



CANDLEMARC'S ATLAS OF RIVERBROOK

Being a true and accurate account of that place

Compiled by the author, Candlemarc of Cliern, 151 AL

Greetings traveler, I am Candlemarc of Cliern. Some readers will doubtless note a few of my earlier works, *Sir Quinet, A Portrait of a Knight*, and *The Tragedy of Stefan, the Eight Day King*. Being a wanderer from place to place, dabbling in whatever should suit my fancy at the time I have had the opportunity to visit many of the finest locales of the

land. I recently stumbled upon a town known as Riverbrook. After having spent a few days in the town, I was approached by a most delightful man who identified himself as Jemial, the Baron's Chamberlain. After an hour or three of conversation, he informed me that he had recognized my name when the innkeeper mentioned it. No doubt it was due to my popularity from my aforementioned works. He engaged me to produce a volume on the town and its history as a way of providing much needed information to his new employer Lord Cordwell. I decided to take Jemial's generous offer and produce this volume.

HISTORY

By all accounts Riverbrook is named for its location where Maylander's Brook joins the Avenger River. Saint Maylander was a knight of an ancient order. He is storied as being a true defender of the faith, and it was near this brook that Maylander met his tragic fate. According to legend, Maylander set out in pursuit of a horde of Orcs who fled before his righteous blades. Upon reaching a point near the current settlement of Riverbrook, the orcs turned and ambushed the knight who had ridden far out ahead of his retainers. What followed was a bloody struggle that could only be pieced together by the retainers who arrived too late to save the noble knight.

It was evident that Saint Maylander had been assaulted by at least two score of the evil ones. His body was found in the center of the remains of at least 18 his foes. His two swords, points buried in the remains, were glowing with a holy light. The knight himself, although his armor was rent and dented with many blows, had no marks on his body and his face was as serene as if he had simply drifted off to sleep. Of any remaining orcs there was no sign. Maylander's two swords, one reportedly having the power to heal wounds and the other granting strength to the user, were taken to his order's armory and stored in its vaults. The knight was buried just inside of what is now the main gate. A stone obelisk now stands vigil to the knight's remains. Locals call the marker the Martyr's column, and



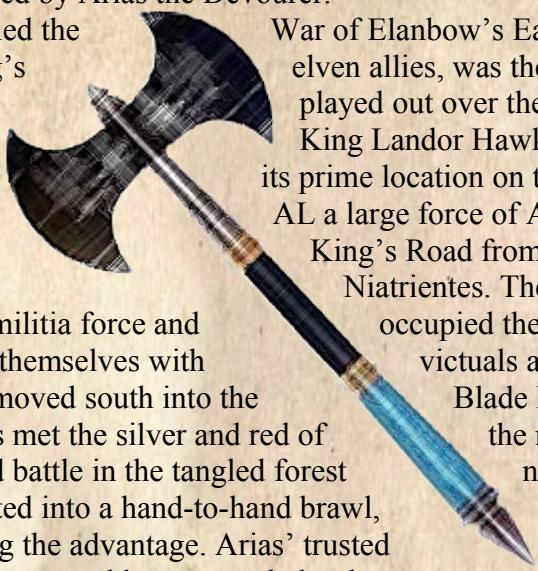
the priests tend it as a religious icon.

In the years after Maylander's Last Ride, as the battle was named, the area along the river grew with the increasing traffic on the Old King's Road. As a result a small village appeared on the banks of the river near the brook and the old obelisk, and people began carving plots of land out of the surrounding forests.



In the year 41 AL the village of Riverbrook came under royal control for the first time. King Landor Hawk annexed the small village to use as a northern supply point for his small kingdom centered to the south in the Blade Moot Forest. Taxes were levied, a town militia established, and the first gatehouse was built. Attempts at a wall also took place, but remained unfinished by the time of the first troubles with the forces led by Arias the Devourer.

This conflict, called the torture of one of the king's conflicts that were the forces of Arias and pay a heavy price for Hawk's kingdom. In 44 south along the Old destroyed kingdom of overwhelmed the small militia force and legionnaires re-supplied themselves with from the townsfolk and moved south into the the first time, black clads met the silver and red of armies fought a confused battle in the tangled forest Akin. Fighting degenerated into a hand-to-hand brawl, until dark, neither gaining the advantage. Arias' trusted Vaklere sensed that his force could not overwhelm the he disengaged from the melee and moved his army north towards the open grasslands north of the forest. His plan was to draw out the Landorian defenders. Lord Lierion, the fortress commander, took the bait and rushed out in a hasty pursuit. Two days later the armies clashed on the fields of a local farmer named Nil Fellow. Lord Lierion and some fifteen hundred soldiers were killed in the resulting battle. The Battle of Fellow's Field ushered in a series of reverses for the Landorian forces.



War of Elanbow's Ear after the gruesome elven allies, was the first war of a series played out over the next decade between King Landor Hawk. Riverbrook would its prime location on the northern flank of AL a large force of Arias' legions raided King's Road from their bases in the Natiientes. They quickly occupied the village. The victuals and equipment looted Blade Moot Forest. Here, for the royal army. The two near the Fortress of the two sides fighting subordinate General Landorian army, so

Eventually, the king was able to rally his troops and force the black clads back to the north. Arias' final defeat came at the Battle of Gorian's Rut, but a decade of war had taken its toll on the area. The old capital in the Blade Moot Forest was abandoned and moved a hundred leagues to the north. Traffic on the Old King's Road, once the main north-south thoroughfare, was shifted to the newly built North Road on the west bank of the Avenger River. Riverbrook was left to wither on the vine for the next fifty years.

Around 100 AL, a well to do river trader named Firsten Harcourt saw the value in establishing several small docks in Riverbrook to handle a fresh interest in timber being

logged in the Blade Moot Forest. Harcourt's ambitious plan paid huge dividends and sparked a new growth in the area.

Over the next several decades the town grew with new construction and it expanded to include accommodations for travelers and a trade's ward headed by the town's guilds of smiths, artificers, and craftsmen. It has now become a burgeoning town, complete with a mayor, well-defined town militia, and with the coming of Lord Cordwell, its own minor nobility.

GEOGRAPHY

Riverbrook is located on a broad plain south of Maylander's Brook and situated on the east bank of the Avenger River. Just east of the town running primarily north to south is the Old King's Road. This road predates even the days of the kingdom's founding. Following the destruction of the first capital and the subsequent move of the capital to the north, the Old King's Road fell into disuse and a new road on the west bank of the Avenger river now catches most of the travelers. Just south of Riverbrook the Old King's Road disappears into the forest, becoming a series of overgrown trails and logging paths leading into the interior of the woods. As a result, most of Riverbrook's trade is primarily waterborne traffic from the Avenger River.

The town itself is divided into roughly four main districts, or wards, as the locals call them. These are the Gate Ward, Upper Ward, the Guild Ward, and the Lower Ward. Each of the wards has its own unique flavor and history.



THE GATE WARD

The Gate Ward is so named as the main town gate is the predominate fixture of the ward; it is also the smallest in size of the four wards. Due to its place as the town gate, this ward has always been the main staging area of the town militia. Through the years attempts have been made by ambitious guard captains, town mayors, and concerned citizens to build a defensive wall around the town. Unfortunately wall construction has never been successful due to lack of money, enthusiasm, and skilled labor on the part of the citizens. Only the gatehouse proper, known to the citizens as "The Armory," and two

short wall sections capped with small round towers serve as fortifications for the town. Due to the coming of Lord Cordwell there is renewed interest in completing a wall to encompass the town, and he is organizing labor teams to begin work anew. Other buildings in the Gate Ward include the military stables, a barracks building, parade field and a military storehouse.

A1 *The Armory*

This old stone keep has two sections and houses two massive iron bound oaken doors, now called by the militia Cordwell's Gate in honor of their commander. The main section of the Armory is a square stone three-story tower keep. This building houses the militia's arms, temporary barracks, dungeon, and serves as watchtower. The second section of the Armory is a smaller two story stone structure with a wooden shingle roof. This structure is a storehouse and serves as an access point to the northern wall section. The two small circular towers contain enough room for 10 guardsmen.

A2 *The Martyr's Column*

The column is a granite obelisk ten feet square at the base that tapers to a point some twenty-five feet above. The great monolith is weathered and much of the carving illegible, but its tremendous size garners much attention as it is the first thing visitors see as they come through the gates. Whether the remains of Saint Maylander rest under the monument, no one really knows and those that are curious are reluctant to tempt the fates. Recently, Cordwell has thought to begin inscribing the names of those who fall in defense of the town onto the monument but has not as yet followed up on the idea. Perhaps he too is reluctant to tempt the shade of Saint Maylander.



THE UPPER WARD

The Upper Ward is home to the more elite members of Riverbrook's society. Amongst the homes here is the mayor's residence, homes of several wealthy merchants, and of course the Baronial Manor House which is located at the end of the street. This wide thoroughfare can be counted on to see all manner of the town's well to do going to and from their residences. It also boasts the only organized system of lighting consisting of streetlights spaced every twenty-five feet apart. These were placed as a joint venture of the mayor and several of the street's residents who pay a night man to ensure that the lights remain lit during hours of darkness.

B1 *The Mayor's Home*

The Mayor of Riverbrook, Julian LeCarde, has a sprawling residence very near the Baronial Manor House. It boasts a luxurious private bath, an atrium, and garden, as well as a large dining room. The mayor counts himself among the "gentlemenliest" of hosts and spares no expense to see that his guests are entertained in the most impressive of styles. His dress balls are quite legendary, Chamberlain Jemial has informed me, and one getting an invitation should strive to attend. For the less than honest folk who might

read this however, be warned, the Mayor has several ways of ensuring that his belongings remain in his possession.

B2 *The Baronial Manor House*

This imposing brick structure has a unique history. Built over 50 years ago by the river trader, Firsten Harcourt, the house was designed as a fortified stronghold where Harcourt could keep his goods and money safe from competitors. It was also rumored that Harcourt was involved in some black market affairs of his own. Harcourt built the stone keep and operated his business out of it for twenty years until a rival stabbed him during a card game. Harcourt's underlings immediately set about clearing out their erstwhile employer's possessions and stripping the building clean. Over the next several years the old building deteriorated under a series of owners. The building was rescued by Baron Mendell of Mossmoor fifteen years ago. He placed a knight protector over the town and allowed the knight to live in the residence. The knight, however, remained in Riverbrook for only a short period before being recalled to Mossmoor to assume other duties for the baron. Several more years passed and the house once again fell into disrepair. Upon his arrival Lord Cordwell, with the help of local guildsmen and his Chamberlain Jemial, once again rejuvenated the old building and took up residence. Due to his recent patent of nobility he is seeking to develop the Manor in a manner befitting the town's status as a baronial seat.

In layout the manor is a three-story structure flanked on both ends by two square watchtowers. There is a kitchen attached by a small breezeway. The building has an indoor well and a well-stocked cellar. Lord Cordwell has intends for the house to be fully capable of serving as a stronghold should the need arise.

THE GUILD WARD

This ward is the largest and most diverse of the four sections of Riverbrook. It contains all the middle-class shops and homes, skilled trader's buildings, and also includes by default the waterfront district. The main streets in the ward are Forge, Plaza, Trade's, and Guild Hall Streets. These routes form a rough square with shops and house fronts lining the way.

C1 *The Unicorn's Horn*

The Unicorn's Horn is an excellent Tavern and Inn. Located at the corner of Guild Hall and Plaza Streets, the Inn caters to most of the travelers coming into the town through the main gate. Its location brings the Inn a large amount of traffic and rooms are fairly difficult to obtain during certain times of the year. The proprietor Tobias Redbeard is an ex-soldier and manages his place efficiently. The ales are not watered and wines are full and robust, if somewhat common. Redbeard does not allow his serving women to take on extra duties and does not allow other doxies to practice their wares in the common room of the inn. The building itself is quite a large two-story affair complete with an attached stable. The bottom floor is a great common room with a stone fireplace, while the upper floor contains the inn's bedrooms. Prices for a night's stay and meals are around 5 silver pieces, and the meals are hot and well prepared. Due to the high caliber of his establishment, Redbeard seems to have a virtual monopoly on the inn business.



C2 *Dan Tees' Inferno*

Dan Tees is the blacksmith of regard in Riverbrook. His shop employs three forges and is located on the appropriately called Forge Street. Dan Tees has lived in Riverbrook for nearly forty years and has seen his place grow from a small farrier's forge to an industry employing three smiths, a full time farrier and numerous apprentices. He handles all manner of ironwork from shoeing horses to making logging implements and boat hardware. Dan Tees dabbled in sword making in his earlier years and while he does none of that full time a special request is sometimes granted for the right patron at the right price.

C3 *Arms and Things*

The Arms and Things is a shop dealing solely with the business of outfitting the adventurer. The patroness Olivia Eaglon is a striking woman of about thirty, and her shop handles the mundane things a traveler might need. Her business has been quite good in recent months as more and more travelers intent on exploring the Blade Moot arrive. Weapons such as daggers, swords, arrows can be purchased at reasonable prices. They are serviceable but have a mass produced look about them. Other items include leather goods, wine flasks, rope, tinder and other equipment. Eaglon imports many of her weapons from the north and substantial shipments of goods for her shop arrive at the wharves. It is a fairly standard shop fulfilling a necessary role in any town where adventurers come to call.

C4 *The Water Closet*

Located just off Warehouse Alley, the Water Closet is a small alehouse catering to the river men who come into the guild ward bearing goods for the shop owners and want to stop off for a quick pint. As a tight confined one room building, the Water Closet lives up to its name, and the ale is less than average quality, but the distilled spirits are excellent and not expensive.

C5 *The Guild Hall*

This large expansive hall houses the main guilds of Riverbrook including the River-men's guild, Stonemasons guild, Smith's guild and several of the smaller guilds in town. The building is stone with a cedar shake roof. It has a large dining hall and once a year the guilds cooperate to offer a "Feast of the Guild" where many of the locals are invited to attend.

C6 *The Longshoreman Tavern and Inn*

The Longshoreman is located on Wharf Street and is a prototypical sailor's haunt. The building is actually three old warehouses joined together. The walls are decorated with nautical themes, stuffed fish, and a generous supply of cast nets. A few troublemakers give the proprietor Finnious Lendran a hard time but these incidents seem to be few and only when certain vessels come down the river. As a whole this large

building is spacious and has a flavor about it. A word to the wise however, be careful of making any “seamen” jokes in the bar, it could get ugly.

THE LOWER WARD

The Lower Ward is, by its nature of being associated with the darker side of life in Riverbrook, perhaps the most diverse and interesting of the town. It is also the most dangerous and any traveler should be wary of tarrying too long or journeying alone into the ward after dark. By day it is home to some of the more unscrupulous of occupations, by night it is the haunt of the predators who prey on the weak or foolish.

The area of town known as Thieves' End Alley and Blood Pool Cut was for a time a haven for the town's growing thieves' guild. The thieves would lure unsuspecting travelers into the Severed Hand tavern by a well-crafted ruse involving the doxies of the area. The women would take the unwary travelers into the tavern and there, lulled by promises of a fine night and cheap spirits, the victims would be fed drugged food and drink inducing them into unconsciousness. Those fortunate few who survived the experience would wake up in the morning face down in a gutter and bereft of all possessions. These possessions would later be smuggled out of Riverbrook and resold by the thieves at quite a profit.

Unfortunately, the thieves allowed a man to live that they, in hindsight, should have killed outright. Ironically, that man was Jerrold Cordwell, the present Lord Cordwell. Lord Cordwell, then a simple mercenary soldier, and several shadowy companions, who have expressed interest in not being named in this missive, came to Riverbrook traveling north for the summer festival in Mossmoor. The men were directed to the Unicorn's Horn Inn having arrived in Riverbrook late in the evening. While his companions remained behind, Cordwell, in a purely senseless move (Lord Cordwell incidentally does not speak of the events these days, I am told) decided to test the legendary Lower Ward and staggered drunk off into the night. Deep in the ward he ran afoul of the aforementioned scheme and was fleeced, beaten, and left for dead in an alley known now as Drunken Knight Lane. When Cordwell did not return in a reasonable time his companions began a search, eventually located him, and carried him back to the Unicorn's Horn. What happened next is pieced together from survivor's accounts (of which there are few) and several shop owners' statements I collected in my research.

Somewhat sobered, Cordwell and his accomplices now precipitated what the locals have termed the “Night of Thieves' Terror.” They simply walked into the Severed Hand and started systematically killing any thief that came within reach of their blades. The contest ended when nearly all the occupants of the tavern were maimed or killed. Following that evening there was a marked decline of organized crime in Riverbrook as nearly every member of the thieves' guild was dead or in hiding. It has, however, begun to rise again. The Lower Ward is too good a breeding ground for the elements of crime. Its location near the docks, its lack of street lighting, and of course its lower economic standing in the town make it perfect for those looking to make a quick gold piece, smuggle goods, or fleece an unsuspecting outsider.

D1 *The Severed Hand Tavern*

If blood and mayhem are the on the evening's agenda, the Severed Hand will fill the bill on most any night. Ambiance is provided by the boarded up windows (glass being expensive to replace on a nightly basis) and a motley collection of barflies, street trollops, and generally maladjusted patrons. The fare is poor and the watered ale served in dirty mugs. Ownership of the tavern changed with the unfortunate demise of the previous owners, and the new owner, a sleazy fellow named "Quick Hand"

Malloy, has promised improved service. So far the changes have been slight. The thieves' guild has begun reforming and using their old haunts again, and the tavern is seeing a new group of rogues haunting the environs. They are very quick to give Cordwell's militia a wide berth however, and have thus far kept trouble to a minimum.

D2 *The Hole in the Wall Pub*

Quite literally the access to this one room affair is through a large hole in the neighboring building. Rumor has it that the pub's new owner, Jacob Hargrow, was contemplating a name for his business a fight over money in the neighboring counting house escalated rendering a large hole in the adjoining wall. Struck by the occurrence, Jacob made an overture to the relatives of the deceased owner of the counting house (he was the reason for the hole in the wall) and gained an easement. He boarded over his own door and the rest is history. The ale is good and quite a few of the town militia frequent the place in their off duty hours. Hargrow, a chef by trade, has perfected a deep-frying technique that renders nutmeg flavored yeast rolls he calls "Hargrow-nuts." The city militia has adopted them as a supplement to their rations.

D3 *Madam Lef'vre's Den*

Located in the upper quarter of Back Stabber's Road, Madame Lef'vre's Den sports a house of massage and rooms that rent only by the hour. Riverbrook's traffic off the Avenger River assures the madam of a steady stream of sailors, longshoremen, as well as the lumberjacks who come into town on payday. All of them are quick to use the skills of Madame Lef'vre's trained "masseuses." Order in the establishment is kept by Throg, her accountant, a large half-orc and half something that's not human. Amazingly, few problems are reported to the town militia. Cordwell is rumored to have brokered a deal with Madam Lef'vre, and he precipitated a mild scandal when he invited her to one of the mayor's famed costume parties. She came dressed a street trollop.

THE ENVIRONS

Phil Pott's Ferry

This old ferry is Riverbrook's connection with the North Road on the west bank of the Avenger River. It has been rebuilt several times over the years. The ferry operation has a strict schedule crossing the river three times a day and the owner, a cantankerous old man named Phil Pott, will not deviate from his schedule for any reason. It is rumored



that his wife ran off with a man she met while waiting several hours for Phil to make a ferry run.

The Blade Moot Forest

The Blade Moot is a dense woods covering 100 square miles comprised of ancient oaks, a few pine, and scattering of other trees. For a thousand years the territory was the home to several elf tribal clans. An Over Chief who traditionally came from the Elanbow clan led the scattered tribes. During the Goblin Wars, many of the elven tribes vanished, either being consumed by the war or moving to areas less caught up in the struggle. The Elanbow clan remained to the last and the few elves still living in the forest owe allegiance to that family. Following the decline of elven presence, human occupation came to the Blade Moot with the foundation of Landor Hawk's kingdom. Having once been a baron over the same territory, he proclaimed a kingdom and took for his capital the Crystal Citadel, an impressive fortress created by elven mages an eon ago. At the darkest time during the wars against Arias the Devourer, the Crystal Citadel was captured and largely destroyed. It remained the capital, if in name only, until the time following Arias' defeat, when the king built the Imperial City of Landorium 100 leagues to the north. Afterward the old roads were abandoned and traffic through the forest slackened until only the lumberjacks and few remaining families used its roads and trails. Over the last century the forest has seen a return to its more primordial appearance. Its legend-haunted depths have seen a new flock of adventurers descending on the forest. Tales of ancient elven citadels, numerous legends of lost wealth, and even the rumored sightings of dragons have sparked a growth of interest in the area.

The Fortress of Akin

The fortress was once a major defensive bastion covering the approaches to King Landor Hawk's capital. Now, it lies abandoned since the capital was moved to the north some 80 years ago. Its impressive walls have deteriorated, and the whole is covered in thick forest growth, but many of the structures remain. Its upper works are still patrolled, although infrequently, by some of the few elves who remain in the Blade Moot. Its lower floors and other defensive works are still rumored to hold hidden caches of weapons and equipment from the wars and many adventurers have delved into the ruins searching for the lost valuables. Many have never returned.

Sword Keep

Sword Keep is another of the frontier posts of the old kingdom. Built near the remains of an earlier elven outpost, the keep was once guardian of the Old King's Road. Since its abandonment, the keep's central tower has collapsed, leaving only the outer walls and dry moat as testament to its defense. Much like the larger fortress of Akin, Sword Keep is said to have a hidden storehouse deep underground. It is also rumored that some highly secret experiments went on there under the watchful eye of the Elanbow clan's high mages. What, if anything has become of those experiments remains a mystery.

Fellow's Field

Fellow's Field is a hallowed place among the people of Riverbrook. The old battlefield contains the cairns of the "Immortal 1500." These cairns are the final resting place of the soldiers who fell fighting to defend the region against Arias' forces. It is also a haunted place. Passersby tell of seeing apparitions marching in column led by a knight

on a charger of mist on dark evenings, and most avoid the area. It is rumored that those who fly the Landorian standard have naught to fear from the lost heroes while those whose motives are to malign or harm the area suffer grisly torments. All in all, it is a place of which to be wary.

EPILOGUE

I present my fellow travelers with the town of Riverbrook. It holds the seeds to become a booming area of development and those wishing to try their fortunes here are welcome. They will find it an exciting place. Until my next missive, I bid you Adieu.

Candlemarc of Cliern

About the Designers:

Judd Smith and Coley O'Donnell both have over 30 years of gaming experience. This collaborative effort is part of a much larger campaign milieu that has been in development since the early 1980's.

Text and Art Design:

Judd Smith

Graphics by:

Coley O'Donnell



