**Bostonia Terms**

**Almus** – The rat-headed Ratling goddess of poison and scheming.

**Almus “The Bear”** – A Borakki living in Salem and owner of the Bear’s House Inn. His name translates to Follower of the Beast.

**Ax, Kayla and Samael** – Three woodsmen who escaped capture in the attack on Golmut and have lived in the nearby woods conducting a guerilla war against the goblins. Both Kayla and Samael were killed in recent action.

Ax is acting as a guide for the PCs in their most recent mission.

**Baderwagh –** A clan of Borakki captured by slavers and held in the Old Ratling Fortress.

**Beyrwold** – Borakki sorcerer who created Godshammer.

**Baraxus** – Chieftan of the Mountain Lion Clan that operates northwest of Salem. Has thrown himself at the town of Golmut so many times that his name has come to mean “He who has spilled blood at the feet of the humans.” His failures have made him bitter and anxious to redeem himself in battle.

He fought Torhak in single-combat, was defeated, but not killed and was spirited away by his followers. His whereabouts are unknown.

**Bear’s House** – An inn in Salem run by a Borakki innkeeper.

**Belgarde** – A Borakki ice mage who worships Zephyrn. He is the surviving leader of the Starugard Slavers.

**Brice Baderwagh** – A Borakki clansman who accompanied the PCs to free his people from slavers.

**Church of the Beheaded’s Sermon** – A small church in the north end of Salem that has many non-humans in its congregation. The name of the church is a reference to St. Elebrand who preached to the goblin pagans even after he was beheaded by them.

**Church of the Dirty Hands** – The church that serves the miners and woodsmen of Golmut. Run by Father Durham.

**Father Bones** – A priest in Salem who oversees *The Church of the Beheaded’s Sermon* and a friend of Father Durham.

**Father Durham** – A priest in the mining town of Golmut. He is a friend of Father Bones in Salem and communicates to him via homing pigeons he raises himself.

**Frozen Man** – Found in Borakki tombs, these creatures are similar to zombies, but have the ability to freeze their prey in place at a touch and drain them of life. (Paralysis and damage every round until the target is dead.)

**Gearwold** – Brice’s cousin and leader of the Baderwagh Clan.

**Godshammer** – A magic staff with powers to control earth. The known powers of Godshammer are to fire Earth Arrows at opponents, and to create a Zone of Shaking Earth that protects the wielder by knocking down his opponents.

**Golmut** – A mining town of about 250 inhabitants ruled by Falleron’s vassal, Lady Riga. The town is full of hardy miners, trappers and hunters and its militia is fierce. The town was originally named Pierce’s Field, but the locals had repelled goblin incursions so many times that the goblins named the town Golmut, which roughly translates into “our blood.” The locals heard of the name given them by their enemies and it stuck.

**Great Mills** – Town in the vicinity of Salem known for its impressive windmills. Most of the town was destroyed by the mysterious “Fire Mummy.”

**Groto** – Guard Captain in Salem.

Grummond – A Borakki warrior who used to lead the Starugard Slavers. He was killed by the PCs.

**Hednik** – A brownish moss found on the underside of rocks in the northern hills. When brewed into tea, it cures stomach ailments and nausea effects – even magical ones. (DL 12, bunches of 2d4)

**Hidsir Yellowfang** – Leader of the ratlings who stole Godshammer and allied with Baraxus to attack Golmut. He was killed by the PCs after returning to the tomb of Mitras, hoping to find a way to recharge Godshammer.

**Kel Perth** – Leader of the Sackers. Kal is a member of the Azareth family and a cousin to the late Talon Azareth. He has no inheritance or standing within the family and so he moved to Salem to make his fortune. He found an old chest in his house containing some Sacker artifacts and took up the mantle as the leader of that mysterious group.

Kal promised to suspend Sacker operations to allow the PCs to deal with the Lakemen.

**Lady Riga** – Sophia Riga is a noblewoman of a minor branch in the Azareth line. She is a proud warrior who served Lord Falleron for many years, ultimately gaining the town of Golmut and its surroundings for her service. She was fighting alongside her liege in the cobrat territories, but has since returned home and plans to build a manor and “settle down”.

**Lakemen** – A local gang that started as a group of corrupt dockworkers who would steal from cargoes and extort boat captains, the Lakemen ultimately managed to kick the Sandalfeet out of Salem and take over the organized crime there. They were later kicked out by a temporary alliance of the PCs, Sackers, local law enforcement and the Sandalfeet.

**Nixie** – A white ratling found in the first Old Ratling Fortress. She claims to be a slave and shows an aptitude for alchemy. She is currently traveling with the party.

**Magnus** – A diminutive fire mage who lives outside of Salem. He gave the PCs information about the rune Fire Winder.

**Miner Mint** – A bitter plant found in rocky terrain where there is a great deal of wind, or at the mouths of caves. This herb is chewed and makes its user’s skin sensitive to the slightest breeze. People that consume Miner Mint always know from which direction the wind is blowing, no matter how slight. (DL 12, bunches of 2d10)

**Mitras** – Bearer of Godshammer who fought against men in the war for Starugard Pass. He and his company disappeared in the Borfeld Mountains during a blizzard never to be seen alive again. Years later, a burial vault bearing Mitras’ name was found on the borders of Borakki territory, but it was never opened.

**Mountain Lion Clan** – A small clan of goblins that roams the mountains and forests of far northern Bostonia. They are a tribe of hunter-gathers who supplement their normal take by raiding the surrounding lands. The clan has come into conflict with the town of Golmut several times in the past dozen years.

**Mox** – A goblin captured by the PCs in recent action. He has since escaped and his whereabouts are unknown.

**Narval Potbarb** – A civilized goblin alchemist who travels around the northern border of Bostonia looking for reagents. He is known for his pushcart within which he keeps all of his worldly belongings, including a full alchemical suite.

**Old Ratling Fortresses** – Three fortifications that overlook the Mesingard Pass that links Bostonia and the Borakki lands. These fortresses were once home to bands of white ratlings who were involved in strange alchemical experiments.

**Piers Clot** – The leader of the Lakemen who escaped justice and is still at large with his lieutenants.

**Sackers** – A vigilante group in Salem run by Kel Perth. The group is made up of a number of anonymous townspeople who meet at predetermined locations and patrol the night streets of the city wearing brown sacks over their heads to protect their identities.

The Sackers suspended operations at the request of the PCs. Whether that arrangement holds remains to be seen.

**Sister Mary** – Lay Sister who works in Golmut as a physician.

**Starugard Pass** – The main pass between Borakki lands and Bostonia.

**Starugard Slavers** – A band of slavers that operates in the northlands. They have been attacking northern Bostonian towns and then fleeing into Borakki lands. Their hideout is one of three Old Ratling Fortresses.

The Starugard Slavers were led by two Borakki named Grummond and Belgarde. Grummond was killed by the PCs, but Belgarde escaped.

**Strohem Boreh** – Original (Borakki) name for Godshammer. Translated literally, it means “Tool of God”.

**Sunkiss** – A bright yellow and white flower that is rubbed on the forehead. It is used as a blessing by priests and gives a +1 to the recipient’s next blessing, ceremony or theology roll. (DL 14, bunches of 2d4)

**Velst** – Cobrat town mentioned as “the latest to be taken in the Crusade.”

**Zett** – Allows a mage to meditate twice in a single day, but that night they sleep poorly and gain only 1d4 levels. (DL 17, bunches of 2d3)