people may hide. This secret place is treated by a central *Silence 15'* spell made permanent (replenished every *Day of Dread*), so no noise can be heard from within (there is a 1' gap against the external wall of the inn which is also affected, but this is rarely noticed, and lied about with some ruse when detected). Due to this continuous magic, any imbiber of the elven red wine from this barrel will be affected based on the amount consumed:

- 0-1 glass : no effect,
- 2 glasses : decreased casting time of +1 initiative per spell level,
- 3 glasses : person cannot shout or scream for 1 hour, keeping normal volume instead,
- 4 glasses : person can only whisper for 2 hours,
- 5+ glasses : person cannot speak anymore and even his movement seems to be reduced in sound.

This lasts for 4 hours, and all effects are cumulative in effect and duration, but also to any alcoholic intoxication effects (see ["How Does Alcohol Affect the Body?"](#) In the author's blog). Most observers will see this as an effect of the alcohol. A *Detect Magic* will reveal the wine to have a weak magical aura, but this is often the case with elven wine. An *Analyze* will reveal the drink has weak temporary alteration magic). The giant barrel itself is the oldest item present and was part of the first inn at this location hundreds of years ago. When the barrel is 90% empty it is refilled with new elven red wine at the cost of 20,000gp, which will have an equal effect within 3+1d4 days (depending on the ambient magic of the wine itself).

about 50 pewter beer cups. These are washed daily. A customer grabs one and requests it to be filled with a variety of beer or ale as per pages 28-29 of [“What Can Be Bought”](#). The bar is on the eastern wall, with 7 barstools and a 3' high low double swing door as a barrier to the oak bar. The room is lit by three chandeliers with multiple non-dripping wax candles (exchanged when needed); the chandeliers hang between the tables, in front of the barrel, and in front of the bar. There is a wooden railing with a 4 step stair down north to the lower section of the common room. The western wall has two steel framed standard windows. The windows look out on the courtyard, the top is mostly open during visitation hours to allow ventilation and prevent candle smoke, oil lamp smoke, cooking scents, sweaty and alcohol-stinking and dirty customers, but especially pipe smoke (hin tobacco) and incense used by customers that accumulating and causing discomfort. There is also in this wall a 5' wide and 9' high reinforced oak dutch door, which can be locked and bolted, opening outward; it is only opened in the summer on warm days.

A 5' wide 8' high normal door opening outward goes directly to the kitchen. It is used to serve food to the guests. There is also a small 10' cubical box with a single 4' wide 7' tall red-boat lacquered oak door (which cannot be locked) opening inward labelled; *“Latrine”*. On top of this box room several buckets, brooms, swipe sticks and wooden crates with candles are stored in the 3' gap to the main room's higher ceiling. The small hallway leads to the entry hall and around the large barrel to the stairs up to the guestrooms. There is a wall lantern giving sufficient light in front of the stairs next to the barrel. This section of the common room

is not used for eating, only to drink, relax and socialise. The external door is decorated on the inside with garlic and wolfsbane.

Common Room (Low)

This 30' by 30' and 18' high room has a wooden railing with a 4 step stairs up on the southern and western section to the higher sections of the common room. There are three 7' diameter round oak tables in this area, and a chimney on the northern wall where a cosy warm fire is lit on colder days. There are 33 pine chairs available around these tables and in front of the chimney. The bar is on the eastern wall, with no barstools. There is no serving in this area, yet orders can be made. The chimney is made of granite bricks mortared together with a granite base, steel fire frame, grated spark protector, steel tools, and above it a 1' wide oak shelf with about 50 pewter beer cups. These are washed daily. A customer grabs one and requests it to be filled with a variety of beer or ale as per pages 28-29 of [“What Can Be Bought”](#).

The room is lit by five chandeliers with multiple non-dripping wax candles (exchanged when needed): in the middle of the room, above the eastern tables, in front of the chimney and close to the bar. Two steel framed standard windows view the courtyard and another two the northern merchant field. The top is mostly open during visitation hours to allow ventilation and prevent candle smoke, oil lamp smoke, cooking scents, sweaty and alcohol-stinking and dirty customers, but especially pipe smoke (hin tobacco) and incense used by customers accumulating and causing discomfort. This area is where bards, songstresses, dancers,

and other entertainers perform. There are rarely performing groups with more than three people present (including dancing bears and such), and they request an average payment of 5sp to 1gp per person. The exceptions are on holidays when famous performers arrive; the payment requested is then 10sp to 5gp a person. The bar wenches mostly collect and the staff double the fee. This section of the common room is not used for eating, only to drink, relax, enjoy the entertainers and socialise.

Common Room (High)

This is a 40' by 30' and 13' high room and has a wooden railing with a 4 step stair down on the southern section to the lower sections of the common room. Above this a large wooden beam holds a dark blue velvet curtain which is closed during performances below. The thick wooden beam and the velvet curtain together reflect most sound from the lower common room back into it. This reduces the volume to an audible level where speaking is still possible in this upper section. The chimney is made of granite bricks mortared together with a granite base, steel fire frame, grated spark protector, steel tools, and above it is a 1' wide oak shelf with about 20 pewter beer cups. These are washed daily. A customer grabs one and requests it to be filled with a variety of beer or ale as per page 28-29 of ["What Can Be Bought"](#). There are three large rectangular oak tables with simple pine chairs (about half without a back) for communal use. Against the eastern wall is a small table which can be rented for 1sp/person per turn to communicate in a more private manner, than on the communal tables. Jars of mustard, salt, sugar, and flasks

of clean water, yogurt, and caskets for cutlery are in the middle of each table.

The room is lit by six chandeliers with multiple non-dripping wax candles (exchanged when needed): in the middle of the room, above the eastern tables, in front of the chimney and close to the bar. Two steel framed standard windows overlook the courtyard and another two provide a view of the northern merchant field. The top of a window is mostly open during visitation hours to allow ventilation and prevent candle smoke, oil lamp smoke, cooking scents, sweaty and alcohol-stinking and dirty customers⁷, but especially pipe smoke (hin tobacco) and incense used by customers accumulating and causing discomfort. This section of the common room is primarily used to eat, although also used to socialise, communicate, and even trade. One orders food at the bar here, pays and then waits 10 to 40 minutes depending on the order, and collects the food from the bar when ready, or for a bar-wench will deliver it to your current seating location here for a personal fee - agreed upon in advance with the bar-wench.

⁷ Our Real Life standards of hygiene were unheard of by the commoners in the past (Romans, and in Mystara Thyatians, being the exception), and people washed only when spoiled with dirt or once a month to once a year (mostly on holidays or services). Adventurers especially stank, being spoiled with dirt, grime, mud, blood and who knows what else. Assume that on Mystara they were a bit more hygienic, similar to the RL Wild West era, where they washed every day before important moments (being sex, religious services, ceremonies, marriage, etc.), and bathing was a bit more common and available. A warm bath at The Barrel, in a pewter tub in your room or in the stables, costs 5sp excluding soap (5gp).

THE WENCHES OF THE BARREL

The female staff are on duty (normally) each day from 11am to 11pm, but are allowed to earn extra money from the customers by entertaining them to midnight, or overnight (if mutually agreed upon by customer, wench and Nightwatch or Peter). The wenches normal duties are to serve drinks and/or food to the customers, prepare the guest rooms, help in cleaning. Most inquiries are directed to Peter, Sascha, or "Granny". The wenches are all young women in their Shearing Period trying to earn themselves a chance in life. They all live in nearby farms, where they share their income with the family there, and sometimes (not often) have to do extra or other work which may keep them from earning money in the Barrel.

Arya Watirlova

Female Traladaran Human
Age 18, 143lbs, 5' 1" tall,
ST 9, IN 8, WI 8, DX 16, CO 16, CH 17,
Normal Commoner 2HD 2, Hp 8+4 (CO),
THAC0/SV as C2. AL N

Faith: Traladaran (preferring Petra).
Traits: Greedy, Energetic, Honest, Cautious.

Arya originates from Sibeon, is very healthy and attractive. She is now 8 months into her Shearing Period and. On rare occasions she earns some extra money as "temporary companion" when the person is attractive. There are some men (like Perturo Monetera, Sergeant Dawnbrow and Gustaf Kardowin) who desire Anya as a trophy, but do not wish to marry her or pay her to be

a mistress. She feels that Kwaam Snout treats her the best, even protecting her, yet his weird skin color is a turnoff. If that relation would have a chance, it will be proven in time.

Kemira Annejka

Female Traladaran Human
Age 17), 165lbs, 5' 2" tall,
ST 13, IN 10, WI 8, DX 9, CO 18, CH 8,
Strong Commoner 2, HD 2, Hp 12+6(CO),
THAC0/SV as F2, Swimming skill. AL CG

Faith: Traldar)prefers Petra)
Traits: Rash, Reverent, Energetic, Open minded

Kemira is a farm girl, and although almost two years into her Shearing period, she did not travel far, as her parental home is in Kondrien. Her parents trade regularly with The Barrel, and they have joyful and loving reunions. Kemira is the strongest of the wenches and not afraid of anything. (Not even magical *Fear* or *Charm* affects her; this is possibly a side-effect of magic applied to her mother during pregnancy).

Around her neck Kemira wears a chain of 2 vampire teeth. (She punched them out of the mouth of the vampire who thought he had charmed her and intended to feed on her. Totally aghast the vampire flew away.) Several customers have also received punches, this girl cannot be treated wrongly. Kemira loves to chop logs, making many customers watch in wonder and amazement. Kemira was 13th in last year's run of Kylo's Peak.

Silia Gorbatev

Female aran Human
 Age 18)156 Lbs, 4' 1" tall,
 ST 7, IN 16, WI 13, DX 11, CO 9, CH 14,
 Low Commoner 3, HD 3, Hp 7,
 THAC0/SV as MU3. AL N

Faith:Traldararan (prefers Halav)
 Traits: Cautious, Dogmatic, Fearful, Trusting

Daughter of the scribe of Rugalov, she has never worked, nor desired to do so. All she has done previously is reading, writing, and mathematics. Forced last year by her parents to begin her Shearing Period, she tried to reach Mirros/Specularum, but a notice in The Barrel advertising for staff resulted in her landing up here.

Maarya BENGODIV

Female Traladaran Human
 Age 16, 123lbs, 4' 8" tall,
 ST 11, IN 11, WI 13, DX 6, CO 14, CH 13,
 Normal Commoner 1, HD 5, Hp 5+1(CO),
 THAC0/SV as C1. AL LN

Faith: Godless
 Traits: Dogmatic, Modest, Peaceful.

Maarya is the latest addition to the crew. She entered her Shearing period just 2 months ago, and embarked as a hired hand on a caravan from Kelvin to Specularum/Mirros. A week later Gustaf Kardowin noticed her and he "bought" her from the first merchant. As a hired hand nothing inappropriate happened at first, yet as soon as the caravan moved east away from Specularum/Mirros

and crossed the bridge at Krakatos, Gustaf began making awkward suggestions in public. Maarya ignored them with a smile, which Gustaf took as a sign to continue his advances. As they stalled the wagons on the Merchant Field at The Barrel, she ran into the courtyard, and clasped the pregnant Ingrid. Gustaf was enraged, and demanded his serf to obey his commands. Stomping his foot on the ground to put some strength to his words some horse manure splashed up spoiling his white pants and leather boots permanently. Gustaf's cursing like a wild hog, threatening both girls and insulting them drew Tom into the fray.

Daunted by the muscular man with a large blacksmith's hammer in his hands, Gustaf calmed down, and suggested Maarya could leave the caravan if he was repaid for his loss. Both Tom and Ingrid threw some gold pieces on the dirty ground. While Fustaf grasped for them, they smiled, and toppled him over. "OK, that's done. Leave her alone now", said Tom. Gustaf was furious but needed to use this tavern regularly so restrained his anger, and walked away. Since then Maarya has worked at the inn, mostly washing and cleaning. She has been given a small room at the nearest neighbouring farm where she helps - plucking the strawberries, berries, and apples when they are in season, or caring for the young sheep.

Maarya is a Traladaran, taught in the Church of Traladara, but is not religious in any way - the Immortals are just legends to her, and the cleric's powers are like those of the magic-user.

Bar

This section of the common room is off-limits to customers; it has red floor tiles and Thyatian style brick walls.

Of the drinks available, all ales, beers, and cider, (from keg's) are served at normal prices (=100%).

Also available are: coffee, milk, vinegar, water, dried foreign thee, local herbal thee, fresh fruit juice of local fruits (50%), glass bottles of Ostlander Aquavit (150%), Thyatian Imperial Brandy (100%), Minrothadian Brandy (100%), Ierendi Ouzo (110%), Light & Dark Rum (100%), Glantrian Uisce (125%), Karameikan Vodka (100%), Glantrian Vodka (130%), Karameikan Whisky (100%), and of course variant Thyatian, Elven, and Karameikan red wines of 1 to 4 stars (on holidays even limited 5 stars) quality.

Of the magical beverages only Elven Mitaq, Trees Blood/Darokinian Brandy, Elven White Wine and Evermead are available at prices 150% of normal. What is not given here is not available, yet can be ordered and delivered in 1d20 x5 days at prices 100+5d20% (see page 28-29) of ["What Can Be Bought"](#).

There are about 300 glasses (in 3 sizes) and 200 pewter beer cups for the various drinks. 20 old wooden cups of double capacity hang above the bar and are rarely used. A single orc skull drinking mug (souvenir of old adventure by Peter and friends) is placed on the strongbox/cashier. This skull is enchanted secretly by Finnig the local witch to create an illusion of the last 8 hours of anything seen by the skull. This can be stored for up to 5 days or revealed in real

time within 5 days, if commanded to do so by uttering the command word. This is used to identify thieves, and is known to the senior staff, and the local constabulary of Rugalov Keep (when identifying / arresting / penalizing thieves).

The bar is open to the Common Room Prime where several barstools are placed against the bar, in the corner at the Common Room Low where orders are taken by the wenches and delivered to the customer's table, and at the Common Room High where food is delivered to be taken by the attending customer or bar wenches.



Stair Hall

This oak stair is 5' wide and 9" high and deep steps leads to the upper floor (+15'). The floor there itself is of 2' thick oak beams covered with oak planks, with caked straw behind ceiling boards and the planks. Of coarse mice do live here, and some insects, yet no rats. The steps have some minor wear, and are covered by a Ylari stair-rug. There is a 2" diameter copper railing on either side, and the rug is held to the stair by copper staffs in rings in the corners. Falling on this stair will cause 1d6 falling damage and 1d2-1 broken bone at worst, with a failed Constitution Check at +6 to die in the fall (see ["The Lost Tables"](#) at the author's blog),

Upper Floor

Each of the 11 guest rooms on the upper floor has a slanted ceiling covered with lead-based white paint, bare oak plank floor and Thyatian-style brick walls. Each room has a green painted 6' high and 4' wide lockable pine door with the room name engraved on a copper label on the outside. Each room is supplied with paper on a roll, and a chamber pot (cleaned daily), a decanter containing 2 litres of clean water (40cn), a small stone stove (magical item detailed below), and a 4' wide, 2' deep and 15" high flat chest (lockable) underneath each bunk bed. Differences to this standard are given below.

Similarly the other rooms on this floor also have the same style ceilings, floors, doors and walls.

1 The Warm Room

This is a 15' by 10' and 10-13' high room with slanted ceiling (low end to the north), with a door on the west side. This room has no window and does not benefit from daylight. It is always warm due the external chimney on the eastern wall.

2 Merchant field Room

This is a 15' by 10' and 10-13' high room with slanted ceiling (low end to the south), with a 5' by 5' window to the south giving a view of the merchant field, and a door on the west side.

3 The Light Room

This is a 10' by 15' and 10-13' high room with slanted ceiling (low end to the north), and three 5' by 5' windows to the north overlooking the secondary merchant field and the forest beyond. The room has a standard lockable door on the south side.

4 Road view Room

This is a 10' by 15' and 10-13' high room with slanted ceiling (low end to the south), with a 5' by 5' window to the south overlooking the merchant field. The room has a door on the north side.

5 Forest view Room

This is a 10' by 14' and 10-13' high room with slanted ceiling (low end to the north), with a 5' by 5' window to the north overlooking the second merchant field and the forest beyond. The room has a door on the south side.

6 Along the Wall view Room

This 10' by 15' and 10-13' high room with slanted ceiling (low end to the south), with a 5' by 5' window to the south giving a view of the merchant field. The room has a door on the north side.

7 Second Warm Room

This is a 15' by 10' and 10-13' high room with slanted ceiling (low end to the north), with

a door on the east side. This room has no window and does not benefit from daylight. This room is always warm due the external chimney on the northern wall.

8 Forest Path view Room

This is a 15' by 10' and 10-13' high room with slanted ceiling (low end to the north), with a 5' by 5' window to the north overlooking the second merchant field and the forest beyond. The room has a to the east.

9 Stable view Room

This is a 15' by 10' and 10-13' high room with slanted ceiling (low end to the north), with two 5' by 5' windows to the north giving a view of the second merchant field and the forest beyond, and another to the west overlooking the courtyard. The room has a door on the east side.

10 The Dark Room

This is a 10' by 15' and 13' high room with slanted ceiling (high end to the east), with a door on the north side. This room has no window and does not benefit from daylight.

11 The Small Room

This is a 10' by 10' and 10-11' high room with slanted ceiling (low end to the west), with a 5' by 5' window to the west overlooking the courtyard. The room has a door to the north.

Common Sleeping Hall

This is a 25' by 30' and 10-13' high room with slanted ceiling (low end to the west, high end 10' to the east before the door). There are three 5' by 5' windows to the west overlooking the courtyard. There is a door on the east side (usually wide open except at night) which cannot be locked. The hearth of the chimney (which also opens into the living room) is made of granite bricks mortared together with a granite base, steel fire frame, grated spark protector, and steel tools. The amount of wood kept here for the fire to keep the room warm is dependant on the season. There are 4 buckets of water to extinguish any fire here. Each bunk bed has a 4' wide, 2' deep and 15" high flat chest (cannot be locked) underneath, and a clothing hook on the corners; customers must agree between themselves who takes what. The Nightwatch or day crew settle any disputes.

There is one simple 6 seat table here. It is possible to add 5 mattresses and bedrolls on the floor of the Sleeping Hall. The stone stoves in the other rooms are Sindi Fire Stones. They are placed near a fire for 4 hours (or in the sun for 8 hours) and each stone will release the captured heat with a 50% lowered temperature for 8 hours when removed from its heat source. A Stone placed in the fire would still cause blisters, yet could not set something afire.

Living Room

This is a 35' by 20-25' and 10-13' high room with slanted (low end to the west, high end 10' to the east before the door). There are

three 5' by 5' windows to the west overlooking the courtyard. There is an open arched 6' high 4' wide doorway on the east side with the room name written on a copper label to the left of it. A red painted 6' high 4' wide pine door (usually locked, and barred at night) on the west side has "Private" on its nameplate. The chimney hearth (shared with the Common Sleeping Hall) has the same construction and accessories. Like the sleeping hall, the amount of wood stored here for the fire is dependant on the season, and there are 4 fire buckets of water.

The living room has 9 cubicles (in three 3-tiered lockable closets), each 5' x 5' x 3' in size for rent at 1 sp/day). Also in the room is a simple 10 seat table and a chimney with cooking water/broth opportunity (large kettle or teapot). It is possible to add 10 mattresses and bedrolls on the Living Room floor. This room is mostly scented by the baking aromas from the kitchen below ventilating through the communal chimney.

Upper Hall

This is a 5' to 10-13' high "T-shaped" hall with no windows. Twelve green and one red painted doors line this hall with the room names on copper plates on each. At the east end is the stairway down, which is 5' wide and makes the hall 10' wide at this point. There are four closed oil lanterns in this hall at 10' height, lit 24 hours a day (each has a 10% chance that it is empty, needing a refill, which will be done within 8 hours maximum).

Private Room - Cook

This is a 10' by 10' and 10-11' high room with slanted ceiling (low end to the east), with a cave bear fur 'tapestry' covering the floor and the walls are painted with wild barbaric scenes and rituals (almost childish). There is a 5' by 5' window to the south overlooking the merchant field and the ramp to the basement. Unlike all the other windows, this one can be opened sideways so one can enter/leave through it. The room has a red door (usually closed except when the cook is inside) to the west side with the room name on a copper plate on the outside.

There is a single bed covered with a variety of furs used as blankets, mattress or pillow. The mattress itself is made of a straw. There is a 4' wide, 3' deep and 21" high flat locked chest in the corner next to the bed, but it is mostly covered in a stack of dirty and clean clothing. There is also a simple metal stove to keep this room warm or to boil some water/tea. There are several weapons hung on hooks from the ceiling (hand axe, battle axe, two-handed axe, dagger, sling, light crossbow, normal sword, mace). In a large bowl next to the bed are some cloven (ox/pork) bones, some with meat on them. The window is decorated with a private collection of hundreds of different feathers of variant species (including small roc and harpy) - even orcs need a hobby. Typically, the room looks a mess, yet vermin do not enter here, probably due to the faint scent of half-orc. Orcs, unlike other humanoids, are not subject to insect vermin, however unclean they might be.

COOK; KWAAM SNOOT (ORCISH FOR HUMAN NOSE)



*Kwaam Snout,
half-orc cook
proud and
headstrong
as ever.*

On 5 Nuwmont 994 AC, Peter and Sascha (the inn's proprietors) found a baby orc in a bag hung on the entry door of The Barrel. A small crudely written letter gave his name, and suggested the mother was human and father orc. Kwaam looks like a somewhat larger than normal human in height and width, with a weird faded orange colouring and a strong pronounced lower jaw. Unlike most half-orcs his overall appearance (other than his size and jaw and faint orcish scent) is human-like. He has no fangs, pointed ears, or other features of orcs. The baby was seen by most as a child of a mage, and abandoned due its colour, and the letter requested that the baby be protected and respected by the human locals. Kawaam was officially adopted by Peter and Sascha on 15 Yarthmont 1000 AC at the age of 7 after legal procedures. The child grew rapidly and in 1006 AC towered a foot above his human peers.

At the age of 13 he stopped growing and was legalized as citizen. A year later Kwaam (who

Male half-orc

Age: 17 Height 6' 6", weight 301 lbs, Dressed like a typical merchant guard. He wears sandals instead of boots (as his feet are too large for the normal boot sizes and he has a dislike of boots).

Fighter 6th level,

AC6 (incl. DX + magic), chain mail(AV4) +1 (if Armor Value is not used, subtract AV from AC to get correct AC), HD 6, Hp42(HD)+6(CO)=48.

Mv 120'40', AT hand axe (cleaver) +1 (WM Skilled), Normal sword (WM Skilled), THAC0 12 (adjusted by ST and adjust by magic and WM in melee as per *Rules Cyclopedia* pages 75-80), AT as per weapon +2(ST) +Weapon Mastery + magic.

Sv F6, ML10, ALN,

ST 17, IN 10, WI 11, DX 8, CN 14, CH 6 (12 to Orcs).

Languages: Traladaran, Thyatian, Local Orcish, Dwarven.

Skills: Profession; Cook, Law & Justice, Hunting, Foraging, Intimidation.
WM SK Sword, WM SK handaxe.

Although officially Traladaran Faith (prefers Zirchev).

Traits: Direct, Energetic, Loyal, Proud, Honourable, Honest, Religious, not very clean.

Tracking by scent 10%, Detect unusual construction 30%, Detect sloping passage 20% (5% less than normal), Infravision 30' (half normal).

followed the doctrine of the Church of Traladara) required his Shearing time. He spent two and half years adventuring (mostly as a merchant guard and cook) and returned home in 1009 AC. He was amazed by the recently built Fain Flinn Bridge, which he considered an architectural wonder when he saw it for the first time. He reunited with his foster parents and told them of his adventures in Thyatis, Soderfjord and Ylaruam. Dressed like a typical merchant guard he looked almost like a normal human. His foster were parents full of pride and joy, and made him the Inn's cook, which he had always desired. .

Currently he is in the prime of his life, having returned from his shearing period, he adventures regularly in the neighbourhood, and desires a mate. Unknown to himself and most others (except his foster and real parents) he is a half-orc. He feels attracted to the maid Arya, and is unaware (due his color) if she fancies him. Like all orcs he cannot lie¹, the concept of lying cannot be understood, so he is often very direct and misunderstood.

¹ Orcs do never lie, they may be chaotic, violent, brute and even evil, but they are incapable of lying, or even understanding the principle. If they do not want another to know something they simply do not tell. This is a handicap to them against humans, dwarves, halflings, goblins, kobolds, and many other species which often lie, they simply do not understand this behaviour, and when caught being lied at, will be angry (reaction -2) pure out of frustration. Orc blood/brain components are thus used in spells, potions and items of truth Speaking. It is not uncommon for an orc to bash in a head which has just lied; "*Ish or not Ish, You said Ish, so can't be not Ish. BASH!*"

Due to the magic poisoning while being born, some of that magic permanently affected Kwaam Snout. He is totally immune to any *Charm or Control* magic, yet is vulnerable to *necromantic* magic (Saves -4, damage +2/dice). This is totally unknown to anyone, including Kwaam himself. The witch Finnig suspects he might be affected by magical poisoning due the weird discolouration of the claw wound on its ankle, yet does not know how.

Kwaam's Hidden History;

Early 990 AC, Karthog a neutral aligned yet proud wicca warrior of the Nyy-akk (Black Web) orcs strayed too far from his hunting group, and became lost. Wandering through the area of Haven he was attacked by locals and, as on his own, was forced to flee further south. Following the shadows of the disintegrated mountain range he entered the Witchlands. Here he fell prey to the *Charm* spell of an evil witch. Thus enchanted, he becomes her bodyguard, and partner. The witch, on her path to become a black hag (for more information on evil witches becoming Hags, see pages 368 and 457 of ["Glantri Great School of Magic in Detail"](#) at the Vaults of Pandius) had used Karthog's knowledge to copy several of his spider-based spells (see examples in the ["1 Mile Hex Mapping"](#) topic at The Piazza Forums), but had already become pregnant by the orc.

Fearing utter failure she did not postpone her research, and up to the day of birth she was embedded in the magical auras of all her

creations and dweomers. She forgot, however, to renew the *Charm* spell on Karthog, and slowly he became more free-willed. When, in Kaldmont 993 AC, the birth began a month early he was called to help, as there was no other. Something was greatly amiss, severe pain caused the witch to stumble and fall, while bleeding severely. Totally unaware what to do Karthog laid his trusted axe beside him and pulled the wriggly child from its weakening mother. His natural inclination to protect the newborn took over, and free from the *charm* he totally forgot to help the witch. It was several hours later that he returned with the hungry screaming child to find that the witch had perished from blood loss. He knew he had no other options, and went south through the woods to find a place where his son could survive. The goblins would probably eat the child as they have no loyalty or wits. The elves could not be trusted and would probably kill the child. He had travelled 5 days and nights, feeding the child with his flask of goat-milk, although he noticed it became weaker by the hour.

Then late in the evening he saw lights, it was not elves, for he had bypassed them, and goblins would only go thus far south for raids, also preferring the dusk or dawn to do so. No, this light was stable; it was the house of humans. Humans were known to Karthog only as buyers of dwarven goods, hunters or young adventurers, neither too threatening. Could it be? He saw a sturdy walled structure of white stone with a reed roof and several merchant wagons in the field to the road. The guard dogs began barking, yet were easily silenced with a *Spider-Slumber* spell (spider version of *Sleep*). As the numbing tendrils of web appeared the dogs fell into a

deep slumber before the guards reacted to the barking. Silently passing between the wagons Karthog came to the road. Two large doors were still wide open, yet nobody was in sight. Karthog looked through the doors and heard the noise and joy of the people inside. He saw a woman speaking with a man in armor. He used all his wits to understand the barely know language; and heard the woman sobbing. From what the man said he could understand; "...*know ya lost the child, and miss your daughter...years ago now, so accept you're alive...honey*" while guiding her inside the noisy door to the right. "*This woman so lost her child*", Karthog pondered, "*need a mother*". He grabbed his prey basket and huddled the child within. Karthog tore a piece of paper from a board next to the noisy door. He had to be fast, or else he would be noticed, and probably killed. With charcoal he crudely wrote; "*Dis be Kwaam Snout, son Karthog and dead witch. He be like human.*"

Love baby Kwaam pwease?" With a kiss he hung the child on the left door where the woman had appeared first. That must be her lair. As silent and fast he went out, and hid around the corner near a low wall. "*He?...what this might be?*" A male voice spoke somewhat later. "*oh...fraggels!... a child!...a baby!...Peter!...Sascha! Come,*

come!...look! In the consternation following Karthog could not understand most of what was spoken except the woman suddenly starting to pray to a goddess, Petra, for granting her this child. She promised in that prayer to protect and love it as if her own. Satisfied Karthog disappeared into the woods. It was time to find my way home he thought. Karthog eventually returned to his tribe, and as Wicca settled in a cave nearby.

In 1010 AC Karthog still lives, a formidable feat in such a competitive and harsh environment. He is well in his venerable years and a neutral elder (45 years and older) orc wicca (Orc14, WI12), surviving by aiding the tribe with its magic. He would fully accept his son (and possible friends) if recognized as such. Kwaam has suffered a small curved wound on his ankle during the difficult birth due to the claw like nails of Karthog; this mark was coloured blue due to the ambient magic and will always be recognized by Karthog. Keep in mind that orcs are chaotic, yet cannot lie, are loyal to their own and keep their word, and will never kill children (as there is no honour in this).



Side building

The rooms of the side building are all of similar style with white plastered Thyatian style brick walls, thick red ceramic tiles and red boat lacquered doors, door and window frames. The upper rooms have bare oak plank floors.

Private Living Room

Opposite the entry to the main building, this is the private area of the Innkeeper. A 15' by 25' and 13' high room with walls covered with various Ylari decorative scene tapestries. There is a 5' wide and 9' high reinforced oak door on the east side under the arch which can be locked and bolted; it opens outward, to the arched section of the Courtyard. Another 4' wide 9' high door on the west side leads to the minor hall and stairs. Three steel framed windows; one facing the arch, the southern one facing the road and the northern one gives a view of the courtyard. The windows are covered at night with curtains and shutters. The chimney is made of granite bricks mortared together with a granite base, steel fire frame, grated spark protector, steel tools, and above it a 1' wide oak shelf with a various decorative objects on it (several radiate magic) all acquired during years of adventuring. There is a cosy bench, a table and two chairs; along the southern wall is a lidded secretary with a comfortable leather work chair.

Next to the secretary is a wooden chest containing 100 gold pieces (cursed to make the person carrying at least two of them to have dexterity, charisma, and saves lowered

by 6, and thief abilities reduced to 50% of their normal values). Hidden underneath the chest, under a loose plank is a 3' cube strongbox always locked with all the money earned during the last week within⁸. This room is used daily by Granny. By itself this is not a problem, however as she uses a wheelchair, some might ponder how she reaches her bedroom above. She is normally lifted, and she can still walk somewhat but not for long, Peter explains. The external door is decorated on the outside with garlic and wolfsbane.

Guest Main Room

This is a 15' by 25' and 13' high room with walls covered with different Ylari decorative scene tapestries. There is a 5' wide and 9' high reinforced oak door on the north side which can be locked and bolted, opening outward, to the arched section of the Courtyard. Another 4' wide 9' high door on the east side leads to the minor hall and stairs. Two steel framed windows; the northern one facing the Courtyard, the southern one facing the main road. These are covered at night with curtains and shutters. The chimney is made of granite bricks mortared together with a granite base, steel fire frame, grated spark protector, steel tools, and above it a 1' wide oak shelf where guest place items they prefer to have in sight.

⁸ The strongbox contains (5d4x10 pp, 1d10x100 gp, 1d12x2d20x100 sp, 3d30x100 cp, and 1d6 random gems and 1d3 non magical rings or other jewellery. The DM can use the jewellery type table of the Rules Cyclopedia page 227.; Roll 1d20 see first column (11 to 15 = Ring, 16-17 = armband, 18-19 = earring, 20 = amulet) only valued at 10d4x100gp each

In the southwest corner is a 9' long, 4' wide and deep ceramic bathtub (72 litre capacity excluding user). Two 20 litre kettles can be hung on hooks in the chimney to provide warm water as desired (on average this takes 2 Turns). Cold water is drawn from the well or rain barrels by buckets. Excess and used water flows by a pipe underground to the drainage side of the main road. Around this bath is a dark silk curtain with a horrendous pattern of conflicting colors and theme (hence it is hung here; it is in fact a Thyatian copy of an Ochalean religious design silk curtain/robes, yet completely done wrong, and no sane mind would wear this out of risk of offending someone). As a bath curtain it is even barely acceptable. There is a bench and low table to drink, socialize, study maps, eat and smoke. The room is for communal use by all guests of the private rooms. The bench is sometimes used as sleeping place if there is an argument between a couple renting one of the rooms, resulting in one partner leaving the double room. There is a stack of towels to dry later, and a scented (flower or honey) piece of soap can be purchased for only 1gp. The external door is decorated on the outside with garlic and wolfsbane.

C: Lower Guest Room

This a 15' by 10' and 13' high room with walls covered with different Ylari decorative scene tapestries. There is a 4' wide and 8' high oak door on the south side which can be locked, opening outward to the minor hall and stairs. A steel framed window in the north overlooks the courtyard. This is covered at night with curtains and shutters. Although this room has no chimney, it is

warm and cosy due to the chimneys in the rooms beside it.

The room has an elven oak carved bed with straw mattress and thick wool covering. It has a down pillow, and decorated woollen blankets (up to 3 if cold). The floor has a tapestry of old Karameikan design (a DM could infuse a similar map into this as suggested in module B10, yet even then it needs a special golden needle and thread). It is non-magical and non-informative by itself. A *Truesight* or *Analyze* spell however, might inform a PC that this object holds more than meets the eye (no more information can be gained without the needle and thread).

Minor Hall and Stairs

This is a 10' by 5' and 13' high hall with walls painted in a faded yellow taint with a horizontal band of decorative (ancient hutaakan) 4" by 5" white ceramic tiles with different red painted decorative scenes of common professions (a find of Peter's friends in an old devastated Hutaakan village). This oak stair is 5' wide and has 9" high and wide steps and leads to the higher floor (+15'). The floor itself is 2' thick oak beams covered with oak planks, with caked straw behind ceiling boards and the planks. Of course mice do live in here, and some insects, yet no rats. The steps have some minor wear, and are covered by a Ylari stair-rug.

There is a 2" diameter copper railing to both sides and the rug is held to the stair by copper staffs in rings in the corners. Falling off this stair will cause 1d6 falling damage and 1d2-1 broken bone at worst, with a failed Constitution check at +6 to die in the

fall (see under falling in "[The Lost Tables](#)" at the author's blog). Underneath the stair is a small closet where brooms (1 flying and sweeping), buckets, and similar items are stored. There are three 4' wide and 8' high oak doors: on the west side (opening outward), east, and north sides (opening inward); the eastern and northern doors can be locked. All these doors lead to adjoining rooms. A steel framed window decorated with white frilly curtains is on the stairs facing the main road. This is covered at night with the shutters (there is however a 1' peep hole in the right shutter where a knag had been).

Private Master Bedroom (Peter and Sascha)

This 20' by 20' and 10-13' high room with slanted ceiling (low end north and south, high end in the middle). There is a single 5' by 5' window to the north overlooking the courtyard; the window has no functional shutters (they are there, but are rusted in an open position) and the window can be opened completely (the ground is 18' below). This is closed and covered at night with ceiling-to-floor velvet curtains. A red painted 6' high and 4' wide pine door (usually locked, and barred at night on this side) leads east to the Common living room and another door with a normal lock goes west to the Minor Hall and Stairs. The room is built on strong 2' thick oak beams above the entry arch. On the south wall several bolts hold the bottom section of another huge barrel that hangs on the outer side of the wall, above the double doors of the main entry. The tavern's name is painted on the

(Continued on page 139)

INNKEEPER: PETER ANDREJEV



*Peter Andrejev,
chamful and
heroic as always*

Peter was born about noon on 14 Vaternont 951AC in Rugalov. His parents Martha Pershikin, and father Pjotr Andrejev were happy. After his shearing years Peter became a successful young adventurer with his new friends Rowan Selasar, and the elves Idralyll and Angolnith. They earned high respect of the locals due to battling primarily against undead, humanoids, Thyatian assassins and the slavers (before they became the Iron Ring). Peter became one of the famous knights of the Traladaran Order of the Golden Sword, and has remained loyal to the Traladaran people, faith and the Order to the present day. He was renowned for saving Lady Olivia Promethian a few weeks before her marriage to Duke Stefan in 979 AC, and battling many humanoids and undead in the lands around Penhaligon. In the autumn of 980 AC the young Zirchev cleric Tom Townes was added to the group.

In the early fall of 989 AC while travelling north of Penhaligon near the Darokin Pass, Peter and his companions heard the sounds

Male Traladaran Human

Height 5' 9", 205lbs, muscular build, dark brown hair and cut beard with grey streaks, piercing blue eyes, Always dressed in Traladaran traditional clothing with underneath his chain mail.

Fighter 16th level (former Knight), AC5 (incl. DX + magic), Chain Mail (AV4) +3 (if Armor Value is not used, subtract AV from AC to get correct AC), HD 9+, 16 + Hp 59 (HD) +14(Lvl)=73 (was 82).

Mv 120' 40',

AT Sword +2 (WM Mastery), Club (WM Skilled),

THAC0 9 (adjust by ST + magic and WM in melee as per *Rules Cyclopedia* pages 75-80), DM as per weapon +2 (ST) +Weapon Mastery + magic.

Sv F16, ML11, AL LN,

ST 17, IN 12, WI 14, DX 9 (was 10), CO 12 (was14), CH 10 (was 12).

Scroll of Communication; Rowan has the other end.

Languages: Traladaran, Thyatian, Callarii Elvish, Local Orcish, Dwarven.

Skills: Profession: Labourer woodcraft, Profession: Tavern Keeper, Knowledge of Knightly Codes, Law & Justice, Riding, Know Terrain (Central & Northeast Karameikos), Hunting, Know Market Value, Local History, Military Tactics, WM MS Sword, WM SK Club,

Faith: Traladaran (prefers Halav).

Traits: Loyal, Proud, Honourable, Honest, Reverent, Suspicious.

Although no longer officially titled, most Traladarans still grant him rights equal to his former status, and accept his word as just and right for Traladara and its Immortals.

of battle. It was a large traders caravan assaulted by a very large group of vile orcs. The first rays of sunlight already fell over the mountains, they grabbed this bonus and entered the fray. While slaying several orcs the adventurers were held back by a wave of orc arrows, allowing the enemy to retreat into the wilderlands. The traders now required help, healing and care, so the group did not follow the orcs. Amongst the trader party was a young foreign woman named Ingrid, a dwarf named Esculem, and a fallen friend or maybe even partner to the woman. He could not be saved; the arrow had entered his eye and exited the back of the skull, an instant kill, where not even the magic of Zirchev could help. Together they buried the dead and helped the group reach Penhaligon. Touched by the flair, strength but also the grief of the woman, Tom suggested the dwarf and Ingrid join their group. Carefully and thankfully they accepted. Both Esculem and Ingrid proved to be great assets to the group, and many humanoid tribes were decimated, and even a vampire mage lord was slain.

One day in Eirmont 989 AC Ingrid noticed the brayng of a mule, out of the thick fog on Kelvin Moor in the morning. Following the sound they discovered within the demolished ruins of a Zirchev shrine the creature with a woman on its back, clearly tied to the saddle. The mule, saddle and the woman's lower parts were covered in several layers of blood. A miscarriage was leasing to imminent death. The group decided to do what was needed, and save her. The dead child was buried just outside of the shrine under the blessings of cleric Tom's prayers. Slowly healing Sascha, as the woman was identified as, stayed with the group and

became an interesting member. And as Tom loved Ingrid, so did Peter soon love her.

The Church of Karameikos did not accept the group of indigenous and foreign heroes, and the influence they had on the Duke, and other political relationships. They sought, found and succeeded in defaming them one by one in several ways;; this knighthood of so-called Traladaran Heroes had to be stopped and renounced. In Peter's case it was his relationship with Sascha, another Traladaran hero (already officially labelled as being a lying harlot, a known and judged thief and a heretic by the Church of Karameikos), which was used to bring him down. This caused some friction both politically and within the group at first, especially when an unidentified knight of Thyatian origin demanded Sascha her hand in marriage. Peter and his adventuring friends decided to officially "retire" from their campaigns, when age caught up with them. They realised that their last chance to birth children was waning away; their hair greyed and faces aged. Not old enough to sit and watch the world pass by they found the old ruined inn - actually they fell into the hidden basement in the middle of the night. They found this opportunity to be a chance granted by Halav, Zirchev and Petra, and accepted by rebuilding the ruins into The Barrel. There were attacks by the goblins, by wild uncontrolled antisocial adventurers or merchants, and even the Karameikan tax and other officials. Yet it was too late, the place had been set, the local Traladarans embraced the old heroes in their midst. The spirit of The Barrel was born.

Peter and Sascha did their best to withstand the paralegal onslaught and anonymous

suitors and both decided to get married in the Church of Traladara on 20 Flaurmont 993 AC. After this, Peter's "indecent" mother was brought into the game in another attempt to bring them down. Maybe it was the stress or age, yet it was in this tumultuous period Pjotr, Peter's father died. He was interred in the graveyard of Kondrien.

All the knights and landed lords of Thyatian descent were starting to defame all Traladaran knights. The pressure was too much for Duke Stefan to resist; it was almost as if a civil war could ignite at any moment, and at the same time his wife Lady Olivia (born Promethian) was pregnant with their first child (The Church of Karameikos desired that Olivia produce a male heir, and there was some serious religious debate and prayers on the issue). From that day (15 Kaldmont 995 AC) Stefan renounced most Traldar Knights of their titles and all corresponding duties and rights, except when they changed their faith and entered the Order of the Griffon. Many of them refused, and became wandering knights in the Traldar order of the Golden Sword (see sidebar). Others refused the faith change, but willingly accepted their knighthood being taken away, these were exonerated, kept their lands, titles, and ruling rights that had belonged to them (in order to prevent a local uproar). It was the non-landed knights who took the brunt, as they would lose everything. Amongst these was Peter; his refusal to become a landed knight in 996 AC, caused his knightly title, official regalia, and rights being taken away. Now he is just a Traladaran citizen of dubious background. Having decided in 995 AC to lay low and set up "The Barrel" tavern, the life of the group greatly changed. Peter is the official adoptive father of Kwaam Snout since 1000 AC.

INNKEEPER'S WIFE: SASCHA MISCHNIKOV

Sascha showing anger upon discovering that the evil knight is still active



Born on the morning of 22 Sviftmont 955AC in Kelvin. Sascha began her Shearing Years at the age of 14 by roaming the pubs, inns, taverns, bars and other locales for money. First restricted in her actions when caught by the Thieves Guild(s), then on 22 Kaldmont 972 AC she was apprehended in Kelvin and brought to Marilenev (as the Traladarans stubbornly still call the by Thyatian conquerors renamed capital of Specularum). Here she was incarcerated for 3 years under a Crime 3 punishment as the result of proven theft and was released on 22 Kaldmont 974 AC at the start of one of the harshest of winters.

With no money, no tools or equipment, and not even decent or undamaged clothing (she still had the same apparel which she was wearing when captured) she became a beggar at the age of 20. She was raped for the first time of her life by an unknown squire of some knight of the Order of the Griffon. Noone believed her charge against the squire and she was officially labelled as

Female Traladaran Human
4'8" tall, 110lbs, Slight and slender build, graceful and deft, Traladaran woman, straight black hair with intermingling of some grey hairs, and brown eyes. Dressed in Gypsy-like garment of the Traladaran palm readers with her decorated copper polished leather armor over the basic clothing and underneath the open day-mantle.

Thief 23rd level no guild, but friendly accepted by the Kingdom of Thieves since a month after their marriage, which puzzles her);

AC5 (incl. DX + magic)+ Leather Armor(AV2) +1 of Reflection (gift from Tom and Ingrid as it did not fit Ingrid and Sascha needed it) (if Armor Value is not used, subtract AV from AC to get correct AC),

HD9+, Hp18 + 9(CO) + 28(Lvl = 55, Mv 120'/40', AT sword+2, Dagger of returning+1,

THAC0 8 (Incl. ST) adjust by magic and WM in melee as per RC pages 75-80), DM as per weapon +1(ST), Save T23, ML7, AL;NG,

ST 13, IN 17, WI 10, DX 18, CO 13, CH 14.

Chime of time (can be set at time in periods of up to 40 Turns, or up to 48 hours or or up to 7 days away, recharges by immersing 4 hours in clean water (used to keep track of times needed to awake) rings audible to 120' away in the open (-10'/corner or 1"wall passed).

Languages: Traladaran, Thyatian, Callarii Elvish, Vyallia Elvish, Thieves Cant, local Goblinoid.

Skills: Profession: Fortune-Teller (soothsaying + Fortune Telling),

a heretic, trying to defame a Knight in the Order, Karamaikos official Heroes. The following months were hard and she had to live in an old tomb, hidden in the sewers of the city, where on 12 Ambyrmont 975 AC she single-handedly bore the only child she ever had in her life. The young girl was named Alya. Together they grew up and lived by begging, some minor thieving or as fortune tellers, keeping as low a profile as possible. Alya's Shearing began at the young age of 13 when she was given an opportunity by a merchant she had come to know. Sascha reluctantly, yet happily accepted the position of her daughter. Alya became as skilled and careful as her mother, looked and acted very similarly. In 989 AC Sascha accidentally stumbled upon the knight who raped her long ago when he was only a squire. He forced himself on her again and demanded his self-proclaimed right of ownership/use of her. She managed to flee at the first opportunity, and left the city of Marilenev/Specularum on her mule. Directly after the vile deed Sascha had taken her mule and fled, hiding in the ruins and settlements along the Eastron Road. Sascha soon discovered the knight was still searching for her, and diverted her flight towards the north, through the Dymrak Forest with the intention of reaching Darokin, where she should be safe. The forest and its inhabitants, however, greatly delayed her.

In the meantime in Specularum, Ayla received information from thief contacts in Kelvin, Threshold, Rugalov, and Luln. Noticeable among the various rumours was one of a knight and his associates searching for a particular female. These intrigued Ayla as the female's description appeared to be of a dark-haired older version of herself. At first

Profession as Tavern Keeper, Knowledge of Robbery Techniques, Knowledge of Specularum Society (IN-1 due lack of updating), Knowledge of Specularum Sewers & catacombs (IN-3 due lack of updating), Riding, Storytelling, Lip-Reading, Local Rumour & Gossip, Ceremony Traldar Faith, Alertness, Swimming, WM SK Sword.

Faith: Traladaran Faith (prefers Petra)
 Traits: Loyal, Cautious, Reverent, Fearful, Rash, Sometimes stricken by sadness. .

A note about Sascha's apparent late pregnancy at the age of 38+

Mystara has a shorter annual cycle of only 336 days as compared to real world Earth with 365.25. This means that every Mystaran year is 29.25 days (somewhat more than a Mystara month) shorter than an Earth year. As a result a person of 50 Mystara years of age is equivalent to 45.9 Earth years. Due to this and other circumstances the lifespan of humans in years is significantly higher than on real world Earth. The fertility of human females on Mystara ends in their Mature phase, later than on real world Earth.

Life Phase	Age (years)
Baby	0-5
Youngster	6-10
Teenager	11-13
Young Adult	14-20
Adult	21-39
Mature	40-59
Elder	60+
Death	95+2d12

Ayla deemed this a coincidence, but gradually became more interested.

On 13 Eirmont 989 AC Sascha was crossing the Kelvin Moors, when suddenly her pregnancy went awfully wrong, the baby was stillborn and she almost died from severe blood loss, hidden in a ruined roadside shrine of Zirchev near Penhaligon (destroyed by Thyatians). Peter's friends discovered her after hearing the braying of the mule carrying her. The cleric Tom Townes succeeded in saving her, but she lost the ability to become pregnant again. She slowly healed and was fully accepted into the group from that time.

Sascha never learned that her daughter had returned more experienced in Specularum in the spring of 992 AC and set up the Kingdom of Thieves, the most lawful Thieves Guild in Karameikos. Ayla, aka *Flameflicker*, continued to search for her mother, but no one was able to provide information. Uncertain if she was dead or attacked or worse, enslaved by the Iron Ring, Ayla never stopped looking. Unknown to Ayla, Sascha also searched for her (unknowingly keeping the rumours alive); every six months she travelled through the major cities (except Specularum where her attacker had a well-known base) to seek her daughter. All she knew was that Ayla completed her Shearing in these settlements at various moments in her life, but a few years ago she seemed to disappear from the known adventurers list. To Ayla the rumours of a knight looking for someone with her mother's description persisted and she decided to follow these up (using her agents).

On 20 Flaurmont 993 AC Peter married Sascha by Traladaran Church rituals. Alya was too late to attend the marriage itself, but heard about it from her thieves guild branch in Rugalov. She travelled there the following day and mother and daughter were happily reunited. Sascha cannot tell Alya what had happened out of misguided shame and guilt so Alya remains unaware of what happened, even though she probably has the best means to track down and punish the knight who wronged her mother.

Sascha became the adoptive mother of the abandoned child Kwaam Snout by 5 Nuwmont 994 AC.

On 15th Kaldmont 1009 AC Alya learned through adding the various rumours together, what had happened to her mother, Sascha. She became enraged and desired revenge. Her mother is unaware of her discovery. Alya has started seeking out the foul knight, desiring his head and fame be taken away.

(More on the background and future of Sascha's 'Dark Knight' nemesis and Ayla's plans for revenge will appear in future issues of *Threshold Magazine*.)

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external part of the barrel in bright white and gold fancy letters.

There are several planks on the beams supporting the roof, making a sort of open attic. Here the owners store the adventuring equipment that they have accumulated (see their NPC descriptions) in racks, boxes and chests. A simple ladder (underneath the bed) allows easy access here.

Secret: Within the south wall is a secret door leading inside this barrel section to hide various items. The secret door can only be discovered with a *Truesight* spell and a *Knock* spell or the correct musical phrase - being the first 10 musical (non-vocal) sentences of the Song of Halav. There is also enough space to hide one individual. One of the most peculiar items stored here is a 6" inch diameter crystal ball usable by any class which shows the current location in a 10 yard to 250 yard radius, but between 1 and 24 hours in the future, but the vision is silent. It is further equal to a normal crystal ball functioning 3 times for a maximum of 3 Turns a day. Sascha or Granny mostly view this item each morning and night as they know lip-reading.

Private Bedroom (Granny)

This is a 15' by 15' and 10-13' high room with slanted ceiling (low end north, high end just inside above door). On the floor is a thick eighty year old Traldar carpet (with the story of Halav embroidered on it). There are three 5' by 5' windows to the west giving

[\(Continued on page 142\)](#)

INNKEEPER'S MOTHER: "GRANNY" MARTHA ANDREJEV (BORN PERSHI KIN)



Despite her age and apparent disability, she is still a vocally perfect songstress¹. If the DM uses her as Bard class she only remembers 1st level spells (due to her age), and these are used in her music (song or instrument) if required. She will be found sat in a wheelchair, but this is not due a physical inability to walk, but to a curse which cannot be removed for unknown reasons. This curse causes her to move as if affected by a Haste spell AND a potion of speed (to quadruple normal speed = 480'/160', exhaustion after 6+1d6 Turns - recover 153 in 2 hrs), but only affects her walking movement and not her other actions. She 'inherited' this curse by accidentally activating an old Traladaran magic item on one of her burglaries in Thyatis (1001AC). Faking a severe injury, she withdrew from the public music scene, only performing in The Barrel. Since then she is only seen in a wheelchair, seemingly aged

¹ Martha is equal in voice and song style to the real world *Maggie Reilly* in Mike Oldfield's *France*, and to violin music like *Máiréad Nesbitt* (both can be found easily on Youtube). Martha still does regular musical performances at The Barrel.

Female Traladaran Human
weight 123lbs, 4' 10" tall, born 21 Vaternont 927 AC in Marilenev, apparent age 100+, actual age 83. Has a *Ring of Invisibility*, and a *Ring of Alter Appearances* (illusion making her face and overall body seem different).

Thief 22nd level (no guild) actually bard if DM uses this class,
AC3 (incl. DX + magic), uses no armor, HD 9+, 20Hp +26(Lvl) = 46. MV wheelchair 45'/15' natural 120'/40', curse 480'/160', AT Dagger (sleep poison), Dart (shot by violin+2, double range, sleep poison), Club (All WM Skilled), THAC0 7 (inc. ST-1) adjust by magic and WM in melee as per RC pages 75-80), AT as per weapon -1(ST) +Weapon Mastery + magic + Sleep poison.
Sv T22, ML11, AL; CG,
ST 7 (was 9), IN12 (was 13), WI 14 (was 11), DX 9 (was 10), CO10 (was14), CH 12 (was 16).

Languages: Traladaran, Thyatian, Ierendi, Minrothaddian, Alphatian, Vyallia Elvish, Local Goblinoid, Dwarven.

Skills: Music (+2), Singing(+2), Musical Instrument; Violin(+1), Disguise, Lip-Reading, extra languages (4).

Faith: Traladaran (prefers Petra).

Traits: Loyal, Proud, very Reverent, Vengeful, Energetic, cunning, Deceitful,

Martha adventured during her Shearing Years with Finnig the witch, and both remain good friends. Martha is afraid of being attacked by lycanthropes or vampires and takes defensive and offensive measures with Holy Water, Holy Symbols, Mirrors, Wolfsbane, silver weapons and Garlic.

rapidly in the last 9 years, but this is a ruse. She still performs music in the tavern, only on a smaller scale, and she also burgles Thyatian residences any time she has the chance, using her curse and both rings to the best.

Martha is a devout Traladaran in faith and has such a high piety rating (67!!); she has been granted a special ability of casting a 1st level clerical spell once a week (see [“Piety”](#) at the author’s blog). She is also a proud Traladaran who does not hide her dislike of Thyatian oppressors (she recognises and accepts good Thyatians though). If she continues this way she will be able to reach Ascended status of Piety before dying of old age... if being careful.

In 948 AC She, Finnig the witch and Pjotr Andrejev battled a black hag, Tahytis, which was the last mutual adventure they did. Pjotr and Martha married 4 months later under the Traladaran faith and Finnig’s blessing.

Martha is the mother of Peter and has been widowed since the Marilenev Rebellion in 970 AC when her husband, Pjotr Andrejev, perished. She greatly dislikes arrogant Thyatians (who assume they are better than Traladarans), just dislikes neutral Thyatians and mixed Traladaran/Thyatians, and tolerates positive Thyatians. Why then did she perform mostly in Thyatis?...to rob, plunder, and retrieve anything stolen from the Traladarans in the bygone decades, to return such items to the original family tombs and/or temples and earn some legal money at the same time. She stole only original Traladaran coins and items taken by Thyatians, everything else she left untouched. The Thyatians know her/him (?)

as the “Traladaran retributor”. Although sometimes close to being trapped, she was never caught or identified. Since 1008 AC she has significant contacts with Patriarch Nikelnevich of the Church of Traladara, and due to this Martha can be a great secret link/adviser to adventurers undertaking espionage work on the Thyatian Isle of Zakinthos (see *Threshold Magazine* #24; The Dymrak Region; Zackinthos).



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a view of the courtyard. The room has a red painted 6' high 4' wide pine door (normally locked, and barred at night on the inside). The 4' wide and high chimney next to the door is made of granite bricks mortared together with a granite base, steel fire frame, grated spark protector, and steel tools. Depending on the season, there is enough wood for the hearth to keep the room warm. There is a bucket of water to extinguish any fire here. The windows and internal door are decorated on the inside with garlic and wolfsbane.

Minor Latrine

Owners & 2 guestrooms)

This 5' by 10' and 10' high room with slanted ceiling (low end south), has Thyatian style ivory tiles on the floor. There is a red painted 6' high 3' wide pine door (can be locked from the inside by a latch only). This is a typical Thyatian style latrine, where buckets of water are used to flush out any debris to the main road irrigation system. This room has 20 sachets of pot-pourri hanging on the walls made from local flowers (refreshed quarterly)

Minor Upper Hall

A 5' wide and 15' high "T"-shaped hall with a Traladaran carpet on the floor. There is a 4' wide and 8' high oak lockable door to the north leading to the Minor Guest Room; a 4' wide and 8' high oak locked door also on the north leads to Granny's Private Room; one 4' wide and 8' high locked oak door on the

east leads to the to Private Room of Peter and Sascha; a 4' wide and 8' high lockable oak door on the west leads to the Major Guest room, and in the "T"-shape a 4' wide and 8' high oak door (locked only when occupied) on the north leads to the door to the east and to the latrine. An open arch to the stairs down is also in this "T"-shape hall, which has a 5' by 5' window with shutters to the south giving a view to the main road. This is covered at night with curtains and shutters. Although this room has no chimney, it is warm and cosy due to the chimneys in the rooms beside it. The hall is lit at night by an oil lantern in the centre.

A Minor Guest Room

This is a 15' by 10' and 10-13' high room with slanted ceiling (low end west, high end 10' east before door). There is a 5' by 5' window to the north overlooking the courtyard. To the south is a red painted 6' high 4' wide (lockable) pine door. The room has an oak elven wood carved bed with straw mattress and thick wool covering. It has a down pillow, and up to 3 (if cold) decorated woollen blankets. The floor has a tapestry of old Karameikan design.

B Major Guest Room

This is a 20' by 20' and 10' high room with slanted ceiling (low end west, high end 10' east before door). There are two 5' by 5' windows, one to the north overlooking the courtyard and one south giving a view of the Main road. There is a red painted 6' high 4' wide pine door (usually locked, and barred at night on the inside). The room has an attic

above it where the lost and found objects are stored. This includes items of guests who disappeared. Each Day of Dread these items are removed and either sold, or destroyed in a bonfire.

Ramp

On the outside of the north wall of the bar near the merchant field is an opening that leads to a 5' wide and 35' long ramp that goes 15' down into the ground. In the middle are easy steps like a stair. At its lowest end the ramp curves and ends at a reinforced locked oak door (5' wide 8' high 8" thick). There is a small pit (5' square, 3' deep) at the bottom of the ramp (just before it bends round), covered by a grid where excess rain water collects. This water is at ground water level and rarely goes much higher. Drunk guests sometimes sleep here, as it is dry and seemingly safe. The Nightwatch usually guide them to their room or send them away (to their wagon or off on the road) if they have no room and are unwilling or unable to rent one.

Basement

This room is 55' long and between 15' and 20' wide and is 15' below ground level. It has a somewhat uneven ceiling of 2' thick oak beams, and floor planks, stuffed in between with straw, and boarded closed with a thick layer of gypsum plaster. The walls are granite lead-based volcanic stone mixed with the local rock, chucked up with a thick coating and decorated with a single large painting of a scene of the Dymrak Forest (all creatures living within the woods are depicted, and some locations are recognizable; though it

cannot be used as a map, it can be used as an incentive to look for a target location). This area is the only thing remaining of the original inn named "The Barrel", and the whole area was actually created within the granite rock using tools, *Rock to Mud* and *Disintegrate* spells. Although the new "The Barrel" tavern has been built above it and some minor restoration has taken place, most of this level is as it was built in the summer of 746 AC.

There are two known entrances to this room. The main entry is the reinforced oak door that leads to the ramp up and outside to the merchant field. The other is the stairway up to the kitchen. The basement has only one lantern (with a bright gemstone within, enchanted with a *Continual Light* spell; refreshed after each Day of Dread). The room is surprisingly dry, which is probably a result of the low groundwater, and plaster/straw ceiling. The room is also never above 2 degrees Celsius in temperature due to its depth and the low ground water level. There is also an ancient ambient natural magic which could be responsible for these effects, as no other effect has ever been noticed or analysed.

The room is filled with crates, tuns and barrels of great variety, and on the kitchen stair banisters are hooks with various animals and meat. In the southwest corner are 14 barrels of beer: stout, white, normal. Near the stairs are 12 barrels of ale: strong and weak. Against the west wall are 6 barrels of rum (2 sorts), 24 barrels of common wine (3 sorts), and 10 barrels of expensive wine (3 sorts). In the northwest corner is a stack of crates and small kegs holding a variety of foodstuffs. Along the eastern wall are 6 shelves, all stocked with a variety of small

Weck Jars and Bottles are used in medieval Mystara. In the Real World invented in 1749, ([*later commercial varieties produced in Germany*](#)). In Mystara they have been used since 895 AC as a result of more worldly travel, material sharing and above all more magic than our real world. This food storage is called Wecken; a sort of thick glass jar, with rubber and glass lid, in which boiled warm food is stored in a vacuum, due to the rubber, lowering temperature. The top is held in place by metal clamps enabling the food to be stored for long times without decaying. Precise *Heat Metal/object* magic helped greatly in this invention, and combined with other sterilization magic made weck jars (and bottles for fruit juices) a standard all over the Known World, making their contents less vitamin deficient.

crates, bottles, flasks, weck-bottles⁹ and -pots with a variety of drinks and foodstuffs, herbs and spices. In the north-eastern corner near the stairs is a large stack of coal bricks for the stove and chimney of the kitchen. In the middle of the room are meat hooks where pheasants, swine, deer, and other game are stored (whole or only sections). The ceiling is high enough to allow most game to be hung whole. The larger ones are hung close to the walls. The external door is decorated on the inside with garlic and wolfsbane, and bears a prominent silver holy symbol of the Church of Traladara.

⁹See sidebar about Weck jars and bottles

Secret: Unknown to all but the discoverers of the ruined inn (Peter, Sascha, Tom Townes, Ingrid Otkelsdottir, Rowan Selasar, the elves Idralyll and Angolnith and Gubran Esculem the dwarf), there is a secret door hidden behind the barrels of rum. This is a magical door and unseen when not activated. Due to the ambient magic in the area it cannot be detected by *Truesight*, elven detect secret doors ability, and magical *Detect (secret) doors*. The door is hidden in a section of the painted scene of the Dymark depicting an elven village. If the magical sigils (for each elven race) drawn on the trees are touched in the right order of ascendancy to the Callarii elves, then the door will lower itself down, becoming a 5' ramp down for a total of 2 Turns (20 minutes). It will remain open for 2 rounds (unless closed manually by touching the Callarii tribe sigil on the other side) and cannot be opened for another 24 hours. The secret door leads to a secret wet and rocky basement 5' lower than this area. Any Callarii elf has a successful intelligence check at -2 to notice there are elven tribes/nations mentioned belonging to their heritage. Any other elf has a chance at -5 for this, as they do not feel such racial pride. The Callarii are the end symbol in the row of symbols to be activated, suggesting it was created by them long ago.

Stairway to Kitchen

The 5' wide granite stair emerges on the ground floor beneath the oak stair that goes from the bar to the second floor. At the top of the stair is a small 3' wide 7' high door to the kitchen. At both ends of the stairway (at the top of the stairs on the wall, and below

on a hook) is a lantern with a bright yellow *Continual Light* spell on a stone within. These spells are renewed after each Day of Dread.

Secret Basement

Secret: This ancient rock cave lies -20' below ground and is almost rectangular measuring 35' to 15' and with a ceiling of 7' to 9' from the floor. The floor is an almost level fine sand bed (grey with some minute pink corns from eroded crystals) and is always covered by at least a foot of water (depending on the season; Summer 13", Spring/Autumn 13+1d20", Winter 10+3d4"). There are several exits from this room: to the north, south and west through a natural underground rupture created by the massive earthquakes of 1750 BC. The narrow tunnels are irregular (between 3' and 7' wide and between 5' and 7' high). The water is mostly groundwater, yet there is a weak current north and east to the south. The water is clear and cold with a weak mineral taste

There is a small cave-in created when the well was dug in the old days. The well structure in the Courtyard of the inn connects to the water source in this cave, and the excavation of the well may have led to the cave being used as a hidden extra basement. The entry to this small cave is partially closed by crystals which are growing at a rate that will make the passage to the cave impassable by 1019 AC and totally closed by 1028 AC. At present a human-sized individual could crawl carefully (as the crystals are sharp) through the narrow connecting tunnel in 10

rounds, requiring a Dexterity check each round to avoid harm.

Within this room a weak pinkish light emanates from various crystals growing in/on the rock at water level. These crystals are a clear manifestation of natural magic, and grow and erode normally within a decade. Similar to plants, they slowly expand their presence in the whole area and in time will close the rupture off (preventing passage) somewhere close to 1750 AC. and fully enclose it (even from water ingress) in 3000 AC or later. These crystals are as hard as the surrounding granite, and can only be damaged with special tools. They are invulnerable to any magic or anti-magic, although the last will suppress the magical effects (and thus growth) as long as present. These crystals have the following seven effects:

- 1: Shedding a weak pink light 5' radius;
- 2: Limiting the temperature to a maximum of 2 degrees Celsius to a range of 30';
- 3: Shedding a component to the air of comfort to a range of 100' 10' high away from any crystal, (*Cause Fear, Panic and Berserk* will not function within this range, and the effect is similar to a *Calm Spell*). Due to the closed secret door this effect will not reach The Barrel. The affected area will be seen by a *Detect Magic* spell or similar, and be revealed as an ambient magical 'heavier than air' control effect;
- 4: Absorbing sounds created within 10';
- 5: Absorbing living energy; 1 hp is drained from the current amount of hp of any carbon-based lifeform (silicon-based lifeforms like rockmen, geonids, ghaleb-duhr, stone giants, mudmen and

sandmen are immune) every full 6 rounds who are within 10' of any crystal. The remnants of any perished life form will be fully absorbed (except the bones and inorganic items worn) by the crystal within 3 months (and any *Raise Dead* after a few weeks is useless as there is no complete body to raise).

- 6: The crystals have sharp edges; when bumping or brushing carelessly against one it will cause 1 hp cutting damage. This is easily avoided if known.
- 7: The slow killing effect of the crystals makes the water free of any organisms and diseases making it pure and always safe to drink (even next to a several weeks old slowly disappearing corpse). The water tastes cold, refreshing somewhat metallic and sandy, and has no other effects than relinquishing thirst. It is perfect to make holy water from in shrines or temples, as it is clean (and does not need a *Purify Food/Water* spell).

Broken off sections of crystal lose all their effects in 1d10-1 Turns, and fully disintegrate into a pinkish sandy dust in 24 hours. This fine crystalline sand has no magical properties or use, other than in a sand timer. It cannot be enchanted, like the crystals. Sunlight dispels all effects of these crystals, limiting their consequences to the underground.

On the eastern wall is an old Callarii sigil which will be seen by elven, *Detect Invisible*, *Second Sight* or *Detect Magic* spells. If touched correctly (elves automatically know how, humans and others need to make an Open Lock Roll) then the door will lower itself down becoming a 5' ramp up for a

total of 2 Turns (20 minutes) after which it will close in 2 rounds (unless closed manually by touching the Callarii tribe sigils on the other side) and cannot be opened for 24 hours. The secret door leads to the dry normal storage basement of the Tavern 5' higher than this area.

Escape Tunnel

Secret: One of the effects of the massive earthquakes of 1750 BC was the creation of several underground tunnel ruptures in the Dymark area. Two of those tunnels meet below the site of "The Barrel" where they merge and continue as one south to the coast. Both of these ruptures begins about 1.5 miles away from The Barrel in the small hills there. One runs from the north-west, and the other almost due north, just east of the Salania Road and Haven Trail.

The northern entrances to both tunnels were excavated by the earlier owners of the original tavern on the site and remain carefully hidden (and overgrown by nature). The western tunnel entrance is concealed under three fallen oaks (which perished due the high amount of water), while the eastern one is in a badger lair (see pages 464-465 of ["Monster Manual Chapter 2: Animals"](#) by the author at the Vaults of Pandius).

The tunnels have uneven walls (between 3' and 7' wide) and ceilings (between 5' and 7' high). They carry water from the hills to meet beneath the Barrel and then flow on south to the coast. The only purpose the northern tunnels serve is as a drastic means of escape requiring much crawling over

uneven surface and through the accumulated water.

Where the tunnels meet in the hidden area just below the basement of The Barrel, the floor is almost level with a fine sand bed (grey with some minute pink corals from eroded crystals) covered by at least a foot of water (depending on the season: summer 13", spring/autumn 13+1d20", winter 10+3d4"). The water is mostly groundwater, yet there is a weak current that flows to the south.

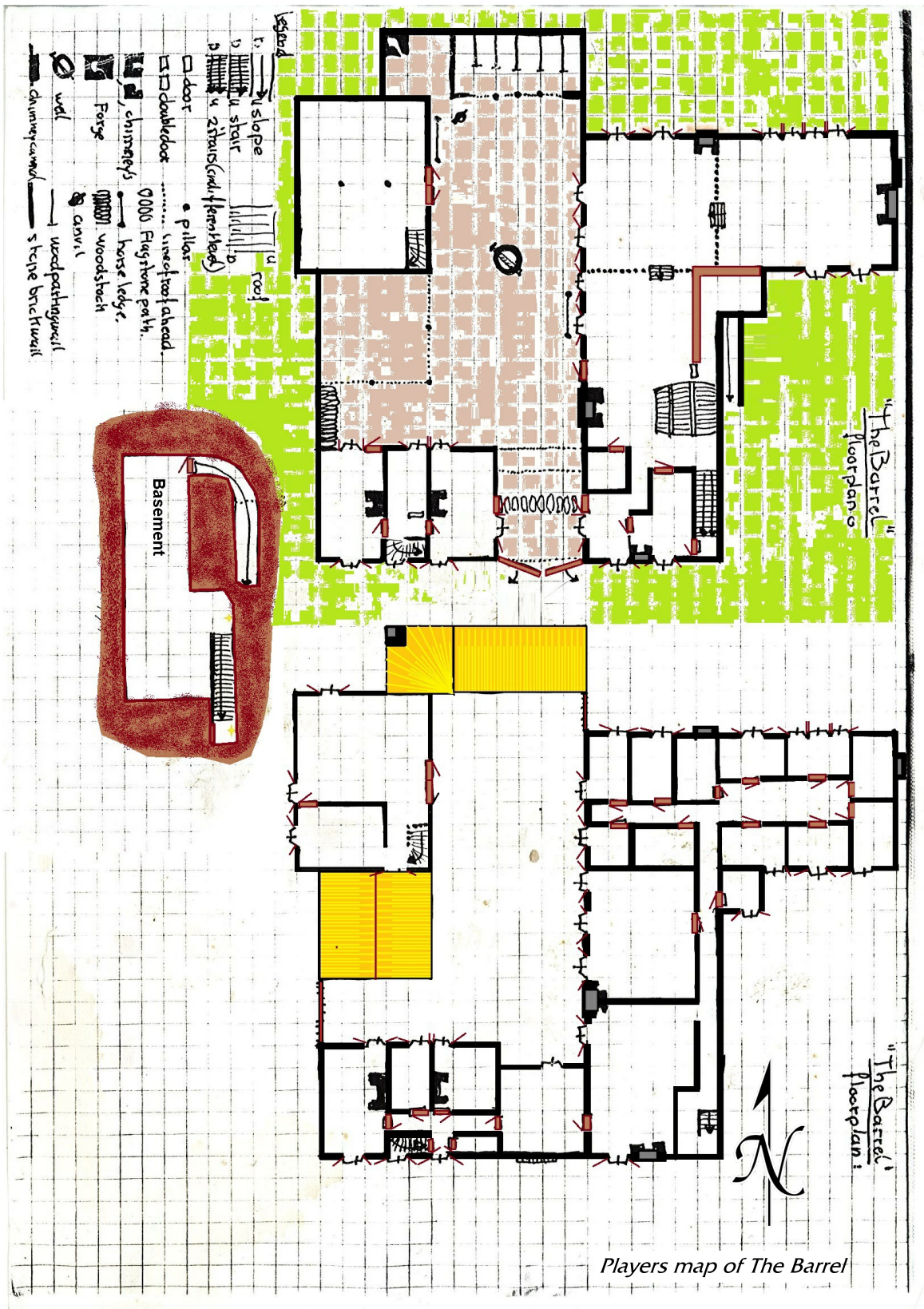
The incoming stream from the west (as seen on the DM map of "The Barrel") originates from the northern source, the stream from the south begins in the northwest, and are marked on the 1 mile hex map as a thin dark blue line.

The southern tunnel is sometimes used to smuggle sometimes to and from the sea, and can be traversed mostly by walking. If used to smuggle a person in or out, they are always blindfolded (by cleric *Light/Darkness* spell targeting on the person or by a burlap sack over the head).

The southern tunnel is wider (between 6' and 8') than the other two and flows underneath the vineyards south of The Barrel down to the rear of a small cave hidden beneath the coastal rocks. At low tide only 45% (3') of the opening is above the water level, and this reduces to 90% (1') at high tide. A small boat that rides only 1' above the water (able to carry 3 people and their luggage) is hidden within the cave and is able to pass through the opening even at high tide. It is carefully tied down and protected by several floats from impact

damage caused by the incoming waves. The wooden boat has a collapsible mast and sail, which can be used in the open water (AC 8, 15 hull points, 5 sail points). On the Smuggle Coast area map (see 1 mile hex map) this location is marked as "*The Barrel Rupture*" and leads to a minor route along Skull Island to the open sea. Only the adventuring group (Peter, Sascha, Tom Townes, Ingrid Otkelsdottir, Rowan Selasaar, the elves Idralyll and Angolnith and Gubran Esculem the dwarf), Simon Derswin (a smuggler of goods to The Barrel), and Woodrock the Brownie are aware of this tunnel. Goblinoids sometimes discover the tunnel entrances in the hills to the north but rarely survive the dangerous crystal effects, and even if they survived, they would find the boat and the passage to the sea totally uninteresting.

If a PC ventures through the tunnels, there is a 1 on 6 chance each mile you will find remains of a creature (01-35 badger, 36-56 goblin, 57-95 mole, rat, mice, or other small burrowing creature, 96-00 human (mostly old skeleton). All valuables will be stripped by previous tunnellers, and if not should be limited to 1d100 random coins, belt- or shoe-buckles, cheap jewellery (1d10gp), and maybe a piece of armor and simple weapon; mostly dagger or short sword). Of course a DM can place his own skeleton here, yet the DM must also decide who and why this person was here, for when discovered, this might have consequences of secret aspects of "The Barrel".





Courtyard

The inn's courtyard is entered through two great double doors at the end of a 20' wide private road that branches off the main highway for a length of 20' from the Easton Road. This road is of the same construction as the major highway and its drainage is connected to that of the main road. The 6' thick oak reinforced doors held off many goblinoid and Thyatian attacks with only slight markings to speak of. Today these doors are set wide open at sunrise and closed, locked and barred, at dusk. There is a bell on the outside used to attract attention at other times. Within the eastern door of the two is a smaller locked and barred door, which has a 4" by 4" steel braced barred opening (with inside shutter). The smaller door is only used outside the hours that the main doors are open.

The courtyard is between the main building, the side building and the stables/smithy. It is walled on the other sides by 10' high walls topped with a cement layer embedded with thousands of thin but very sharp shards of metal. Climbing over it will cause 1d3 wounds which will not heal easily by themselves (a constitution check at -8 has to be made for each point to heal to be successful), and a chance of infection (see page 18 of ["Diseases & Afflictions"](#) by the author at the Vaults of Pandius). Of course magic will heal this damage without leaving a mark, but the infection will need further treatment.

The area is rock, covered by a foot or so of packed earth, gravel straw and animal manure. All in all it is a sturdy stable area, which during rain showers may be somewhat slippery (Dexterity check per 100'

running; if fail fall and suffer 1-AV (so if any armor is worn damage will be 0) damage, become dirty and wet by the muck).

The first section of the courtyard between the Side Building and Main Building is arched and covered by a connecting structure. It is 13' high so some wagons can go underneath. This is permitted for private or important customers and these are parked in the Wagon Storage area. These are mostly small to average chariots for transporting 1 to 6 (demi-)humans. There is a flagstone path between the Entry to the Main Building and the entry to the Side Building underneath the arched entrance. Underneath the arch hang several drying herbs including wolfsbane (even dried it is useful), and several healing herbs (depending on seasonal availability) for sale (normal price). The roofs of the buildings are (as described in the Building Description section) made of thatched reed with gutters underneath the edges to collect rain water .

The courtyard itself has an open access to the Wagon Storage, the Main Stable, the Horse Stable, and the Smithy. There is a Dutch door to the main building which is only open on warm days. There is a door to the Side building (which is almost always locked) leading to the Guest Main Room.

Against the eastern building there is a rail where horses can be temporarily tethered, and another one on the right of the Main Stable doors for those on which the Smith will be working. His magical anvil is also here (see description for Tom Townes).

Against the wall between the Wagon Storage and the Side Building is a large stack of wood for the fires. This is replenished

monthly if needed from the nearby woods. Dogs are only allowed in the courtyard and on the Merchant Fields if leashed properly, this due several aggressive dog incidents.

In the middle of the Courtyard is a granite masoned stone well which has been cut into the rock by using tools and *Disintegrate*, *Rock to Mud* magic. The water from the well is always clean and fresh. When looking down the well, the water is roughly at 18' to 19' deep and there is a faint pinkish radiance emanating from crystals growing in the rock. If climbing/falling down a PC could find a partially blocked side tunnel. Over time crystals have largely closed this opening (and will make it impassable in 1019 AC, and totally closed-in 1028 AC), yet a human-sized individual could crawl through carefully in 10 rounds (as the crystals are sharp) requiring a Dexterity check to crawl through without harm each round.

Secret information; the owners of original Inn in 746 AC during the building process used a rhabdomancer to discern there was accessible water flowing underground. During the digging they opened the rock wall to the underground stream and discovered the underground tunnels with the crystals. The partially closed side tunnel leads to the Secret Basement. The secret door was made about 200 years earlier by the Vyallia Elves, and the room was then used as storage of semi-religious items. These items were removed and relocated in 705 AC due elven seer advice, yet many were stolen in the process. Some of these items, which proved to be stolen by Thyatians, were retrieved and happily returned by Martha (Peter's mother) in the last decades.

Horse Stable

This is a 15' by 30' and 15-20' high room with slanted bare oak plank ceiling (low end south, high end north) and Thyatian style brick walls to all but the southern side. The southern side is open to the ceiling with a 5' wide section of Thyatian style brick on either side. Within are three strong 15' tall oak pillars of 10" diameter supporting the ceiling. Within this area are five wooden barriers, each 9' long and 5' tall, separating each horse area. The horses placed here face to the wall for short periods (half a day at best). The up to six animals are normally placed on the Private grazing area outside the Tavern, separated from the owner's animals by a removable wooden fence. There are always 1d6 horses present here at day owned by short-time guests (eating only) and 1d4+2 at night. There are also 1d6 horses at day in the side field.

Blacksmith

This is a 15' by 15' and 10-15' high room with slanted bare oak plank ceiling (low end north and west and has Thyatian style brick walls to all but the south-eastern corner. The smithy is set between the Main Stable and Horse Stable. The chimney is made of granite bricks mortared together with a granite base, steel fire frame, grated spark protector, steel tools, and above it a 1' wide oak shelf with a variety of blacksmith tools. The ceiling is decorated (sort of) with a hundred pre-made horseshoes in various shapes and sizes. As a result of this, the re-shoeing of a horse is completed in a single hour. The fire burns 24 hours a day, only reduced to low fire at night. The blacksmith works here from 8am



The blacksmith at work

to 6pm each day except during religious services and special days, or when his clerical abilities are needed. He no longer feels that he needs to adventure, yet has premonitions of once again taking part in quests.

Main Stable

This is a 40' by 30' and 15' high room with bare oak plank ceiling and Thyatian style brick walls to all but the southern side. The external door is decorated on the inside and outside with garlic and wolfsbane, and is barred on the inside at night; the doors open inward and outward, so cannot be blocked otherwise. It is common knowledge that open flames are not allowed in this area, due to fire hazard with the straw. A large copper bell placed on the outside door-frame is rung in case of fire. In the middle of the stable are two oak pillars supporting the upper floor.

The area has a large woodstack on the east wall in the dry so that it can be used in winter. There is enough wood to last

through an eight month winter. Next to this stack are four low stables used for mules and ponies. In the somewhat larger corner stable there is an old brown and grey mule, on a weekly-replenished stack of straw and a gutterbin filled with fresh grass, hay, grains, vegetables and such.

On the southern wall are three larger horse stables used by the horses of the staff. These include the two war horses owned by Peter Andrejev and Tom Townes (*Mariksa* a 16 year old Kerendan Riding horse and *Korn* an 18 year old Rahedan Heavy war Horse (using [“The Horse Breeds of Mystara”](#) by Sheldon Morris and pages 61-67 of [“Monster Manual Chapter 2: Animals”](#) (both at the Vaults of Pandius) for their statistics). These animals all graze during the day on the plot of grass north of the inn, around the pond, or west along the wall and Scalania Trail.

In the corner is a somewhat worn out pine staircase going up to the Stable Storage and Private Room of Tom and his partner.

In the opposite corner on the north side is a 10' by 15' sheep-pen. These five sheep bring fresh milk, and wool from which to make sweaters. The current sheep all have names; *Igwe*, *Dayla*, *Siske*, *Wiska*, *Brabas* and are about 3 years of age. When old they will be replaced and eaten. There is no ram, but in spring a ram from one of the neighbouring farms will visit and enable the sheep to produce 1 to 3 lams each year. These are mostly sold, sometimes given away to the needy, or planned to replace old and dead sheep.

Kimmi, the old brown and grey mule is a 29 year old standard mule (8hp). He is at the end of his days, no longer working and was the animal that lovingly and instinctively carried Sascha on his back to Peter Andrejev's adventuring group. If it was not for Kimmi's instinct, Sascha would have perished in the wilderness south of Penhaligon's Castle of the Three Suns, while trying to flee the obsessive knight desiring to own her.

Consequently, the mule has been treated very well in this stable since it became almost fully blind due to age. Sascha visits the stable daily and takes loving care of the mule, although not fully aware of the creature's intent or feelings. Kimmi's devotion and love for Sascha still persist, and if able, it would die to defend her. It recognizes the scent of the dark knight and his horse and, should it sense these, would react with a loud noise, trying to escape the stable and reach Sascha.

The animal will die in 1012 AC due to old age, but not before trying to reach Sascha. Any chevall (or druid) in the neighbourhood will support this animal's loyal attempt to do so and translate its last words before leaving. On its death, the animal will be buried like a human next to the entry gate with a stone to mark its heroic deeds. It might be a trigger to the finale of the story with the dark knight

Author's note: The more I write on this event, the more I feel I should create a full story about it. It awakes strong emotional feelings in me as if I was there and heard/saw everything). There is so much more to this background I have not yet totally discovered/realized, and have the

Stable Storage Room

This is a 25' by 30' room which has a small hallway to the south, with stairs down, and a door to Tom and Ingrid's private room. The floor is made of oak planks a foot wide, but with a half inch wide gap between the planks, allowing warmth created by the animals below to rise up for the benefit of those living above.

The roof is slanted on all sides and is open from within to the reed thatch, and is 10' high on the lowest ends and 25' in the apex, which is 10' long. Above 10' there are planks on the oak beams to store even more straw, hay and goods, but care is taken to allow air to circulate to prevent hay fire¹⁰ and fire. There is a window with shutters (mostly closed) to the west, which is used only in case of a humanoid attack as an extra position to defend from.

The room has a large double-door in the wall opening outward, and normally only open during the day when in use or on warm days. These doors enable easier access to wagons in the area below when bundled straw and hay is brought in, and stacked in the room. Due to potential fire hazard, no naked flame is allowed here, and in case of emergency a large barrel and pewter tub of water (also used by Tom and Ingrid to wash) is placed in the room. A large copper bell placed next to the stairs is rung in the event of fire.

¹⁰ Hay fire is the spontaneous combustion of moist, baled or stacked hay due to the chemical changes resulting from the increase in bacteria feeding on the moisture; the chemical change raises the temperature of the hay which can lead it to ignite. (See [this article on the web](#) for more details)

Depending on the season, about 15 to 30% of the room contains straw, 10 to 25% contains hay, and up to 15% holds other goods (like sacks of nuts, fruits, roots, cabbages, etc); the rest is open space. In Autumn the storage area is mostly filled, and in spring mostly empty. A church owl has taken roost up in the beams at the apex and a small opening in the roof has been created to allow this blessed creature to come and go as it pleases. Owls are seen as a blessing when they take up residence in a building, mostly due to their hunting for various rodents which spread vermin and disease (it is a common tradition in European farms that one does not chase away the owl).

Private Room: Blacksmith and Family

This is a 20' by 15' room is split into upper and lower halves, of which the upper is 8' higher. The floors are the normal slatted oak planks covered with a layer of closed oak planks perpendicular to the lower one. The roof is similar to those of the other buildings with the thatch needing some attention, and with a gutter that drains into rain water barrels. The upper section of the room is 2' high to 15' high due to the slanted roof.

This room has a window to the west with shutters (mostly open during the day). A 3' wide 7' high door to the east gives access to the Stable Storage and the stairs down and out. Another 3' wide and 6' high door to the north provides access to the Stable Storage's window in case of emergency. In the southeast corner is a ladder bolted to the wall to give access to the higher level where the beds are placed.

The room is surprisingly cosy, is heated magically (by a piece of metal enchanted with a continuous *Heat Metal* spell, as long it is sprayed daily with 2 ounces of any oil; if not it stops giving warmth until fed again). This item is not in use on Days of Dread, and thus not dispelled; if dispelled it can be restored by Rowan for 1000gp). The tapestries on the floor and walls, the decorative silk and wool curtains, together with the polished oak and velvet furniture give the room a homely feel. Ingrid has the reins pulled tight here and everything is clean, and there is always a can of tea or soup on the warming plate. The Minrothad china and cutlery mixed with Vestland style furniture and decorations seem a bit strange, but still work together. There is a single table with four velvet covered chairs, a large closet and a bench. There is no kitchen, as food is cooked in the inn's kitchen and brought here. A crystal chandelier with small *continual light* stones provides light and has small covers to shade it if not in use.

The upper floor holds a large double bed of Thyatian style mahogany, with blankets, owlbear¹¹ down mattress and pillows and cotton and silk fabrics in rich colours. The bedhead is at the lowest end of the slanted ceiling. The similar style closet stands at the high end and holds clean clothes and bedlinen. A similar but smaller chandelier as below hangs in the middle of the room. The walls are covered in Ylari tapestries, further enhancing the warm feeling. An interesting aspect is a small crib, and a stack of children's clothing and some toys. Yet there is no child present.

[*\(Continued on page 160\)*](#)

¹¹ Owlbear and snow owlbear down are the softest down available, and have the ability to hold insects at bay. It is, however, rare to find and very expensive when sold in blankets (See page of ["What Can Be Bought"](#)).

MASTER BLACKSMITH: TOM TOWNES

Tom was born on 11 Eirmont 964 AC in Mercutor, a small Minrothad fishermen village on North Island near Whooster's Tower, and grew up steadily. His parents Tim Townes and Isis were fisherfolk, who mostly caught herring in the waters to the northeast of their Island, close to the Karameikan/Thyatian/Minrothad border. As they both needed to work for their meagre income, they were forced to take their two children with them on board (the girl Esta was their youngest child born in 966 AC), a common tradition amongst the fishermen. The following is an official Traladaran recording of the events on 15 Vatermont 968 AC:

"The day began with normal clouded weather, no changes seemed to be on hand. The fishermen of the villages went south to do their work. The market at Overton was busy, and apart from some skirmishes with minor damage between Traldar and Thyatian hotshots no healing was required. About an hour past noon, something changed. Large clouds accumulated on the southern horizon towards Minrothad, accompanied by a low continuous rumble. Within twenty minutes these clouds grew larger with more and more lightning appearing above Fire Island. The mountain Redtop exploded and a massive thunderstorm was born. All the fishermen on the sea sped home attempting to outrun the danger, but woe to the Minrothad fishers further out at sea. They

were forced away from their islands by the waves and the winds. Several vessels managed to beach in the many small Traldar harbours and safely reach land. Yet it was not as safe as we had expected. Many vessels crashed on the rocks in places like Pyrehouse Rock, and sank rapidly. The tidal wave also sped to the shore sweeping the swimming survivors onto the rocky coast. I tried to save a woman who held a small child, but the storm conditions were too great to save her. I carried the 4 year old child to the Traladaran cloister of Zirchev near the Overton refugee camp”.

The tidal wave also destroyed the mouth of the Haven River (later Rugalov) and the village of Erroton, which was abandoned thereafter in the muddy morass of destruction left by the storm’s effects. .



Volcanic lightning

Survivors grouped together where Rugalov now exists. Unknown to others Tom’s father and sister sank with their boat close to Pyrehouse Rock.

On 11 Flaurmont 980 AC, at the age of 16, the boy named Tom Townes began his Shearing Years. Raised in the Traldar

tradition, he fully embraced the way of Zirchev, and as such his Shearing would prove if he could become a member of the Order of the Wolf. On the first night of his Shearing, he wandered alone through the witchlands and discovered the solitary menhir of Albai Lake. He had heard about it from the druid Gendarim who had visited the cloister of Zirchev, and found no trace of a lake, only a sea of grass. Tom could not yet comprehend what had happened here. He knew the menhir had great magical powers so he did not want to drain these from the area and so took up residence among the Firemane Centaurs. As part of their own rituals he had to spend the night underneath the Ritual Tree of the Firemane Centaurs, before being admitted as a druid amongst them. With honour he accepted this apparent challenge. The night was cold, yet dry. He was prepared for the weather, and hunger, and thirst, but not for what did happen that night; A few hours after nightfall Tom saw weird lights dancing on the fields. Curious, his intent was to investigate; he almost rose from his position underneath the tree, when he remembered its purpose. It had to be some kind of a test. The lights seemed to dance and came closer. Like ghosts they descended upon Tom who had closed his eyes and went into meditation. It was this meditation which caused him to see dreams of pain and horror, that he could later barely describe: waves of hundreds of demonic creatures wandering over the land, committing great horrors and atrocious deeds, ghosts and other undead terrorizing the living, humans draining blood and life from others, a rain of metal arrows slaying many, and monstrous humanoids he had never seen before engrossed in violence and defiling the world. And yet, there was also

warmth in these awful dreams, handshaking, people embraced, happy people enjoying the touch of his glowing hands, the soft dreamy glare in the eyes of a female warrior with braided blonde hair, spirits and other vile monstrosities being slain in Zirchev's name, the sun splitting into three suns, and many people healed by his skills. Even the scent of metal and food and the noise of joy and fun. And above all the confusing images of a dead child in blood and another laughing aloud. Totally confused Tom tried to leave the next day, but was fully embraced by the centaurs; he had passed the test, and was now a welcome member of the tribe. Tom later learned that these visions were parts of all his deeds to come. In the autumn he met Peter Andrejev under the castle of the Three Suns (an image created by the sun shining between the two towers of Penhaligon Castle, giving it this name) and found they had a mutual interest in the great imbalance of humanoids versus human/demihuman population, and decided to cooperate to reinstate the balance of nature. Other members of Peter's group accepted Tom as an important ally due to his clerical abilities... they no longer had to fully rely on weak poultices, potions and herbs to heal... the Hand of Zirchev would now also provide healing. Tom now knew his dreams were visions, but would never know when which one would happen. First when the moment displayed by the visions would pass he would recognize them as what had been foreseen.

The group that Tom had joined became a well-known and respected adventuring party primarily battling against undead, humanoids, Thyatian assassins and the

Male Minrothad Human
 Cleric 21st level Church of Traladara,
 Weight 297lbs, 6' 2" tall,
 AC8, Leather Apron (AV3 not protecting back/sides) (if Armor Value is not used, subtract AV from AC to get correct AC),
 HD 9+, Hp45+9(CO)+12(Lvl)=66. Mv 120' 40', AT Mace +2, Club,
 THAC0 6 (incl. ST) add+Magic, AT as per weapon +3(ST)+magic. Sv F16, ML11, ALLN,
 ST 18 (was 16; increased due training /blacksmithing), IN 9, WI 17, DX 9 (was 10), CO 13, CH 9.

Dwarven Anvil of Smithing (will hold a heated item worked upon at the same temperature for 6 Turns) 15.000cn weight,

Languages: Traladaran, Minrothaddian, Callarii Elvish, Dwarven

Skills: Profession: Blacksmith, Swimming, Horse Training, Healing, Animal Healing, Extra Language, Riding, Hunting, Tracking, Fishing

FaithL Traladaran (prefers Zirchev). Reverent, Traits: Loyal, Rash, Generous, Charming, Responsible, Honest, Very Reverent, Very Traditional (Traladaran)

slavers (before they became the Iron Ring). Around the autumn of 981 AC, Tom declined to join the Order of the Wolf as he felt he had more freedom in his actions with Peter's group than the Order would permit. The clergy accepted his decision as they recognised the value of the deeds performed by the group under the mantle of the Traladaran Faith. The Order retained a warm welcome for Tom in any future encounters.

In the early fall of 989 AC while travelling north of Penhaligon near the Darokin Pass, Peter's party heard the sounds of battle. It was a large trade caravan assaulted by a very large group of vile orcs. The first rays of sunlight already fell over the mountains; they grabbed this chance and entered the fray. While slaying several orcs they were held back by a wave of arrows, allowing their enemy to retreat into the woodlands. The traders now needed assistance, healing and care, so the adventurers stayed with them rather than following the orcs. Amongst caravan was a young foreign woman named Ingrid, a dwarf named Esculem, and a fallen companion of Ingrid. He could not be saved; the arrow had entered his eye and exited through the back of the skull, an instant kill, and not even the magic of Zirchev could help. Together they buried the dead and helped the caravan reach Penhaligon. Touched by the flair, and strength but also by the grief of the woman, Tom suggested the dwarf and Ingrid join their group and the invitation was accepted. Both Esculem and Ingrid soon proved to be great assets to the group, and many humanoid tribes were decimated, and even a vampire mage lord slain subsequently. A few weeks later, in an old tomb on Tomb Hill, Tom and Ingrid fell in love, while fighting back to back, attacking several skeletons with sword and spell.

One morning in Eirmont 989 AC Ingrid became aware of the weak braying of a mule, out of the fog of Kelvin Moor.. Following the sound they found the creature with a woman on its back, tied to the saddle. The mule, saddle and the woman's lower body covered in several layers of blood; she was dying. The group decided to do what was needed to

save her. The woman's still-born child was buried just outside of the ruined zirchev shrine south of Penhaligon where all this did happen, with the blessings of Tom's prayers. Slowly healing she stayed with the group and became an interesting member. And as Tom loved Ingrid, so did Peter soon fall in love with her.

Discovering the ruins of the Old Barrel in the winter of 995 AC, Tom played a major role in laying ghosts to rest and defeating other Undead. Now age 46, Tom declared that he and his friends were getting old. If they wanted the chance to lead a family life they should stop here. It was as if Zirchev, Petra or Halav had brought them to the site,, a place were they could settle. While still undertaking the adventure-related tasks that had to be done, Tom advocated making "family" the group's primary concern. The group agreed and started to clear the site, hide the secret basement and build a new tavern.

Slowly settling on a non-adventurous lifestyle Tom Townes still longs for some action now and then. On 14th Fyrmont last year he embarked on the annual regional swimming contest, Kylo's Run and came in second. His cup is placed proudly on a shelf behind the bar, with the parchment certificate of achievement behind it.

BLACKSMITH'S WIFE (COOK'S HELP): INGRID OTKELSDOTTIR

Born on the Day of Dread in 962 AC Ingrid's mother was the Vala Otkel Sofreigdottir of Valgard in Vestland. Her father was Reignir Bjornjägeranson, a famed bear hunter. Ingrid grew up with Vala Otkel believing that she would become a Vala too. When Ingrid reached puberty, however, she grew more and more interested in the ways of her father. In the spring of 984 AC (at the age of 14), unknown to her parents, she boarded the Heldjälerna¹ and even saved the captain, Knut Dagrason, on one of his raids. So, proud of her deeds, she returned home three weeks later, only to be discredited by her mother. Otkel tried to force her daughter to lay down the sword and learn the wisdom of the Immortals. Ingrid's father was sullen but happy that she had returned home, and was proud of her deeds, but he accepted her mother's plea.

As a result Ingrid began to study. In the first months she ran away often, but was found by the tracking skills of her father or the seer powers of her mother. In a secluded forest she was subjected to the powers of the Immortals (or at least that was the intent of her mother, the Vala). Ingrid appeared to be studying, but she actually trained with a few young local boys, using any item as if it was a

¹ The Heldjälerna is a typical Drakar Longship owned by Knut Dagrason, a renowned merchant, sailor, and typical viking /pirate and explorer on other occasions. The crew raid all over the Isle of Dawn, Soderfjord, Ostland, Vestland, Heldann and have received fame by battling the weird vessels of Quedhar in 1002 AC.

shield or weapon, or developing what she saw as useful skills (Tracking, Healing, Herbalogy). This rebellious behaviour and her blossoming femininity were noticed by the young men of her village, and she did not send them away. Every nook and cranny of that forest was visited at least once by Ingrid and her suitors. She also continued to study, but only what she desired, to achieve her true goal: becoming a hero.

On the full moon of Yarthmont 987 AC Ingrid's mother had a vision where Ingrid was standing on a giant balance scale above a group of trolls on one side and herself stepping off the scale on the other. Shocked after receiving this Otkel went into the woods, only to catch her daughter in the unexpected act of love. Furiously and ashamed Otkel used her magic to force the two suitors apart, and then to send Ingrid home. There, her father, pressed by the mother, tried to appear angry, and threatened his daughter with severe punishment. Ingrid just grabbed her sword, bound it on her hip, and picked up a large sack, while her parents ranted and issued threats. She said to her father: *"Daddy, I know you are not angry...nor scared. I also know you both love me, and mean the best...but it is MY life!!"*

In the sudden silence she caressed her father's beard and gave him a kiss. To her mother just a smile was given while saying: *"Be proud of me!"* and then Ingrid left the house. Her screaming and ranting mother began to follow until the father stopped his wife: *"It is her life now, Let Odin's wisdom and Thor's strength accompany her, and Frigga give her the love she desires."* With a smile Ingrid walked on, turned once and

waved a goodbye to her parents, and went west to the High Mountains. She was soon accompanied by one of her suitors: Enkel Robson, and together they went to Rhoona. There they went into the land of the dwarves with a new friend, Gubran Esculem of the Syrklis Clan, who was trading in Rhoona. Together the three travelled (with some minor adventuring along the way) to Greenston in Rockhome, where Gubran delivered 500 gp he had earned to his family, and promised to continue to send more money by CLOC² to them while on his adventures with his new friends. The party then joined a group of dwarves intending to raid Alfheim. When they had passed through the Dwarven Tunnel, Ingrid and her two friends decided not to continue with this wild and brash group, and instead went south to reach the Gnomes of Karameikos and partake of some goblin bashing there.

On 20 Fyrmont 989 AC the three companions crossed the Cruth Mountain pass into Karameikos as trader guards, only to be attacked two days later by a large tribe of orcs who they had to fight for their life. After a whole night battling, the sun rose, and a new group of elven and human adventurers joined the battle giving Ingrid and party the upper hand. With many of the

² CLOC = Certified Letter of Credit. A 'safe' Darokin way of transferring money, it can be exchanged for coins of the local currency in DDC offices in large cities of the Known World and all settlements of Darokin. A 5% charge of the CLOC's value is made on the amount when changing it to coins. Large amounts take 1d8+4 days to exchange into gold or if requested into gems, and longer in smaller settlements (the advice there is to go to a city.).

Female Vestland Human
 Fighter 11th level
 weight 209lbs, height 5' 4" tall,
 AC6 (incl. magic), Chain Mail (AV4) +3(if
 Armor Value is not used, subtract AV from
 AC to get correct AC), HD 9+,
 63+18(CON) +4(Lvl) =85. Mv 120' 40',
 AT Sword +2 (WM Master), knows Axe,
 Mace, Bow, Crossbow, Spear, Dagger,
 Short sword, Bastard sword 1H, Bastard
 sword 2H

THAC0 11 (Incl ST) adjust by magic and
 WM in melee as per *Rules Cyclopedica*
 pages 75-80), AT as per weapon +2 (ST)
 + Weapon Mastery + magic. Sv F16, ML11,
 ALL N,
 ST 16, IN 13, WI 8, DX 11, CO 15, CH 17.
 Languages: Thyatian, Vestlandish, Dengar/
 Dwarven

Skills: Profession: Freighter, Tracking+2,
 Healing, Herbalogy, Foraging, Chariot
 Driving, Riding. WM SK Sword, WM SK
 Club, WM SK Dagger, WM SK Throwing
 object.

Faith Northern (prefers Thor and Frigga,
 desires to be like Sif).

Traits: Modest, Courageous, Loyal, Honest,
 Suspicious, Stubborn, Persistent.

If pregnant beyond the 5th month Ingrid
 does not wear any armor.

traders and other guards killed or seriously wounded, the joint group prepared to retaliate. Then a rain of black orc arrows showered down, allowing the orcs to retreat. A large arrow hit Enkel Robson in the eye killing him where he stood. The newly met adventurers (Peter Andrejev, Tom Townes Rowan Selasar, Idralyll and Angolnith) tried

their best to save Enkel, but even Tom's clerical healing were not enough. The grief of losing her love overcame Ingrid, and she ran away to the hills north of Penhaligon. Tom followed her and succeeded in calming her enough to return to the group a day later. The dead having already been buried, Tom blessed the graves and helped with a ritual of departure to please Ingrid. Together the larger group travelled to Penhaligon. Eventually Ingrid overcame her troubled thoughts and found love with Tom Townes.

One morning in 989 AC Ingrid noticed the weak braying of a mule, sounding out of the heavy fog on the southern Kelvin Moor. Following the sound, the adventurers located a bleeding woman, in the ruined shrine south of Penhaligon, on the brink of death due to a miscarriage. The group succeeded in saving her. The still-born child was buried just outside of the ruined shrine of Zirchev with the blessings of Tom's prayers.

Discovering the ruins of the Old Barrel inn in the winter of 995 AC, Peter's group defeated the local undead and decided to take over the ruins. Ingrid longed for a child and family... with Tom. In Sviftmont 1009 AC she realised she was pregnant, meaning she was likely to give birth sometime in the summer of 1010 AC³. If the child is a girl, it will be named *Otkil*, after the mother Ingrid still loves and if it is a boy *Tim* after Tom's father.

³ Due the shorter Mystara year, the normal 9 month Real World pregnancy of humans becomes 10 Mystara months (in effect still the same in weeks or days).

[\(Continued from page 154\)](#)

Wagon Storage

This area is along the wall next to the main stable. It is open on the southern and eastern sides beneath its roof. Inside there are three strong 10' oak pillars of 10" diameter supporting the ceiling. The middle of the roof is 15' tall, and its open southern side is boarded with white painted planks.

On the outside the gutter between the Wagon Storage and the Main Stable leads into an old low pewter bathing tub, providing extra water supply for the horses or to clean the wagons. Several tools are stored on the rafters of the roof for a variety of purposes. Wagons stalled here can be no wider than 10' and no higher than 10' and, with yoke + shaft, no longer than 25'. Standard wagons are always stalled with their shafts facing the courtyard.



NEARBY FARMS

These farms sell all their produce to the Barrel and to the nearby Rugalov Village. As there are several farms in the area, only the closest and most important to the Barrel are mentioned here.

To the east is farmer **Osvald Ostrivi** with cows, corn, grain and beets. He has a wife, 3 young children and 1 Shearing youngster harvesting the crops.

To the southeast is farmer **Patya Gybolovi** with cows, goats, 3 ostriches (very rare and almost unheard of in Karameikos, producing 1d4+1 large eggs weekly). He has a wife, 2 elders (one from each side of the family), 7 children (ages 0 to 6). There are 2 Shearing youngsters harvesting the crops and doing chores. Patva also provides lodging for one of the wenches who work at The Barrel.

To the south is farmer **Hedeon Grisha** with sheep, goats and a good vineyard. He has 2 wives 3 children (ages 5 to 9). This farm is the main lodging for the wenches of the Barrel. His ram(s) are used to impregnate the 5 sheep that graze at the Inn.

To the west is **Karoll Dungorovi** with various fruits, and a brewery. He has 2 brothers and 1 adopted child; they also host the other wenches of the Barrel.

All these people are neutral Traladarans of Low or Normal Commoner level (1 to 3 at best (see [“Statistics for Commoners”](#) by the author at the Vaults of Pandius), making their living from their produce. They have - like most farmers here - regular issues with thieving, Thyatian vandalism and sometimes plundering and damaging goblins. Some of the farmers set traps (bear trap, poisoned fruits/meat laid open, sling traps) or have a hired guard. Due to this the average value of local produce is 110% of the normal prices (upon which buying and selling can be calculated as suggested in [“What Can Be Bought”](#) at the Vaults).



NIGHTWATCH

The Nightwatch crew is active between 10pm and 7am. They guard the area, and settle guests' disputes. They all have a magical whistle, which when blown can be heard by the others, and magically directs the others to them wherever they are. Most of the crew have been adventuring friends of Peter and live in Rugalov or other nearby locations. Most of the following NPC's will be available, sometimes with 1d4 extra hired hands (depending on threat or number of guests) who are trusted fighters or thieves. On quieter days one of the standard crew might be off duty, doing what they desire

Rowan Selasar

Born in Selenica, Darokin in 950 AC, Rowan was a member of Peter's adventuring group for a while, and they are still friends. In 976 AC Rowan decided to learn magic from more natural sources, desiring to know where it actually originated from. The known magical and magical crystal locations in Karameikos became his primary interest. In his research he required the help of a strong associate, and befriended Peter Andrejev. Many magical locations were known to exist in the hills north and east of Penhaligon. Along with many humanoids. Rowan and Peter were joined by two elves who they had met independently in Kelvin's market. Rowan's magic together with the skills and experience of the elves and Peter enabled the party to defeat the humanoids they encountered. Their exploits against undead and humanoids increased their reputation as adventurers, and Rowan's knowledge of the region and magic.

Male Darokin Human

163lbs, 5' 2" tall

16th level Mage 6th level Merchant (see GAZ11: *"The Republic of Darokin"* Player book*),

AC9 (incl DX+magic), HD 9+, Hp27 (HD)+7(Lvl)=34. Mv 120'/40', AT dagger or spells,

THAC0 13, AT as per weapon (Dagger/Staff) or spell, Mage Spells; 5-5-5-4-4-3-2-2, Merchant Spells; 4-2-1). Sv MU16, ML8, ALN, ST 9, IN 16, WI 9, DX 8, CO 11, CH 9.

Slate of Identification, Scroll of Communication (Peter has the other connected scroll), Spellbook with 300 spell levels written down (50 left open). Languages: Traladaran, Thyatian (Darokin Dialect), Elvish (Alfheim Dialect), Ylari, Local Goblinoid.

Skills: Profession: Freighter, Alchemy, Alternate Magics, Trade, Haggle, Bribe, Riding, Chariot Driving, Naturalist, Spell Storage.

Faith: Rowan acknowledges the Immortals, yet sees them as extreme empowered mortals, humanly strong and weak in all aspects, and hence not worthy to build a faith upon.

Traits: Loyal, Proud, Honest, Rash, Godless, Clumsy, Studious.

**Note:* Thyatian and Karameikan Merchants follow the Darokin merchant system, with one major difference - they do not acquire spell/abilities like the Darokin merchants, but instead gain one extra (non action, mostly intelligence, wisdom or charisma based) skill slot at 1d8+10 skill value (or as corresponding ability if this is lower) for every merchant level.

Rowan Selasar began building his tower on 22 Klarmont 993 AC, legally permitted by Duke Stefan Karameikos' court. This permission severely annoyed some people who were puzzled as to how this foreigner had the right to do so. (In fact, Tom had received this authority as a reward for his part in saving Lady Olivia in 979 AC, but he had not exercised this right until now). On 5 Sviftmont 995 AC Rowan completed his tower and Magic Shop. He has lived there from this date, creating simple magical items, and analyzing unknown ones for a fee. Rowan began taking part in the Nightwatch at The Barrel. Working there on those days when he was not doing magical research or creations and investigating the magical locations of the Dymrak Forest (he knows all of them, except location C on the map).

Rowan is a great source for magical inquiries, analyzing objects for adventurers (destroying the item if cursed) or locals requiring hedge wizard items (see pages 433-434 of ["Glantri Great School of Magic in detail"](#) at the Vaults of Pandius), making and selling low level magical items (weapons to +2 enchantment, various potions and scrolls (not healing), and wands). He also buys magical items of any enchantment, yet does not always risk using an Analyze spell as it temporarily drains the constitution of the caster during the process and subjects them to curses and other effects placed on the object. He cannot use his Slate of Identification on anything larger than a foot. Analyze costs: (1000 gp/item x1.5 per power, +5000 gp if deemed dangerous.); Create Items costs: 2000 gp/spell level, or 1500 gp/charge above the normal material costs. .

Gertrude INGVARSDOTTIR

Born on 15 Sviftmont 974 AC at Whiteheart in the Ozurford Soderfjord Jarldom. At the age of 26 Gertrude could no longer accept the blame and verbal abuse from her father, and in the dark of the night she left home and



hitched a 3 year period as a Thyatian merchant guard. She travelled and gained experience in Ylarum, and eventually reached Selenica, which became her base of operations from this point. It was during her time in Ylarum that she plundered an old Nithian tomb, where she acquired her sword and armor. Between 1005 and 1007 AC Gertrude was again on duty as hired merchant guard, travelled through the north of Karameikos where she was forced to battle large numbers of abelaats. After three days of fighting, she found she was the sole survivor. Her sword trembled with the power it had used, and its ancient forbidden powers might have been her only solace in battling several hundred abelaats almost single-handedly. Her psyche, however, was severely hurt and large numbers of enemies would make her aggressive and ignore friends (not attacking non-enemies, but not helping them either) while furiously, almost berserk, attacking the foes.

Gertrude appears as a female Northlander (Viking) with long blonde hair in braids and

wearing Nithian (Egyptian) attire. She often hides her attire by dressing in cloaks and mantles. She currently lives in the village of Verrau, where she has a cosy romantic cottage.

Female Soderfjord Human
 170lbs, 5' 4" tall,
 Fighter 14th level
 AC-1 (incl DEX, +1 Shield, +3 magic Shield, +5 Magic armor), Nithian Buckler shield +1+3), Nithian Brass Armor +5 (AV4) (if Armor Value is not used, subtract AV from AC to get correct AC), HD 14, Hp45+9(CO)+10(Lvl)=64. Mv 120'/40', AT Nithian Khopesh sword+5.
 THACO 10 (Incl) adjust by magic in melee as normal), AT as per weapon +1(ST)+magic. Sv F9, ML10, AL CG, ST 15, IN 7, WI 1, DX 17, CO 13, CH 11.

Languages: Traladaran (recently learned), Thyatian, Soderfjord, Ylari
 Skills: Profession: Fortune-Teller (soothsaying + Fortune Telling(-3 due lack interest), Military Tactics, Hunting, Extra Language, Hear Noise, Survival Woodlands, Survival Desert, Tracking)

Faith: Northern (prefers Thor).
 Traits: Rash, Violent, Dogmatic, Reverent, Energetic, Courageous.

Gertrude's Nithian Weapons

**Nithian Brass/Meteoric Steel
 Armor of Toth+5:**

This Unique Armor +5 AV4 (possible Artifact?) has the property of draining all sustained damage (energy) on it and transferring it to the related Sword. As this armor cannot be removed unless by a Wish spell, it also does not influence sleep, unless after a battle.

Note: Any armor worn during sleep normally has a detrimental impact on sleep. One needs as many extra hours of sleep to the base 8 hours to have a full recovering period of rest as the armor has AV points (or improves AC if AV is not used). A full recovery period is needed for natural healing 1+Constitution bonus daily, or to be able to memorize or pray for spells.



Armor of Toth



Shield of Toth

**Nithian Brass/Meteoric Steel
 Shield of Toth+3:**

this Unique Buckler Shield AC+1, Magic +3 (possible Artifact?) has the property of draining all sustained damage (energy) on it and transferring it to the related Sword.

Nithian Meteoric Steel Khopesh Sword of Toth+5:

The sword is in effect a Normal Sword, for weapon Mastery Rules. This Unique Sword +5 (possible Artifact?) receives all stored damage sustained on the related armor or shield as well as the energy of any missed attack by the wielder themselves which can be used either:

for instantaneous healing of all damage the next round (*by placing the flat of the sword at any wound for 1 initiative*), including the healing of all wounds, even the ones being sustained further in this round, to the maximum of all stored points or the wounds are healed (whichever comes first);

or as doubling the rolled damage, not counting strength-, weapon mastery-, or magic *adjustments* (by cutting or sticking into a body). As it does so, it becomes stronger in the hands of a weapon master, when the weapon mastery increases the dice used. Any damage or healing will lower the amount of stored points.

Any hit bypassing the shield or armor is still a normal hit giving damage to the wearer, but any miss (except 1 which is a total miss) will be rolled as if giving damage which will then be added to the stored points in the sword.

The sword is at -5 to hit and damage, and cannot give critical damage (18, 19, 20 as per Armor Value rules, see "*Dawn of the Emperors*") if handled without wearing the armor. This unique item is one of the forbidden weapons of the Nithians not removed by the Immortals for unknown reasons.



*Khopesh
Sword of Toth*

The whole set of Nithian weapons and armor together has a singular sentience, and starts glowing faintly purple if it has stored points, and this glow becomes slightly brighter with each stored damage. When 100hp have been stored it will act as a purplish *Continual Light*, and a *Bless* spell starting to hum an ancient Nithian battle tune; at 200hp stored it will softly tremble and act as a continuous *Turn Undead* effect of a Cleric of 5th level, (increasing by 1 level every extra stored 40 hp). The armor also prevents exhaustion and fatigue caused by battle. (*Note*: Normally a character becomes fatigued after battling for their current constitution in rounds' seriously fatigued if failing a constitution check each round thereafter; and exhausted after another failed constitution check (see "[Corporeal conditions table](#)" at the Vaults of Pandius.)

After a battle, however, if a chance of sleep is possible the armor's magic will increase the regular sleeping time of the wearer by three times or more. Any points stored and not used within an hour will dissipate at the rate of 1 per round.

Who the Immortal Toth was is unknown to most, but it was assumed by sages that he possibly a lawful Immortal of knowledge,

healing and war. When Gertrude dies, her body will be teleported with the armor to the temple where she obtained the items. It will remain there waiting for the next Herald to use it wisely. The armor and sword cannot be undone except by use of a wish, and is NOT nullified on Days of Dread (suggesting again that the item is an Artifact). The sword and shield can be placed 1' away while eating or sleeping, but cannot be taken further, not even by someone else, (which sometimes results in funny and hilarious situations if thieves attempt to steal the items in taverns).

Mitchell 'Scararm' Uverson

Born 5 Eirmont 971AC in Nula Elegy Island Ierendi. At the age of 29 he travelled to Karameikos, fell in love with the women there and stayed. Still unmarried; presumed to have over 30 offspring; caught red-handed once by a brutish well-experienced head guard of Baron Ludwig von Hendricks in the Black Eagle Barony - in bed with the guard's wife, succeeded in defeating the armed guard, with no weapon in hand, fled severely wounded. Got his wounds treated in the Cloister of Petra near Sibeon, but the damage was so severe and had been left for too long, that he now has an arm full of scars. He repaid his healing by doing guard duty in the Barrel (where he lend the money) and in the cloister (where his friendly and passionate side is often revealed to the sisters there). Now debt free he is still working with pleasure, bearing his nickname and the scar with pride. He now has a small cottage in Andis.

Male Ierendi Human

Fighter 6th level, 188lbs, 5' 0" tall, AC6 (incl DX), Chain Mail (AV4) (if Armor Value is not used, subtract AV from AC to get correct AC), HD 6, 39Hp. Mv 120'/40', AT Sword +1, THAC0 16(Incl.ST), AT as 1d8 +1(ST) +1 magic. Sv F6, ML9, ALN, ST 14, IN 6, WI 8, DX 7, CO 11, CH 17.

Languages: Traladaran, Thyatian, Ierendi (Makai), Harpy

Skills: Profession: Fisherman, Law & Justice, Jumping, Swimming, Drinking).

Faith: Karameikan (prefers Valerias, patron of Love).

Traits: Loyal, Honest, not very Reverent, Lazy (distracted easily), Pretty and knowing it, Very Flirtatious, afraid of undead, and thunderstorms.

Roman Lucia

Born 2 Nuwmont 941 AC in Thyatis City. Due to massive debts as an inexperienced youth he was indentured and sold to the arena and trained there as a Secutor (*Sword and Shield*). He experienced allowed him to buy his freedom in 1003 AC, just before the Great War, when tensions grew between the various people and Arena fights became less popular. Although Roman is now in his maturity, he is still a formidable fighter. Some flawed spells used in the arena, caused him to become allergic to magic. When magic area effects are present where he is, he gets a soft itching sensation all over his body after 10+1d20 rounds. Magical items worn or used (*not merely touched*) or magic cast upon him do the same with an increased effect after 5 +1d6 rounds. Ingested magic causes severe

Male Thyatian Human
 Fighter 7th level,
 194lbs, 5' 5" tall,
 AC9 (excluding normal shield = -2, large shield = -3, or tower shield = -4), Chain Mail(AV4)(if Armor Value is not used, subtract AV from AC to get correct AC),
 HD 7, 37+7(CO)=44. Mv 120'/40', AT Sword,
 THAC0 13 (incl. ST). Sv F7, ML8 ALCN, ST 16, IN 10, WI 8, DX 10, CO 15, CH 6

Languages: Traladaran, Thyatian
 Skills: Profession: Arena Fighter (includes; Shield Fighting, Basic Healing, Theatrics), Haggling, Grovelling, Law & Justice, WM SK Sword.

Faith: Karameikan (prefers Ixion the sun-god).
 Traits: Loyal, Proud, Honourable, Honest, Reverent, Trusting.

regurgitation 1d4 rounds thereafter (*not dispelling the effect though*), and an overall weakness for 1d3 hours (ST/CO-2). He does not disapprove of magic, he just doesn't like it...at all. Unknown to him or anyone else he does not suffer these symptoms with Druidic magic, or nature magic*. Roman is a citizen of Rugalov.

***Note:** Nature magic is the original magic which existed prior to the explosion of the FSS Beagle and the Great Rain of Fire's Radiance pollution on magic, (see ["Periods of Magic Evolution"](#) at the Vaults of Pandius. Since 1000 AC, some spells have been gradually (re-)discovered which do function during the Day(s) of Dread. Often these are very hard to learn, and have a higher casting

level with no further changes than similar Radiance affected spells currently used worldwide.

ANGOLNITH

Born Autumn 742 AC in Verge, Karameikos
 Current aged 268, Angolnith had a blessed life in Verge growing up as an herbalist, living of whatever the land produced and earning some profit from the markets in Verge, Threshold and Kelvin. During the harsh winter in 945 AC, when there was an insurgence of humanoid attacks in the region, Angolnith grouped together with some other elves in an attempt to lower the threat.

In 968 AC, after several decades, Angolnith was alone, his elven adventuring friends either dead or gone away, and he almost retired to the village of Threshold. In the late spring of 970 AC he was ready to return home when the Traladarans rebelled against the new ruler, Stefan Karameikos. Angolnith quickly joined the Traladaran side and took part in many small fights against Thyatians near Kelvin. In the summer of 970 AC, deeply entrenched in the Marilenev Rebellion and the overall chaos in Karameikos with the takeover by Stefan Karameikos, Angolnith joined Peter, Idralyll and the three other heroes (who later perished individually). Idralyll and Angolnith seemed very interested in each other from the beginning, but their various Callarii, and Vyallia Clan customs of inter-clan friendships or relations kept them apart. When Peter was knighted in the Order of the Golden Sword on 18 Vaternont 975 AC, behind the decorative long curtains of Castle Penhaligon, Angolnith and Idralyll finally consumed their "illegal" cross-clan love and

Male Calarii Elf
 (name means *Magic Stench of Deep Lore*)*
 10th Rank D, level Elf,
 113lbs, 4' 9" tall,
 AC6 (incl DX+magic), Elven Chain Mail(AV4) +1(if Armor Value is not used, subtract AV from AC to get correct AC), HD 8+, Hp39+8(CO)=47. Mv 120'/40', AT Spells (Sword +2 (WM Skilled), Longbow (WM Skilled),
 THAC0 12 (adjust by magic and WM in melee as per Rules Cyclopedia pages 75-80), AT as per weapon+Weapon Mastery+magic. Sv E10, ML10, ALLN, ST 11, IN 12, WI 8, DX 17, CO13, CH 16.

Languages: Traladaran, Thyatian, Callarii Elvish, Local Orcish, Dwarven
 Skills:; Profession; Horse breeding /training+1, Riding, Calligraphy, Cooking, Herbalism, Observation, Elven Tribal Healing.

Faith: Elven (Maeliden). Modest,
 Traits:Honest, Loyal, Honourable, Dogmatic, Reverent.

*Both the Callarii and the Vyallia Elven Clans do not use family names. They only have their personal names, sometimes a nickname (which they rarely use themselves), and in introductions they also list their profession, place of birth or residence and Clan. As a result of this tradition, no name will be equal to an existing name. Thus Angolnith would be known to most as Angolnith, Horse expert of Calyanya Vyallia, or as Angolnith to friend as he has not gained a nickname.

became a couple¹². The pair were not welcomed by their own and especially the other's clan. Both now live in Calyanya.

DAYWATCH

The Daywatch crew is active between 7:30am and 7pm. They guard the area and settle any disputes between guests. They all have a magical whistle which, when blown, can be heard by the others, and gives magical direction to wherever the summoner is. Most of them have been adventuring friends of Peter and live in Rugalov or other nearby locations. One of the following NPC's is always present during the crew's shift time.

Gubran Esculem

Born 12 Eirmont 965 AC in Greenston, Rockhome. Son of Gillum of the Syrklist ("and well met", as goes his usual introduction even in the presence of enemies). The family standing is Struggling. Gubran received some money from his family in the hope that he would return from adventuring and prove worthy of the family name, becoming wealthy and influential so that the family might gain in status. He fared well in Rhoona, Vestland where he also befriended Ingrid Otkelsdottir and her

¹² The status of an 'illegal' Callarii-Vyallia Elven couple is based on the difference between these elves as per canon, and further detailed in comic Warriornedsood "[Keep on the borderlands](#)" web comic.

Male Rockhome Dwarf
 8th level dwarf,
 243lbs, 4' 0" tall,
 AC6 (incl. magic), Dwarven Plate Mail
 +3(AV6)(if Armor Value is not used,
 subtract AV from AC to get correct AC), HD
 8+, Hp59+8(Col)=67. Mv 120'/40', AT
 Sword +2 (WM Master), Club (WM
 Skilled),
 THAC0 9 (adjust by ST+magic and WM in
 melee as per Rules Cyclopeda pages
 75-80), AT as per weapon +2(ST)+Weapon
 Mastery+magic. Sv F16, ML11, ALNG,
 ST 16, IN 9 WI 8, DX 9, CO 13, CH 6.

Languages: Dengar (Dwarvish), Vestland,
 Thyatian, Gnomish, Basic Goblinoid,
 Koboldish

Skills: Labor/Profession: Lumberjack (incl.
 Woodcutting/Lumbering, Woodlore),
 Engineering, Mining, Singing, Skinning,
 Trapping, Storytelling).

Faith: Dwarven (Kagyar).

Traits: Responsible, Energetic, Honest,
 Trusting, Generous, Cautious. Axe, Dagger,
 Crossbow

suitor. Together they delivered money home
 to Greenstone, after which they temporarily
 aligned with some dwarves intending to
 carry out a loot and run attack on the elves
 of Alfheim.

While making their way through the secret
 Dwarven Pass, they survived an attack by a
 small number of Chokers¹³. This changed

¹³ Incestuous and magical genetically
 altered cannibalistic goblin race; see DMR2
 TSR9438 D&D *Mystara Creature Catalogue*
 page 21-22 or DMR TSR2501 AD&D2
Mystara Monstrous Compendium page 19

their demure and plans. They left the group,
 passed through Selenica and obtained jobs
 as guards on a caravan to Traladara. There
 they were attacked by a mass of orcs who
 killed their comrade and caravan members.
 Here they met Peter and friends whom they
 joined, reluctantly. After a few weeks they
 eventually became good friends. Esculem
 currently lives in Rugalov, and earns money
 from his work, some mining in the Thunder
 Mountains and some adventurin. He
 regularly sends a portion of his income
 each month to his family in Greenston . He
 does not desire to leave because in Rugalov
 lives Daisha, a very interesting Dwarven Lady
 and Gemcutter.

Idralyll

Born 15 Thaumont 922 AC in Mirtari Vyallia.
 On14 Vaternont 965 AC Idralyll and Peter
 met at the Grand Tavern next to the market
 in Kelvin. Peter had just begun his Shearing
 and was always interested in the elves.
 Together with Alduil (Alfheim Archer),
 Torgrimm Hammerson (Thyatian Dwarf)
 and Layla Pershkov (Cleric), they grouped
 together to earn riches, slay evil and explore
 the world. In the summer of 970 AC and
 deeply entrenched in the Marilenev
 Rebellion and the overall chaos in
 Karameikos with the takeover by Stefan
 Karameikos, Angolnith joined Peter, Idralyll
 and the three other heroes (who later
 perished individually). Idralyll and
 Angolnith seemed very interested in each
 other from the beginning, yet their various
 Callarii, and Vyallia Clan customs of inter-
 clan friendships or relations kept them
 apart. When Peter was knighted in the Order

Female Vyallia Elf)
 (name means *Twigs Sticking around*)*
 98lbs, 4' 8" tall,
 10th level Elf Rank C,
 AC7 (incl magic), Elven Chain Mail(AV4)
 +2 of Reflection(if Armor Value is not used,
 subtract AV from AC to get correct AC), HD
 9+, Hp44+9(CO)+1(Lvl)=47. Mv 120'40',
 AT (2/r) Sword +1, Elven Short Bow (WM
 Skilled),
 THAC0 13 (adjust by DX with
 missile)+magic and WM in melee as per
 Rules Cyclopedia pages 75-80), AT as per
 weapon +Weapon Mastery+magic. Spells;
 3-3-3-3-2 Sv Elf 10F, ML;10, AL;LN,
 ST 11, IN 15, WI 12, DX 10, CO13, CH 16.

Languages: Traladaran, Thyatian, Vyallia
 Elvish, Local Orcish, Local Goblinoid, Local
 Gnoll

Skills: Profession: Hunter (incl. Woodlore,
 Butcher, Local Fauna, Tracking), Trapping,
 Orientation, Riding, Griffon Riding, Fire
 Building, Cooking. Move Silent;
 Woodlands, Quick draw. WM SK Short
 Bow).

FaithL Vyallia Clan and Immortal Ilsundal.
 Traits: Loyal, Modest, Courageous,
 Godless, Cautious/Careful, Peaceful.

*Note: Neither of the Callarii and the
 Vyallia Elven Clans use family names.
 Idralyll thus would be known to most as
 Idralyll, Hunter-Scout of Mirtari Vyallia, or
 as Idralyll, nickname; Twigstick used by
 (human) friends.

of the Golden Sword on 18 Vaternont 975
 AC, behind the decorative long curtains of
 Castle Penhaligon, Angolnith and Idralyll

finally consumed their “illegal^{see footnote 27}”
 cross-clan love and became a couple. Both
 were unwelcome by their own and especially
 the other’s clan, and live in peace in
 Calyanya using their adventurous earnings
 and horse breeding/training.

Master Gerwood

Master Gerwood, actually named Gerwood
 Septentrionianus, was born on the morning
 15 Flaurmont 957 AC in nearby Mchetos
 (Thyatis). As the first sunbeams of that day
 invoked their warmth and light on the
 mother it was ordained that it was Ixion
 himself who delivered the baby from the
 mother’s womb. Due to this, Gerwood was
 brought to the Porcinius cloister of the
 Church of Thyatis, just 8 miles north of
 Glevum. At the time he was 17, there was a
 great fire (*which was actually caused by
 Gerwood in a feeble attempt to control fire*)
 which totally ruined the cloister causing the
 survivors to find their own way.

Gerwood was banished for his deed, and
 went west to Karameikos. Gerwood is afraid
 of fire, and dislikes the sun as it hurts the
 burn scars on his face and right half of his
 body that he sustained. In his opinion he
 was punished by Ixion for failing to control
 fire, and banished. Feeling ashamed of all
 the scars and burns he caused, he switched
 faith and found his place in the recently
 spawned Cult of Chardastes, in Penhaligon,
 where he was allowed to treat the wounded.
 Soon the Cult was absorbed into the Church
 of Karameikos, but a few years later, out of
 dissentiment and opposing religious

Male Traladaran Human,
 201lbs, 5' 7" tall,
 Cleric/Healer of Chardastes (recently placed in Traladaran Church), Local Healer and Surgeon)
 8th level Healer cleric15,
 AC5 (incl DX+magic), AV0 (does never wear armor), HD 5 hp29(HD/Lvl). Mv 120'/40', AT Mace +1,
 THAC0 19 (incl -2ST)adjust by magic. Sv C8, ML11, ALLN,
 ST 5, IN 15, WI 18, DX 11, CO 8, CH 4.

Languages:Traladaran, Thyatian, Callarii Elvish, Dwarven
 Skills: Science: Anatomy. Healing, Veterinary Healing, Natural Healing, Elven Tribal Healing

Faith: Respects Traladaran Immortals, Honours and prays to Chardastes only.
 Traits: Cautious, Modest, Peaceful, Reverent, Dogmatic, Fearful.

opinions, the cult broke away and aligned with the Church of Traladara (especially Petra). The followers of Chardastes were allowed to embrace their own Immortal under the Church of Traladara. The Church thus gained extra healing capabilities to help their own followers. After the Great War and the massed attacks of the abelaats, Gerwood was relocated from Castle Penhaligon with the adventurers who had saved him to gain more experience. Gerwood earned the title of Master in the winter of 1007 AC for his discovery of a *Remove Scar* spell¹⁴. In 1008

¹⁴ *Remove Scar* is a new 4th level spell functioning exactly as Cure Light Wounds except it does not heal, but restores non magical scar tissue to normal tissue which had no more than 7 points of damage. As the

AC, seeking some extra income and acknowledgement of his deeds and skills, Master Gerwood introduced himself to Peter. At first Peter was somewhat reluctant, yet allowed Greenwood to work in the Daywatch, where his skills as healing wounded customers (mostly as a result of accidents while travelling or during loading/unloading) were soon welcomed.

Afterword from the author:

A continuation of this article detailing the region where "The Barrel" is located in south eastern Karameilkos is planned for inclusion in the next issuer of *Threshold Magazine* (#24). So keep your eyes open, and await "*The Dymrak Forest region*" article. Have fun thus far and enjoy.

Robin

spell heals 1d6+1, several treatments are often needed to heal scars up to 7 hp damage.. The casting time is 3 hours of ritualistic praying. Any scar of 8 or more hp cannot be cured, so Master Gerwood could not cure himself either.

APPENDIX: TIMELINE

This chronology integrates events from the canonical timeline presented in GAZ1: *“The Grand Duchy of Karameikos”* and on *“Karameikos: Kingdom of Adventure”* with the histories of The Barrel and the various NPCs related to that location and the surrounding area of the Dymark Forest region

1715 BC:

Tahytis the Nosferati witch-child born in the ruins of the Taymoran mountain settlement of Pahros Alf-Tethitis.

500 BC:

Tahytis and Pharos Alf-Tethitis become trapped on their small segment of land (Ogos island) after it is separated from the mainland by earthquakes. Both, being unable to cross flowing water, have become prisoners.

Autumn 742 AC:

Angolnith born in Callanya.

Summer 746 AC:

The original road inn named “The Barrel” constructed in the Dymrak Forest region

15 Thaumont 922 AC:

Idralyll born in Mirtari

Spring 926 AC:

An unknown sailor lands on Ogos island; meets Tahytis, falls in love and is sent away after the deed.

28 Kaldmont 926 AC to

1 Nuwmont 927 AC:

Finnig the witch born from unknown sailor and Tahytis on the Isle of Ogos.

941AC:

Martha Pershikin and Finnig meet and adventure together during their Shearing Years.

Spring 942 AC:

After attaining Landed Knight rank in the Order of the Golden Sword, Lord Rugalov created the Keep and Tower to prevent invasions into Traladara and regulate trade to and from nearby Overton. There is a ferry to ease the crossing of the Haven River, but some desire a bridge. There is some dispute between Lord Rugalov and Lord Burnovich over the region.

15 Fyrmont 945 AC:

The original road inn named “The Barrel” is abandoned after repeated goblin attacks, obscure fires, and mishaps (caused by Redstone the Redcap).

Winter 945 AC:

Angolnith unites with some other elves in an attempt to lower the increasing humanoid threat.

945 AC:

Tahytis succumbs to the promising taunts of the demonic voices.

948 AC:

Stefan Karameikos born. The original Barrel inn s cleaned and reopened under new management, and almost from day one has to suffer attacks from goblins (who think the building hides some wealth of magic).

Early Summer 948 AC:

Tahytis succeeds in becoming a Black Hag after sacrificing almost a hundred sailors in a terrible storm.

Summer 948 AC Finnig, Martha and Pjotr (the father of Peter) defeat the Black Hag, Tahytis leaving the rest of Ogos island untouched.

2 Flaurmont 950 AC:
Rowan Selesar born

14 Vatermont 951 AC:
Peter Andrejev born

12 Amyrmont 955 AC:
Jaggadash goblins burn the Barrel Inn down to the ground for the last time. Several guests are slain, and none of the staff survives. The location is abandoned and the remnants fall apart in the following decades; the site becomes a haven for the ghosts and wraiths of those who perished there. The last owner's relatives (who live in Rugalov) inherit the ruined structure and its land.

22 Sviftmont 955 AC:
Sascha Mischnikov born

15 Flaurmont 957AC:
Gerwood Septentrionianus, born in the morning in Machetos (Thyatis)

959 AC:
Lady Olivia Promethian born

Summer 959 AC:
Rowan officially enters the DDC as a minor merchant. He began buying fruits, converting them with skill to juices and selling in bulk to shops. His youthful skill of trading was noticed and as a result he was invited to become a full merchant and trained by Welkin Otterson (Merchant 3).

11 Eirmont 964 AC:
Tom Townes born

14 Vatermont 965 AC:
Peter began his Shearing on his birthday. That same day he met and befriended Idralyll. Together with Alduil (Alfheim Archer), Torgrimm Hammerson (Thyatian Dwarf) and Layla Pershkov (Cleric) they banded together to earn riches, slay evil and explore the world.

15 Eirmont 967 AC:
Rowan Selasar surpassed the skills of his trainer, and obtained his own small caravan (2 wagons) to trade in Traladara. There he discovered the Magicians Guild Hall in Specularum. What he saw there seemed so simple to him, so he sold his wagons and enrolled himself into the Magicians Guild as an apprentice..

Winter 967AC:
Angolnith joined 5 other Callarii elves in an attempt to lower the ever increasing humanoid threat.

15 Vatermont 968 AC:
Redtop Volcano on Fire Island erupted explosively and a huge charged storm rose, followed by a tidal wave. Tom Townes' parents and sister were drowned in the wave that hit the coast. The 4 year old Tom was saved by a Zirchev Cleric. The tidal wave also destroyed the mouth of the Haven (later Rugalov) River and the village of Erroton, which was abandoned after the tidal wave left a muddy morass of destruction. Survivors settled in Coltian, Veralium, and Kondrien, or set up new farms nearby. The disaster also destroyed the region of the Drema Peninsula, making it into a separate Island. The

Burnovich never left this island, and thus lost their claim to the region.

10 to 22 Ambyrmont 968 AC:

The ferry across the Haven river was inactive for about 6 months, while attempts were made to find those lost in the disaster. Those located were buried in the graveyard near where some survivors had set up a group of farms (and which would later become Rugalov¹). The Haven River was renamed the Rugalov River to honor the work of Lord Rugalov in saving as many people as possible. Similarly the Keep is named Rugalov Keep.

28 Flaurmont 969 AC:

Sascha Mischnikov's grandmother died due to disease. Feeling abandoned, Sascha began her Shearing a week after at the age of 14.

Eirmont 968 AC:

The harsh and difficult world led Sascha to become a Thief, and 8 months into her Shearing period she succeeded in leaving the city of Marilenev for the first time. The occupying Thyatians were still relaxed and the Traldar Lords still had their lands and power.

Nuwmont 970 AC:

Stefan Karameikos sells his ancestral duchy and acquires the Traladaran lands becoming Duke of Karameikos, bringing in military, and enforcing new laws.

Spring 970 AC:

Lady Olivia Promethian affianced with Stefan

¹ Rugalov is similar, but not identical, to the "Typical Karameikan Town" described in 1013 AC "Joshuan's Almanac" (page 120); what is depicted there is a village, and not a town, so Rugalov is much larger, but has a similar buildup.

970 AC:

Marilenev Rebellion defeated by Stefan Karameikos' army. Great resentment arises, yet soon cools down to a more political, mischievous animosity. Mischnikov's parents perish during the revolt against new Duke Stefan. Last sighting of the Burnovich family and staff. Many suggest they perished in the rebellion, yet rumours and gossip persist of their brutality are soon proven to be true, as the caves below the castle and island reveal the evidence of countless torture and other horrors.

Summer 970 AC:

With the Marileinev Rebellion and the overall chaos in Karameikos resulting from the takeover by Stefan Karameikos, Rowan and Angolnith joined Peter and Idralyll (and the three other heroes who later perished individually). Idralyll and Angolnith became friendly towards each other.

Kaldmont 970 AC:

Rugalov Village is created by order of Duke Stefan Karameikos (and new houses are built, out of the Duke's own treasury) to placate the negative feelings of the native Traladarans. This allowed the former residents of Overton to reunite, mixing Thyatian and Traladaran families to create a stable balance. Merchants from the two nations meet in the newly built market and trade. The Thyatian influence on the commercial scene initiates a call for a bridge to be built across the river.

28 Kaldmont 970 AC:

Ingrid Otkelsdottir born

22 Kaldmont 972 AC:

At the age of 17 Sascha is caught in Kelvin by Thyatian occupiers, and imprisoned for 2 years for theft.

15 Sviftmont 974 AC:

Gertrude Ingwarsdottir born in Whiteheart of the Ozurford Soderfjord Jarldom. Her mother died at her birth. Gertrude's father is blamed her for the death.

Fyrmont 974 AC:

The Cloister Porcinius is reduced to ruins by the failed attempt to control fire by Gerwood Septentrionianus

22 Kaldmont 974 AC:

Sascha released from prison during the harsh winter, with few possessions to her name, she is raped by a Squire of a Knight of the Griffon, Unable to get anyone to believe her story she becomes an outcast.

12 Ambyrmont 975 AC:

Sascha gives birth to Alya in a hidden tomb in the sewers, which she used as "home".

18 Vatermont 975 AC:

Peter Andrejev knighted in the Order of the Golden Sword. Angolnith and Idralyll finally consumed their "illegal" cross-clan love and became a couple, although dismissed by their clans

11 Thaumont 976 AC:

Rowan teamed with Peter Andrejev and others and the group began building a reputation as skilled adventurers.

979 AC:

Lady Olivia Promethian is saved by Peter and his friends, Rowan Selasar, the elves Idralyll and Angolnith as "unknown" heroes

11 Flaurmont 980 AC:

Tom Townes released from cloistral bond and entered the world as a cleric of the Church of Traladara

980 AC:

Adriana Karameikos, the first child of Stefan and Olivia is born).

Autumn 981 AC:

Tom Townes declines to join the Order of the Wolf.

982 AC:

Justin Karameikos, the second child of Stefan and Olivia is born.

Spring 984 AC:

At the age of 14, Ingrid saved Captain Knut Dagrason of the Heldjälerna during a raid, and found her life;s goal, but is forced by her mother to become a Vala.

984 AC:

The unidentified squire who raped Sascha becomes a Knight in the Order of the Griffon alongside others.

986 AC:

Valen Karameikos, third child of Stefan and Olivia is born.

15 Yarthmont 987 AC:

Ingrid Otkelsdottir rebelled and left her family home.

Kaldmont 988 AC:

Sascha's daughter, Alya, began her Shearing Years

20 Fyrmont 989 AC:

Ingrid, Esculem and Enkel Robson crossed the Cruth Mountain pass into Karameikos.

22 Fyrmont 989 AC:

In Karameikos, Ingrid, Esculem and Enkel Robson encountered a large tribe of orcs, and had to fight for their lives. In the ensuing battle, Enkel was killed. Ingrid and Esculem were saved by the arrival of Peter Andrejev and his companions and the rising sun. Ingrid and Esculem subsequently joined Peter's group.

Flaurmont 989 AC:

In Specularum Sascha encounters the Squire (now a Knight) who raped her 15 years earlier. The Knight raped her a second time. Pregnant once again, Sascha fled the city.

Yartmont 989 AC:

Sascha's flight took her along the Easton Road and then north through the Dymatk. Her progress was delayed by the forest and its inhabitants.

13 Eirmont 989 AC:

Sascha, still on the run from the knight, passed the Kelvin Moors, when suddenly her pregnancy went awfully wrong. Hiding in a ruined road shrine of Zirchev near Penhaligon she almost died due the miscarriage. Peter's friends heard the braying of her mule and saved her. She slowly healed and was accepted into the adventuring group.

Summer 990 AC:

Ayla had become aware of persistent rumours circulating about a knight searching for a woman whose description matched that of her mother. Ayla decided to use her agents to follow up on these reports.

Spring 992 AC:

Ayla returned to Specularum and secretly set up the new thieves' guild "Kingdom of

Thieves" using the male alias of "Flameflicker". She had not yet located her mother.

Winter 992 AC:

The ruins of the original The Barrel inn were discovered by Peter and friends during their adventures. Several wandering ghosts and wraiths were slain or set to peace, making the area welcoming again. Peter requested financial aid from family and friends to acquire the site of the Barrel and to rebuild it.

20 Flaurmont 993 AC:

Peter married Sascha in a ceremony with Traladaran rituals. Alya travelled there the following day and mother and daughter were happily reunited.

15 Yarthmont 993 AC:

The new inn "The Barrel" is being built on the ruins of the earlier smaller wooden inn of the same name and the recovered giant barrel from the earlier site is also reused.

22 Fyrmont 993AC:

Pjotr Andrejev, Peter's father died due to age and stress at the age of 89 on his farm in Kondrien. He was interred in the graveyard in Kondrien. The farm was sold a few weeks later to farmer Hedeon Grisha. Peter's mother, Martha, continued adventuring in Thyatis, but officially relocated to The Barrel.

15 Klarmont 993 AC:

With fitting out completed, and supplies stocked the New Tavern/Inn officially named and consecrated "The Barrel" by Traladaran Church and arcane rituals by Finng the Witch.

22 Klarmont 993 AC:

Rowan Selasar began building his tower 5 miles east of The Barrel..

5 Sviftmont 995 AC:

Rowan completed his tower and opened Magic shop. He also began taking occasional part in the Nightwatch at The Barrel out of friendship to Peter.

early winter 993 AC:

Kwaam Snout was born of a Witch and Karthog, a proud wicca warrior of the Nyyakk (Black Web). The Witch mother died in the process.

5 Nuwmont 994 AC:

Kwaam Snout was given to Sascha in secret by Karthog.

15 Kaldmont 995 AC:

Nationwide Traladaran Knighthood is rescinded. Many readjusted and entered the Order of the Griffon and lost the respect of their original faith. Many others accepted the loss of titles and rights, but also lost respect from the Traladaran populace. Some resisted, several of whom were arrested, sentenced and either banished or imprisoned. Those who resisted but were not caught went underground and either disappeared (hidden or taking a secret identity) or appeared as if they had accepted the judgement, while still acting as a knight if needed (like Peter). These clandestine knights were fully respected by the Traladaran populace, who saw them as if they still have all their rights and duties, even if they no longer openly wore the knightly sigils and regalia.

22 Fyrmont 996 AC:

Peter refused to become a Knight or even a Landed Knight under Duke Stefan, and was officially dispossessed of his title by the Duke.

1000 AC:

A Holy bell of Chardastes was discovered (see the adventure "*Elwyn's Sanctuary*" in module B9: "*Castle Caldwell and Beyond*"), the suppressed faith of Chardastes resurfaced under the embrace of the Church of Karameikos.

1 Flaurmont 1000 AC

to 26 Fyrmont 1003 AC:

Gertrude Ingwarsdottir, having left home, hitched a 3 year period as a Thyatian merchant guard.

15 Yarthmont 1000 AC:

Kwaam Snout officially legalized and adopted by Peter and Sascha after years of investigation and procedures.

Between 1000-1005 AC:

Events of module B10: "*Night's Dark Terror*" assumed to have happened at this time.

Autumn 1001 AC:

Martha Andrejev suffered a Traladaran curse during one of her burglaries in Thyatis. Most of her adventuring and performing stopped; however, she has continued retrieving important Traladaran items from greedy Thyatian hands. Thus the legend of the "*Traladaran retributor*" has continued.

Between 1005-1007 AC:

Penhaligon Trilogy assumed to have happened with major battles in northern Karameikos. Gertude Ingwarsdottir was a

great contributor in defeating the abelaats in the north of Karameikos.

Summer 1006 AC:

Followers of Chardastes left the Church of Karameikos due to several disputes and clashes, and merged with the Church of Traladara.

Spring 1007 AC:

Kwaam Snout began his Shearing ritual

Winter 1007 AC:

Gerwood Septentrionianus earned the title Master from the Order of the Golden Scalpel of Chardastes for his discovery of the *Remove Scar* spell.

Between 1005-1009 AC:

The Great War with The Master (*Wrath of the Immortals*) and canon conflicts in Karameikos.

Between 1007-1009 AC:

Alfheim refugees settled in the Dymrak Forest under Duke Stefan's decree. The Fain Flinn Bridge is built by Thyatian dwarven architects and opened for use on 15 Vattermont 1009AC.

Summer 1008 AC:

Master Gerwood is added to the Daywatch at The Barrel, which welcomed his healing skills.

15 Kaldmont 1009 AC:

Alya learnt from adding rumours together, what had happened to her mother, Sascha. Unbeknown to her mother,. Alya began searching for the rogue knight to exact revenge, even though he was her father.

21 Kaldmont 1009 AC:

Kwaam Snout returned from his shearing period and, after reuniting with his parents, took up the position of cook at The Barrel.

1009 AC:

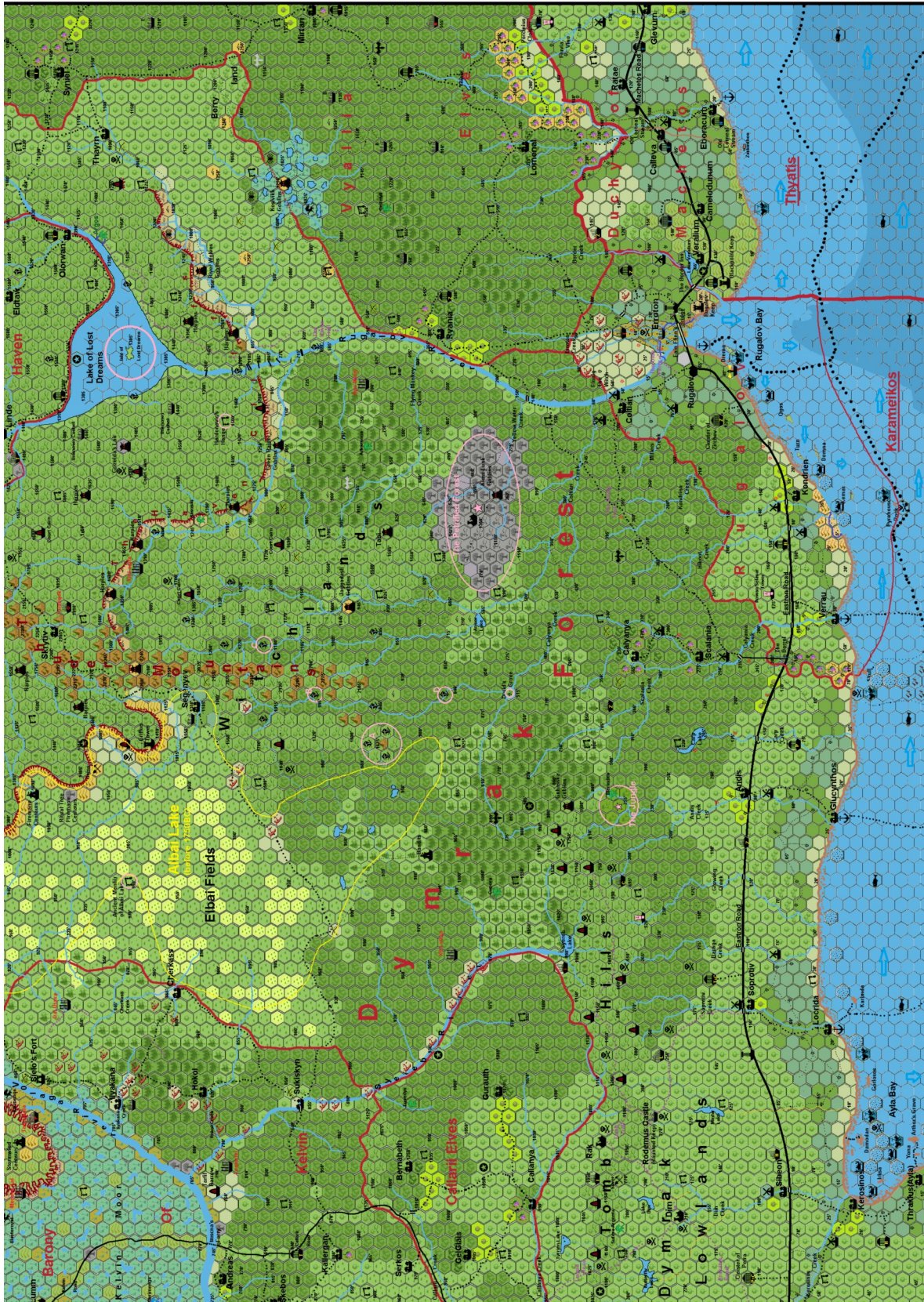
Mages belonging to the so-called Order of the Wolf are suspected of lycanthropy (true in several cases), heresy and disrupting the Church of Karameikos (also true in some rare individual cases). They are banned from access to the School of Magecraft in Krakatos, by King Stefan's command (guided by the clerics of the Church of Karameikos). This is another splinter in the bond between Traladarans and Thyatians, and may lead to political and social unrest or worse.

1010 AC:

Current date

1018 AC:

The storyline of the Dark Knight novel takes place (see [Dave Keyser's summary of the novel](#) at the Vaults of Pandius).



Robin's 1-mile hex map of the Dymark region of south eastern Karamaikos

SOURCES

NPC portraits by *Warriorneedsfood* (see his awesome Mystara web comicis one line; <http://thekeepontheborderlands.thecomicseries.com/>)

This location for this article (and the accompanying material planned for issue #24 of *Threshold magazine*) is found on the 1-mile hex map of the Dymrak Forest region developed by Robin from various canon maps and sources and fanon additions.

Canon material:

- B1-9: *"In search of Adventure"*
- B10: *"Night's Dark Terror"*
- DDA4: *"The Dymrak Dread"*
- X1: *"Isle of Dread"*
- TM1: *"The Western Countries Trailmap"*
- TM2: *"The Eastern Countries Trailmap"*,
- GAZ1: *"The Grand Duchy of Karameikos"*
- GAZ6: *"The Dwarves of Rockhome"*
- GAZ7: *"The Northern Reaches"*
- GAZ9: *"The Minrothbad Guilds"*
- "Dawn of the Emperors"*
- "Karameikos: Kingdom of Adventure"*
- PC1: *"Tall Tales of the Weefolk"*
- PC2: *"Top Ballista"*
- PC3: *"The Sea People"*
- PC4: *"Night Howlers!"*
- The Penhaligon Trilogy novels (*"The Tainted Sword"*, *"The Dragon's Tomb"*, and *"The Fall of Magic"*) by D.J.Heinrich.

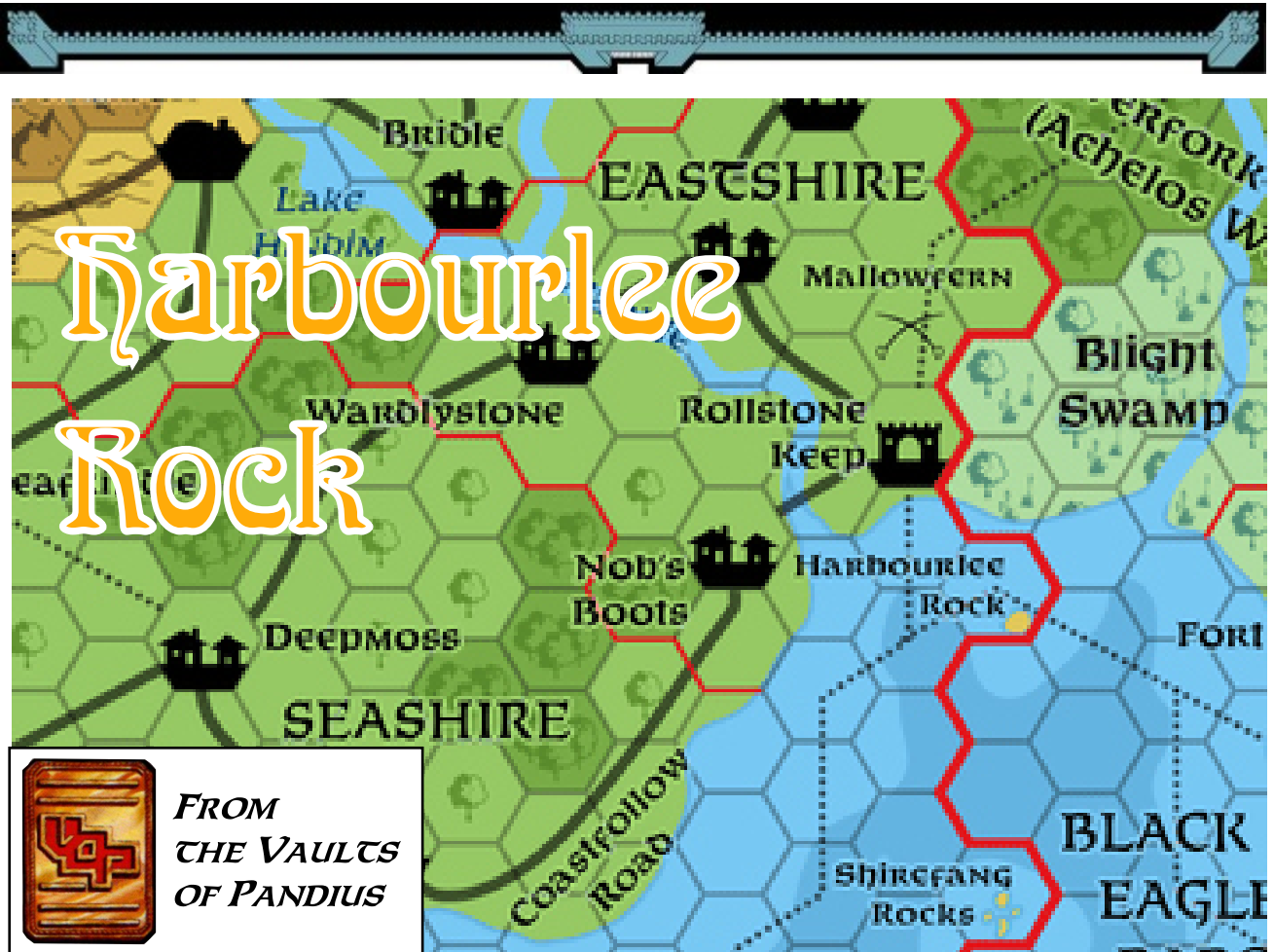
Fanon material:

- ["3.2 miles/hex map of Karameikos"](#)
- ["Map of North-eastern Karameikos"](#)
by Agathokles (Giampaolo Acosta),
["Kingdom of Karameikos - Traladara 1020 AC. 3.2 miles per hex"](#)
- by Sturm (Francesco Deferari),
["B10 Eastern Karameikos, 3 miles per hex Replica Map"](#)
- by Thorf (Thorfinn Tait),
["South East Karameikos map"](#)
by Robin,
["B10 maps in Campaign Cartographer and GIF formats"](#)
- by Alan Jones

["Character Skills"](#) by Robin at the Vaults (Profession skills have Primary and Secondary skills within itself, Check here to know which and how).

Character traits used in the character descriptions are drawn from GAZ7: "The Northern Reaches" with some personal additions:

Cautious	Rash
Modest	Proud
Peaceful	Violent
Generous	Greedy
Courageous	Fearful
Reverent	Godless
Forgiving	Vengeful
Energetic	Lazy
Honest	Deceitful
Trusting	Suspicious
Loyal	Unreliable
Dogmatic	Openminded



Part of Thorf's Replica Map of the Five Shires showing the location of Harbourlee Rock

by Irving Galvez

HISTORY

Harbourlee Rock is an island in the Gulf of Halag off the coasts of the Grand Duchy of Karameikos and the Five Shires. For many years this was just a landmark for sea merchants and pirates that saw the rock just as a reference for their travels.

In Klarmont of 998 AC, the Black Eagle Baron sent explorers to Harbourlee Rock to see if they could use the isle as an Iron Ring slave camp, out of the reach of the Ducal authority in Karameikos. After exploring, the

scouts reported that the isle could be used for that purpose. Baron von Hendriks decided to take control of the rock and sent a small force of 30 humans and orcs to start operations there. For nearly six months everything was perfect. A big slave village and market were built, as well as a small dock with capacity for up to 2 medium ships. But, as always, the Black Eagle soldiers were not too disciplined and started attacking merchant ships that passed near the rock. After an attack on a Five Shire merchant ship failed, word spread in the Five Shire that the Black Eagle had taken possession of the island.

In 999 AC the Five Shires sent a war galley to the isle and a battle to take control it took place. First, the halflings overran the Black Eagle forces, taking control of their camp and the docks. But the Black Eagle sent more forces and the battle of Harbourlee took place. Tension grew between the nations. Duke Stephan met Ambassador Jenkin Flintfoot at Specularum and the Harbourlee Treaty was signed. This treaty primarily stated that the attacks had to stop and that a group of halflings and Highforge dwarves were going to check the true position of the island relative to the national borders. The result was that a portion of the island lay in Karameikian coastal waters. The rock was divided: 80% of the isle was allotted to the Five Shires and 20% to Karameikos.

Duke Stephan decided to give administration of the Karameikian section of the rock to his cousin, Ludwig Von Hendriks, arguing that it was logical given the proximity of Harbourlee to the Black Eagle Barony. The Five Shires territory was given in administration to Sea Shire sheriff, Jaervosz Dustyboots.

Dustyboots, after learning that Karameikian part was going to be controlled by the Black Eagle, built a wall and tower to keep a divide between the two nations' territories. Von Hendricks responded by constructing a tower to protect his territory.

In mid-999 AC the Eagle Fly incident took place, bringing new tensions to Harbourlee Rock. While Black Eagle soldiers patrolled the perimeter wall, an infantryman, Varis Reffnicov, deserted by running and jumping the wall into the Five Shires territory. He was immediately captured by halfling guards and

taken to prison. After talking to him they realised Varis just wanted to escape the Black Eagle. The next day Black Eagle lieutenant Gregory Milic asked the halfling deputy, Hildigrim Hardfoot, to return Varis. But the Five Shires refused and decided to bring the matter for discussion at court in Specularum. In the end, as always, Duke Stephan did not believe all the atrocities they told of his cousin and decided that Varis could choose where to stay. Varis chose the Five Shires and since then he has served as a soldier in the Five Shires territory, mostly because Hardfoot knows how uncomfortable this is for Von Hendricks.

ISLAND POPULATION (TOTAL 49)

FIVE SHIRES TERRITORY

Population of 30 (29 hins and 1 human)

Harbourlee Dock

This is a small dock. It can have 2 medium ship. This was originally built by the Black Eagle men (see History section above) and it is now the main landing point for the Five Shires to the isle.

Harbourlee Village

Originally this was the Iron Ring camp. But after the battle of Harbourlee in 999 AC the halflings constructed more buildings. Most buildings are houses for the soldiers to live in. They also have a big warehouse with food, drink and weapons.



Harbourlee Tower

Was built to secure the border with Karameikos. Here there are always soldiers and archers ready to battle.

Lighthouse

A small building constructed to bring more help for navigation purposes. It is always burning in the nights.

Harbourlee Battlefield

Here is where the battle for the isle took place. There are graves of the fallen halflings that are honored daily.

BLACK EAGLE/KARAMEIKOS TERRITORY:

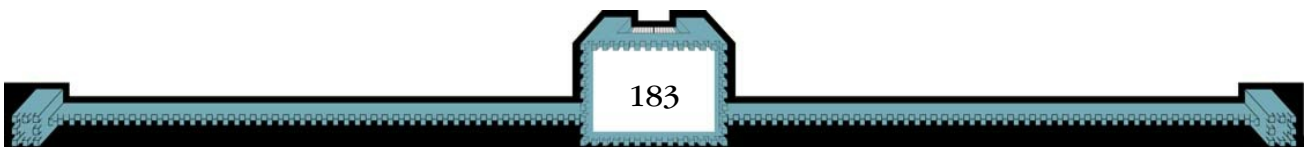
Population of 19 (13 Humans and 6 orcs, hidden in the Iron Ring Cavern unbeknownst to the Five Shires troops)

Eagle Watch Tower

It was built after the Five Shires built Harbourlee Tower. It is the only construction on the Karameikian side of the border. It houses the soldiers' barracks and storeroom. There is no dock here, supplies have to be transferred on small boats from ships out at sea.

Iron Ring Cavern

Black Eagle soldiers found a small cavern system that is now used by the Iron Ring. Here they keep slaves and stolen merchandise. A group of 6 orcs guards this place.

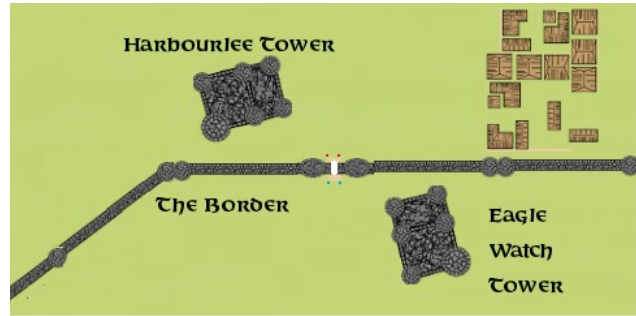


IMPORTANT PEOPLE

Lieutenant Gregory Milic is a 43 year old Traladaran male. He is responsible for all operations on the Karameikian side. He answers only to Von Hendriks. He is also in charge of the 6 orcs of the Iron Ring society. Although he does not hate halflings, he cannot forget that, thanks to the Eagle Fly incident, he will be forgotten in Harbourlee Rock. He is a level 5 fighter, (STR 16, INT9, WIS 8, DEX13, CON13, CHA11, AC 4, HP 32) he wears chainmail armor, shield and uses a normal sword (skilled).

Deputy Hildigrim Hardfoot was sent by Dustyboots to take charge of all activities in the the Five Shires territory. Hardfoot personally asked for this job because some time ago a Black Eagle raid killed his brother. He has been waiting for an opportunity to avenge his family. He is taking all possible risks to make the conflict bigger so he can happily kill Black Eagle soldiers. He is a halfling level 6 (STR 13, INT10, WIS 10, DEX16, CON13, CHA13, AC 5, HP 36) He wears leather armor and is skilled in short bow.

Varis Reffnicov is the 22 year old soldier who causes the Eagle Fly incident. He was 18 when he was forced to enlist as a soldier in the Black Eagle Barony. After a raid in Luln, he tried to escape but was captured. He had to watch his father and mother die for his actions. After that, he was sent to Harbourlee Rock as a soldier. He finally escaped. Now he has been training on the Five Shire side and has gained respect among the halflings. He is a 1st level fighter (STR 13, INT 9, WIS10, DEX 9, CON 9, CHA 9). He has leather armor and a normal sword.

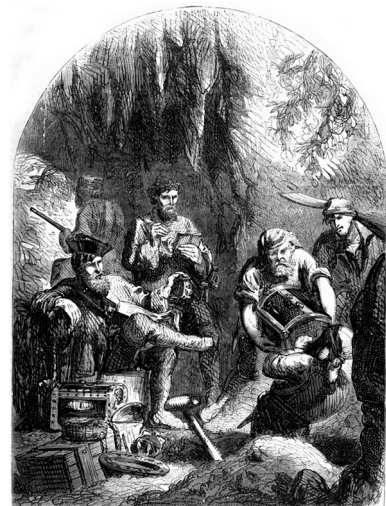


Border map

A normal day at the border wall gates sees two soldiers on each side standing face-to-face tensely watching each other. On the towers, archers spend the day with their weapons pointed at the opposing tower. On the Five Shire side, two patrols of 4 halflings walk along the whole wall perimeter. On the Karameikian/Black Eagle side, a patrol of 5 humans walks the perimeter.

SECRETS OF THE ROCK

What neither side knows is that somewhere on the island is hidden a great pirate treasure. The treasure coffer containing gems with a value of 10000 gp is somewhere in the mountains and its owner, Captain Dead Beard (see ["Twin Soul Rocks"](#) in *Threshold Magazine* issue #16), is seeking to retrieve it at any cost.



The Khan and the Duchess

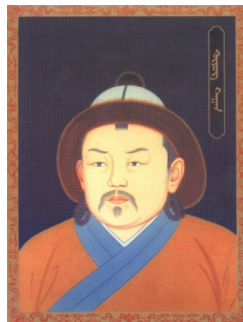
by TheGlen

The information contained in this module is for the Dungeon Master. If you wish to fully enjoy this module as a player read no further.

ADVENTURE BACKGROUND

The year is 1005 AC. Far to the north from the court of Duke Stefan lies the steppes of Ethengar. There Moglai Khan rules over the nomadic tribes that owe fealty to him. At the Golden Court his second oldest son, Subatai, has committed a great injustice against Clan Yakka by starting an affair with the khan's daughter. To appease the Yakka Moglai has little choice but to banish his son from the court.

Subatai is appointed as ambassador to the court of Karameikos, the furthest nation Moglai could think of that was not openly hostile to Ethengar. While it is presented as a great honor, the Ethengar know its a thinly veiled appeasement to the Yakka. Accompanied by his personal bodyguard Damotai, the actual ambassador appointed by the Khan, Subatai will arrive in Karameikos in a matter of weeks.



Major Players

Inside of Karameikos new threats are emerging to threaten the Duke and his family. Ludwig Von Hendricks, the Black Eagle Baron, has sent his daughter Amalie to serve as his eyes in the Ducal Palace. Recently arrived with the rest of her family from their native Hattias in Thyatis, Amalie is intelligent, charming and utterly loyal to her father. While she is not trusted by the Karameikos family, she is nobility and her natural charm endears her to court life.

Outside the city, the Iron Ring waits to strike a blow against the hated Karameikos family. The slavers have been a thorn in the Duke's side for too long and he has dispatched patrols to wipe them out when they can be found. The Iron Ring has turned to Von Hendricks for support, though little do they know he plans to betray them. The Iron Ring is desperate.

Inside the Ducal Court, Adriana Karameikos bristles under the rules and control her parents place on her. She spent her shearing as a guard in Thyatis, and now as the heir apparent in Karameikos, she finds herself with less freedom than she likes. She yearns for the adventure she had as a free woman, tired of courtly restrictions.

Now all the parties are coming together to either open up relations between two distant nations or create an international incident because of cultural misunderstandings. Between the exiled Ethengar khan, the duplicitous Von Hendricks, desperate Iron Ring slavers and bored Adriana Karameikos, the setting is ripe for adventure.

Notes for the Dungeon Master

This module is designed for 4-8 players from levels 1-3. The module uses the rules in the Rules Cyclopeda, a copy of that book is necessary to play. A copy of Grand Duchy of Karameikos is not necessary but highly recommended. If the party does not have enough characters to run properly you can provide the players with NPCs from the caravan guards, Silver Dragons or Ducal Guard to help them in their adventure. The Ducal Guard will be an elf, while the Silver Dragon will be a fighter or rogue. If the party needs a cleric you can assign them a cleric of Petra if necessary.

The Khan and the Duchess differs from other modules in that it takes place largely in the wilderness of Karameikos and in the city of Specularum, including the ducal palace. The party will not have much in the way of equipment, only the weapons and armor they are provided when they are tasked with finding Adriana and Subatai. Most dungeoneering equipment will not be necessary, but don't refuse reasonable requests like thieves tools, rope or a light source.

Please read through the module before you play, there are several plots in motion during the module that you will need to keep track of. Keeping track of Adriana and Subatai's location is important in relation to the whereabouts of the party.

Whenever nonplayer character (NPC) or monsters are used, their abilities are used this way:

Name (number appearing): Armor class; Hit Dice or character class and level; hit points; Movement per turn (per round); THAC0; Number of Attacks per turn; Damage per Attack; Save as Class/Level; Morale; Alignment; Other Abilities (where appropriate) Spells (listed by level) Weapons and Equipment (where appropriate)

The module is set in the city of Specularum (or Mirros if you prefer the 2nd edition name). It is best if players have no connection inside of the city, but if a character is from Specularum or has connections remember this adventure takes place over a single night, there is no time to get help from sources other than those present at the start of the module. If a player needs healing they can be healed at a Lawful temple for free if they present the ducal signet they will be given after the Duke's party.

The plot is mostly linear except there are variations at certain encounters depending on which of the NPCs at the Ducal event the party takes the advice of. Keep track of the party's interactions with the NPCs they meet as they could come into play in future adventures. If the party is defeated or has to retreat then one of the other groups following them will complete the mission. If the party has done well in finding the missing royals but is having a hard time defeating the Iron Ring you can have either the Silver Dragons or the Ducal Guard's search team show up to provide the party with extra help.

The gnomish caravan

Boxed text for DM to read

Caravan Day! The most important day in the small gnomish kingdom of Highforge is here! The promise of good pay for a simple tenday's work has brought you from all over the continent to this small city that calls itself a kingdom. The gnomes always send out their most creative inventions on Caravan Day, as well as ores, crafts and all the crops they can sell. They hire guards from all walks of life to protect their wagons, paying handsomely when the caravans finally reached Specularum, the capital of the surrounding Grand Duchy of Karameikos.

This is your first caravan and it shows. The gnomes have hired three hulking Northlanders to handle guard duties, and already you've gotten on their bad sides, assuming they have good sides. Ulric Bearson, the lead caravan guard has been assigned you to the second wagon so he can watch over you personally because of your rookie status. The lead scout, a graying Ostlander who answers only to the name Norse, was supposed to inform you of any hazards you might expect. You haven't gotten anything out of him other than instructions to stay out of his way. Only Sioned Weafdottir, a rust haired priestess of Freya has shown you any attention, making sure you were ready to go. But even then the healer's attentions are divided between the needs of the mile-long caravan.

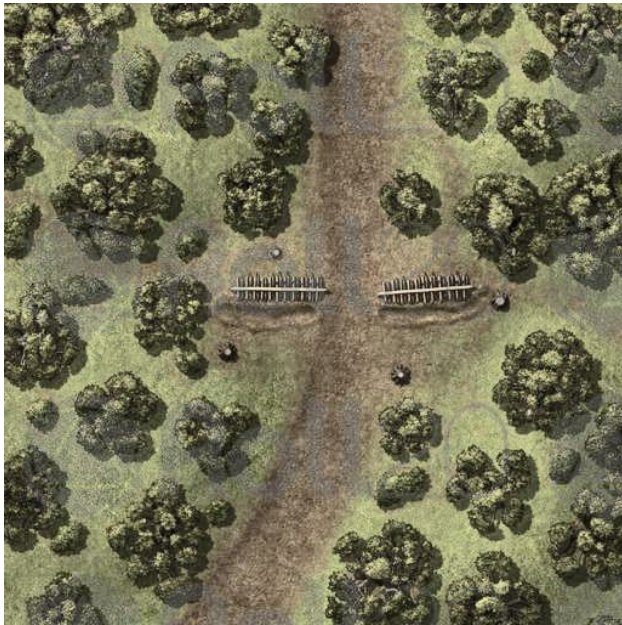
You spend the day dodging gnomes packing wagons with last minute goods, as well as being press-ganged into lifting boxes or holding livestock still while yokes are put in place. It's exhausting work, and it's only your first day. The fact it hasn't stopped raining in the last week makes it that much harder.

The flurry of workers finally comes to a halt as the last wagon is loaded. The caravan master, Baltus Primbus, stands on the first wagon to make his announcement. He pauses before speaking to shoot some gnomes that keep working despite his signal to stop a death glare. "Our beloved King Dorfus Hilltopper will now personally address the caravan and give us his blessing and wishes for a profitable season!"

There is a long uncomfortable pause as nothing happens. Several minutes pass and the king does not appear. Finally, a gnomish woman runs over to where the king was supposed to emerge and pokes her head in the doorway. Finally, she turns around and screams: "He says get on with it!"

With that, a whip cracks and the caravan begins to trundle forward with a lurch. Primbus falls back into his seat and numerous gnomes run to catch up with their wagons. You are finally underway.

The caravan travels for two days without incident. The party can make contacts among the guards, drovers, and scouts but there shouldn't be any conflicts. They are fed by the caravan, they don't need to expend any supplies. On the afternoon of day 3 one of the scouts orders the caravan to stop in a wooded area north of Specularum, and orders everyone to be alert and draw weapons.



Caravan Ambush

A minute later the caravan is rushed by hundreds of goblins. The party is ordered to guard one side of their wagon, with other guards protecting the other side. Thirty goblins rush the party, with ten goblins running straight at the wagon to grab supplies. Ten engaging the party and the remainder acting as a reserve to replace any that fall. The combat last for 5 rounds, then all goblins flee with any goods they have acquired. Starting at the 2nd round and each round thereafter 1d6 goblins at random are killed by arrows fired by other guards further down the caravan. The

goblins strike to incapacitate, any players reduced to 0 hit points are knocked unconscious instead of being killed. The goblins will try to drag anyone knocked out back to their camp, taking two goblins to drag a dwarf or larger sized creature, one goblin to drag a halfling or smaller, and creatures larger than human like centaurs will be left behind.

Goblins (30): AC6; MV 30'; HD 1-1; hp 4; #AT 1; D 1-6; Save NM; ML 7; AL C XP 5

There's an ominous silence after the goblins retreat. The howls of the wounded can be heard down the caravan, as well as the shrill voice of goblins begging for mercy from guards that have bloody revenge on their mind. One by one the goblin voices end with a sharp crack. The lead scout Norse calls for a head count, and Ulric responds by shouts out for everyone in the caravan to announce themselves. (Wait for the players to shout out if they are okay). Once the head count is complete the caravan guards huddle together to discuss what's next. Several crates of goods are missing, along with half a dozen caravan personnel.

IF THE PLAYERS DID WELL:

Norse glances over at you and shouts "You, you're halfway competent. Track down where they are taking our people and get them back along with any cargo. Our people come first though."

IF THE PLAYERS DID POORLY:

The head scout Norse walks up to you and sneers "You were hired because you were supposed to be competent. I'm not seeing

it. You want to get paid you'd better earn your keep. Track down our missing people and get them back along with any cargo. But our people come first."

If the players are injured they are given an hour to get back on their feet. The goblins were only striking to knock out, none of their damage is permanent. After an hour they fully recover all lost hit points.

The goblin camp

The goblins have scattered in numerous directions, the attack being comprised of multiple tribes that gathered for this one attack. It's easy to identify where the

captives were taken, the Iron Ring has ordered the goblins to take any prisoners to one location so they can collect them later. Tracking the goblins and the prisoners is simple, the goblins did not make any effort to hide their tracks. Much of the cargo was taken by other goblin tribes, the caravan leaders have dispatched other guards to track down the other tribes.

The goblin camp is located approximately five miles away. There are 20 goblins present along with six captives. If the party pursued the goblins immediately after the attack, 10 are up and standing and 10 are resting. It takes two rounds for a goblin to get ready and join the fight. If the party waited an hour to recover, 15 are ready and 5 are resting. Make a morale test for the goblins for every five casualties. The goblins that are



Goblin Camp

standing are located by the fire or the tents. Resting goblins are on the pallets.

Goblins (20): AC6; MV 30'; HD 1-1; hp 4; #AT 1; D 1-6; Save NM; ML 7; AL C

The prisoners are wounded but can move on their own. There are three dozen crates here that were stolen from the caravan, far more than the party can carry. The caravan will send an armed group to recover the missing cargo. When the party returns they will be hailed by the gnomes, and even Norse will give them an approving nod. The prisoners will have their wounds treated and the party will be greeted by Primbus himself.

“Well done! Well done indeed! Not only did you save our people and recover a good deal of our lost cargo, but you’ve also helped me make a decision that I need to make before we arrived at Specularum. I need an escort to the Duchal Ball celebrating our arrival and I think you’ve earned the right to accompany me. Of course, we’ll have to get you cleaned up but don’t worry about that. I’ve got a tailor waiting for us when we arrive. Won’t take any time at all to get you fancied up and presentable. Just follow my lead and you’ll do fine.”

Primbus motions for you to go back to your duties as the caravan starts to move again. Norse comes up to your wagon and tosses each of you a bag of gold, giving you a stern nod of approval.

“A bonus. From Primbus.”

Each player gets a bonus of 100 GP. In addition to normal XP give each player a bonus of 100 XP for surviving the ambush.

The Ball in Specularum

The rest of the trip is uneventful and the caravan arrives in Specularum in two days. The Duke’s ball is the night afterward so the party has time to buy clothing appropriate to the event. Proper clothing will cost 20 GP, and an outfit costing 50 GP will earn the wearer a -2 bonus on all persuasion checks at the party.

Give the players half a day to shop, remind them they won’t be wearing armor or weapons to the Duke’s party. They will be under the watchful eye of a gnome from the caravan and accompanied by other members of the caravan, they won’t be allowed to leave the group. Give them a chance to see what Specularum looks like during the day, allow them to get a bite to eat and buy any supplies they might need later.

The actual entry into the party is anti-climatic, the party is held back from the caravan leadership until they are announced, then the party is allowed to enter the room to the side to rejoin the leadership. They don’t even get to hear the leaders being announced. The party is in a large ball room with about two hundred people mingling. Along the edge of the room are the Ducal Guard, which the party will notice that is comprised entirely of elves.

Primus walks over with drink in hand and motions for you to gather round.

“Real quick let me give you a primer on who’s present and who you can talk to. Any of the guards or retainers is fair game, the social etiquette of Thyatian nobility doesn’t care about the hired hands. The Duke is off limits, you won’t be able to get close to him so don’t bother trying. Probably the Duchess as well. They will have Adriana and Justin doing the rounds instead. There’s a few ministers walking around but they’re going to be busy talking to various power players. We’ve got ambassadors from Thyatis, Glantri, the Shires, Alfheim, Ierendi, Minrothad and Darokin. They will be more likely to talk to you. There’s a few barons here as well, avoid talking to them as they are going to be busy, but their retainers and family are fair game. Enjoy yourselves, don’t embarrass me and make some new contacts if you can.

Give the players a few minutes to mingle and introduce a few of the ambassadors, and especially Amalie Von Hendricks as well as Mezlo. Then interrupt their conversation by noticing a murmur spreading in the crowd. The players can only catch a few snippets about an unexpected arrival and how it is highly unusual. One of the Ducal guard quietly slides up to the Duke to inform of what’s happening. The party can’t hear what’s being said but the duke motions for his guards to clear the center of the ballroom.



The Ball at Court

The hall goes silent as the Archduke motions for silence. With a blare of trumpets, the giant doors to the grand hall open and Khan Subatai Murkit of Ethengar enters, followed by two columns of his ambassadors, merchants, and guards. The Ethengari are in clad in the finest multicolored silk clothing, and the guards are armed with elaborate ceremonial sabers and short bows. The entourage stops three-quarters of the way down the hall, and the Khan approaches the Archduke alone, stopping at the steps leading to the throne. He greets Archduke Stefan in accented Traladaran, obviously a prepared statement the Khan heavily practiced on his journey to Specularum.

“Greeting Archduke Stefan Karameikos I of Karameikos. I am Subatai Murkit, second born of the Golden Khan Moglai, lord of the steppes, uniter of the clans and ruler of the Great Grass Sea. He sends warming tidings and wishes our two nations welcome each other as equals in trade. To show our willingness to entreat with you, the Golden Khan has brought samples of our wares. Crafts from all our clans, the

finest cavalry saber our smiths could forge, and from the Golden Khan's personal herd, the choicest pony from a championship bloodline. We request you accept these gifts as a token of our new found friendship.”

As Subatai announces each of the gifts, an Ethengar brings forward first a chest of various goods, a sword that gleams brightly even in the torchlight, and to the amusement of the crowd a pure white pony that is obviously less than thrilled of its location.

Archduke Stefan smiles and nods at the Ethengar delegation, and finally laughs and claps his hands in approval.

“Greetings Khan Subatai of Ethengar, I, Archduke Stefan I of Karameikos formally greet you and your followers and welcome you to my court as honored guests. The talk of trade and commerce can come later, for now I wish you join myself and my family and court to a banquet in your honor.”

Subatai and his entourage after the speech join with Duke Stefan while his retinue begins to mingle and his guards take up places at the edge of the room to be unobtrusive. The players are free to talk with anyone though the ducal guards and Silver Dragons won't be talkative, indeed the Silver Dragons mostly don't speak common.

NPCs of note at the party:

Mezlo

(Male Elf, ducal guard, 180)

The leader of the Elvenguard at the ball, Mezlo is a Callarii elf that is approachable by the party. He is a no nonsense guard, not shirking his duties but under orders to get to know the people at the party. He will fill in anyone who asks about the history of the Elvenguard, his clan and the Duke though he speaks matter of factly rather than naturally showing he's memorized his information.

Amalie

(Female Magic User, Black Eagle Barony representative, 22)

The daughter of Baron Von Hendricks, Amalie is naturally friendly and open to the characters. She explains any criticism of her father as a misunderstanding explaining that his Barony is under constant threat so his harsh measures are needed to pacify the western portion of the nation. She is quite knowledgeable on affairs of court, and is more than a bit of a gossip.

Erhi

(Female Thief, Silver Dragon, 24)

One of the few Ethengar that speaks Thyatian, Erhi serves as a forward scout for Subatai's party. She is curious about the Traladaran culture, and will approach the party if they look to be friendly. She knows little about Karameikos or its surrounding but she is well versed in military tactics (Military Tactics 14). She knows Subatai well, and can give the party advice on what his next move will be.

Adriana Karameikos

(Female Thief, Duke's daughter, 20)

Adriana is the primary representative of her family in the hall. Her father and mother stay back so she greets the various dignitaries on behalf of her family. She is friendly with the party as many of them are closer to her age, though she is snide to Amalie if she is present. She keeps glancing at Subatai, and is indebted to anyone who introduces her.

Justin Karameikos

(Male Fighter, Duke's Son, 18)

Justin is also among the delegates getting to know people, but he will not introduce himself as the Duke's son. He watches and observes and is friendly to people who are friendly to him. If he takes a liking to a character will give honest opinions about anyone the party asks him about. He will pretend to be a merchant's son if asked.

Subatai Khan

(Male Fighter, Khan's son, 19)

Subatai will not mingle with the guests for an hour after he is introduced. He is a figurehead however, the actual ambassador is Takiz, who spends the entire gala talking with the Duke. Subatai is very talkative, though he has a pronounced accent. He continues to make eye contact with Adriana and will try to be introduced to her.

Cornel Osteric

(Male, Thyatian Ambassador)

Osteric is polite with the party but curt. He has little interest in talking with lowly caravan guards.

Lady Marianita Valdez

(Female Magic User, Glantrian Ambassador)

Valdez generally ignores the party unless a male character has a Charisma of 17 or higher, then she will flirt with him openly but nothing more.

Jenkin Flintfoot

(Male hin, Shires Ambassador)

Flintfoot is very no nonsense and only talks shop unless a character wants to know about the Shires then he will talk that character's ear off.

Bolten Nordenshield

(Male dwarf, Rockhome Ambassador)

Nordenshield doesn't talk much except to other dwarves. The only exception is if a character has the Profession Mining proficiency in which case he will gladly discuss the finer points of that trade all night.

Shalandar

(Male elf, Alfheim Ambassador)

Shalandar is genuinely friendly to anyone who approaches, not just elves. He will ask about the fight with the goblins and inquire about the skills and abilities of the characters, making sure to get their names in case he needs to hire them later.

Gunter Schonberg

(Male, Ierendi Ambassador)

Schonberg is easy to find but hard to talk to. He is massive (6'5, 300lbs) and spends the entire time regaling a crowd of no small size of his past adventures. Any question that is asked of him will remind him of another adventure and he will go off on another tale.

Aladan Voll

(Male, Minrothad Ambassador)

Voll is approachable and easy to talk to, but his only real interest is all things nautical. He will gladly talk to anyone who has experience as a sailor and swap stories all night.

Sheik Abdallah

(Male, Ylaruam Ambassador)

Abdallah has little time to spend with lowly caravan guards and if pressed will tell them exactly that.

Estella Whitehall

(Female, Darokin Ambassador)

Whitehall comes across as a professional diplomat, talking about a range of subjects but not actually saying much. She will provide instructions and information on anyone interested in either the Darokin Merchant's Guild or Diplomatic Corps.

Lord Alexius Korrigan

(Male, Ducal Seneschal)

Korrigan can be found listening to Schonberg most of the night. He will take time to introduce himself to everyone who talks to him and if he learns about the party's encounter with the goblins he will get their names for future work.

Teldon

(Male, Guildmaster of the Magician's Guild)

Teldon acts like an old fool unless somebody asks him about magic in which case he will gladly talk about the finer points of spells and wizardry all night, even asking for any magic users to see him later to continue their talk.

The party has about two hours to mix and mingle in the gala. Some time before this Adriana and Subatai will sneak away from the party, making an excuse to take their leave from the party if talking to them. Because of the number of people present at the gala they will not be noticed for some time.

After the allotted time has passed Mezlo will approach the party discretely and inform them that Lord Korrigan has asked for their presence personally. The guard will take the party to a back room where Korrigan is standing with several guards both ducal guards and Silver Dragons as well as a few ministers and Amalie Von Hendricks. None look happy. Korrigan forces a smile at the party's arrival.

“Good, you’re here. I need someone discreet and you came highly recommended on the word of a few of our guests. We have a bit of a problem we need handled quietly. The duke’s daughter has snuck off with Subatai to get away privately. We’re sure this is just youthful indiscretion, but we need them back to the gala post haste. They haven’t been gone long, I’ll get you directions to the nearest tavern. We don’t want this to go public so we need someone not associated with either of the two. Do this and I’ll get you an audience with the duke as well as a bonus from both the nations of Karameikos and Ethengar.”

The party will be escorted by Mezlo through a secret side door that goes through a secret passage outside the castle, he mentions that this is the same passage the missing nobles took. The door is one way, they will not be able to get back in once they are out. The end of the passage leads to a ladder that goes up into a safe house. There is no armor available but there is a selection of weapons the party can arm themselves with. If asked Mezlo explains this is a stash house used in case of emergency, and swears the party to secrecy.

The Gilded Lily

The party arrives at the tavern to find the tavern keeper, one Sergi Valek, busily trying to move a body to a pile of half a dozen bodies on one side of his tavern. The tavern is busted up with tables and chairs knocked over everywhere, and blood spattered across the walls and furniture. Only the tavern keeper is present. When he notices the party he immediately drops the body and tries to straighten up his clothing.

“It’s not what it looks like. They attacked two of my customers, guess they didn’t know who they were attacking.”

If interrogated Sergi cooperates fully, no rolls are needed. He knows the following:

- They were both young, the woman wore a hood but he could tell she had red hair.
- The man had yellowish skin with a shaved head. He spoke broken Thyatian.
- There were eight attackers, the leader ran off when the fight turned against him.

- The dead attackers had nothing on them but their weapons and a tattoo of a chain on their wrist.
- The entire tavern emptied out when the fighting started.
- The attackers never spoke except for the leader ordering them to take the couple alive.
- The woman fought with a broadsword and dagger, the man used a saber, though he also had a short bow he didn’t use.
- The couple fled after the fight, taking a horse that was tied up outside. He didn’t know where they went.

The couple is obviously Adriana and Subatai. The party can make a Knowledge: Streetwise roll to know the tattoo is that of the Iron Ring slaver’s guild. Thieves get a +4 bonus to the roll. The party has no way of tracking the couple, and will have to go back to Korrigan to give him the information so he can calculate their next move.

The Iron Ring attacks

On the way back to the palace have the party members make Danger Sense checks, if any of them score a success they spot the Iron Ring hounds waiting in ambush for them. If any of them succeed on the check by 5 or more they gain surprise on the hounds. If all of them fail the hounds gain surprise on the party.

The ambush takes place in a four way intersection, though none of the buildings are of any interest. The hounds are located behind barrels and a wagon. There are a

number of hounds equal to the party +2. They are fanatical and will not surrender or flee. They know nothing other than what was ordered of them.

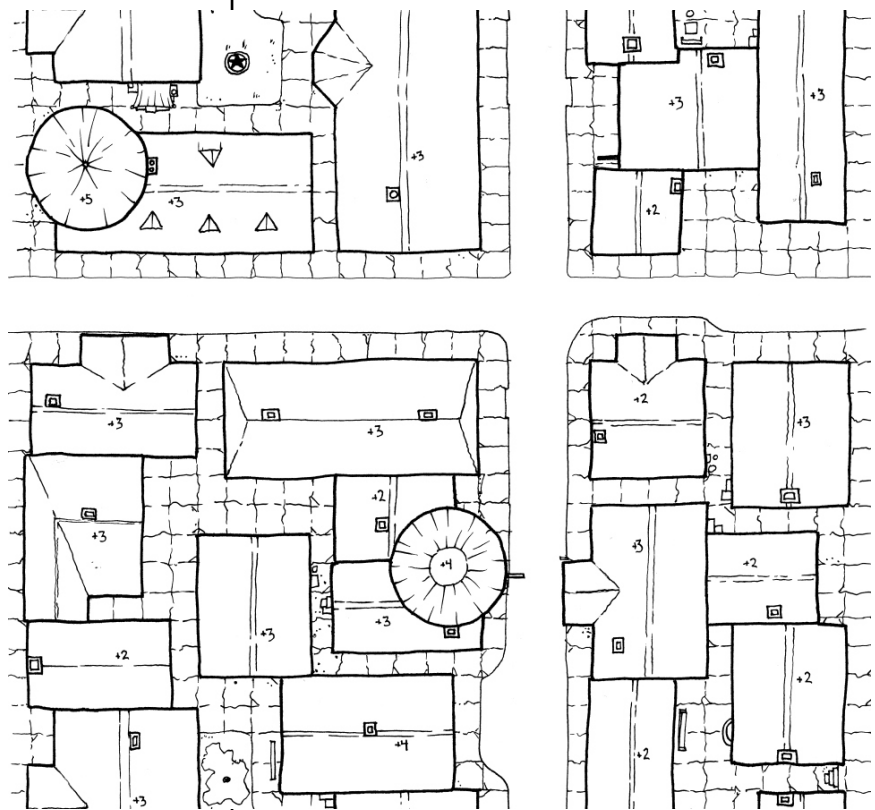
Hounds : AC9; MV 30'; HD 1; hp 5; #AT 1; D 1-6; Save NM; ML 7; AL C XP 10

If the combat lasts 5 rounds, at the start of the 6th round an arrow hits and kills one of the hounds as Mezlo has tracked down the party along with several other ducal guards. The remaining hounds are dealt with quickly. The hounds were waiting in ambush for anyone returning to the castle, so it is obvious Adriana and Subatai didn't return this way. Mezlo is under orders to return the party to Korrigan if they don't have the couple.

When the party returns they are issued into a private room with a grim faced Korrigan, Mezlo, Erhi and Amalie. Korrigan is looking over a map of Specularum with several areas marked off. The knowledge that the Iron Ring is hunting the two is a matter of great concern.

"How many of them were there?" Korrigan asks, not even looking up from the map.

(If the party doesn't answer then Mezlo does.)



City battlemap

"Do we have any idea where they could be headed?" Korrigan asks again, not looking up.

"Adriana knows her way around the city, she could have any number of hideouts," Mezlo responds earnestly.

"They aren't looking to hide. They are looking for fun. They handled the first wave easily, they are probably out looking for trouble. You need to check the city gates to see where they went," Amalie answers the Senechal with a sly grin.

"Then they probably went through the closest gate, we need to track them down

and do it quietly,” Korrigan informs everyone.

“Should we tell the Duke?” Mezlo inquires.

“No, I’ll do that myself when the time comes if necessary,” Korrigan finally looks up from the map. He turns to the party, “I’ve already asked too much of you but I needed you to chase them down. I’ll get you some equipment to get you ready. I’m not sending you out unprepared again.”

The Pursuit

The party is offered any armor up to banded mail, including shields and any non-magical weapon they need. Gear is offered but limited, items normally used for dungeon crawling isn’t offered but basic equipment like rope or lanterns are.

Korrigan leaves to make plans. All three present off their own advice to the party for tracking down the pair.

Erhi: The scout recommends speed once they know the location of the couple. The Iron Ring is going to be hot on their trail, and speed will allow them to attack before the Iron Ring is ready.

Mezlo: The Elvenguard is much more cautious, and suggests a slower approach to avoid any surprises left behind by the Iron Ring.

Amalie: The Baron’s daughter is familiar with the Iron Ring since her family has dealings with them, though she is trying to eliminate them for her own reasons. She points out the Iron Ring is driving the couple into probably a bigger ambush, so finding out where the larger ambush can turn the tables on the Iron Ring if the party attacks first.

The Northern Gate recognizes the couple when the party describes them, Ethengarians are rare in Karameikos and easily noticed. The couple left about thirty minutes ago on foot. The guards also noticed a large number of men a few minutes afterwards leaving, all with shaved heads except one, and none of them spoke. They were moving at a rapid pace.

The party was given a map of the area and horses. A proficiency: Tactics check will identify likely ambush spots both along the trail and also in an area about five miles down the road that would be a perfect ambush spot for someone coming down the road. There is another road that run parallel that is used mainly by rangers or patrols wanting to avoid the traffic of the main road.

Ambush: A mile up the main road the Iron Ring left 10 hounds behind to stop any pursuit. They are half armed with bows and half armed with short swords.

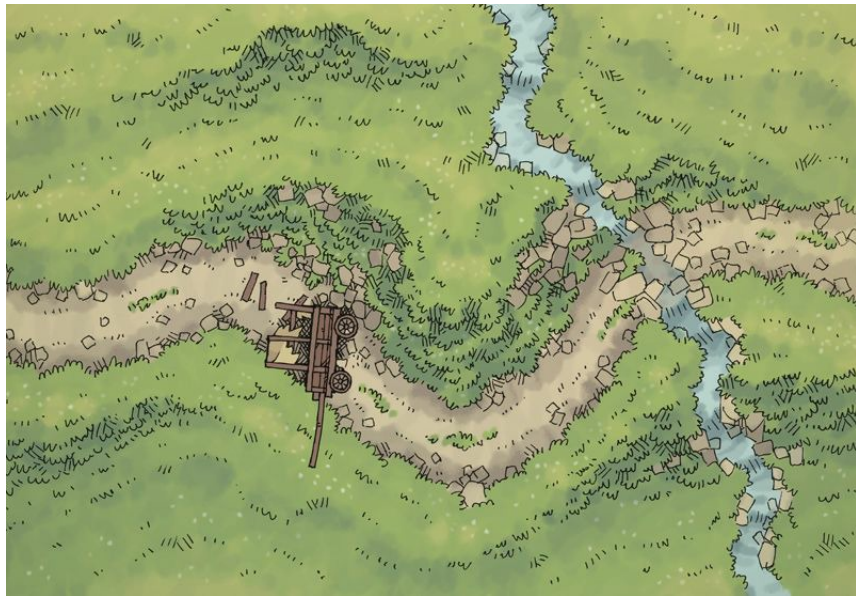
If the party takes Erhi’s advice: They ride through the ambush and the hounds with bows get only a single round to fire their bows, though at a -4 penalty for being unprepared for the party to be riding at full speed.

If the party follows Mezlo's advice:

The party will run right into the ambush but because they are looking for trouble neither side will be surprised.

If the party follows Amalie's advice:

As the party is following the lesser used road they will bypass the ambush entirely.



Iron Ring ambush's map

10 Hounds: AC9; MV 30'; HD 1; hp 5; #AT 1; D 1-6; Save NM; ML 7; AL C XP 10. 5 with shortbows, 5 with short swords.

If the party follows Amalie's advice:

The party will ambush the Iron's Ring's ambush, and the main force will arrive after the party takes care of the ambush.

ENCOUNTERING THE MAIN IRON RING FORCE

If the party takes Erhi's advice:

The speed of the party will allow them to overtake the Iron Ring's larger force, catching them by surprise for one turn.

If the party follows Mezlo's advice:

The party will be slowed down by the ambush long enough for the couple to be caught by the Iron Ring's ambush with the pursuing force attacking from behind.

Main force: 10 Hounds: AC9; MV 30'; HD 1; hp 5; #AT 1; D 1-6; Save NM; ML 7; AL C XP 10. 5 with shortbows, 5 with short swords.
1 Reaver: AC 4; MV 30'; HD 3, hp 15, #AT 1; D 1-8'; Save F3; ML 9, AL C XP 30. Armed with a longsword.

If the party is following Erhi's advice the archers are closer to the party than the swordsmen. If they followed Mezlo's advice the swordsmen are holding the road while the archers fire on Adriana and Subatai. The Reaver will always be found between them.

Reaver Ambush Force

Main force: 15 Hounds: AC9; MV 30'; HD 1; hp 5; #AT 1; D 1-6; Save NM; ML 7; AL C XP 10. 10 with shortbows, 5 with short swords.

1 Reaver: AC 4; MV 30'; HD 3, hp 15, #AT 1; D 1-8'; Save F3; ML 9, AL C XP 30. Armed with a longsword.

The ambush force is split into three groups, with the swordsmen behind a blockade in the road and the archers on either side of the road to attack Adriana and Subatai.



Iron Ring camp

If the party takes Erhi's advice: The party runs right into the battle between Adriana and Subatai and the Iron Ring. Both Adriana and Subatai have taken 1d10 damage each and they have each killed 1d4 Hounds each starting with the archers. The swordsmen will be engaged with the couple and the remaining archers will target the characters.

After ten rounds the hounds from the bypassed ambush will arrive behind the players and attack.

If the party follows Mezlo's advice: The couple will each have taken 2d10 damage each and killed 1d8 hounds from the ambush force each. The swordsmen will be trying to subdue the couple with the main force being held in reserve. The party will have to fight through the main force to get to the couple. This is the worst possible scenario.

If the party follows Amalie's advice: The second trail will lead the party into the back of the ambushing force. They automatically surprise the Iron Ring and the archers will take two rounds to get into a position to fire at the party. At the third round Adriana and Subatai will arrive and begin attacking the Iron Ring force from behind. After ten rounds the main force of the Iron Ring will arrive and engage the party and the couple. Ten round after this the first ambush force will arrive and attack any survivors but it is possible to ambush them if there are no members of the Iron Ring left.

Adriana: AC 5; MV 40'; HD 4, hp 22, #AT 1; D 1-8+1; Save F4; ML 10, AL L

Subatai: AC 4; MV 40'; HD 4, hp 26, #AT 1; D 1-6 (shortbow) or 1-8+1 (saber); Save F4; ML 10, AL N

If the party saves the couple: Korrigan gets the two clerical magic quickly and quietly returns them to the party. The party is also healed and offered to return to the party as well. The party is sworn to secrecy no matter the result.

If one or both of the couple is slain:

Korrigan has a high level cleric summoned at once to raise the dead, and dismisses the party from his service.

If one or both are captured: Korrigan is furious. The Iron Ring ransoms their captive for a high price which the Duke is forced to pay. It is suggested strongly the party leave Karameikos for a long time.

Rewards: Assuming the party returns both Amalie and Subatai alive the Duke is very grateful for avoiding an international incident. Each party member is given 500 GP as a reward. If any member of the party is from Karameikos the Duke names them a court lord making them nobility. The Ethengar delegation rewards the party by offering them a minor magic item from their trade goods. The magic item should be relevant to the player, a weapon or armor of +1 enchantment, several magic scrolls or a miscellaneous magic item. Adriana and Subatai will remember the party and the next time they decide on a misadventure will invite the party along.

XP rewards:

Saving Adriana and Subatai: 250 xp each

Taking Amalie's advice: 100 xp

Surviving the caravan ambush: 100 xp

Each friend made at the gala: 25 xp

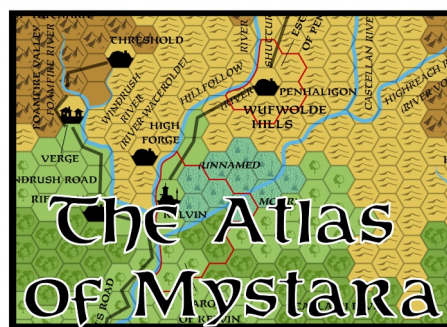
Editor's Note:

For more background on Specularum, home to the Court of Duke Stefan Karameikos, refer to [Threshold Magazine issue #21](#)



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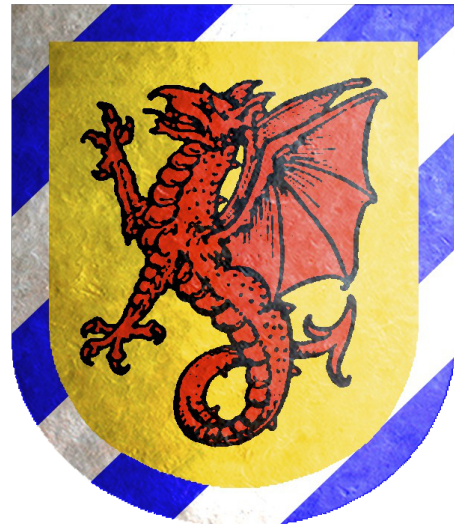
Fade to Red

Part 1

by Argentmantle

Fade to Red is the first episode in an adventure path that takes place over the course of several issues of Threshold magazine and as separately released PDFs. It is designed for Dungeons and Dragons 5E rules but can be converted to other editions or systems with a little work by the dungeon master. This adventure is crafted for four player characters of 1st level, offering an introduction to the lands of the Savage Coast. In this adventure, they'll get to explore Slagovich and its sewers, and stop a Hulean conspiracy. Those characters who survive this adventure and the ones afterward should progress to level 20, and some may even be taking the first steps on a path to Immortality.

The adventure relies heavily on the Investigation and Perception skills. If the party lacks access to these skills, they might struggle from a strictly mechanical perspective. Not to worry though, if they do not have ready access to these skills, they can still search the areas in question with a little help by the DM's descriptions.



Slagovich Coat of Arms

The adventure can be scaled for larger groups or parties consisting of 2nd or perhaps even 3rd level adventurers. These groups should consume fewer resources in each encounter and be able to move through the adventure at a quicker pace.

INTRODUCTION

Preparation

The dungeon master should have a copy of the core rules (*Dungeon Master's Guide*, *Monster Manual*, and *Player's Handbook*). This adventure does make use of several monsters from different sources. Statistics are provided here; however, you should consult the appropriate book for additional information including full descriptions.

Additional information is scattered throughout in Steel Seed sidebars. These sidebars furnish details about the campaign that might be pertinent in future adventures, though they may not be immediately relevant to this adventure.

Though the adventure and campaign is set on the Savage Coast, this adventure does not contain any additional materials for the setting. The DM can use whatever version of the Red Curse, races, or classes they'd like for this 5E adventure.

One optional rule that can be useful for this adventure is presented in the Wayfinder's Guide to Eberron, detailing using environmental elements in encounters. Quite simply put, these elements are present to help a player describe their character's actions though sometimes a DM may want to give them a bonus due to a player's clever use of an element.

BACKGROUND

Slagovich sits on a cliff high above the eastern shore of the Gulf of Hule. It is the most powerful of the city-states of the Savage Coast, its merchants trading with travelers as far away as Darokin in the east. It is known as the Gateway to the Savage Coast, and more unfairly as the last bit of civilization before someone enters the wild frontier to the west, and one of the final places that one can safely come without being exposed to the full effects of the Red Curse.

Slagovich's fortunes are good. The vermeil dust laden Haze gives the city a ruby tint when one approaches from the sea. Its pennants wave in the breeze. Its merchants ply their trade to the west. The discovery of a cinnabryl mine has only further increased the wealth of the small mercantile nation. Commoners go about their daily lives, merchants hawk their wares, and nobles plot amongst themselves. The town guard polices the streets while the Knights of Halav deal with the more difficult problems at home and abroad where Slagovich interests lay. Overall, life is pretty good in the city-state.

For the last two decades, Hule, a nation ruled by the clergy, has been trying to extend its reach into the city. It has tried sending diplomats to entreat the rulership into joining an alliance, it has sent agents sowing discord and strife to spark a rebellion, and it has even attempted to invade the entire region to add the lands as spoils of war. So far, none of the city-states or the Savage Baronies immediately to the west have swayed under the pressure of the vast nation to the north.



Slagovich Entrance

Overall, life is still pretty good in the city-state, on the surface; having stood against Hule's more aggressive acts. The treacherous nation still keeps its eyes on the ruby city and is now trying a more subtle approach. These machinations of the hagiarchy actually extend far into the city - so deep, that they actually are in the caverns that wind their way through the cliff on which Slagovich stands and into the strata of society. Recently, strange rumors have started to be spoken that the city, founded by the superstitious Traladarans, is home to vampires. Bodies have been found that are drained of blood. A few people have disappeared in the dark hours of the night. These rumors have proved disturbingly

accurate. Almost to answer the chatter, the bodies of the newly married Ustin and Lydia Tarasov have recently been found completely exsanguinated and covered in Vermeil on the steps of one of the precincts of the city watch. These young nobles were celebrating their first child and had only been married a year.

Operating in some of the caves below Slagovich is a small network of Hulean thugs and spies. These agents have been acting on the orders of their masters in faraway Hule and have started a campaign to create the illusion that vampires are inhabiting the city. With the bulk of the Knights of Halav away on some unknown mission, they've decided to act. These operatives have begun kidnapping a few unlucky souls, quickly taking them below the streets into the caverns, murdering them with a blunt instrument, and then draining them of their blood. Once this process is complete, they dump the body in a location to help sow chaos and spread rumors that there is a vampire, or vampires, in the city. After a few months of this, the plan was to have several Hulean holy men enter the city, 'hear' of the vampire threat and dispatch it. This would hopefully start to plant seeds of doubt in the current Margrave's ability to keep the people safe. Something that Hule would be more than happy to assist with.

Unfortunately for the Huleans and fortunately for the citizens of Slagovich, the thugs made a mistake. While navigating the labyrinthine sewers beneath the city, they took a wrong turn. The group of provocateurs came up near the precinct house of the watch, panicked dumped the exsanguinated body, and crept back into the

sewers. Instead of a long campaign of subtle fear and impending dread, the city has just received a proverbially slap in the face.

The grisly death and the brazen display meant that the city now had an immediate vampire problem to deal with. The murdered nobles went to the Temple of Halav, beseeching aid from the clerics there. Unfortunately, many of the clerics have been sent along with the Knights of Halav, leaving the young priestess Celestyna Lavichna in charge of the temple. The young priestess used one of the precious few scrolls with divinations that had been left behind for her to cast a commune spell. The spell did not yield much information though as the correct questions had not been asked. She followed the unsuccessful use of the spell with augury which has led her to the scene of the next kidnapping and murder. It might just turn out to be her own.

Adventure Synopsis

Celestyna Lavichna from the Church of Halav is attacked at night outside a home off of Axe Street. She thought that she had been tracking a creature of the night but instead was struck by something more than ruffians but less than a vampire. After a timely rescue, the party finds out what information she knows: that there is not a vampire in, or under, Slagovich. What she did learn was that the next victim of a kidnapping would be here on Axe Street. She will return to the temple with the party, realizing that she was irresponsible as the highest member of the priesthood. She will then offer to hire the

party for a sum of gold and a few other rewards from the temple.

Though the wrong questions were asked, the divinations did yield some valuable information. A kidnapping was to take place near Axe Street, there is a threat lurking below Slagovich, and the danger is definitely not vampiric. Investigating Axe Street will yield a few leads while covering the scenes of previous attacks might lead to a few more. Eventually, they should note that the sites all have sewer entrances nearby. When the party probes the sewers, they'll be hot on the heels of the murders.

The party may see a group of black-cloaked figures emerging from a grate leading to the sewers. These figures are Hulean conspirators, sent to the city to sow chaos. Whether through interrogation, investigation or by taking maps from these agents, the party will discover the network of sewers and tunnels beneath Slagovich.

The characters delve into the sewers involves them navigating the various obstacles and threats before finding the spies' hideouts in the caverns below. Their quest leads them into a chamber that the Huleans are currently using as their headquarters.

Here they encounter a very sadistic Hulean 'Holy Man' and a gnoll cleric who have engineered this fell plot. This last room itself is even more curious, though desecrated with symbols of Bozdogan and Ranivorus, there are symbols that pose even more questions. Questions that will be answered in future adventures.

SLAGOVICH

Slagovich has been the home for many adventurers over the years. Located high above the Gulf of Hule on a plateau, the city serves as a hub of overland caravan routes. The city is also home to a deep-water port, even though it is located high above the coast. The cliff face below the city opens into a large cavern that sailing ships can enter. At the center of city is a shaft that leads to the cavern below. By sealing the shaft and filling it with water, ships are able to be raised up to the city proper. From there, they enter a series of locks that link the shaft to a large artificial harbor that the town has grown up around.

The city is also home to many feats of engineering: portcullises, drawbridges, and locks all help ships and smaller vessels move around the city to the merchants who serve as the destination for their cargoes. There are cables that pull sleds full of people and goods up and down the steeper hills that make up the city.

The buildings near the docks are well appointed with nobles and merchants carrying out their daily business. Though the city seems to have many conveniences and great success, its common folk seem to be rather poor. Far from the port, the homes are badly maintained and the people are little better.



Slagovich canals

The Murders

A group of Hulean thugs is kidnapping victims, murdering them, removing them of blood, and then returning the bodies to places that they will be discovered. Naturally, they look for people who are drunk, alone or are believed to be easy marks. Customarily, the party may want to find out more information about these vampire attacks.

- People have been kidnapped and found in each of the wards of the city.
- Most of the victims are lower class, people who won't be immediately missed. Mainly, the victims so far are human.
- The kidnappings take place on overcast nights.
- All of the crimes have happened at night.
- The vampire does not seem to care about any sort of wealth left in the homes of the

victims; however, they have emptied the coin purses of the victims.

- There have been no known witnesses to the kidnappings, murders, or bodies being dumped.
- There are no footprints at the scenes.
- The victims have been found covered in vermeil powder.
- The victims have bite marks on their necks.
- The town guard is entirely in the dark about the murders.

The Victims

As noted above, the victims don't have much in common besides being human and the attacks happening at night. All of the bodies had the telltale signs of a vampire bite on the neck. This is similar to Player's Handout #1 given to the party by Celeste with additional details.

Alexandru Olteanu

Human, Age 35 - Disappeared 25 days ago
- Discovered 22 days ago

This man was a sailmaker, producing new sails and mending damaged ones for the many merchant ships, who disappeared four weeks ago. The location of his disappearance is unknown. His body was discovered concealed behind some barrels near the locks. His body was laid to rest by family immediately after.

Julio Musat

Human, Age 43 - Disappeared 23 days ago
- Discovered 21 days ago

Julio was abducted from outside his home in the High District. He was a scribe for the city's courts. He was found along the streets of the slums. His body was discovered naked.

Nelu Dalca

Human, Age 22 - Disappeared 20 days ago
- Discovered 18 days ago

Nelu was a rather comely lady of the night. She was abducted after leaving a client's home in the High District. Her body was discovered in the Harrul Park along one of the paths there. She still had her purse and was not robbed.

Petar Diaconescu

Human, Age 62 - Disappeared 20 days ago
- Discovered 17 days ago

Petar was a man who liked to his ale. He was living on a rather large inheritance that a wealthy family gifted him. He was last seen leaving Seedy Dragon tavern on the docks. His body was found behind the Amber Grease restaurant.

Stela Antonescu

Human, Age 47 - Disappeared 18 days ago
- Discovered 16 days ago

This woman was abducted from her home not far from the gates, basically the slums of Slagovich. She was a widow selling tailored items to support herself and her adopted niece. She was robbed, and her body dumped near her house.

Dragomir Stanasila

Human, Age 50 - Disappeared 16 days ago
- Discovered 14 days ago

This man was a member of the city guard who disappeared while walking home from his shift. He was last seen by his partner after they parted ways for the evening. His body was discovered on the steps of the Radia Lighthouse.

Marica Cocis

Human, Age 37 - Disappeared 16 days ago
- Discovered 13 days ago

Marica Cocis was a mother of three. She worked as a maid for the Koroni family and at Tawny Mare Inn. Her grieving husband discovered her body posed as if she was climbing back in the window of their tiny home. She had been robbed of a few coins, a necklace that she had stolen from the Koroni's, a key to the Tawny Mare, and a key to the Koroni home.

Illya Sandros

Human, Age 33 - Disappeared 12 days ago
- Discovered 10 days ago

Hernando Sandros moved to Slagovich about a decade ago, he met a girl and died while working on the docks. His widow, Illya was abducted off the docks, and her body was found there a couple of days later. She worked as a purser for one of the shipping companies, paying ship captains for their cargos and services.

Michel Polnar

Human, Age 38 - Disappeared 10 days ago
- Discovered 8 days ago

Michel Polnar was a mercenary guard who worked on one of the many caravans that come in and out of Slagovich. He was abducted from his small house in the slums. Oddly, the city guard has not investigated the house. His body was discovered on the docks stripped naked.

Conrad Sandyman

Halfing, Age 68 - Disappeared 7 days ago
- Discovered 5 days ago

The only non-human to be abducted and murdered, Conrad was a newcomer to Slagovich, still staying at the Tawny Mare, one of the many inns in the city. Conrad disappeared from his inn room, and his body was found in the common room a couple of days later. His room was ransacked and his valuables stolen.

Gaius Martellus

Human, Age 51 - Disappeared 5 days ago - Discovered 3 days ago

Gaius survived the worst war the modern world has ever seen. He served in the Thyatian Legions against the Alphatians. When it was all said and done, Gaius left the Empire and worked on a sailing ship and eventually took his leave in Slagovich to start anew. He worked as a trainer for the militia. Gaius was abducted from somewhere unknown but his body was discovered along the West Wall.

Ustin Tarasov

Human, Age 20 - Disappeared 4 days ago - Discovered 2 days ago

Lydia Tarasov

Human, Age 19 - Disappeared 4 days ago - Discovered 2 days ago

Raul Tarasov

Human, Infant - Disappeared 4 days ago - Not discovered or dead

This is the only double disappearance and murder, in fact, it was actually a triple attack. The young couple was wed about a year ago. Both coming from noble houses, their marriage and heir were meant to heal a long-disputed grievance about trading rights between the Tarasov and Vlaicu families. Their untimely demise has both families eyeing the other suspiciously, both believing that there might be a vampire in the employ of the other or that the chaos was used as a screen for some-

thing nefarious. Their disappearance and apparent murder by the vampire in question has created the most stir amongst the people of Slagovich, only because it threatens to create a turf war between the two families, involves a pretty young couple, and of course the clout that both families have in the city. The Vlaicu family firmly believes that Tarasovs killed Lydia, while the Tarasov think that the Vlaicu family killed Ustin. What's worse and has not been released to the public is that Raul, the couple's heir disappeared at the same time. Each family believes that the other has stolen the child and plans to use him to gain control of the other house.

Their bodies were discovered on the steps of the Merchant Ward guard precinct house.

Vladislav Herisok

Human, Age 25 - Disappeared 8 days - Not discovered

Vladislav was an Afflicted living in the slums of the city. No one noticed his disappearance and no one has yet found his body concealed near the tombs.

RUMORS IN SLAGOVICH

Since the party might contain adventurers who hail from Slagovich, they have probably heard some of the rumors surrounding the kidnappings or rumors about other things going on in the city or immediate area. For

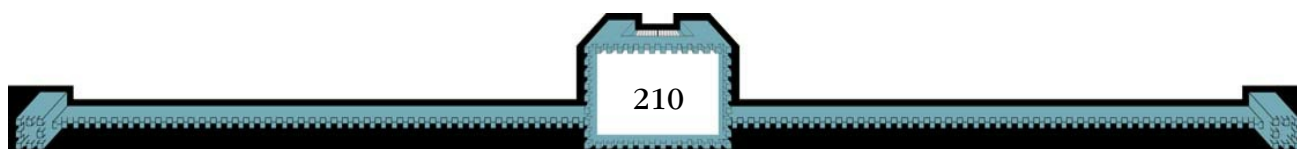
characters who are native to Slagovich allow them to start with knowledge of a rumor. For bards and rogues, they begin knowledge with two tales. The DM can choose an appropriate rumor or roll a d20 and consult the accompanying table.

Table: Rumors heard in the city

Roll	Rumor
1	The victims are all human because the vampire prefers feeding on human blood. (Partially true. Whilst most victims have been human there has been one who was a halfling. The Huleans target races that do not have a good chance of having darkvision.)
2	The vampire is affected strangely by the Red Curse, and the victims are coated in Vermeil after it feeds. (Partially true. Though the victims are coated in vermeil, this is only because some areas of the sewers have a large amount of the dust built up in places the murderers drag the bodies through.)
3	Either a group of Afflicted, or a powerful individual, are to blame for the recent murders. Several mobs have formed to force these monsters out of the city. (Partially true. Several Afflicted have been chased out of the city by mob justice, but these poor wretches are not the cause of murders.)
4	The secret recipe for the Crimson Essence produced by the Inheritors call for human blood as one of the components. The Inheritors are abducting citizens and draining them of their blood for their magical alchemy. (False. The recipe for the Crimson Essence does not call for human blood. Also, the Inheritors have never had much of a presence in Slagovich.)
5	The vampire has black bat wings. (Partially true. Several times the humanoid kidnappers have been spotted at night. They are wearing large black cloaks to help maintain the appearance of being vampires.)
6	The vampire is a Nosferatu vampire from Traladara, only recently awakened under the city, you can tell this by witnesses who have seen a pale-skinned and terribly ugly face of the vampire in the night. (Partially true. The kidnappers wear white face paint to enhance their 'vampiric' look while hunting victims.)
7	The Margrave has asked for Hulean aid with the vampire problem. (False. This rumor has been started by he Huleans to help erode confidence in the current rulership to make an alliance with Hule more likely.)
8	The vampire leaves no tracks because it flies down from the sky, snatches it victim, and then flies away on bat wings. (False. The kidnappers are wearing long cloaks that help to obscure their footprints as they walk along.)
9	The gate to the Elemental Plane of Water is malfunctioning allowing strange creatures of Entropy to enter Slagovich and snatch up victims. (False. Just false.)



Roll	Rumor
10	The goddess Nyx, worshipped by creatures of the night, has taken an interest in the city and she is sending her minions to cull the people there before taking it over. (False. The goddess Nyx has no particular interest in the city.)
11	There are the ruins of an ancient culture deep within the caverns beneath Slagovich. (True. There are ancient Nithian ruins within the caverns. These remain undiscovered and have nothing to do with the current activity, though rumors have circulated about their existence before.)
12	Gnolls have been seen in the streets of Slagovich. (True. The Yazi gnolls sometimes have business in the City-State, and as long as they behave themselves, they are tolerated. There is a gnoll who is a member of the murderers.)
13	The Knights of Halav and the priests of the same deity have abandoned the city after discovering that ancient prophecies have predicted its destruction in the immediate future. (False. The Knights of Halav have been dispatched on a clandestine mission for the city and will be returning shortly.)
14	The Margrave plans on recalling all of the Cinnabryl coins of the city and replacing them with the traditional currencies of the realm. (True. The need for Cinnabryl and the market for it has grown. As such, the government plans on buying back these coins to salvage what they can of the precious metal. See below for more info on Slagovich's coinage)
15	The Cinnabryl mines are running dry. (False. Slagovich's mine has been running at full capacity, though some recent events have slowed production. This is actually the cause for the events leading up to the second adventure of this arc titled Red Ore Dead.)
16	The other city-states are gearing up for war. Whether this is to protect themselves from Hulean aggression, make war on each other, or to attack Slagovich is unknown. (True. During times of relative peace, most of the Savage Coast makes some preparations for the next war or disaster. Additionally, the city-states are considering a push against the Sea Power baronies to open sea trade further west.)
17	More Inheritors are coming to Slagovich than before. They are trying to change the deals of the trade of Red Steel for cinnabryl. (True. After the expansion of the Red Curse, the need for Cinnabryl has increased along the entire coast.)
18	The Inheritors have a secret internal order that hunts down and kills Afflicted. (False. The Inheritors do look for some Afflicted to help them recover from the detriments of the disease.)
19	There are demagogues in the poorer sections of Slagovich riling crowds about the unfair distribution of wealth in the city. (True.)
20	The rulership of Slagovich has dispatched expeditions to look for new trade routes, mines, and other ways for the city to gather wealth. (True. This process occurs regularly. The Margrave is always looking for ways to expand the city's riches.)



EVENTS IN SLAGOVICH

These events occur on a schedule and only if certain conditions for the party are met or not met. All of these are related to the current outbreak of murders in Slagovich.

Day 2: A Grisly Discovery

Two days after their meeting with Celestyna, it will be noted that a body was found near **The Tombs**. As stated above, it is the body of Vladislav Herisok, an Afflicted staying in the city.

The corpse is well on its way to decomposing in the humid air but appears similar to the others. It was exsanguinated; however, this body has no eyes. Celestyna will contact the characters via a runner with a note if they are staying somewhere else. She will approach them directly if they are staying at the Temple of Halav. If the party is delving the sewers, Celestyna will try to contact them when they return. She can arrange for them to examine the body if they desire as the Temple is in possession of the corpse for a pauper's funeral. The eyes look to have been merely pecked out by crows or some other carrion eater.

If the party decides to examine where the body was discovered, they'll need to succeed at a DC 15 Wisdom (Perception) check to notice a set of tracks that do not make sense. The tracks appear to be that from a clawed humanoid, specifically a gnoll, who has bound their feet in wrappings. This is a widespread thing for the humanoids of Hule to do, although this custom is not known outside the borders of Hule and the surrounds.

Day 3: Another Day Another Abduction

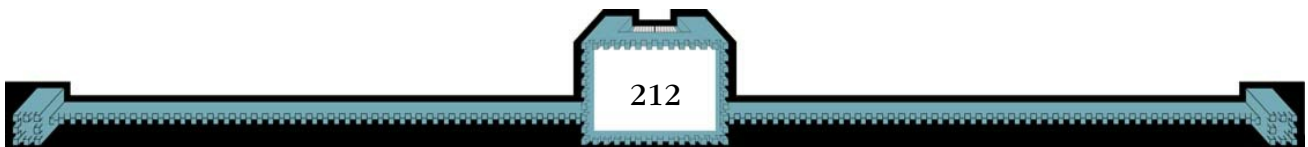
If the party has not entered the sewers or encountered one of the gnolls with a map after three days, a young man by the name of Daniel Urzica is abducted. Daniel is a member of the crew of the Saddle Bags, a merchant ship in port. He will be missed when he fails to show up for his watch after spending the night at the **Black Samovar**, located near the docks. After two more days, his body will be found near the entrance to the Margrave's home. This should have the commoners, city-government, and nobles worked into a frenzy.

Day 7: Enter the 'Heroes' of Hule

If the party has not done anything to investigate the disappearances, it is probably too late by this point. The Hulean 'vampire hunters' will await word from their counterparts in Slagovich. Once it is given, they'll ride into the city, speak with the guard, and then enter the sewers. After a day, they'll return with proof that the vampire threat has been vanquished and the city is safe. This will create more unrest in the city. The commoners and nobles alike will begin to doubt the Margrave's ability to protect them.



Slagovich City Map



ENCOUNTERS IN SLAGOVICH

Located at the western edge of the Known World and the eastern edge of the Savage Coast, the city of Slagovich stands as a gateway between the frontier to the west, civilization to the east, and of course as a bulwark against the Huleans to the north. While not quite as colorful, and lacking the Red Curse, Slagovich is still covered by the Vermeil and people with Legacies can come to the city without fear and mix with people who do not suffer from the Curse. This makes it the perfect trading hub for the region.

Though this adventure can be set anywhere in Mystara or any campaign world, the encounters described here will help add character to the city-state. Below are sixteen encounters that help add a little bit of the 'Savage Coast' into the city.

Almost all of the encounters have the possibility for DMs to flesh out into something more. These small encounters can occur at any time whilst the characters are investigating things in the city and each can be further developed in whatever direction the DM might decide to go.

Afflicted Beggar

[Any area except High District]

While out and about in the city the party comes across a sad sight. One that they might become all too familiar with if they spend a long time in the Savage Coast, the sight of an Afflicted begging and rummaging through the trash.

Your path takes you down one of the more traveled streets of the city. Citizens of the trading center go about their lives: handlers move their wagons and boxes along the street, a few people with horses move their mounts in and out of the throng, and many people just seem to be walking along the street. On one of the walks next to the street, there is a small circle where there doesn't seem to be a lot of traffic. A humanoid of some sort, you'd guess human who was afflicted with some strange malady that caused their skin to be transparent is sitting on the stones with a cup out in front of him, begging for coins or food. He looks to you, trying to make eye contact. He calls out, "A dark¹ for a meal, please!"

This is Rigo, an Afflicted with the invisibility Legacy. This Affliction has taken the form of his skin becoming permanently transparent, putting his organs, bones, and muscles on display for everyone to see. More disgusting than interesting, he was cast out of his home village and eventually made his way to Slagovich. Rigo's story is all too common,

¹ Copper piece in the Savage Coast, see also [this thread](#) on The Piazza about the Savage Coast and Slagovich's coinage. Currency can be changed to the usual copper, silver, gold and so on if the adventure is set elsewhere.

many Afflicted leave their homes and either find themselves in a community of like individuals or as beggars at the fringes of civilization. He'll gladly take anything the party offers from rations to coin. If the party gives him more than a dim, he'll use the coin to buy himself and some other Afflicted food for as long as possible.

If the party is especially compassionate or generous, he knows a bit of useful information that he would be more than happy to pass on. He'd also be willing to pass this on if he knows they are working for the temple of Halav.

The man looks at his bony hands and sighs, "Good folk, I saw something a few nights back. I was trying to find a dry place to sleep when I heard a commotion nearby. I looked and saw a couple of larger men coming out of a sewer grate. One of them had the head of a dog, I figured they might be... you know... like me. So, I was going to approach them." He pauses, there's a great deal of shame in his tone, "So, I moved a bit closer and then overheard them speaking in Hulean. I swear though that one of the men looked like a dog man though."

He can take the party to a sewer entrance that he saw the men come out of. Without a path through the sewers, the party might have some trouble finding their way into the area that the Huleans have set up shop, but it gives them a good lead.

A Pity Young Thing

[High District]

Life in Slagovich isn't fair for those who are 'non-noble,' read that as wealthy enough to make ends meet. The party will be on the streets of the noble district where they notice a very foppish and ugly man leading a woman, dressed most provocatively, along the streets. He is clearly her employer and is scolding her loudly for not collecting the proper amount from a particular client, being worthless, and generally humiliating her in public.

As you're walking, you hear a man shouting and soon come to see rather plump man with a long hawkish nose badgering a pretty young woman. He is dressed in rather bright colors that people would normally associate with the Baronies and not the city of Slagovich and she is dressed in clothing that is a bit too revealing for court. She follows along, demurely trying to apologize. A guard looks on and laughs a bit, clearly not interceding on what seems to not be their business. The one-sided conversation continues along the lines of "not collecting the right fee," "where's my money?" "we're going to go get it", "you're going to be humiliated," "dumb girl" and "that pompous little lord".

Sebastien, or Seb, as his friends call him, or those he tells to call them that because he wants to have them be his friends is scolding one of his new girls for collecting the proper fee for her time. The girl is named Vanasta and is clearly of the Traladaran stock that is common in the city. She looks around a few times like she is going to run but stays near

her tormentor, trying to dissuade him from anything rash. Vanasta and Halek Demerie, the gentlemen in question, have fallen in love and she didn't charge him for her services when they've been spending time together. Seb has the intent of walking into Halek's house, making Vanasta explain everything she does for the noble, and then demanding payment in arrears.

This is a very awkward situation for the party to get involved in, but if the party takes pity on Vanasta, it can lead to some great roleplaying opportunities and can help them gain contacts in the city. If the party acts on behalf of Vanasta they'll make friends with Halek Demerie and Vanasta but alienate the pimp Seb and his network of lowlifes.

A Timeless Legacy

[High District]

While the party is walking down the street in the High District, they see a large flash of crimson. This is a Legacy being activated when it is learned. This is one of the first Legacies that has been gained in the city, foretelling of the possibility that Slagovich may soon fully become part of the Savage Coast. A young man, a servant for one of the houses, has just entered the time of grace and his Legacy of Crimson Fire has just activated in a pulse of light and the after effects of nearby pockets of dancing lights.

The road is well maintained and clean as all are in the High District and you're shocked when you see a flash of light and a groan. A young man is half kneeling, half collapsed in the roadway. His skin is flush with crimson and sparkling all around him is a

sea of little crimson flames. The fire doesn't spread or seem to give off any heat. He is dressed in the clothing of a servant, people around quickly take note, seem shocked, and generally try to put distance and space between themselves and the young man.

This is Evan Guriso, a young servant in employ by several houses as a message runner. He is in distress from the sudden onset of the Red Curse, though he is not suffering any permanent or debilitating effects. He has just undergone acquiring a Legacy. The party can assist, move past, or do whatever they see fit.

If the party assists him and mention their current investigation, he has a few pieces of information that might be of interest to the group.

"Oh... you're looking for the vampire. Halav! Errrrrr, sorry, didn't mean to swear. I mean, I know one of the girls, Nelu who disappeared. I mean, I didn't see her disappear, but I was out here when she screamed walking home." He nods. "She was a good friend, gave a lot of us hope too, always talking about getting out of the city and going somewhere far from here or even making a difference. Have you been to her house? I think I remember where it is."

Evan can lead the party to a tiny house in the Hump. The house is small but very well maintained or completely repaired. Evan even knows where the key to the door is hidden. The contents of the house are odd for a 'working girl.' There are books on trade, mythology, alchemy, mathematics, and all sorts of different subjects. None of them are of expert level, mostly primers that

would give someone a basic understanding or knowledge of the subject. The objects in the house are all pretty, some are old and have been cleaned or repaired, or similar. He says he was amazed that she knew so much and liked her house tidy. One thing that the party would note is that the basin, bedroom, and one of the floorboards is askew. This was done by Nelu when she was getting ready to lay low.

Bar fight in Black

[The Black Samovar²]

The party might decide to stay in the Black Samovar during their time in the city or might want to visit for nostalgia's sake. Of course, the Black Samovar is the perfect place for a bar fight.

The Black Samovar is one of the tavern inns that caters to the people just able to afford to stay inside the city walls but without anything more than that vague protection. The rooms are cheap, the beds are hard, the drinks are watered down, and the food is awful.

A woman with pale pink skin and black hair is sipping her drink. A couple of sailors, one a gnome and the other a pale skinned man with thinning black hair as well, talk and gab with some of the locals. The bulk of the people in here are common folk of all sorts. A trio of those types that seem to looking for trouble approach the pair of sailors and start to talk.

² The Black Samovar is one of the most notable features in Slagovich, brought to life by Bruce Heard in Dragon #171 in the Voyage of the Princess Ark. Since it is noted in other works, it deserves at least a note here as well.

Whatever reason brought you to the common room is brought to a loud end as you look up as that pair of customers start shoving and pushing the gnome a bit. Their voices are drowned out by the din of the bar and soon, their collisions have led to a general brawl. A moment later, a person is shoved into your space, knocking you about. "No blades!" The bartender yells from the sanctuary of the bar.

Black Samovar ENVIRONMENTAL ELEMENTS

The Black Samovar contains many elements that might help the players describe their characters' actions. These include: tables, chairs, the bar itself, liquor bottles, plates, stew bowls, passed out patrons, the fireplace, and of ale mugs. The characters will find that the door to the kitchen and rooms upstairs has been barred from the other side until the chaos stops. (Environmental elements are inspired by 5ed Eberron rules and are used to give players basic suggestions or clues to use in their actions).

A DC 10 Wisdom (Perception) check will let the party notice that the two ruffians aren't as inebriated as they appear to be and both have knives drawn. The party can get involved in the fight, try to duck out, or try to restore the peace. The Samovar is one of those places that guards don't bother with unless an altercation is especially big or a murder takes place. The sailors are part of the crew of the Mallard as noted in the Come Sail Away encounter below. They came by the Samovar to do a bit of relaxation or recruiting. Their third compatriot

is another Alphantian, the woman happened to have been a marine in their navy, she'll work hard to get her companions out, even donning a pair of weighted gloves to take a few harder than usual punches. Their would-be attackers are Hattians which explains the level animosity. If the party ducks out, they'll encounter the sailors being pulled along by the woman acts very much like a professional soldier.

The pair of **Hattian thugs** will be sorted out by the **sailors** and **Alphantian marine** but there are more than enough bar patrons who are looking for a good fight.

Cinnabryl for Sale

[Old or New Slums]

While the party is in the slums, they'll get approached by an unsavory looking sort who is quick to get to the thick of the matter. He has some cinnabryl for sale. Of course, selling cut cinnabryl is very bad form and can cause someone to earn an injured reputation or severe injuries amongst regular customers. This rogue isn't concerned though with selling the mineral to foreigners who won't be around tomorrow.

As you are walking through the slums, the sounds and smells of the forgotten part of Slagovich assail you. You keep a sharp eye out for broken cobblestones, cracked masonry, and other unsavory things and of course people. A man approaches you and pulls back his cloak as he notes your slightly out of the norm appearance. "Hey, you looking to buy some cinnabryl?" he hisses above a whisper but not far. With his cloak pulled back he displays a couple pieces of

the metal shaped into amulets. "All pure, nine silver on the gold³ for you fine folk."

Naturally, the cinnabryl he is selling isn't pure, it has been half cut with metals. Naturally, unless a character buys the cinnabryl, the **cinnabryl seller** won't let them examine it too closely. At the same time, if they press him, he'll simply try to fade away into the city.

Come Sail Away

[Docks or Locks]

While the party is near areas that sailors might congregate, they'll come across a couple of well-dressed sailors being friendly and waving to people, trying to get them to come over and join them for a quick conversation. They've set up on one of the outdoor tables of a cheap but nice enough tavern.

The smell of the sea and sailors mixes with the sounds of the city here. There is the ebb and flow of foot traffic, sailors, merchants, ship captains, and porters. All seem to be going and coming in every which way. You pass in front of a small tavern with some tables out of doors on the walk. Besides the regular clientele eating their meals or sipping their cups, you note a couple of people being generally friendly. One is quite short and the other quite large. "Hey friends, come on over and sign on with the crew of the Mallard! We're looking for old hands and those wanting to work hard and learn the trade!" The characters may notice their strange accents.

³ Equivalent to 9/10 or 90 cents on the dollar or 90 pence on the pound, basically, a 10% discount.

If the party takes note or makes eye contact or engages them in conversation, the two will go to work. Pearn is a gnome, a real gnome, and his companion Terek, a pale human with thinning black hair, are there recruiting. They are looking for extra crew aboard the Mallard which suffered a few losses in a storm when threading the dangerous waters around the Serpent Peninsula. They'll offer to buy the party a drink to hear them out. They've gotten more than a few to sign on and are only looking for a couple more.

The party might note that the pair seem to be well-mannered, well-dressed, and generally the best foot a crew can put forward for trying to recruits. They may note that there is a third person, a woman with pale pink skin and black hair that is watching them intently. If the party has any sort of knowledge of such things, they'll see she is wearing a leather 'bomber jacket' of an Alphantian boltman or marine. She is there for muscle in case anyone jumps her two crewmates. The Mallard is actually one of several merchant ships that are recruiting.

Coming Out of Your Shell

[West Gate]

Though not common in the city-states, turtles are a common sight throughout other parts of the Savage Coast. Though they are considered lazy or complacent by many, they are outsiders in the urban sprawls of large cities like Slagovich. Here, the characters will encounter a group of turtles being played by merchants near the gate.

While in the market near West Gate, you overhear a couple merchants talking

amongst themselves. "Those fools didn't even try to haggle," one of them gloats. The other chimes in a moment later, "Yeah, they paid almost double for food." She adds. The man is a shorter one and quite lithe with brownish hair. The woman is a bit taller and every bit as skinny, she has an almost rodent-like face with reddened black hair. Beyond them is a merchant haggling with a trio of very large, stocky, shelled humanoids. Turtles. They are currently talking a merchant about the price of paper. Clearly, they do not understand the values of things or the art of haggling at all. They speak very slowly and are about to get seriously overcharged for their newest purchase.

The party can choose whether to assist the turtles out in their haggling with the merchants. The merchants are just looking for the best prices to sell their goods and are not looking for any violence. With the prevalence of guards around the market, the party shouldn't resort to violence to get the merchants to treat the turtles a bit more fairly.

If the party does help the turtles out, they'll be thanked profusely by the newcomers to the city. The turtles will smile and pile adorations and blessing upon them. The turtles do have one bit of information that might be of use to the group. They spotted a group of humanoids sneaking into the city under the cover of darkness from a camp not far away. The turtles would be willing to guide the party to the area for their help.

Still praising you for the help with the merchants in Slagovich, the turtles guide you to a **small** cave not far from the city. It is shrouded from observation by the trees and shrubs of the surrounding

environment. Whoever was camped here was very keen on not being stumbled upon. At the entrance there is a small cookfire and a few logs that look like they were used as seats. In the darkness beyond must be the larger site.

If the party investigates, they discover a few things. The first is some Hulean clothes, tools, and even a dagger with a Bozdogan stamp on it. In addition, they'll discover the body of a human man who has been marked by the same puncture holes that the party is investigating. Next to the body is a large amount of spilled blood. This is very indicative of the process of exsanguination. This looks like a demonstration was carried out here for new recruits.

Dance of the Dead

[Tombs]

Located near the great pit that leads into the cavern below, the Tombs are where the people of Slagovich entomb their dead for a time. The above ground tombs are filled with bodies that are heated and baked by the warm coast air. Soon, nothing is left but bone and dust. These final remains are either given to the family, entombed, or simply pushed to the back of the tomb when a new body is added. When someone is brought to the tombs for their rest, some cultures have a short, loud, and colorful celebration that accompanies the body. The party manages to stumble across one of these little parades while in the city.

While walking along the road between the harbor and the pit that leads to the cavern below, you find yourself coming up to the back of a procession. The sounds of music, laughing, some wailing, and a lot of talking grow louder as you approach. The people in the group are all wearing bright and vibrant colors, carrying instruments, flags, and cups of alcohol. At the center of the group is a priest wearing the bright yellow of a cleric of Ixion and right next to him are six men carrying a body wrapped in grave linens.

The party can witness this event in silence or get involved. The processions for the dead are a public thing and as long as they conduct themselves in good order, there won't be any conflict. The march concludes at the gates of the cemetery where the family and friends separate from the rest and go to entomb their friend Jacoby. If they inquire, they'll find out the deceased's name, cause of death, and the like. Oddly, Jacoby wasn't one of the 'vampires' victims. He died in a dock accident, pinned in place and crushed by a ship as it moved alongside the pier.

If the party hasn't discovered the body of Vladislav Herisok in the tombs, now is the perfect chance.

Extremely Uncommon Unction

[Any]

While walking through any part of the city, the group will come across a Holy Man proselytizing to the people of Slagovich about the evil of the Inheritors, the vampire menace, and the threats of the neighboring

city-states and baronies. Oddly, the one thing he doesn't mention is Hule.

The sounds of a man speaking loudly, on the verge of yelling, accost you first. "Now is the time brothers and sisters of Slagovich!" A pause, "The children of the night accost you!" A few, softer voices chime up with affirmatives. You can spot a short man in brown robes standing on a crate and preaching to the people around him. The bulk of most people on the street steer clear of the little circle of onlookers. A member of the guard keeps careful watch on the impromptu gathering. "See the evil that these Barons have called on your city!" A few more 'yeah!' and 'yes!' come from the crowd. The crowd though a little vocal doesn't seem to be too rowdy. "Does the Margrave even care? He sends the Knights to somewhere else while the city needs them most!" A few cheers and shouted affirmations.

The party can bypass this rabble-rousing without much worry. If the party has been successful in their investigations so far or is causing a disruption to the Hulean plan, the demagogue, Porut, is more than willing to try to turn the crowd on the group, going so far as to use his powers of persuasion and some magic on the group. The scene can turn into the party fleeing from the mob and getting some help from the guard. If you want to put the party at odds with the demagogue you can use the following material.

"See, the Margrave's mistake! Right there!" The demagogue points a gnarled finger at your group. "They haven't found the threat, what business do they have of trying to keep you safe!" The eyes of the crowd follow his

finger, "Show the Margrave that you want better than these poor fools!"

He will use his Enthralling Performance ability to cause the people to turn on the party, egging them on to violence and using the disturbance to sneak away. The town guard will quickly try to restore peace and actually help keep the PCs from being overwhelmed. The **mob** surges just once and if met with or start committing violence, then they will immediately fall out of effects of the spell and sort of stand there trying to figure out what happened. It should become apparent to the party that lethal force is not necessary to get out of this encounter.

Help a Brother Out

[Old or New Slums]

While in the slums, the party is approached by a beggar. Unlike the Afflicted beggar, this man is not touched by the Red Curse and is just a sad example of the disparity of wealth in the city of Slagovich and some of the racism that is prevalent against humanoids in the Savage Coast.

"Help a brother out. Spare a copper?" A man that was walking up behind you asks. He has a hunched back and walks with a limp. His voice is raspy and tired. At a quick glance, he is a human who is a bit ugly. He is dressed in rags that amount to little more than a pair of trousers and a cloak. The cloak is pulled up around his head. A bit of longer glance will reveal that he is a half-orc, with more features from his human parentage than his orcish. He'll step a bit nearer the party, narrowing his eyes. "A

bright⁴ you said to take you on a tour?" he changes his tune a bit, eyes narrowing and clearly glancing toward a side street. He's trying to get you to look in that direction.

The party can pass on this encounter by simply ignoring the half-orc, but they'll lose out on the chance to gain some valuable information. If the party agrees to let him be their 'tour guide' he'll duck around the corner and stand up straight, walking with a normal gait. If the party assumes he is about to start a violent encounter, he'll hold his hands up and open.

"Sorry, sorry for all that. I wanted a chance to talk to you." He pauses, stretching a bit and revealing a relatively well-built frame that is hidden a bit by the cloak. The man would make a formidable warrior and doesn't have the skeletal look of a beggar half starved. He ahems, "My apologies... anyways, I overheard some orcs in town a couple days ago." He waves off the party to let him continue, "I didn't see them, but heard them speaking in Yaz." He goes onto explain, "Some of us, who live here, aren't so much scared of vampires. More like orcs and gnolls is what I've heard."

This Brolyn is a half-orc guard for one of the merchant companies in the city. He's taken it on his own initiative to help the party out before the 'vampire' murders affect his gainful employment. He doesn't have much more information than that but asks where the party is staying. If possible, and he learns something new, he'll leave a message for them or try to meet with them. If paid a copper or silver earlier, he'll flip the coin

⁴ Or silver coin, see note 1 above

back to the party, assume his limp and hunched gait and step out into walk again.

Inquisitive Inquisition

[Any]

The party will see a cleric from Narvaez speaking with a group of citizens in a hushed manner. Unluckily, undead are a terrible foe that have been a great threat to the world before. A vampire preying on the citizenry is a terrible thing that cannot be tolerated. Luckily, this inquisitor is listening to the accusations and suspicions of neighborly people.

While walking down the street you note a person wearing the robes of a Narvaez cleric speaking with a group of citizens. The conversation isn't hushed and the people are quite explicit in calling out a person named Javier, a merchant who is in league with the vampire. They have overheard him conspiring in the night, conjuring dark undead, and all sorts of fiendish endeavors. The inquisitor will look over at the party and call them over. "You there, come here, I have questions for you."

Since the Narvaez Inquisition has no power in Slagovich, the party can safely ignore this encounter. The inquisitor, wearing the holy symbol of Tarastia proudly around his neck, will ask the characters if they know this Javier, his family, or shop: **the Stone Mill**. Assuming that the party hasn't accidentally stumbled across it, they'll be sent on their way by the Inquisitor.

If the party reports back to Celestyna that there is an Inquisitor from Narvaez in the

city, she'll be very interested and take the time to send an invitation to the Inquisitor for a meeting. The Inquisitor will leave town the next day.

If the party investigate Stone Mill, they will have the unique chance to investigate a company that specializes in constructing pieces of stone for use in mills, ballast, furnaces, and other even the locks. The shop is well-to-do and probably the source of jealousy within the merchants of the city.

Ixion's Wagon Wheel

[Old Ward]

This is a low-key encounter that the party comes across while traveling down any of the streets in the Old Ward near the Radia Lighthouse. There is a small group of novitiate clerics of Ixion working to change a broken wagon wheel. Of course, if the party investigates, they'll discover a bit more than what they had expected.

As you are walking through the Old Ward, the Radia Lighthouse rises up from the streets and casts its light into the treacherous sea. On the street in front of you, you see a trio of clerics of Ixion struggling in vain to change the wheel on a small wagon that has its bay covered with a tarp. Their mule looks back at them almost in amusement at their lack of knowledge as teamsters.

The party can bypass this encounter simply by walking past. Of course, if they do decide to assist the clerics they have a chance to learn a bit more about the temple of Ixion in the city. The clerics look to the party with a

bit of relief, then one of them seems to panic as your group volunteers to help. They act a bit suspicious and try to get the party to hurry with the repairs. Literally, any skill or background that might have come in contact with a wagon wheel allows them to repair the wheel. If the party looks under the tarp, they'll see a couple of boxes stamped with the symbol of Narvaez and another box with the symbol of the Inquisition.

The novitiates will not allow the party to investigate further and promptly dismisses them if they appear to snoop. The acolytes of the temple will not hear any questions about this cargo at the lighthouse and leave the party to make their own assumptions.

If the party reports this to Celestyna, she'll take note of it, mutter, "Interesting," and thank them for that bit of information.

Knight in Red Satin

[Guard Ward or High District]

The party will have the chance to meet one of the newest Knights of Halav in the city. Unluckily, this knight will not be the embodiment of virtue that they might be hoping for.

While walking in the city, you come across a most curious scene. A young man with black hair, dressed in finery, is arguing with two men who appear to be less noble and more mercantile and commoner types. As you get a bit nearer, you overhear that the noble is arguing about who is going to pay for the damage to his satin cloak.

The knight's name is Sir Boris Kvectich, who is the newest and possibly the youngest member of the Knight's of Halav. He is speaking with a merchant, named Erik, and his servant about the damages that the merchant's servant, Yousef, caused by kicking up a bit of mud that has stuck to the knight's cloak. The party can avoid this encounter just by not getting involved. If they do decide to get mixed up in this fashion fatality, they'll be asked to take a hike by Sir Boris, but he'll hear them out. He wants the merchant to pay for the damage as the servant is in the employ of the merchant and knows that the servant could not pay the price for such an expensive garment. Unless the PCs are very careful, whatever the outcome or direction that the party takes in their discussion will leave one of the two sides feeling injured and slighted by the other and the PCs.

Minor Miners

[Free Quarter]

Sometimes people choose their jobs, other times, the jobs are chosen for youngsters. In this case, the children of a miner are not keen on following in their mother's footsteps. The argument on the streets is proof of this.

A pair of young adults with black hair and golden skin are screaming and shouting at a middle-aged man who is shouting back at them. All of them are dressed in commoner's clothing, some of it smudged with dirt. "It's a good trade!" He calls back at them, "Your mom would be proud!" He says angrily. "Mom died in those mines, I hate these stuff we dig out of the ground." The children seem to arguing about going

to work in the mines. "I want to sail on a ship!" One of the children says, "It pays more." The other child, replies with a quite short, "Me too."

This is the Nestaf family, or what is left of it. Bruna, the mother and wife, passed away recently and the father, Karl, is trying to get his children to follow in her footsteps and mine. The children Gretter and Mattus are not as keen on this. There really isn't a lot that the party can do here except stir the pot. If they have encountered the crew of the Mallard from the Black Samovar or the Come Sail Away, they can point them to meet the children or send the pair to meet with them.

The Other Kind of Nightmare

[High District]

The Red Curse works in mysterious ways to say the very least. From time to time, the Curse manages to affect regular animals. Sometimes this is a simple Legacy, sometimes this is true Affliction, changing the beast. Then there are rumors that some people, twisted in mind and purpose, actively seek to affect some animals with the powers. Whatever the reason, the party can have an encounter here that can be a strange one. If the party is traveling in the High District, they'll come across an interesting scene. A young nobleman, a groom, and a guardsman are wrestling with a crimson stallion that is trying desperately to get free from them. The horse is mad with fright making it a possible threat, a general disturbance, and an embarrassment.

With clean cobblestones underfoot you can hear a muffled sound around the corner, but your view is blocked by a large row of hedges. As you round the corner of the street, you are shocked to see a young man on top of a rearing crimson stallion with a guard in city livery and another man trying to get control of the horse. Just when it appeared that the guard had managed to get ahold of the reins, the horse appears to become gaseous, the young man falling through and the horse managing to put a few feet between it and its attempted captors. "Hey! You! Grab that horse!" Calls out the third man, judging by his dress, it is a groom. The words seem to be directed at you and the horse heads toward you not a moment later.

The horse has the Gaseous Form Legacy which it has used a couple of times before. It has become spooked for some unknown reason and the owner, his groom, and a city guardsman are trying to wrangle the fear maddened beast. The owner has taken to calling the horse Puff, probably because of his ability to take a gaseous form. The Afflicted animal is able to use the ability twice more today.

Naturally, the owner will want the horse returned uninjured. The guardsman is trying to appease the noble family so is loathe to use violence. Hopefully the party will capture the beast, calm him, and return him.

Puff, is an **Afflicted Horse**, but is more than willing to be calmed down, requiring anyone attempting to make a DC 10 Wisdom (Animal Handling) check. Failure increases the number by 1 on the next attempt. If Puff is attacked, the party may have to subdue the animal or use more permanent measures.

Checking on the young man, they'll see that it is a young lordling dressed in finery. This clearly was not his intended way to spend the day. His name is Cedric Canolov, part of the Canolov family. Even if the party is instrumental in capturing the horse, he'll act nonplussed like it is their duty to serve him. The one thing he will do is pay them a small pouch of coins for their trouble. Once the horse is returned, he will have the groom lead it back into the estate and dismiss the guard before retiring to change his soiled clothes.

Won't You Be My Neighbor

[Old Ward]

While the party is in the Old Ward, they are approached by a frail older gentleman dressed in once magnificent finery which has long since become a relic in fashion. The man is suffering from some sort of dementia and seems to recognize the party.

On the road in the Old Ward, an older man dressed in clothes that are at least fifty years from fashionable approaches. "Hello, good to see you again Max." The man says to no-one in particular but while staring at your group with eyes that are cloudy with cataracts. His hand palsied as he raises it to give a quick wave. "Can you help me back home? All these streets here get so confusing." He says sadly. He raises a hand up a bit further, outstretching a finger. "You remember the ways down into the rocks? Maybe we should go through there, if you don't I wrote it down, it's at the vault, here you'll need my key." He presses a small key into the nearest person's hand. "Now take me home."

The man is Banimor Felstad, once the head of the Felstad trading family. He is reported as being in good health by his family, though he no longer makes public appearances. This is because the recent years, since the death of his wife, have not been kind to him. His mind has degenerated into this. Unluckily, although he knows who he is he doesn't know where he is and can't recall where he lives. Nothing can coax the location of his house out of him, as he truly doesn't recall. If pressed confrontationally or questioned he responds with "you know," "come on old friend," or "I can't seem to recall."

After a few minutes, a couple of men on horse approach the party and old man. They are leading a carriage not far behind them. One of the men is the current head of the Felstad, Mikael. He looks at the man and then party. "For your services and discretion," he tosses a pouch to the party's feet. "We'll handle it from here." Mikael will tolerate some questions and try to answer about his great grandfather's condition. He is simply suffering from a tired mind after a long life. He is not unkind but at the same time considers this feeble man almost an embarrassment.

The key is unluckily nothing more than the key to the man's privy. Oddly, the vault is just the name he and an old friend gave to their shared head on a trading ship. The old man's logbook from his days as a ship's navigator are there. The logbook is kept as reading material in the bathroom. Not so much of a grand inheritance, not something that they could get ready access to, but maybe a reward in the future. If the party approaches or plays their cards right, they could acquire the book.

CHAPTER ONE: A LONELY NIGHT

The adventure and campaign open with the dramatic attack on a cleric of Halav. The party should have no problem driving off the would-be attackers and receive an invitation to return to the Temple of Halav with her so that she can hire them to investigate more in-depth into the mysteries of the murders.

Following their meeting with the young cleric, they will have several different courses of investigation to choose from: the characters can inspect the area around the Tarasov murders, search throughout the rest of the city for more about the victims, examine the area and neighborhood surrounding the cleric's attempted kidnapping, or they can explore the sewers. The last two options take them into the next two chapters respectively.

The Next Victim?

The adventure begins with the party walking down the streets of Slagovich just after nightfall. They are not far from the Axe Ward, where the merchants cater to the needs of adventurers, selling weapons, armor, and accessories for a life strange to the ordinary citizens of the city.

There is no moon tonight, but the vermeil gives the otherwise pitch-black night a slight reddish glow. You're not strangers to these ominous nighttime displays of how the Red Curse has become synonymous with the Savage Coast. The air is still and quiet, with most residents of the city fast asleep, safe

enough in their houses with shutters closed and curtains drawn. They know a vampire stalks the streets at night. Even the city's streets lights seem dimmer than usual, the only real light around. Even so, they light only along the main thoroughfares of the city. It is along one of these streets that you find yourself when a scream starts off and is cut short somewhere not far ahead of you.

Characters who pause to listen can hear the muted sounds of a struggle, some quiet grunting, and even a bit of cursing to Halav. They can also learn that the sound is coming from the next alley ahead of them on the street. Assuming they investigate, they turn a slight bend into a lane where the sounds are coming from and note the following:

The Alley

The noises lead you to an alleyway that forks off the main street. Down the short alley and just out of the dim illumination of the street lights, you make out four figures surrounding a fifth. The surrounded figure raises something up and calls out, "In the Name of Halav, I banish you back to the nethers of Limbo." As the short prayer ends a pulse of light emanates from the holy symbol of Halav, illuminating the scene like a bolt of lightning. There are four attackers who are all clothed in black, long wings behind their back, and with terribly pale, rather ugly faces. The fifth figure, by your guess, is a young woman and probably a cleric of Halav.

The alley is about 40 feet long, with only the first 20 feet still within the glow of the streetlights. It is about ten feet across with a

Alley Environmental Elements

The alleyway contains several elements that might help the players describe their characters' actions. There are two piles of refuse, several barrels, loose rocks, two small wooden crates, and an upright trash bin.

bit of refuse on the cobblestones. The shops are closed for the evening and flank the alley, there won't be any help coming from within.

The attackers are not vampires but instead appear to be orcs with their faces covered in whitish paint and wearing long black cloaks. The plan was originally for one of the orcs to be a lookout for the guard⁵ but he got distracted by attacking the cleric and sort of forgot his role as a lookout. The party will automatically have a surprise on the first round of combat. A Wisdom (Perception) check DC 10 will note that the attackers are wearing cloaks and do not have wings. A result of 15 on that check will result in the character learning that the faces are probably orcish and most likely painted white. A result of 25 will let the character observe another figure at the far end of their sight quaff a potion and disappear.

The fifth figure is Celestyna, acting high priestess of the Temple of Halav in Slagovich. She will be hard pressed by the four attacking orcs. She is wearing chainmail, wielding a mace, and brandishing her holy symbol. Any cleric or paladin of the Church of Halav who

⁵ The DM may decide some guards will arrive if the PCs are in serious trouble but, otherwise, they will not arrive during the fight.

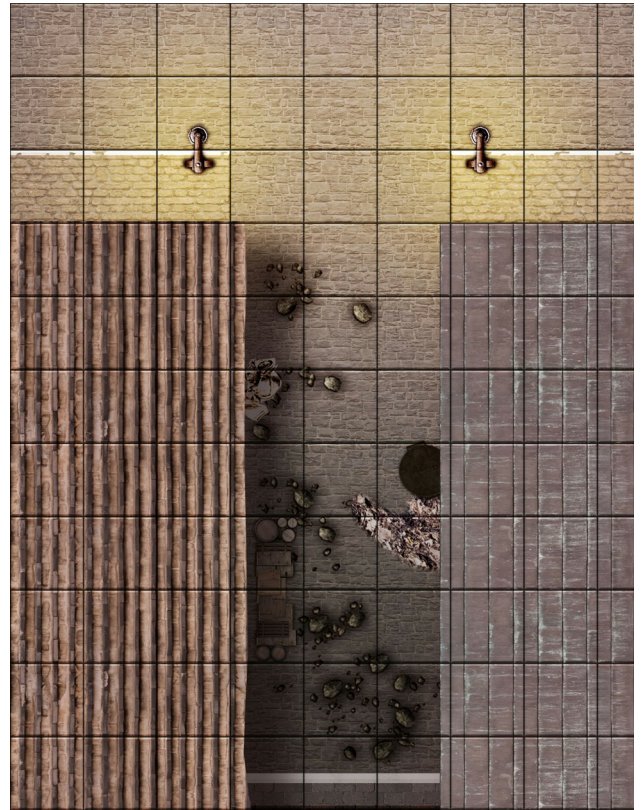
has been to the temple will recognize her or someone making a DC 15 Intelligence (History) check to recognize her. She used divination magic to discern the location of the next vampire attack, and that led her here in a misplaced attempt to stop it.

These four orc kidnappers were initially tasked with kidnapping a merchant but were discovered by the young cleric. They will settle for kidnapping the cleric and returning her to the Hulean lair in the sewers. If kidnapping isn't an option, they are to make sure that there are not any witnesses to their activities. The cleric will fight defensively, keeping the orcs from hurting her more. In all, Celestyna should not be used in the fight unless things go terribly for the party. It might be a better option to have the city watch come along and drive the attackers off.

The members of the guard arrive after the 10th round of combat or sooner if there PCs are having a terrible go at it. The guard arrive in twos and will quickly overwhelm any remaining orcs.

These orcs are one of the kidnapping teams that the Huleans are using to further their plans in the city. To keep the amount of physical damage to the victims minimal, the orcs are armed with clubs instead of their normal greataxes. With the party arriving on the scene, the orcs will probably accept just murdering the cleric, the witnessing party, and just getting away. Once their mission was complete, they were to meet a guide to take them back to the lair and await their next mission.

The orcs actually have no possessions on them besides their black clothes, great clubs, javelins, and a rope. If they are captured,



Battle map alley

Scaling Up the Alley

Scaling the encounter in the alley is relatively simple. For a second level party, simply add or subtract orc kidnappers to equal the total number of party members.

For a higher-level party, the difficulty can be increased by several factors. Adding additional orcs is an option, especially adding a few at the far end of the alley, forcing the party to spread out. Another option is to remove the surprise element from the encounter. The final option is to replace some or all of the orcs with more advanced orcs.

200xp (50 per 1st level adventurer)

they've been kept in the dark about many matters. These orcs can be persuaded or threatened into discussing much of their plan on Charisma (Persuasion) or Charisma (Intimidation) check DC 10. They just got to Slagovich a couple of weeks ago from the north in Hule. They were brought here to be one of the teams to kidnap people. They are led to through the sewers by a gnoll and told where to meet the gnoll after a job. A result of 15 or higher yields a second piece of knowledge is that they've been involved in two other kidnappings, but have not been witness to the murders and are not responsible for returning the bodies for discovery. Their previous targets were Marica Cocis and Gaius Martellus. The objective for this evening was not Celestyna but instead Antonio Vasilescu. A Charisma (Persuasion) or Charisma (Intimidation) roll that exceeded 20 gleans that the leaders of the Hulean spy ring avoid interacting with the regular spies. The orcs gave the nickname of 'Rotty' to the gnoll and 'Worm' to the human man. These orcs can be handed over to the city guard who will have them incarcerated while a magistrate will quickly handle matters of justice and turn them over to an executioner.

After the battle, Celestyna will profusely thank the party and insist that they accompany her back to the Temple of Halav. Along the way, she'll explain a few things, chatting almost non-stop. Most importantly, is that she was acting irresponsibly for her role as the acting-high priestess of the Temple of Halav. Secondly, she will say that she doesn't wholly believe the rumors that the murders are being conducted by a vampire. One thing to help pass the short walk is for her to discuss rumors with the party if they seem inclined toward conversation.

The Temple of Halav

Naturally, this encounter assumes that the party saved Celestyna and accompanied her back to the Temple of Halav. When they get to the temple, describe the entrance:

The three-story Temple of Halav is one of the more significant buildings in this area of the city. It is constructed of the same bricks that make up the other buildings but somehow or another it is grander. The building's windows are stained glass depicting scenes from the Song of Halav. The cleric leads you through the front door of the temple and quickly through the main worship space. After they are out of the central area, she guides them to a sitting room. Two novices come along a moment or so later before Celestyna directs them to prepare some tea (or something harder if requested) for the party. Her other subordinates include only a single initiate and two more novices. Typically, the temple would have three or four times that many resident priests and several paladins. Apparently, the rumors are correct about the Knights of Halav and some of the temple's priests being gone.

She'll not wait for the return of the novices to begin spilling out her idea that rapidly becomes a proposal:

Celestyna settles into one of the chairs after dismissing her attendant clerics to fetch drinks. The woman is fetching, though few would describe as stunning. She is an example of good Traladaran stock with fairer skin and dark hair that has a few streaks of gray. "Thanks again for your timely intervention with those thugs. I was looking into it. I am very much in your

debt.” She pauses, “I was out there looking to find the kidnappers after divining the target of their next attack.” She shakes her head with a sigh, “I should’ve been here and hired a group like yourselves, but I had to know it wasn’t vampires. And I thought, foolishly it seems, that I could stop the threat to the city.” She continues on for a bit explaining that she divined that the attack wasn’t by a vampire, that there are no vampires in or under the city. “I suppose I’d like to ask you to extend my debt by asking you to take a look into these matters?” She asks the question but doesn’t give the party a chance to reply before adding. “Naturally, the Temple would reward you for your efforts.”

She’ll relay the following to the party, basically everything she knows:

The Knights of Halav and many of the priests of Halav are off on state business. Usually, she would not be in charge of such a prestigious venue. She will not elaborate on the nature of the business and, if pressed, will claim that she has not been informed.

She was entrusted with several scrolls from the church’s high priest to use in case of emergencies. She first tried to contact him via a sending spell, but the spell failed.

The next target was supposed to be taken on Axe Street. They were outside the shops of Antonio Vasilescu and Yarseath Broadbrew. She was unable to divine the name of the victim and settled instead for the location. She doesn’t know either of the proprietors.

The other victims have included a broad range of society but only seem to be humans.

Steel Seed: The Temple of Halav

Assuming the PCs rescue Celestyna Lavichna, they’ll have earned a potential ally for the adventure and upcoming adventures in the campaign. Since Celestyna will become in charge of the temple throughout the campaign, being in her good graces can reap the party good benefits.

The party may return to the temple during the first adventure for healing. Though limited to the spells of these lower level priests and Celestyna's magic, it should be of great benefit for the party of low-level adventurers.

Beyond healing, the temple has a stock of equipment and supplies on hand that the party can purchase at a small discount, though in future adventures, the discount and list of items grows. The deduction for conventional equipment, excluding weapons and armor, starts at 10%. For the Fade to Red adventure, the party is limited to purchasing:

Item	Cost
Potion of Healing	50 gp
Scroll of Cantrip	30 gp
Scroll with a 1st level spell	50 gp
Scroll with a 2nd level spell	500 gp

Equipment from the *Player’s Handbook*
@ 90% of Listed Price

Currently, the church has 4 potions of healing beyond those given the party. Celestyna will devote some of the temple's resources to making scrolls or replenishing stocks if the party remains in her good graces.



Temple of Halav

Several people have disappeared, but their bodies have not turned up yet, and they may not be relevant to the current issue. She will furnish the group with a list.

She'll negotiate in good faith with the party at this point, offering a potion of healing for each party member. She can provide a cash reward of no less than one thousand gold coins for their services. She is willing to negotiate as high as 2000 gp. Additionally, she can offer a small magical treasure from the temple's stores. To sweeten the pot, she can provide a safe and free place for the party to stay since many of the temple's rooms and dormitory beds are empty. If the party is not willing to stay in the temple's rooms, she can suggest the Black Samovar

near the Docks as an inexpensive accommodation.

Celestyna wants to hire the PCs for figuring out what the threat to the city is. She'll make whatever arrangements are necessary with the novices to allow the party to stay at the temple, give them the potions and a list of the murder victims as promised, a letter of warrant explaining their role, and send them on their way to start their investigations.

"Fade to Red" will continue with more chapters in the next issue of *Threshold Magazine!*

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NEXT ISSUE

A third issue focused on adventures, campaigns, and other materials directly useful for your Mystaran games.



ADVENTURES & CAMPAIGNS III

Anticipated contents include:

- “*Warriors of the Eternal Sun*” - Part 2
- A mini-Gazetteer of south eastern Karameikos
- The many Mystaran sub-settings - part 2
- “*On the Lands of Erewan*” - part 2
- “*Fade to Red*” - part 2

...and much much more!

Cover not yet finalised

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Notes

