

## Mark-I Wiki Extract (Excluding Session Logs and Foes)

<id>https://mark-1.obsidianportal.com/wikis/78647/new</id>

<link>https://mark-1.obsidianportal.com/wikis/mark-1/new</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1158394</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/home-page</link>

<content gm\_only="true" format="html">&lt;h1&gt;&lt;strong&gt;Taleris&lt;/strong&gt;&lt;br /&gt;  
\_\_\_\_\_&lt;/h1&gt;

&lt;hr /&gt;

&lt;p&gt;&lt;a href="/wikis/races" class="wiki-page-link"&gt;Races&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/regions" class="wiki-page-link"&gt;Regions&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/history" class="wiki-page-link"&gt;History&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/cosmology" class="wiki-page-link"&gt;Cosmology&lt;/a&gt;&lt;/p&gt;

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&lt;p&gt;&lt;a href="/wikis/motifs" class="wiki-page-link"&gt;Motifs&lt;/a&gt;&lt;/p&gt;

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</content>

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&lt;p&gt;&lt;a href="/wikis/palette" class="wiki-page-link"&gt;Palette&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/palette-2" class="wiki-page-link"&gt;Palette 2&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/palette-3" class="wiki-page-link"&gt;Palette 3&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/adventures" class="wiki-page-link"&gt;Adventures&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/ii-compatability" class="wiki-page-link"&gt;II  
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<id>https://mark-1.obsidianportal.com/wiki\_pages/1158395</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/main-page</link>

<content gm\_only="false" format="textile">[[Aerth]] (under construction as needed for current campaign)

h1. Welcome to your wiki!

This is your wiki Main Page. It serves as a starting point for your wiki. From here you can begin organizing your campaign!

To get you started, here are some examples of what you can do with the wiki. To see how these work, click on the 'Edit' button at the bottom and just start playing around. Don't worry, you won't break anything.

h3. Creating a new page

To create a new page, just make a name and surround it with double square brackets like so: [[A New Page]]. When you save the page, the link will show up and you can click on it to create the new page.

### h3. Linking to existing pages

To link to existing pages, use the same double square brackets. For example, here's a link to this page: `[[Main Page]]`

### h3. Linking to a page with different text

If you don't want to use the page's name as the link text, you can specify your own text by placing a vertical bar `|` and the link text in the link like so: `[[Main Page | Linking with different text]]`

### h3. Linking to characters

For PCs and NPCs in your campaign, the easiest thing is to use the PC/NPC Link Lookup in the sidebar to the right. It's quite handy! Otherwise, the links behave much like a wiki link, just with a colon at the start.

### h3. HTML and Textile

To style things how you want, you can use either HTML (with some restrictions) or a simple formatting language called `<a href="http://redcloth.org/hobix.com/textile/">Textile</a>`. It's up to you, but Textile is pretty easy, while simultaneously allowing for lots of customization.

`</content>`

```
<content      gm_only="true"      format="html">&lt;p&gt;&lt;a      href="/wikis/aerth"
class="wiki-page-link"&gt;Aerth&lt;/a&gt;  (under  construction  as  needed  for  current
campaign)&lt;/p&gt;

&lt;h1&gt;Welcome to your wiki!&lt;/h1&gt;
```

&lt;p&gt;This is your wiki Main Page. It serves as a starting point for your wiki. From here you can begin organizing your campaign!&lt;/p&gt;

&lt;p&gt;To get you started, here are some examples of what you can do with the wiki. To see how these work, click on the &#8216;Edit&#8217; button at the bottom and just start playing around. Don&#8217;t worry, you won&#8217;t break anything.&lt;/p&gt;

&lt;h3&gt;Creating a new page&lt;/h3&gt;

&lt;p&gt;To create a new page, just make a name and surround it with double square brackets like so: &lt;a href="/wikis/A%20New%20Page/new" class="create-wiki-page-link"&gt;A New Page&lt;/a&gt;. When you save the page, the link will show up and you can click on it to create the new page.&lt;/p&gt;

&lt;h3&gt;Linking to existing pages&lt;/h3&gt;

&lt;p&gt;To link to existing pages, use the same double square brackets. For example, here&#8217;s a link to this page: &lt;a href="/wikis/main-page" class="wiki-page-link"&gt;Main Page&lt;/a&gt;&lt;/p&gt;

&lt;h3&gt;Linking to a page with different text&lt;/h3&gt;

&lt;p&gt;If you don&#8217;t want to use the page&#8217;s name as the link text, you can specify your own text by placing a vertical bar | and the link text in the link like so: &lt;a href="/wikis/main-page" class="wiki-page-link"&gt;Linking with different text&lt;/a&gt;&lt;/p&gt;

&lt;h3&gt;Linking to characters&lt;/h3&gt;

&lt;p&gt;For PCs and NPCs in your campaign, the easiest thing is to use the PC&lt;span class="caps"&gt;NPC&lt;/span&gt; Link Lookup in the sidebar to the right. It&#8217;s quite handy! Otherwise, the links behave much like a wiki link, just with a colon at the start.&lt;/p&gt;

&lt;h3&gt;&lt;span class="caps"&gt;HTML&lt;/span&gt; and Textile&lt;/h3&gt;

&lt;p&gt;To style things how you want, you can use either &lt;span class="caps"&gt;HTML&lt;/span&gt; (with some restrictions) or a simple formatting language called &lt;a href="http://redcloth.org/hobix.com/textile/"&gt;Textile&lt;/a&gt;. It&#8217;s up to you, but Textile is pretty easy, while simultaneously allowing for lots of customization.&lt;/p&gt;</content>

<content gm\_only="true" format="textile">Every wiki page has a secret GM Only area that is only visible to you, the GM. Put your secret plans, deadly enemies, or plot hooks here and they'll be visible to you when you need them, but invisible to all your players and the rest of the world. You can link to other pages just like above, so your schemes can be as intricate as necessary!

</content>

<content gm\_only="true" format="html">&lt;p&gt;Every wiki page has a secret GM Only area that is only visible to you, the GM. Put your secret plans, deadly enemies, or plot hooks here and they&#8217;ll be visible to you when you need them, but invisible to all your players and the rest of the world. You can link to other pages just like above, so your schemes can be as intricate as necessary!&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1428832</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/aerth</link>

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[Side Quests](/wikis/side-quests)

[Palette](/wikis/palette)

[Palette 2](/wikis/palette-2)

[Palette 3](/wikis/palette-3)

[Adventures](/wikis/adventures)

[Compatability](/wikis/ii-compatability)

[https://mark-1.obsidianportal.com/wiki\\_pages/1428838](https://mark-1.obsidianportal.com/wiki_pages/1428838)

[https://mark-1.obsidianportal.com/wiki\\_pages/the-age-of-dragons](https://mark-1.obsidianportal.com/wiki_pages/the-age-of-dragons)

Great dragons rule supreme over all the land until the Allfather forces back Chaos splintering off a portion of each into what would become the gods. The dragons' power is diminished which allows the Allfather's first children, the titans to flourish.

???

As the gods fight amongst themselves, life evolves on its own until the world is covered in strange, massive monstrosities. The dominant form of life that emerges is the great wyrms. Having consumed all other beings, the wyrms grow godlike in power. The gods are aware of this new threat, but they are unable to cooperate with one another enough to deal with it. Their children descend to fight the dragons. When the great wyrms are banished, the gods' offspring are granted dominion over the world

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[Back to History](/wikis/history)

<id>https://mark-1.obsidianportal.com/wiki\_pages/1428847</id>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/jokulsa</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/asmar</link>

<content gm\_only="true" format="html">&lt;p&gt;(Celtic)&lt;/p&gt;

&lt;p&gt;The last wave of &lt;a href="/wikis/andar" class="wiki-page-link"&gt;Andar&lt;/a&gt; migration down into Avralor. They managed to maintain a crude semblance of civilization for some time after moving south. They were shunned by the dwarves and elves until the &lt;a href="/wikis/war-of-the-slave-lords" class="wiki-page-link"&gt;War of the Slave Lords&lt;/a&gt; when they became full-fledged allies under the first king, &lt;a href="/wikis/Jor/new" class="create-wiki-page-link"&gt;Jor&lt;/a&gt;. The first kingdoms of Avralor were ruled by his descendants.&lt;/p&gt;

&lt;p&gt;Descendants:&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/human-cultures" class="wiki-page-link"&gt;Human Cultures&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/the-age-of-sleep</link>

<content gm\_only="true" format="html">&lt;p&gt;Primordial era. Plant life and simple organisms.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/history" class="wiki-page-link"&gt;History&lt;/a&gt;</content>

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&lt;p&gt;&lt;strong&gt;Government&lt;/strong&gt;: Monarchy&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Demonyms&lt;/strong&gt;:&lt;br /&gt;Faladonian&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Races&lt;/strong&gt;: Humans; Dwarves, Elves, Gnomes&lt;/p&gt;

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Splintered Mind</a></p>

<p><a href="/wikis/east-faladon" class="wiki-page-link">East Faladon</a></p>

<p><a href="/wikis/west-faladon" class="wiki-page-link">West Faladon</a></p>

<p>Brenlock, Gwersbyn, Luslian, Miel, Caer Dinnewyn<br />

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Back to <a href="/wikis/avralor" class="wiki-page-link">Avralor</a></content>

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<p><a href="/wikis/harvesthome-inn" class="wiki-page-link">Harvesthome
Inn</a></p>

<p><a href="/wikis/bridgeport" class="wiki-page-link">Bridgeport</a></p>

<p><a href="/wikis/anbrook" class="wiki-page-link">Anbrook</a></p>

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<p><a href="/wikis/seth" class="wiki-page-link">Seth</a></p>

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<p><a href="/wikis/baydon" class="wiki-page-link">Baydon</a></p>

<p><a href="/wikis/staerdale-hold" class="wiki-page-link">Staerdale
Hold</a></p>
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<p><a href="/wikis/fortress" class="wiki-page-link">(fortress)</a></p>  
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<p>(1 square = 100 miles)</p>

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href="/wikis/rhalessa" class="wiki-page-link">Rhalessa</a>??<br />

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??<a href="/wikis/dindural" class="wiki-page-link">Dindural</a>??<a

[Sinnarian Coast](/wikis/sinnarian-coast)

[History](/wikis/avralor-history-0)

Area: a luscious palace and grounds surrounded by a wasteland of poverty and hunger

Small population of Warforged (MM3) works as labor force for a corrupt regime. Their intelligence and ancient past as war machines is unknown to the regime. As conditions worsen, the warforged find it necessary to take up arms again.

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[https://mark-1.obsidianportal.com/wiki\\_pages/1430133](https://mark-1.obsidianportal.com/wiki_pages/1430133)

[https://mark-1.obsidianportal.com/wiki\\_pages/road-oakhurst-to-harvesthome](https://mark-1.obsidianportal.com/wiki_pages/road-oakhurst-to-harvesthome)

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[https://mark-1.obsidianportal.com/wiki\\_pages/preparation-and-departure](https://mark-1.obsidianportal.com/wiki_pages/preparation-and-departure)

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[Groups](/wikis/bridgeport-history) [History](/wikis/bridgeport-history)

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district</a>&lt;br /&gt;

&lt;a href="/wikis/bridgeport-districts-9-professionals" class="wiki-page-link"&gt;9

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[https://mark-1.obsidianportal.com/wiki\\_pages/bridgeport-map](https://mark-1.obsidianportal.com/wiki_pages/bridgeport-map)

A map of Bridgeport, Maine, showing various districts. The map is a top-down view with different colored areas representing different parts of the town. The districts are labeled with numbers 1 through 6, corresponding to the links provided below.

[1 Average Residential](/wikis/bridgeport-districts-1-average-residential)

[2 Slums](/wikis/bridgeport-districts-2-slums)

[3 Slums](/wikis/bridgeport-districts-3-slums)

[4 Professionals](/wikis/bridgeport-districts-4-professionals)

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Calithor&lt;/a&gt;&lt;br /&gt;

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Estates&lt;/a&gt;&lt;br /&gt;

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District&lt;/a&gt;&lt;br /&gt;

&lt;a href="/wikis/bridgeport-districts-9-civic-district" class="wiki-page-link"&gt;9 Civic  
District&lt;/a&gt;&lt;br /&gt;

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&lt;a href="/wikis/bridgeport-districts-11-guildhall-district" class="wiki-page-link"&gt;11 Guildhall  
District&lt;/a&gt;&lt;br /&gt;

&lt;a href="/wikis/bridgeport-districts-12-average-residential" class="wiki-page-link"&gt;12 Average  
Residential&lt;/a&gt;&lt;br /&gt;

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&lt;a href="/wikis/bridgeport-districts-14-tavern-district" class="wiki-page-link"&gt;14 Tavern/Theater  
District&lt;/a&gt;&lt;br /&gt;

&lt;a href="/wikis/bridgeport-districts-15-warehouse-district" class="wiki-page-link"&gt;15 Warehouse  
District&lt;/a&gt;&lt;br /&gt;

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&lt;a href="/wikis/bridgeport-districts-18-warehouse-district" class="wiki-page-link"&gt;18 Warehouse  
District&lt;/a&gt;&lt;br /&gt;

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[20 Garrison](/wikis/bridgeport-districts-20-garrison)

[21 Professionals](/wikis/bridgeport-districts-21-professionals)

[22 Warehouse District](/wikis/bridgeport-districts-22-warehouse-district)

[23 Slums](/wikis/bridgeport-districts-23-slums)

[24 Inn district](/wikis/bridgeport-districts-24-inn-district)

[25 Average Residential](/wikis/bridgeport-districts-25-average-residential)

[26 Necropolis](/wikis/bridgeport-districts-26-necropolis)

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[https://mark-1.obsidianportal.com/wiki\\_pages/harvesthome-inn-interior-night](https://mark-1.obsidianportal.com/wiki_pages/harvesthome-inn-interior-night)

You enter a good sized tavern flanked on the left by a dining hall and on the right by
--

another hall filled with gaming tables. The smell of roasted meat and potatoes fills the air. A group of musicians play an upbeat frolicking tune loudly over the clamor of many voices raised in revelry and loud laughter.

Innkeeper: [Alderman](/characters/alderman),,

2 guards, 4 serving wenches, 1d20+10 customers

1 guard, 4 serving wenches, 1d6+2 parties of customers

2 guards, 3 serving wenches, 1d6+2 gaming tables, each with a game master and 1d4+4 customers

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[[wolf]]</content>

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<id>[https://mark-1.obsidianportal.com/wiki\\_pages/1431619](https://mark-1.obsidianportal.com/wiki_pages/1431619)</id>

<link>[https://mark-1.obsidianportal.com/wiki\\_pages/kobold-0](https://mark-1.obsidianportal.com/wiki_pages/kobold-0)</link>

<content gm\_only="false" format="textile">"kobold":<http://www.dandwiki.com/wiki/SRD:Kobold>

!https://s-media-cache-ak0.pinimg.com/originals/b7/48/8e/b7488e8a01e9ff87399002e7f52cbddf.jpg!

[This humanoid is about the size of a gnome or halfling. It has a scaly hide, a naked tail like that of a rat, and a doglike head with two small horns.]

TLCOB:

==CR 1/4; SZ S [Reptilian]; HD 1d8;

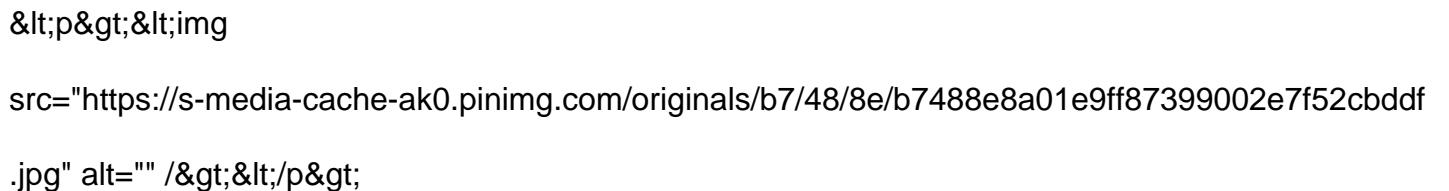
hp 4 each; Init +1; Spd 30 ft.; AC 15, touch 12,

flat-footed 14; BAB/Grap +1/-4; Atk +1 melee

(1d6-1, spear, crit X3), or +3 ranged (1d6, light

crossbow, crit 19-20); SQ darkvision (60 ft.), light sensitivity; AL LE; SV Fort +0, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8. Skills: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +4, Profession (miner) +2, Search +2, Spot +2. Feats: Alertness. Possessions: halfspear, light crossbow, 10 bolts, leather armor, 3d8 cp.

<http://www.dandwiki.com/wiki/SRD:Kobold>



This humanoid is about the size of a gnome or halfling. It has a scaly hide, a naked tail like that of a rat, and a doglike head with two small horns.

--

**TLCOB**

CR 1/4; SZ S [Reptilian]; HD 1d8; hp 4 each; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; BAB/Grap +1/-4; Atk +1 melee (1d6-1, spear, crit X3), or +3 ranged (1d6, light crossbow, crit 19-20); SQ darkvision (60 ft.), light sensitivity; AL LE; SV Fort +0, Ref +1, Will -1;

Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills: Craft (trapmaking) +2, Hide +6, Listen

+2, Move Silently +4, Profession (miner) +2,

Search +2, Spot +2. Feats: Alertness.

Possessions: halfspear, light crossbow, 10 bolts,

leather armor, 3d8 cp.

[https://mark-1.obsidianportal.com/wiki\\_pages/1431620](https://mark-1.obsidianportal.com/wiki_pages/1431620)

[https://mark-1.obsidianportal.com/wiki\\_pages/wolf](https://mark-1.obsidianportal.com/wiki_pages/wolf)

Wolf: <http://www.dandwiki.com/wiki/SRD:Wolf>

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Monstrous Spider: [http://www.dandwiki.com/wiki/SRD:Monstrous\\_Spider](http://www.dandwiki.com/wiki/SRD:Monstrous_Spider)

List of Monstrous Spiders

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[[Tiny Monstrous Spider]]



[[Small Monstrous Spider]]

[[Medium Monstrous Spider]]

[[Large Monstrous Spider]]

[[Huge Monstrous Spider]]

[[Gargantuan Monstrous Spider]]

[[Colossal Monstrous Spider]]

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Spider</a></p>

<p><a href="/wikis/huge-monstrous-spider" class="wiki-page-link">Huge Monstrous Spider</a></p>

<p><a href="/wikis/gargantuan-monstrous-spider" class="wiki-page-link">Gargantuan Monstrous Spider</a></p>

<p><a href="/wikis/colossal-monstrous-spider" class="wiki-page-link">Colossal Monstrous Spider</a></p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/gargantuan-monstrous-spider</link>

<content gm\_only="false" format="textile">|A snapping branch behind you freezes you in your tracks. Looking back through the trees you see nothing. After a few heartbeats, you see the low, hulking form of a massive spider come rushing at you. Skittering horribly across the forest floor about 60 feet away, it looks to be 20 feet long and 15 feet wide.|

"Gargantuan Monstrous Spider":http://www.dandwiki.com/wiki/SRD:Gargantuan\_Monstrous\_Spider

If PC's decide to fight, 2 more huge spiders also appear.

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Back to [[Webwood Quest]]</content>

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&lt;tr&gt;

&td>A snapping branch behind you freezes you in your tracks. Looking back through the trees you see nothing. After a few heartbeats, you see the low, hulking form of a massive spider come rushing at you. Skittering horribly across the forest floor about 60 feet away, it looks to be 20 feet long and 15 feet wide.&td>

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&p>&a

href="http://www.dandwiki.com/wiki/SRD:Gargantuan\_Monstrous\_Spider">Gargantuan  
Monstrous Spider&a>&p>

&p>If PC&#8217;s decide to fight, 2 more huge spiders also appear.&p>

&hr />

&p>Back to &a href="/wikis/webwood-quest" class="wiki-page-link">Webwood  
Quest&a>&p></content>

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Spider&a>&p></content>

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<content gm\_only="false" format="textile">"Ettercap":<http://www.dandwiki.com/wiki/SRD:Ettercap>

TLCOB:

==Ettercap: CR 4; SZ M Aberration; HD 5d8+5;

hp 27; Init +3; Spd 30 ft.; AC 14, touch 13,

flat-footed 11; BAB/Grap +3/+5; Atk +5 melee

(1d8+2 plus poison, bite); Full Atk +5 melee

(1d8+2 plus poison, bite), +3 melee (1d3+1 [x2],

claws); SA poison, web; SQ low-light vision; AL

NE; SV Fort +4, Ref +4, Will +6; Str 14, Dex 17,

Con 13, Int 6, Wis 15, Cha 8.

Skills: Climb +10, Craft (trapmaking) +4, Hide

+9, Listen +4, Spot +8). Feats: Great Fortitude,

Multiattack.==

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\*Traps\* (Ex)

The ettercap is particularly skilled at crafting cunning traps with its webs. Deadfalls, nooses, and spear traps are the most common traps ettercaps build with their webs. An ettercap doesn't require gold to build its traps, merely time.

==Ettercap Deadfall: CR 3; Type mechanical; Perception DC 20; Disable Device DC 20; Trigger

location; Reset repair; Effect +10 melee (4d6), multiple targets (all targets in a 10-ft. square).

Ettercap Noose\*: CR 1; Type mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset repair; Effect +15 CMB check (grapple).

Ettercap Spear Trap: CR 2; Type mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset repair; Effect +15 melee (1d6+6).

**Ettercap**

<http://www.dandwiki.com/wiki/SRD:Ettercap>

**TLCOB**

**Ettercap**: CR 4; SZ M Aberration; HD 5d8+5;

hp 27; Init +3; Spd 30 ft.; AC 14, touch 13,

flat-footed 11; BAB/Grap +3/+5; Atk +5 melee

(1d8+2 plus poison, bite); Full Atk +5 melee

(1d8+2 plus poison, bite), +3 melee (1d3+1 [x2],

claws); SA poison, web; SQ low-light vision; AL

NE; SV Fort +4, Ref +4, Will +6; Str 14, Dex 17,

Con 13, Int 6, Wis 15, Cha 8.

Skills: Climb +10, Craft (trapmaking) +4, Hide

+9, Listen +4, Spot +8). Feats: Great Fortitude,

Multiattack.

**Traps** (Ex)

The ettercap is particularly skilled at crafting cunning traps with its webs. Deadfalls, nooses, and spear traps are the most common traps ettercaps build with their webs. An ettercap doesn't require gold to build its traps, merely time.

**Ettercap Deadfall**: CR 3; Type mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset repair; Effect +10 melee (4d6), multiple targets (all targets in a 10-ft. square).

Ettercap Noose\*: CR 1; Type mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset repair; Effect +15 CMB check (grapple).

Ettercap Spear Trap: CR 2; Type mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset repair; Effect +15 melee (1d6+6).

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[Alchemist&#8217;s fire \(flask\)](/wikis/alchemists-fire-flask)</a> 20 gp 1lb<br />  
[Antitoxin \(vial\)](/wikis/antitoxin-vial)</a> 50 gp -<br />  
[Sunrod](/wikis/sunrod)</a> 2 gp 1lb<br />  
[Tanglefoot bag](/wikis/tanglefoot-bag)</a> 50 gp 1lb<br />  
[Thunderstone](/wikis/thunderstone)</a> 30 gp 1lb</p></content>

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<a href="/wikis/flail-heavy" class="wiki-page-link">Flail, heavy</a><br />

<a href="/wikis/greatsword" class="wiki-page-link">Greatsword</a><br />

<a href="/wikis/guisarme" class="wiki-page-link">Guisarme</a><br />

<a href="/wikis/halberd" class="wiki-page-link">Halberd</a><br />

<a href="/wikis/lance" class="wiki-page-link">Lance</a><br />

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[https://mark-1.obsidianportal.com/wiki\\_pages/light-melee-weapons-martial](https://mark-1.obsidianportal.com/wiki_pages/light-melee-weapons-martial)

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 <a href="/wikis/rapier" class="wiki-page-link">Rapier</a><br />  
 <a href="/wikis/scimitar" class="wiki-page-link">Scimitar</a><br />  
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 <a href="/wikis/flail-dire" class="wiki-page-link">Flail, dire</a><br />  
 <a href="/wikis/hammer-gnome-hooked" class="wiki-page-link">Hammer, gnome hooked</a><br />  
 <a href="/wikis/sword-two-bladed" class="wiki-page-link">Sword, two-bladed</a><br />  
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[https://mark-1.obsidianportal.com/wiki\\_pages/bridgeport-districts-9-professionals](https://mark-1.obsidianportal.com/wiki_pages/bridgeport-districts-9-professionals)

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[https://mark-1.obsidianportal.com/wiki\\_pages/2-1b-recap](https://mark-1.obsidianportal.com/wiki_pages/2-1b-recap)

[https://mark-1.obsidianportal.com/wiki\\_pages/1433154](https://mark-1.obsidianportal.com/wiki_pages/1433154)

[https://mark-1.obsidianportal.com/wiki\\_pages/to-webwood](https://mark-1.obsidianportal.com/wiki_pages/to-webwood)

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You stand in a field of long grass with the dead ankheg half emerged from the earth before you. Ahead, the landscape looks fairly easy to traverse, broken only by occasional gentle hills and patches of woods
---

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</table>

<p>2 miles left equals 1 hours</p>

<table>

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<td>A line of trees becomes visible on the horizon. Kerrick seems unsurprised. With a grim expression he gestures toward them. &#8220;Webwood. Normally, a place best to avoid.&#8221; He looks at the forest a moment, then continues walking, but at a slightly faster pace than before</td>

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<p>Back to <a href="/wikis/webwood-quest" class="wiki-page-link">Webwood Quest</a></p></content>

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<content gm\_only="false" format="textile">|A snapping branch behind you freezes you in your tracks. Looking back through the trees you see nothing. After a few heartbeats, you see the low, hulking form of a massive spider come rushing at you. Skittering horribly across the forest floor about 60 feet away, it looks to be 20 feet long and 15 feet wide.|

"Gargantuan Monstrous Spider":http://www.dandwiki.com/wiki/SRD:Gargantuan\_Monstrous\_Spider

If PC's decide to fight, 2 more huge spiders also appear.

---

Back to [[Webwood Quest]]</content>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;td&gt;A snapping branch behind you freezes you in your tracks. Looking back through the trees you see nothing. After a few heartbeats, you see the low, hulking form of a massive spider come rushing at you. Skittering horribly across the forest floor about 60 feet away, it looks to be 20 feet long and 15 feet wide.&lt;/td&gt;
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<p><a

href="http://www.dandwiki.com/wiki/SRD:Gargantuan\_Monstrous\_Spider">Gargantuan

Monstrous Spider</a></p>

<p>If PCs decide to fight, 2 more huge spiders also appear.</p>

<hr />

<p>Back to <a href="/wikis/webwood-quest" class="wiki-page-link">Webwood

Quest</a></p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/searching-webwood</link>

<content gm\_only="true" format="html"><p>Webwood Light Forest</p>

<p>For every 2 hours:</p>

<p>Search DC 20, each success = 2 patches found. If hiding/moving silently each success = 1 patch found</p>

<p>on D % 1-20:<br />

Roll 1d4: <br />

1. <a href="/wikis/small-monstrous-spider" class="wiki-page-link">Small Monstrous Spider</a> x1d4</p>

<p>2. <a href="/wikis/small-monstrous-spider" class="wiki-page-link">Small Monstrous Spider</a> in web</p>

<p>3. <a href="/wikis/medium-monstrous-spider" class="wiki-page-link">Medium Monstrous Spider</a> x1d2</p>

<p>4. <a href="/wikis/small-monstrous-spider" class="wiki-page-link">Small Monstrous Spider</a> x1d2, <a href="/wikis/medium-monstrous-spider"

[class="wiki-page-link"&gt;Medium Monstrous Spider&lt;/a&gt; x1d2&lt;/p&gt;](#)

&lt;p&gt;Webwood Thick Forest&lt;/p&gt;

&lt;p&gt;For every hour:&lt;/p&gt;

&lt;p&gt;Search DC 20, each success = 2 patches found. If hiding/moving silently each success = 1 patch found&lt;/p&gt;

&lt;p&gt;on D % 1-20:&lt;br /&gt;

Roll 1d4: &lt;br /&gt;

1. &lt;a href="/wikis/medium-monstrous-spider" class="wiki-page-link"&gt;Medium Monstrous Spider&lt;/a&gt; x1d4&lt;/p&gt;

&lt;p&gt;2. &lt;a href="/wikis/medium-monstrous-spider" class="wiki-page-link"&gt;Medium Monstrous Spider&lt;/a&gt; in web&lt;/p&gt;

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&lt;p&gt;on D % 1-30:&lt;br /&gt;  
Roll 1d4: &lt;br /&gt;  
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&lt;p&gt;2. &lt;a href="/wikis/medium-monstrous-spider" class="wiki-page-link"&gt;Medium Monstrous Spider&lt;/a&gt; in web&lt;/p&gt;  
&lt;p&gt;3. &lt;a href="/wikis/large-monstrous-spider" class="wiki-page-link"&gt;Large Monstrous Spider&lt;/a&gt; x1d2&lt;/p&gt;  
&lt;p&gt;4. &lt;a href="/wikis/medium-monstrous-spider" class="wiki-page-link"&gt;Medium Monstrous Spider&lt;/a&gt; x1d2, &lt;a href="/wikis/large-monstrous-spider" class="wiki-page-link"&gt;Large Monstrous Spider&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;Max spot distance: 2d6x10&lt;br /&gt;  
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&lt;p&gt;&lt;a href="/wikis/AH%20Minor/new" class="create-wiki-page-link"&gt;AH Minor&lt;/a&gt;: &lt;a href="/wikis/striped-toadstool" class="wiki-page-link"&gt;Striped Toadstool&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/AH%20Medium/new" class="create-wiki-page-link"&gt;AH

Medium</a>; <a href="/wikis/skinfernal-powder" class="wiki-page-link">Skinfernal Powder</a></p>  
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[[Northern Wastes]]

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Affiliation Score Mod

Donations
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Archeological Finds
Labor

Affiliation Score
Title: Benefits and Duties

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alt=""

/&gt;&lt;/p&gt;

&lt;p&gt;obelisks + ziggurats, greenish stone domed structures&lt;/p&gt;

&lt;p&gt;Yxadris, Actugna, Ithotlasz, luc&amp;#8217;thuzti, Dazod, Itrolthelb, Acthaothr&amp;#8217;itrerc, Aghoth&amp;#8217;endah, Xaadrun Xuind&amp;#8217;itha Zhoulth&amp;#8217;ithixr Okothri Bhythaxr Azhaxh&amp;#8217;xa Yonugg&amp;#8217;the Hydr&amp;#8217;ka Zhiokled Ashaombr&amp;#8217;ra Cniolp&amp;#8217;las Yaghaothla Ogroguth Yishothrhi Aigeza Exagnil Xictu Ucxuzhi Ixaajhel&lt;/p&gt;

&lt;p&gt;Once the southernmost portion of &lt;a href="/wikis/galados" class="wiki-page-link"&gt;Galados&lt;/a&gt;, now a long abandoned land. Galados fell to the &lt;a href="/wikis/Pythians/new" class="create-wiki-page-link"&gt;Pythians&lt;/a&gt; of &lt;a href="/wikis/lux" class="wiki-page-link"&gt;Lux&lt;/a&gt; around PC 5,300 (2150) and became the first foothold in their conquest of Avralor.&lt;/p&gt;

&lt;p&gt;?Fellriders: Descendants of the remnants of the Pythian populace after the Cleansing and the Weeping Plague&lt;/p&gt;

&lt;p&gt;?Valley of the winged terrors- between northern and southern hills, around Ithotlrix and Actugna&lt;/p&gt;

&lt;p&gt;?Death Knight: the commander of the Cleansing, cursed to eternity in the wasteland he helped create&lt;br /&gt;

&lt;del&gt;The Luxians faced strong resistance from the &lt;br /&gt;

east. Unable to make progress against the kings, the &lt;a href="/wikis/old-order" class="wiki-page-link"&gt;Old Order&lt;/a&gt;, and the elves allied under the high king of &lt;a href="/wikis/avralor" class="wiki-page-link"&gt;Avralor&lt;/a&gt;, the Luxians began to fortify their eastern border throughout Southern Galados. Settlers were imported from Lux to inhabit the lands just to the west of the border. Between PC 5500 and PC 5550 (the Luxians had gained &lt;br /&gt; sufficient strength to advance north into Medwyn territory continue holding off Avralor?s main forces&lt;/del&gt;&lt;/p&gt;

&lt;p&gt;South of Westwall Mts:&lt;/p&gt;

&lt;p&gt;&lt;img

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&lt;p&gt;&lt;a href="/wikis/the-old-order" class="wiki-page-link"&gt;The Old Order&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/the-druids-of-avralor" class="wiki-page-link"&gt;The Druids of Avralor&lt;/a&gt;&lt;/p&gt;

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<p><a href="/wikis/the-os-pythones" class="wiki-page-link">The Os Pythones</a></p>

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Back to <a href="/wikis/faladon" class="wiki-page-link">Faladon</a></content>

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<p><a href="/wikis/bridgeport-arcane-academy-map" class="wiki-page-link">Map</a></p>

<p><a href="/wikis/Bridgeport%20Arcane%20Academy%20History/new" class="create-wiki-page-link">History</a></p>

<p><a href="/wikis/bridgeport-arcane-academy-membership" class="wiki-page-link">Membership</a></p>

<p><a href="/wikis/bridgeport-arcane-academy-motives" class="wiki-page-link">Motives</a></p>

<p><a href="/wikis/bridgeport-arcane-academy-structure" class="wiki-page-link">Structure</a></p>

<p><a href="/wikis/bridgeport-arcane-academy-goods-and-services" class="wiki-page-link">Goods and Services</a></p>

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[Bridgeport](/wikis/bridgeport-groups)

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[Archmage Mordus](/wikis/Archmage%20Mordus/new)

[Civic](/wikis/bridgeport-arcane-academy-civic)

[Arcane Lore](/wikis/bridgeport-arcane-academy-arcane-lore)

[Production](/wikis/bridgeport-arcane-academy-production)

[Education](/wikis/bridgeport-arcane-academy-education)

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[Back to \[Arcane Academy\]\(/wikis/bridgeport-arcane-academy\)](/wikis/bridgeport-arcane-academy)

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<p><a href="/wikis/Bridgeport%20Arcane%20Academy%20Divination/new" class="create-wiki-page-link">Divination</a>: High Diviner m human</p>  
<p><a href="/wikis/Bridgeport%20Arcane%20Academy%20Enchantment/new" class="create-wiki-page-link">Enchantment</a>: High Enchanter m half-elf</p>  
<p><a href="/wikis/Bridgeport%20Arcane%20Academy%20Evocation/new" class="create-wiki-page-link">Evocation</a>: High Evoker f human</p>  
<p><a href="/wikis/Bridgeport%20Arcane%20Academy%20Illusion/new" class="create-wiki-page-link">Illusion</a>: High Illusionist Glim Garrick</p>  
<p><a href="/wikis/Bridgeport%20Arcane%20Academy%20Necromancy/new" class="create-wiki-page-link">Necromancy</a>: High Necromancer m human</p>  
<p><a href="/wikis/Bridgeport%20Arcane%20Academy%20Transmutation/new" class="create-wiki-page-link">Transmutation</a>: High Transmuter f human</p>  
<p><a href="/wikis/Bridgeport%20Arcane%20Academy%20Universal/new" class="create-wiki-page-link">Universal</a>: high wizard f human</p>  
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Academy&lt;/a&gt;&lt;/p&gt;</content>
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```
<content gm_only="true" format="html">&lt;table&gt;

&lt;tr&gt;
```



&td> This district features row&br />  
upon row of quiet shops and offices. Their signs adver&br />  
tise everything from translation services to wilderness&br />  
guides to architectural design.&td>  
&tr>  
&table>  
&p>&strong>Temples&/strong>&br />  
Temple of &a href="/wikis/hureus" class="wiki-page-link">Hureus&/a>&p>  
&p>Shrine of &a href="/wikis/gellarn" class="wiki-page-link">Gellarn&/a>&p>  
&p>&strong>Lodging&/strong>&br />  
Inn 1&p>  
&p>Inn 2&p>  
&p>&strong>Food&/strong>&br />  
Tavern 1&p>  
&p>Tavern 2&p>  
&p>&strong>Trades, Exotic&/strong>&br />  
Alchemist 5 &a href="/wikis/dafinas-oils-and-elixirs" class="wiki-page-link">Dafina&#8217;s Oils and Elixirs&/a>&p>  
&p>&strong>Trades, Fine&/strong>&br />  
Jeweler: &a href="/wikis/belorin-silentall" class="wiki-page-link">Belorin Silentall&/a>&p>  
&p>&strong>Trades, Average&/strong>&br />  
Bowyer&p>  
&p>&strong>Services, Fine&/strong>&br />  
Spellcaster For Hire (arcane)&p>  
&p>&strong>Services, Average&/strong>&br />  
Guide 1&p>

<p>Guide 2</p>

<p>Stable</p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/belorin-silentall</link>

<content gm\_only="true" format="html"><p>Male gnome exp? middle aged, 3ft. tall, dark tan skin, white hair, observant + cowardly</p>

<p>Made circlet for Cindel</p>

<hr />

<p>Back to <a href="/wikis/bridgeport-districts-10-professionals" class="wiki-page-link">10 Professionals</a></p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-16-marketplace</link>

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<tr>

<td> This district is awash in colorful signs and tents. The shouts of barkers rise above the noise of shoppers, and a dozen scents?everything from sweet perfumes to sizzling meats?fill the air.</td>

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</table>

<p><strong>Temples</strong>:

<a

href="/wikis/Bridgeport%20Market%20Temple%20of%20Modes/new"

class="create-wiki-page-link">Temple of Modes</a></p>

<p><strong>Inns</strong><br />

<a href="/wikis/the-topaz-axe" class="wiki-page-link">The Topaz Axe</a></p>

<p><a href="/wikis/the-warriors-chain" class="wiki-page-link">The Warrior&#8217;s  
Chain</a></p>

<p><strong>Trades, exotic</strong><br />

<a href="/wikis/The%20Dryad%27s%20Elixers/new" class="create-wiki-page-link">The  
Dryad&#8217;s Elixers</a> 10</p>

<p>Art Dealer</p>

<p>Pet Store</p>

<p><strong>Trades, Fine</strong><br />

Map Vendor</p>

<p><strong>Trades, Average</strong><br />

Bowyer</p>

<p>Blacksmith</p>

<p>Armorer</p>

<p><strong>Services, Fine</strong><br />

Sage</p>

<p><strong>Services, Average</strong><br />

Stable</p>

<p>Healer</p>

<p>Guide</p>

<p><strong>Services, Poor</strong><br />

Carter</p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/blasingdell-stats</link>

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\_\_\_\_\_&lt;/p&gt;  
&lt;p&gt;Conventional; AL NC; 5,000 &lt;br /&gt;  
gp limit; Assets 505,000 gp; &lt;br /&gt;  
&lt;strong&gt;Population&lt;/strong&gt; 2,021; Integrated &lt;br /&gt;  
(human 37, halfling 20, elf 18, &lt;br /&gt;  
dwarf 10, gnome 7, half-elf 5, &lt;br /&gt;  
half-orc 3).&lt;br /&gt;  
&lt;strong&gt;Authority Figure&lt;/strong&gt;: [[Sir Miles &lt;br /&gt;  
Berrick]], male human Ari6.&lt;br /&gt;  
&lt;strong&gt;Important Characters&lt;/strong&gt;: &lt;a href="/wikis/Kheldegan%20Tolm/new" class="create-wiki-page-link"&gt;Kheldegan Tolm&lt;/a&gt;, male dwarf Exp7 &lt;br /&gt;  
(proprietor of &lt;a href="/wikis/tolms-superior-outfitting-and-dry-goods" class="wiki-page-link"&gt;Tolm&#8217;s Superior Outfitting and Dry Goods&lt;/a&gt; ); &lt;br /&gt;  
&lt;a href="/wikis/Constable%20Dara%20Whitewood/new" class="create-wiki-page-link"&gt;Constable Dara Whitewood&lt;/a&gt;, &lt;br /&gt;  
female human War6; &lt;a href="/wikis/Sister%20Alonsa/new" class="create-wiki-page-link"&gt;Sister Alonsa&lt;/a&gt;, female human Clr5; &lt;br /&gt;  
&lt;a href="/wikis/Sergeant%20Grendar%20Kuln/new" class="create-wiki-page-link"&gt;Sergeant Grendar Kuln&lt;/a&gt;, male &lt;br /&gt;  
half-orc (watch-captain) Ftr4; &lt;br /&gt;  
&lt;a href="/wikis/Sarel%20Bankdown/new" class="create-wiki-page-link"&gt;Sarel Bankdown&lt;/a&gt;, female half-&lt;br /&gt;  
elf Exp2 (proprietor of &lt;a href="/wikis/The%20Griffons%20Nest/new" class="create-wiki-page-link"&gt;The Griffons Nest&lt;/a&gt; inn and tavern).&lt;br /&gt;

<strong>Others</strong>: Town guards, War3 <br />  
(2); Militia, War1 (101); Clr2 <br />  
(2); Ftr2 (2); Exp3 (2); Exp1 <br />  
(56); Ari3 (2); Aril (10); Com1 <br />  
(1,838)</p>  
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[https://mark-1.obsidianportal.com/wiki\\_pages/baydon](https://mark-1.obsidianportal.com/wiki_pages/baydon)

Hamlet pop 312

[Map](/wikis/baydon-map) [Stats](/wikis/baydon-stats) [Places of Interest](/wikis/baydon-places) [Groups](/wikis/Baydon%20Groups/new) [History](/wikis/Baydon%20History/new)

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&lt;br /&gt;

\_\_\_\_\_&lt;br /&gt;

Conventional; AL NC; 1,000 gp&lt;br /&gt;

limit; Assets 45,000 gp; &lt;strong&gt;Population&lt;/strong&gt; 901; Mixed (human 79,&lt;br /&gt;  
halfling 9, elf 5, dwarf 3, gnome&lt;br /&gt;

2, half-elf 1, half-orc 1).&lt;br /&gt;

&lt;strong&gt;Authority Figures&lt;/strong&gt;: &lt;a href="/wikis/Mayor%20Vurnor%20Leng/new"  
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&lt;a href="/wikis/Kerowyn%20Hucrele/new" class="create-wiki-page-link"&gt;Kerowyn  
Hucrele&lt;/a&gt;, female&lt;br /&gt;

human Com6 (merchant);&lt;br /&gt;

&lt;a href="/wikis/Dem%20%22Corkie%22%20Nackle/new" class="create-wiki-page-link"&gt;Dem  
&amp;#8220;Corkie&amp;#8221; Nackle&lt;/a&gt;, female&lt;br /&gt;

gnome Clr4 (Pelor/healer);&lt;br /&gt;

&lt;a href="/wikis/Felosial/new" class="create-wiki-page-link"&gt;Felosial&lt;/a&gt;, female half-elf  
War3&lt;br /&gt;

(constable); [[Ben, Lu, Jym, and&lt;br /&gt;

Roda]], male and female&lt;br /&gt;

humans War4 (deputies); Rurik &lt;br /&gt;

&lt;a href="/wikis/Lutgehr/new" class="create-wiki-page-link"&gt;Lutgehr&lt;/a&gt;, male dwarf

Exp3<br />

(<a href="/wikis/Oakhurst%20Blacksmith/new" class="create-wiki-page-link">blacksmith</a>); <a href="/characters/garon" class="wiki-content-link">Garon</a>, male<br />

human Exp3 (<a href="/wikis/ol-boar-inn" class="wiki-page-link">Ol&#8217; Boar Inn</a>)<br />

barkeep).<br />

Others: Town guards, War2<br />

(12); Exp3(8); Rog3 (2); Rgr2<br />

(1);Com1 (782).</p>

<a href="/characters/efril" class="wiki-content-link">Efril</a></p>

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<p>Back to <a href="/wikis/oakhurst" class="wiki-page-link">Oakhurst</a></p></content>

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[<p><a href="/wikis/Oakhurst%20General%20Store/new" class="create-wiki-page-link">General Store</a></p>](/wikis/Oakhurst%20General%20Store/new)

[<p><a href="/wikis/Oakhurst%20Blacksmith/new" class="create-wiki-page-link">Blacksmith</a></p>](/wikis/Oakhurst%20Blacksmith/new)

[<p><a href="/wikis/Merchant%20Hucrele/new" class="create-wiki-page-link">Merchant Hucrele</a></p>](/wikis/Merchant%20Hucrele/new)

[<p><a href="/wikis/Oakhurst%20Constable%20and%20Jail/new" class="create-wiki-page-link">Constable and Jail</a></p>](/wikis/Oakhurst%20Constable%20and%20Jail/new)

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<content gm\_only="true" format="html"><p>Library</p>

<p>Bestiary</p>

<p>Gardens</p>

<p>Boarding</p>

<p>Summoning Chamber</p>

<p>Practice Range</p>

<p>Administration</p>

<p>Classrooms</p>

<p>Brewery</p>

<p>Observatory</p>

<p>Scrying Pool</p>

<p>Portal Room</p>

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<p>Back to <a href="/wikis/bridgeport-arcane-academy" class="wiki-page-link">Arcane Academy</a></p></content>

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<p>1. <a href="/wikis/the-three-winds-inn" class="wiki-page-link">The Three Winds Inn</a></p>

<p>2. <a href="/wikis/denlers-provisions" class="wiki-page-link">Denler&#8217;s

Provisions

3. [Denby Temple of Pelor](/wikis/denby-temple-of-pelor)

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[Back](/wikis/denby) to [Denby](/wikis/denby)

[https://mark-1.obsidianportal.com/wiki\\_pages/1447779](https://mark-1.obsidianportal.com/wiki_pages/1447779)

[https://mark-1.obsidianportal.com/wiki\\_pages/the-three-winds-inn](https://mark-1.obsidianportal.com/wiki_pages/the-three-winds-inn)

Inside, you see many tables including some large ones. On the north wall, there is a stage. All of this is overlooked by walkways and balconies above
---

Proprietor: [Hagar Drumwind](/wikis/hagar-drumwind)

Most customers are travelers on their way to or from [Bridgeport](/wikis/bridgeport)

Four story inn. 1st and 2nd are tavern, 3rd & 4th are rooms.

The inn got it's name from both the three directions of the roads running through Denby and Hagar's father and two uncles who established the inn in it's current location.

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[Back](/wikis/denby-map) to [Denby-map](/wikis/denby-map)



class="wiki-page-link"&gt;Map&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/hagar-drumwind</link>

<content gm\_only="true" format="html">&lt;p&gt;Proprietor of &lt;a href="/wikis/the-three-winds-inn" class="wiki-page-link"&gt;The Three Winds Inn&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;Burly, red- haired, hilarious, hard working&lt;/p&gt;  
&lt;hr /&gt;  
&lt;p&gt;Back to &lt;a href="/wikis/the-three-winds-inn" class="wiki-page-link"&gt;The Three Winds Inn&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/denlers-provisions</link>

<content gm\_only="true" format="html">&lt;p&gt;Merchant: Whedra Danler, female human Exp1&lt;/p&gt;  
&lt;p&gt;Cartwright: Belas Danler, male human Exp1&lt;/p&gt;  
&lt;hr /&gt;  
&lt;p&gt;Back to &lt;a href="/wikis/denby-map" class="wiki-page-link"&gt;Map&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/denby-temple-of-pelor</link>

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&lt;p&gt;Back to &lt;a href="/wikis/denby-map" class="wiki-page-link"&gt;Map&lt;/a&gt;&lt;/p&gt;</content>

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Conventional; NG&lt;br /&gt;

40 gp limit; population 72; assets 140 gp&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Authority figures&lt;/strong&gt;: Town Council&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Important Characters&lt;/strong&gt;: &lt;a href="/wikis/hagar-drumwind" class="wiki-page-link"&gt;Hagar Drumwind&lt;/a&gt; Male human Exp3 (proprietor of &lt;a href="/wikis/the-three-winds-inn" class="wiki-page-link"&gt;The Three Winds Inn&lt;/a&gt;), &lt;a href="/wikis/Whedra%20Danler/new" class="create-wiki-page-link"&gt;Whedra Danler&lt;/a&gt; female human Exp1 and &lt;a href="/wikis/Belas%20Danler/new" class="create-wiki-page-link"&gt;Belas Danler&lt;/a&gt; male human Exp1 (merchant and cartwright at &lt;a href="/wikis/Danler%27s%20Provisions/new" class="create-wiki-page-link"&gt;Danler&#8217;s Provisions&lt;/a&gt;&lt;br /&gt;

&lt;a href="/wikis/cale-oakenheart" class="wiki-page-link"&gt;Cale Oakenheart&lt;/a&gt; male human Cl1 (&lt;a href="/wikis/Denby%20Church%20of%20Axion/new" class="create-wiki-page-link"&gt;Denby Church of Axion&lt;/a&gt;)&lt;/p&gt;

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<br />
_____<br />
Conventional; AL ; 3,000 gp limit; Assets 429,000 gp; <strong>Population</strong> 2,863;
Isolated (96% gnome, 2% halfling 1%, dwarf, 1% other races ).<br />
<strong>Authority Figures</strong>:</p>
<p><strong>Important Characters</strong>:<br />
<a href="/characters/finwizz-steamsprocket" class="wiki-content-link">Finwizz
Steamsprocket</a> (inventor)<br />
<strong>Others</strong>: 2,754<br />
Town guards (28); Militia/Soldiers (143);</p>
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<td>2nd (2)</td>

<td>1st (14)</td>

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<td>Ari</td>

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<td>5th (2)</td>

<td>2nd (4)</td>

1st (82) |

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 Ftr | 8th (1) |

	4th (2)
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 2nd (4) | 1st (8) |

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 Mnk | 6th (1) | 3rd (2) |

1st (4)	
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&lt;td&gt;Rgr&lt;/td&gt;

	<td>4th (1)</td>
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 2nd (2) |

1st (4)

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Rog
4th (1)
2nd (2)
1st (4)

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Sor
5th (1)
2nd (2)
1st (4)

--

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War
7th (1)
3rd (2)
1st (137)

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Wiz
7th (1)

<td>3rd (2)</td>

<td>1st (4)</td>

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<p><a href="/wikis/to-webwood" class="wiki-page-link">To Webwood</a></p>

<p><a href="/wikis/webwood-slow-harvesting" class="wiki-page-link">Webwood, Slow harvesting</a></p>

<p><a href="/wikis/smaller-spiders" class="wiki-page-link">Smaller spiders</a></p>

<p><a href="/wikis/a-race-against-time" class="wiki-page-link">A Race Against Time</a></p><br />

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[Webwood, Light Forest](/wikis/webwood-light-forest)

[Webwood, Thick Forest](/wikis/webwood-thick-forest)

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Found 4: [Standing stones, Bigger spiders](/wikis/standing-stonesbigger-spiders)

6: [Bigger Bird](/wikis/bigger-bird)

8: [A view of Massive spiders](/wikis/a-view-of-massive-spiders)

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[Pursuit through Webwood](/wikis/pursuit-through-webwood)

[Ettercap's tower](/wikis/ettercaps-tower)

[Escape tunnel](/wikis/escape-tunnel)

[Disease Control](/wikis/disease-control)

[Xen's Story](/wikis/xens-story)

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Back to [[Skills]]</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a

href="http://www.dandwiki.com/wiki/SRD3e:Wilderness\_Lore\_Skill">Wilderness  
Lore</a></p>  
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<p>Back to <a href="/wikis/skills"  
class="wiki-page-link">Skills</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1450053</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/getting-lost</link>

<content gm\_only="false" format="textile">"Getting  
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href="http://www.dandwiki.com/wiki/SRD:Getting\_Lost">Getting Lost</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1450090</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/finding-the-night-blades</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1450091</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/effrins-place</link>

<content gm\_only="true" format="html"><table>  
<tr>  
<td>You approach a small, run down and haphazardly built wooden shack. It looks to have

about four rooms. On the porch outside, sits a white bearded old man in a rocker watching two grubby children playing in the dirt in near the porch He greets you with a toothless grin. &#8220;An elven lass armed to the teeth? What would you be wanting here, my love?&#8221;&lt;/td>

&lt;/tr>

&lt;/table>

&lt;p>If PC&#8217;s express interest in what happened to &lt;a href="/wikis/Effrin/new" class="create-wiki-page-link">Effrin&lt;/a>, &lt;a href="/wikis/Witter/new" class="create-wiki-page-link">Witter&lt;/a> will call through the open window to &lt;a href="/wikis/Roisia/new" class="create-wiki-page-link">Roisia&lt;/a>&lt;/p>

&lt;p>&lt;a href="/wikis/diplomacy" class="wiki-page-link">Diplomacy&lt;/a> on owner of home&#8217;s attitude.&lt;/p>

&lt;p>Can tell about &lt;a href="/wikis/Effrin/new" class="create-wiki-page-link">Effrin&lt;/a>&#8217;s recent whereabouts.&lt;/p>

&lt;p>Will let PC&#8217;s examine his room. Search reveals &lt;br />

&lt;a href="/wikis/effrins-note" class="wiki-page-link">Effrin&#8217;s Note&lt;/a>&lt;/p>

&lt;hr />

&lt;p>Back to &lt;a href="/wikis/finding-the-nightblades" class="wiki-page-link">Finding the Nightblades&lt;/a>&lt;/p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1450387</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/effrins-note</link>

<content gm\_only="true" format="html">&lt;p>Leads to &lt;a href="/wikis/Nightblade%20Front/new" class="create-wiki-page-link">Business&lt;/a>&lt;/p></content>

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<content gm\_only="true" format="html">&lt;p&gt;PC&#8217;s asking about &lt;a href="/wikis/Effrin/new" class="create-wiki-page-link"&gt;Effrin&lt;/a&gt; hear that he left town hastily, though no one knows why. &lt;br /&gt;&lt;br /&gt;&lt;br /&gt;&lt;a href="/wikis/finding-the-nightblades" class="wiki-page-link"&gt;Finding the Nightblades&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1450399</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-2-slums</link>

<content gm\_only="true" format="html">&lt;table&gt;&lt;tr&gt;&lt;td&gt;Home to the destitute, this neighborhood features a mix of shanties, hovels, and&lt;br /&gt;&lt;/td&gt;&lt;/tr&gt;&lt;/table&gt;</content>

tenements in disrepair. Trash fills the streets and alleys, and the stench of offal mixed with rotting flesh and even less wholesome substances hangs heavy in the air.

Temple of [Synphion](/wikis/synphion)

Inn

[The Fat Maiden](/wikis/the-fat-maiden)

Back to [Bridgeport map](/wikis/bridgeport-map)

[https://mark-1.obsidianportal.com/wiki\\_pages/1450431](https://mark-1.obsidianportal.com/wiki_pages/1450431)

[https://mark-1.obsidianportal.com/wiki\\_pages/side-quests](https://mark-1.obsidianportal.com/wiki_pages/side-quests)

[https://mark-1.obsidianportal.com/wiki\\_pages/1450435](https://mark-1.obsidianportal.com/wiki_pages/1450435)

[https://mark-1.obsidianportal.com/wiki\\_pages/finding-the-nightblades](https://mark-1.obsidianportal.com/wiki_pages/finding-the-nightblades)

[https://mark-1.obsidianportal.com/wiki\\_pages/1451518](https://mark-1.obsidianportal.com/wiki_pages/1451518)

[https://mark-1.obsidianportal.com/wiki\\_pages/diplomacy](https://mark-1.obsidianportal.com/wiki_pages/diplomacy)

gm\_only="false" format="textile">"Diplomacy":[http://www.dandwiki.com/wiki/SRD:Diplomacy\\_Skill](http://www.dandwiki.com/wiki/SRD:Diplomacy_Skill)

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Back to [[Skills]]</content>

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[Disable Device](/wikis/disable-device) (Int)  
[Disguise](/wikis/Disguise/new) (Cha)  
[Escape Artist](/wikis/escape-artist) (Dex)  
[Forgery](/wikis/Forgery/new) (Int)  
[Gather Information](/wikis/gather-information) (Cha)  
[Handle Animal](/wikis/Handle%20Animal/new) (Cha)  
[Heal](/wikis/heal) (Wis)  
[Hide](/wikis/hide) (Dex)  
[Innuendo](/wikis/Innuendo/new) (Wis)  
[Intimidate](/wikis/intimidate) (Cha)  
[Jump](/wikis/jump) (Str)  
[Knowledge](/wikis/knowledge) (Int)  
[Listen](/wikis/listen) (Wis)  
[Move Silently](/wikis/move-silently) (Dex)  
[Open Lock](/wikis/open-lock) (Dex)  
[Perform](/wikis/Perform/new) (Cha)  
[Pick Pocket](/wikis/Pick%20Pocket/new) (Dex)  
[Profession](/wikis/Profession/new) (Wis)  
[Read Lips](/wikis/Read%20Lips/new) (Int)  
[Ride](/wikis/Ride/new) (Dex)  
[Scry](/wikis/Scry/new) (Int)



[Search](/wikis/search) (Int)  
[Sense Motive](/wikis/sense-motive) (Wis)  
[Speak Language](/wikis/Speak%20Language/new) (none)  
[Spellcraft](/wikis/spellcraft) (Int)  
[Spot](/wikis/spot) (Wis)  
[Survival](/wikis/survival) (Wis)  
[Swim](/wikis/swim) (Str)  
[Tumble](/wikis/tumble) (Dex)  
[Use Magic Device](/wikis/Use%20Magic%20Device/new) (Cha)  
[Use Rope](/wikis/Use%20Rope/new) (Dex)

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[Reference](/wikis/reference)

[https://mark-1.obsidianportal.com/wiki\\_pages/1451703](https://mark-1.obsidianportal.com/wiki_pages/1451703)

[https://mark-1.obsidianportal.com/wiki\\_pages/joining-the-nightblades](https://mark-1.obsidianportal.com/wiki_pages/joining-the-nightblades)

[The Fat Maiden](/wikis/the-fat-maiden)

[Effrin's Place](/wikis/effrins-place)

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[Wanted Man](/wikis/wanted-man)

[Ship&#8217;s Cargo](/wikis/ships-cargo)

[The Ledger](/wikis/the-ledger)

[Can&#8217;t Take it With You](/wikis/cant-take-it-with-you)

[The Masquerade](/wikis/the-masquerade)

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[Side Quests](/wikis/side-quests)

[https://mark-1.obsidianportal.com/wiki\\_pages/1451709](https://mark-1.obsidianportal.com/wiki_pages/1451709)

[https://mark-1.obsidianportal.com/wiki\\_pages/wanted-man](https://mark-1.obsidianportal.com/wiki_pages/wanted-man)

`<content gm_only="true" format="html">`

Npc who owes the Guild hasn&#8217;t been heard from. Last seen in village.

At village: gather info/search of his home reveals his whereabouts.

Meet Npc: has a problem that has prevented him from paying. Offers PC&#8217;s reward if they can help fix it.

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Back to [Joining the Nightblades](/wikis/joining-the-nightblades)

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[https://mark-1.obsidianportal.com/wiki\\_pages/1451720](https://mark-1.obsidianportal.com/wiki_pages/1451720)

[https://mark-1.obsidianportal.com/wiki\\_pages/ships-cargo](https://mark-1.obsidianportal.com/wiki_pages/ships-cargo)

<content gm\_only="true" format="html">&lt;p&gt;Something needs to be checked/acquired from a ship docked in the [[Waterfront district. PC&#8217;s must sneak aboard and gather what is needed without alerting mercenary guards. Alerting them is only a partial success. Killing them is a failure. A diversion will be created by the guild on PC&#8217;s signal, allowing them to safely sneak away.&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/joining-the-nightblades" class="wiki-page-link"&gt;Joining the Nightblades&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1451723</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-ledger</link>

<content gm\_only="true" format="html">&lt;p&gt;A recent heist on a local business (money changer?) was successful. Nothing was noticed missing, but now the guild believes the owner may notice when he tallies the numbers in his business ledger. PC&#8217;s must sneak into his home and make the necessary changes to hide the losses to ensure he never notices.&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/joining-the-nightblades" class="wiki-page-link"&gt;Joining the Nightblades&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1451730</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/cant-take-it-with-you</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1451734</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-masquerade</link>

<content gm\_only="true" format="html">&lt;p&gt;PC&amp;#8217;s must gain entry into the noble district. There they must use disguises and subterfuge to enter a masked ball in a noble&amp;#8217;s estate. Once inside, they are to slip away and perform some task for the guild&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/joining-the-nightblades" class="wiki-page-link"&gt;Joining the Nightblades&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1451765</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ettercaps-tower</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;As you run headlong through the forest, you come upon an unexpected sight. The crumbling remains of a castle tower stands before you. Roughly three stories high, it adjoins two ten foot walls at the corner. The walls trail off to piles of stone after about 30 feet. There is a large wooden door at the base of the tower, and there appear to be two more on the second story above to allow entrance from atop the walls. &lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;PC&amp;#8217;s get 2 rounds before the spiders catch up. If they decide to keep going, they may fall into a pit trap with a tunnel leading into a chamber below the tower or they may be captured and brought to the ettercap as a prisoner.&lt;/p&gt;

&lt;p&gt;The door on the ground floor is stuck shut. One door on the second floor is broken off  
it&#217;s hinges, the other is locked (DC 18)&lt;/p&gt;

&lt;p&gt;The crumbling walls can be used as a stairway with a successful &lt;a href="/wikis/balance" class="wiki-page-link"&gt;Balance&lt;/a&gt; DC 10&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/ettercaps-tower-1" class="wiki-page-link"&gt;1st floor&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/ettercaps-tower-2" class="wiki-page-link"&gt;2nd floor&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/ettercaps-tower-3" class="wiki-page-link"&gt;3rd floor&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/ettercaps-tower-4" class="wiki-page-link"&gt;Roof&lt;/a&gt;&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/webwood-quest" class="wiki-page-link"&gt;Webwood  
Quest&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1452127</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sylvandale-map</link>

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pg" alt="" /&gt;&lt;/p&gt;

&lt;p&gt;Population: 5,400&lt;/p&gt;

gp limit: 15,000

&lt;hr /&gt;

&lt;p&gt;1.&lt;a href="/wikis/sylvandale-warehouse-district" class="wiki-page-link"&gt;Warehouse  
District&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;2. &lt;a href="/wikis/sylvandale-docks" class="wiki-page-link"&gt;Docks&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;3. &lt;a href="/wikis/sylvandale-civic-district" class="wiki-page-link"&gt;Civic  
District&lt;/a&gt;&lt;/p&gt;

4. [Noble Estates](/wikis/sylvandale-noble-estates)

5. [Average Residential](/wikis/sylvandale-average-residential)

6. [Slums/ Old City](/wikis/sylvandale-slums)

7. [Guildhall District](/wikis/sylvandale-guildhall-district)

8. [Marketplace](/wikis/sylvandale-marketplace)

9. [Wealthy Residential](/wikis/sylvandale-wealthy-residential)

10. [Lord&#8217;s Keep](/wikis/sylvandale-lords-keep)

11. [Shipwright District](/wikis/sylvandale-shipwright-district) (Professionals)

12. [Tannery District](/wikis/sylvandale-tannery-district)

13. [Shantytown](/wikis/sylvandale-shantytown)

[Sewers](/wikis/sylvandale-sewers)  
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Back to [Sylvandale](/wikis/sylvandale)

<link>https://mark-1.obsidianportal.com/wiki\_pages/xens-story</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1453677</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sylvandale-history</link>

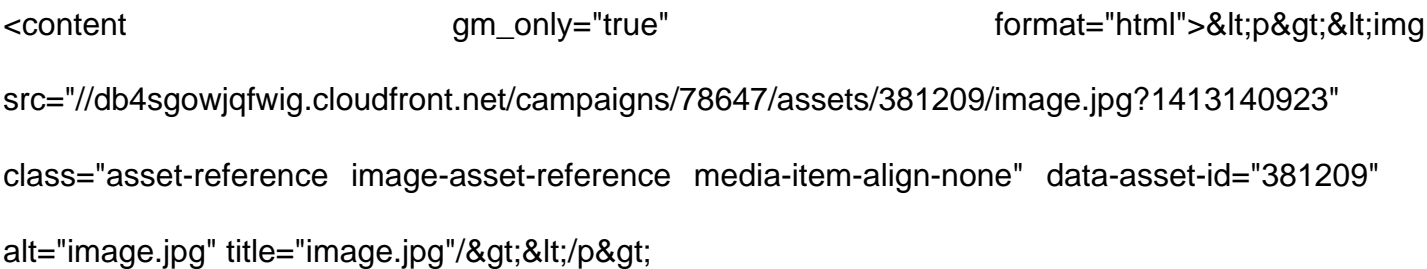
<content gm\_only="true" format="html">&lt;p&gt;In ages past, Sylvandale stood within the southern border of the forest, a small Elathrial city. As humankind flourished into a sophisticated civilization, they encroached from the east. The city engaged in trade with them for centuries, forging alliances and even joining forces during wars. However, during the Elder Wars, the city fell to the dwarves, and humans claimed the neutral territory nearby. In the subsequent years, the region east of the Elathrial River saw deforestation due to human presence. The city lay in ruins until the first kings of &lt;a href="/wikis/avralor" class="wiki-page-link"&gt;Avralor&lt;/a&gt; ascended to power. Recognizing the growing influence of this human kingdom, the Elathrial kingdom agreed to cede the ruined city to the human crown with an understanding that Avralor would not extend further into the Elathrial forest beyond the river's natural border. This arrangement was mutually beneficial, as it offered lucrative trade prospects to both sides. Meanwhile, to strengthen the kingdom of honorable men against the monstrous hordes and the barbarians, the dwarves offered up a team of engineers and architects to assist in the rebuilding of the city. Thick walls were built surrounding the city. Tunnels were excavated below to form a sewer system. The waste was flushed clean by the waters of the river. A great fortress was built in the center of the city. The city was rapidly populated and developed by the men of Avralor. When the King&#8217;s Road was laid out, the city grew and prospered from additional trade from the east and west. At it&#8217;s height, it grew to rival Bridgeport in size and wealth. More timber was needed. Private companies struck out into the northern forests to poach trees from the elven forest. The Elathrial were at this point highly fragmented and in decline. Several factions of the elves banded together to attack and burn the lumber camps. The lords of Sylvandale let this issue remain between the wealthy nobles looking for

more business and the elves. After more attacks and counterattacks, the elves pleaded with the king to honor the agreement struck in the past. They promised that further encroachment into the forest would result in the forest itself rising against the lumberjacks. An agreement was reached where Sylvandale was allowed to take from the forest as long as they planted enough to make up for it. The Druids of the old order assisted with this. Sylvandale was also to avoid felling trees from the older growths of forest, as these were sacred places to the Elathrial.

[Back to a Sylvandale](/wikis/sylvandale)

[https://mark-1.obsidianportal.com/wiki\\_pages/1454203](https://mark-1.obsidianportal.com/wiki_pages/1454203)

[https://mark-1.obsidianportal.com/wiki\\_pages/ettercaps-tower-2](https://mark-1.obsidianportal.com/wiki_pages/ettercaps-tower-2)

The image is a placeholder for a file named 'image.jpg' located at the path '/db4sgowjqfwig.cloudfront.net/campaigns/78647/assets/381209/image.jpg?1413140923'. The image itself is not visible in the provided content.

Sunlight filters in on a still and quiet room. Stairs lead up and down on either side. There is a pile of splintered wood in the center of the floor that may have once been furniture. The stone is crumbling in places. There are bits of rubble on the floor and some spots of moss or mold attached to the stone.
---

[Search](/wikis/search) DC 18 reveals a



[Zircon](/wikis/zircon); gem worth 50gp hidden in the broken furniture.

A [Listen](/wikis/listen); DC 25 reveals the sound of something moving upstairs.

**Trap**; Spear Trap: CR 1; mechanical; location trigger; manual reset;

Atk +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC

20. Note: 200-ft. max range, target determined randomly from

those in its path. Market Price: 1,200 gp

**Trap**; Camouflaged Pit Trap: CR 1; mechanical; location trigger;

manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall);

Search DC 24; Disable Device DC 20. Market Price: 1,800 gp.

A depression in the wall forms a shelf containing a silver candleholder worth 45 gp and 12 gp

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Back to [Ettercap](/wikis/ettercaps-tower) & #8217;s tower

<id>https://mark-1.obsidianportal.com/wiki\_pages/1454459</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/balance</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/ettercaps-tower-3</link>

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<table>

<tr>

<td><strong>Combat</strong> EL 6<br />

<a href="/wikis/ettercap" class="wiki-page-link">Ettercap</a><br />

<a href="/wikis/medium-monstrous-spider" class="wiki-page-link">Medium Monstrous

Spider</a> x2</td>

</tr>

</table>

<table>

<tr>

<td><strong>After the battle</strong>This room's walls are coated in webbing. The stairway continues up to what must be the tower's roof. A stone hearth lies on one wall. It appears as though the ettercap used this as a place to sleep.</td>

</tr>

</table>

<p><strong>Traps</strong> : 1. Ettercap Spear Trap: CR 2; Type mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset repair; Effect &ins>15 melee

(1d6&lt;/ins&gt;6).&lt;/p&gt;

&lt;p&gt;2. Ettercap Noose\*: CR 1; Type mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset repair; Effect +15 &lt;span class="caps"&gt;CMB&lt;/span&gt; check (grapple).&lt;/p&gt;

The skeletal remains of a soldier lie beneath the web. It was wearing half plate that is still in good condition. Also it has a pouch containing 214 GP

&lt;p&gt;DC 15: a chest containing 587 gold and a malachite gem&lt;br /&gt;

\_\_\_\_\_&lt;br /&gt;

Back to &lt;a href="/wikis/ettercaps-tower" class="wiki-page-link"&gt;Ettercap&amp;#8217;s tower&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1454541</id>

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&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;This windowless level is thick with the scent of must and mold. The stones of the floor glimmer with moisture. A layer of webs cover the space where the walls meet the floor. Within it, you can make out many clusters of spherical shapes ranging in size from that of a large marble to that of an apple. In the center of the floor, beneath the rotted remains of a rug lies a trapdoor. It looks to have once been hidden, but now it&amp;#8217;s easily visible&lt;/td&gt;

&lt;/tr&gt;

</table>

<p>The trapdoor is locked and can only be opened by the key from the dead soldier above</p>

<hr />

<p>Back to <a href="/wikis/ettercaps-tower" class="wiki-page-link">Ettercap&#8217;s tower</a></p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/zircon</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1455378</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/plague</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/the-weeping-plague</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/elven-and-dwarven-lands</link>

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&lt;p&gt;&lt;span style="color:black;"&gt;4&lt;/span&gt;&lt;a href="/wikis/Thir%20Tharim/new" class="create-wiki-page-link"&gt;Thir Tharim&lt;/a&gt;&lt;/span&gt;&lt;/p&gt;</content>

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&lt;p&gt;&lt;span style="color:green;"&gt;3&lt;/span&gt;&lt;a href="/wikis/alverion"

[Alverion](#) (former)

[Xalossae](#)

[Fallen Elven Lands](#)

[High Elves](#)

[Elaurien](#), Ilurien, Il Aurien, Alurien, A Lauriel

[Ilallia](#): Surikan Peninsula

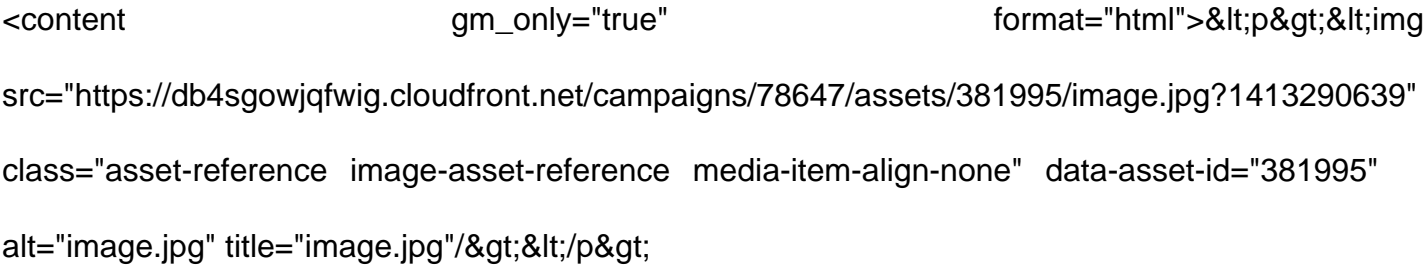
[Maleatha](#): Galnesarine (Sinnarian Coast, near Endhome)

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[Back](#) to [Regions](#) & [Elves](#)

[https://mark-1.obsidianportal.com/wiki\\_pages/1457345](https://mark-1.obsidianportal.com/wiki_pages/1457345)

[https://mark-1.obsidianportal.com/wiki\\_pages/dwarven-lands](https://mark-1.obsidianportal.com/wiki_pages/dwarven-lands)

The image is a placeholder for a file named 'image.jpg'. It is located within a content block that also contains a link to a campaign page and a list of locations.

[Thonbadur](#), [Bardaruhm](#), [Dholwuhrum](#), [Khalgarohm](#), [Khondorul](#), [Barboldahr](#), [Belbadur](#), [Bhar Molduhr](#), [Harboldahr](#), [Damdarul](#), [Dorneldur](#)

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[Side Quests](/wikis/side-quests)

[Campaign Flowchart](/wikis/Campaign%20Flowchart/new)

[https://mark-1.obsidianportal.com/wiki\\_pages/1458131](https://mark-1.obsidianportal.com/wiki_pages/1458131)

[https://mark-1.obsidianportal.com/wiki\\_pages/ettercaps-tower-4](https://mark-1.obsidianportal.com/wiki_pages/ettercaps-tower-4)

The roof is a round and stone with crenellations. You can see a good ways from up here as the tower juts up above the treetops below. Between the green layer of treetops wherever there's a gap you see a layer of web and you can make out dark forms moving about on them. On the stone surface before you, you see the skeletal remains of a soldier. The bones are bleached by the sun and the armor is nothing more than rust.
--

The dead soldier has a rusty key which will open the trap door below.

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Back to [Ettercap's tower](/wikis/ettercaps-tower)

[https://mark-1.obsidianportal.com/wiki\\_pages/1459161](https://mark-1.obsidianportal.com/wiki_pages/1459161)

[https://mark-1.obsidianportal.com/wiki\\_pages/old-order](https://mark-1.obsidianportal.com/wiki_pages/old-order)

[old-order-history](/wikis/old-order-history)



class="wiki-page-link"&gt;History&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/old-order-history</link>

<content gm\_only="true" format="html">&lt;p&gt;Before the Sembrians brought the worship of Sol, before the majestic cathedrals of Axion, before there were many cities dotting the land, most of the people of Avralor said their prayers to Eone. Hunters gave thanks to the god of nature after they killed their prey. Those who farmed the fields were quick to give their respects to Eone for allowing them to claim a space in her wild country. The Druids oversaw all this and acted as mediators between the untamed lands and the people who tried to survive there. The people followed them and looked to them for protection. Eventually, great men rose up from the people who grew powerful enough to become rulers in their own right. But even the first chieftains and kings gave their respect to the Druids. As time went on and conquering forces brought the worship of new gods into the cities of Avralor, the common folks of the rural communities continued to look to the Druids for spiritual guidance since nature was what they relied on for their living. With the rule of the Sembrians, the Druids were forced into hiding. Many of the common folk were forced to worship the Sembrian god &lt;a href="/wikis/sol" class="wiki-page-link"&gt;Sol&lt;/a&gt; in exchange for the rights and privileges that came with it. But many people living in the wilder outskirts of the land continued to follow the old ways. Though the kingdom as a whole came under Sembrian influence, some of the military leaders retreated to the wilderness to continue the fighting. The Druids helped these men to learn the ways of nature and taught them the skills which were necessary for their survival outside of civilization. Over the next few decades, these men became known as &lt;a href="/wikis/The%20Rangers%20of%20the%20Old%20Order/new" class="create-wiki-page-link"&gt;The Rangers of the Old Order&lt;/a&gt;. They worked with the Druids to resist the encroachment of the new Sembrian rulers. With the fall of that great empire and

the dark times that followed, their new mission became to ensure the survival of the people of Avralor. Now, kings again rule the various kingdoms that have risen up, and the worship of Axion has become the standard, but the rulers once again respect (or at least tolerate) the tradition and ancient wisdom possessed by the old order.

[Back to \[The Old Order\]\(/wikis/the-old-order\)](/wikis/the-old-order)

[https://mark-1.obsidianportal.com/wiki\\_pages/1459187](https://mark-1.obsidianportal.com/wiki_pages/1459187)

[https://mark-1.obsidianportal.com/wiki\\_pages/the-old-order](https://mark-1.obsidianportal.com/wiki_pages/the-old-order)

[History](/wikis/old-order-history)

**Motives**

**Structure**

**Scale**

**Affiliation Score Criteria**

Criterion

Affiliation Score Mod

<tr>

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</table>

<table>

<tr>

<th>Affiliation Score</th>

<th>Title: Benefits and Duties</th>

</tr>

<tr>

<td></td>

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<tr>

<td></td>

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</tr>

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<p>MM <span class="caps">III</span>: Topiary Guardian (3-13)</p>

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&lt;p&gt;Frequented by the most important members of the community, as well as prominent farmers and cattle herders in Oakhurst to trade their goods.&lt;/p&gt;</content>

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[Religion](#)

[Mythos](/wikis/mythos)

[Planes](/wikis/planes)

[Calendar](/wikis/calendar)

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[Aerth](/wikis/aerth)

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[https://mark-1.obsidianportal.com/wiki\\_pages/1466012](https://mark-1.obsidianportal.com/wiki_pages/1466012)

[https://mark-1.obsidianportal.com/wiki\\_pages/aos](https://mark-1.obsidianportal.com/wiki_pages/aos)

The Allfather

God of the gods. Supreme being second only to [Chaos](/wikis/chaos) itself.

Worshipped by Giants

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[Outer Gods](/wikis/outer-gods)

[https://mark-1.obsidianportal.com/wiki\\_pages/1466015](https://mark-1.obsidianportal.com/wiki_pages/1466015)

[https://mark-1.obsidianportal.com/wiki\\_pages/bawn](https://mark-1.obsidianportal.com/wiki_pages/bawn)

[https://mark-1.obsidianportal.com/wiki\\_pages/1466045](https://mark-1.obsidianportal.com/wiki_pages/1466045)

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<content gm\_only="false" format="textile">BUILDING AND BUSINESS

DESCRIPTIONS

The entries in this section make frequent references to concepts

such as ?fine lodging? or ?exotic trade.? Examples and defini-

tions of each are provided here.

[[Temples]]

[[Lodging]]

[[Food]]

[[Trades (Exotic)]]

[[Trades (Fine)]]

[[Trades (Average)]]

[[Trades (Poor)]]

[[Services (Fine)]]

[[Services (Average)]]

[[Services (Poor)]]

[[Residences]]

?????

"Staff":<http://eberronunlimited.wikidot.com/building-a-stronghold>

[[Places of Interest]]

---

Back to [[City]]</content>



&lt;span class="caps"&gt;AND&lt;/span&gt; &lt;span class="caps"&gt;BUSINESS&lt;/span&gt; &lt;br /&gt;

&lt;span class="caps"&gt;DESCRIPTIONS&lt;/span&gt;&lt;br /&gt;

The entries in this section make frequent references to concepts &lt;br /&gt;  
such as ?fine lodging? or ?exotic trade.? Examples and defini- &lt;br /&gt;  
tions of each are provided here.&lt;/p&gt;

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[Average residential](/wikis/average-residential)

[Dwarf neighborhood](/wikis/dwarf-neighborhood)

[Garrison](/wikis/garrison)

[Gnome neighborhood](/wikis/gnome-neighborhood)

[Guildhall district](/wikis/guildhall-district)

[Guildhall district, former](/wikis/guildhall-district-former)

[Halfling encampment](/wikis/halfling-encampment)

[Marketplace](/wikis/marketplace)

[Professionals](/wikis/professionals)

[Shops](/wikis/shops)

[Temple district](/wikis/temple-district)

**High Population**

[Adventurers quarter](/wikis/adventurers-quarter)

[Anglers wharf](/wikis/anglers-wharf)

[Apartment homes](/wikis/apartment-homes)

[Caravan district](/wikis/caravan-district)

[Goblinoid ghetto](/wikis/goblinoid-ghetto)

<p><a href="/wikis/inn-district" class="wiki-page-link">Inn district</a></p>

<p><a href="/wikis/red-light-district" class="wiki-page-link">Red light district</a></p>

<p><a href="/wikis/shantytown" class="wiki-page-link">Shantytown</a></p>

<p><a href="/wikis/slave-quarter" class="wiki-page-link">Slave quarter</a></p>

<p><a href="/wikis/slum" class="wiki-page-link">Slum</a></p>

<p><a href="/wikis/tannery-district" class="wiki-page-link">Tannery district</a></p>

<p><a href="/wikis/tavern-district" class="wiki-page-link">Tavern district</a></p>

<p><a href="/wikis/tenement-district" class="wiki-page-link">Tenement district</a></p>

<p><a href="/wikis/theater-district" class="wiki-page-link">Theater district</a></p>

<p><a href="/wikis/undercity" class="wiki-page-link">Undercity</a></p>

<p><a href="/wikis/warehouse-district" class="wiki-page-link">Warehouse district</a></p>

<p><a href="/wikis/waterfront-district" class="wiki-page-link">Waterfront district</a></p>

<p><strong><ins>Special</ins></strong></p>

<p><a href="/wikis/remnant-neighborhood" class="wiki-page-link">Remnant neighborhood</a></p>

<p><a href="/wikis/immigrant-enclave" class="wiki-page-link">Immigrant enclave</a></p>

<p><a href="/wikis/necropolis" class="wiki-page-link">Necropolis</a></p>

<p><a href="/wikis/boat-town" class="wiki-page-link">Boat town</a></p>

<p><a href="/wikis/coliseum-arena" class="wiki-page-link">Coliseum, Arena</a></p>

<p><a href="/wikis/prison" class="wiki-page-link">Prison</a></p>  
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<p>Back to <a href="/wikis/city" class="wiki-page-link">City</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1466193</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/civic-district</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1470478</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/seth</link>

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Back to <a href="/wikis/west-faladon-important-sites" class="wiki-page-link">Important Sites</a></p></content>

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<p>1.<a href="/wikis/wellesby-manor" class="wiki-page-link">Wellesby Manor</a></p>

<p>2.<a href="/wikis/seth-temple-of-axion" class="wiki-page-link">Seth Temple of Axion</a></p>

<p>3.<a href="/wikis/Seth%20Town%20Hall/new" class="create-wiki-page-link">Town Hall</a></p>

<p>4.<a href="/wikis/merry-mug-inn" class="wiki-page-link">Merry Mug Inn</a></p>

<p>5.<a href="/wikis/lockners-general-store" class="wiki-page-link">Lockner&#8217;s General Store</a></p>

<p>6.<a href="/wikis/seth-constable" class="wiki-page-link">Constable</a></p>

<p>7.<a href="/wikis/aldenmirs-arms-and-armor" class="wiki-page-link">Aldenmir&#8217;s Arms and Armor</a></p>

<p>8. <a href="/wikis/veldspar-stables" class="wiki-page-link">Veldspar Stables</a><br />

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1474566</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/cale-oakenheart</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1474878</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-cult-of-tsaag-nalta</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477170</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/civic-district-0</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477208</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/civic-district-ruined</link>

<content gm\_only="true" format="html">&lt;p&gt;Civic District, Ruined&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;The crumbling edifice that dominates the streetscape once housed the power center in this city. The surrounding businesses have also fallen on hard times.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;This district is like the one above, except that the rulers&lt;br /&gt;

of the city have abandoned the massive structure that&lt;br /&gt;

once dominated the area.&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;&lt;/td&gt;

&lt;th&gt;1&lt;a href="/wikis/temples-0" class="wiki-page-link"&gt;temples&lt;/a&gt;&lt;/th&gt;

&lt;th&gt;&lt;a href="/wikis/2food/new" class="create-wiki-page-link"&gt;2food&lt;/a&gt;&lt;/th&gt;

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class="create-wiki-page-link"&gt;4lodging, average&lt;/a&gt;&lt;/th&gt;

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fine&lt;/a&gt;&lt;/th&gt;

&lt;th&gt;&lt;a href="/wikis/6trades%2C%20poor/new" class="create-wiki-page-link"&gt;6trades,  
poor&lt;/a&gt;&lt;/th&gt;

&lt;th&gt;&lt;a href="/wikis/7trades%2C%20average/new" class="create-wiki-page-link"&gt;7trades,  
average&lt;/a&gt;&lt;/th&gt;

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fine&lt;/a&gt;&lt;/th&gt;

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exotic&lt;/a&gt;&lt;/th&gt;

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&lt;th&gt;11&lt;a href="/wikis/services%2C%20average/new"  
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&lt;th&gt;12&lt;a href="/wikis/services%2C%20fine/new" class="create-wiki-page-link"&gt;services,  
fine&lt;/a&gt;&lt;/th&gt;

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class="create-wiki-page-link"&gt;residences, poor&lt;/a&gt;&lt;/th&gt;

&lt;th&gt;14&lt;a href="/wikis/residences%2C%20average/new"  
class="create-wiki-page-link"&gt;residences, average&lt;/a&gt;&lt;/th&gt;

&lt;th&gt;15&lt;a href="/wikis/residences%2C%20fine/new"  
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&lt;th&gt;16&lt;a href="/wikis/buildings%2C%20misc/new"  
class="create-wiki-page-link"&gt;buildings, misc&lt;/a&gt;&lt;/th&gt;

&lt;/tr&gt;

&lt;tr&gt;



<td></td>

<td>1(Heironeous, Pelor, or St. <br />

Cuthbert)</td>

<td>1(fine) (6)</td>

<td></td>

<td></td>

<td>1.5 (4)</td>

<td>6</td>

<td>1.5 (15)</td>

<td>45 (15</td>

<td>4 (10)</td>

<td></td>

<td></td>

<td>1.5 (15)</td>

<td></td>

<td></td>

<td></td>

<td>Council hall (vacant), bureaucratic<br />

offices (possibly vacant), monument/memorial, guardpost</td>

</tr>

</table>

<p>Social Class:Middle class.<br />

\_\_\_\_\_<br />

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1477216</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/elf-neighborhood</link>

<content gm\_only="true" format="html">&lt;table&gt;  
  
&lt;tr&gt;  
  
&lt;td&gt;First Impression: The neighborhood has more&lt;br /&gt;  
than its share of trees, bushes, and flowers. Even the&lt;br /&gt;  
more modest homes feature flowering windowboxes.&lt;/td&gt;  
  
&lt;/tr&gt;  
  
&lt;/table&gt;  
  
&lt;p&gt;Elf Neighborhood&lt;br /&gt;  
This district, found only in cities dominated by nonelf&lt;br /&gt;  
races, is where many elves choose to live.&lt;/p&gt;  
  
&lt;p&gt;Buildings: Temple (Corellon Larethian), druidic&lt;br /&gt;  
site, upscale lodging, upscale food (4), exotic trades (3),&lt;br /&gt;  
upscale trades (15), upscale services (5), upscale resi-&lt;br /&gt;  
dences (30).&lt;/p&gt;  
  
&lt;p&gt;Social Class: Upper class&lt;/p&gt;  
  
&lt;hr /&gt;  
Back to &lt;a href="/wikis/districts" class="wiki-page-link"&gt;Districts&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477217</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/embassy-district</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477238</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/finance-district</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477239</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/fine-shops</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477240</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/lords-keep</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Lord?s Keep&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Pennants in the city?s colors flutter over the castle, and guards eye the street from their watchtowers above. Soldiers drill in the courtyard beyond the open drawbridge.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;A fortress, usually the castle where the city?s ruler lives,&lt;br /&gt;

dominates this district.&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;&lt;/td&gt;

&lt;th&gt;1&lt;a href="/wikis/temple-0" class="wiki-page-link"&gt;temple&lt;/a&gt;&lt;/th&gt;

&lt;th&gt;&lt;a href="/wikis/2food/new" class="create-wiki-page-link"&gt;2food&lt;/a&gt;&lt;/th&gt;

&lt;th&gt;3&lt;a href="/wikis/lodging%2C%20poor/new" class="create-wiki-page-link"&gt;lodging, poor&lt;/a&gt;&lt;/th&gt;

&lt;th&gt;&lt;a href="/wikis/4lodging%2C%20average/new" class="create-wiki-page-link"&gt;4lodging, average&lt;/a&gt;&lt;/th&gt;

	<a class="create-wiki-page-link" href="/wikis/5lodging%2C%20fine/new">5lodging, fine</a>
	<a class="create-wiki-page-link" href="/wikis/6trades%2C%20poor/new">6trades, poor</a>
	<a class="create-wiki-page-link" href="/wikis/7trades%2C%20average/new">7trades, average</a>
	<a class="create-wiki-page-link" href="/wikis/8trades%2C%20fine/new">8trades, fine</a>
	<a class="create-wiki-page-link" href="/wikis/9trades%2C%20exotic/new">9trades, exotic</a>
10	<a class="create-wiki-page-link" href="/wikis/services%2C%20poor/new">services, poor</a>
11	<a class="create-wiki-page-link" href="/wikis/services%2C%20average/new">services, average</a>
12	<a class="create-wiki-page-link" href="/wikis/services%2C%20fine/new">services, fine</a>
13	<a class="create-wiki-page-link" href="/wikis/residences%2C%20poor/new">residences, poor</a>
14	<a class="create-wiki-page-link" href="/wikis/residences%2C%20average/new">residences, average</a>
15	<a class="create-wiki-page-link" href="/wikis/residences%2C%20fine/new">residences, fine</a>
16	<a class="create-wiki-page-link" href="/wikis/buildings%2C%20misc/new">buildings, misc</a>

Heironeous, or St. Cuthbert)	
1.5 (15)	
Manor house, servants' quarters (2),	
garrison post	

Social Class: Upper class.

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<link>https://mark-1.obsidianportal.com/wiki\_pages/lords-keep-vacant</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477242</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/magic-district</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477243</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/noble-estates</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Noble Estates&lt;/strong&gt;&lt;/p&gt;  
&lt;table&gt;  
 &lt;tr&gt;  
 &lt;td&gt;This district is quieter and cleaner than the rest of the city. Servants scurry about on their errands, and nobles travel by carriage to call on their genteel counterparts.&lt;/td&gt;  
 &lt;/tr&gt;  
&lt;/table&gt;  
&lt;p&gt;The wealthy, highborn residents of the city live in&lt;br /&gt;splendor in the manors of this district.&lt;br /&gt;  
Buildings: Estates (30).&lt;/p&gt;  
&lt;p&gt;Social Class: Upper class.&lt;/p&gt;  
&lt;hr /&gt;  
Back to &lt;a href="/wikis/districts" class="wiki-page-link"&gt;Districts&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477244</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/park-district</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Park District&lt;/strong&gt;&lt;/p&gt;

|

&ldquo;Clusters of trees, landscaped flowerbeds, and lawns of trimmed grass dominate the landscape. The air smells fresher here than it does elsewhere in the city.”

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;For those who love the outdoors, this district provides a respite from the hustle and bustle of the city.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Buildings&lt;/strong&gt;: Parks (1 large or 3 small), temple&lt;br /&gt;

(Corellon Larethian, Ehlonna, or Obad-Hai), druidic site, upscale taverns (5), exotic trades (5), upscale trades (8), upscale services (17), upscale residences (30).</p>

<p>Social Class: Upper class.</p>

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[<p>Back](/wikis/districts) to [<a](/wikis/districts)

[class="wiki-page-link"&gt;Districts&lt;/a&gt;&lt;/p&gt;</content>](#)

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477245</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/university</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477246</id>

<link>[https://mark-1.obsidianportal.com/wiki\\_pages/wealthy-residential](https://mark-1.obsidianportal.com/wiki_pages/wealthy-residential)</link>

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<content gm_only="true" format="html">&lt;table&gt;
&lt;tr&gt;
&lt;td&gt;Well-appointed buildings&lt;br /&gt;
line the quiet streets of this district. Servants or guards&lt;br /&gt;
are posted at many of the front doors.&lt;/td&gt;
&lt;/tr&gt;
&lt;/table&gt;
&lt;p&gt;Wealthy Residential&lt;br /&gt;
These residences belong to successful merchants&lt;br /&gt;
and high-level bureaucrats in political or religious&lt;br /&gt;
organizations.&lt;/p&gt;
&lt;p&gt;Buildings: Upscale residences (60), average resi-
&lt;br /&gt;
dences (10).&lt;/p&gt;
&lt;p&gt;Social Class: Upper class.&lt;/p&gt;
&lt;hr /&gt;
Back to &lt;a href="/wikis/districts" class="wiki-page-link"&gt;Districts&lt;/a&gt;</content>
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<id>https://mark-1.obsidianportal.com/wiki_pages/1477352</id>
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<link>https://mark-1.obsidianportal.com/wiki_pages/average-residential</link>
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<content gm_only="true" format="html">&lt;p&gt;&lt;strong&gt;Average
Residential&lt;/strong&gt;&lt;/p&gt;
&lt;table&gt;
&lt;tr&gt;
&lt;td&gt;Children play in the streets of this district, and the younger ones are often chased by older
siblings. Neat rows of houses line the thoroughfares.&lt;/td&gt;
```



&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;Shopkeepers, artisans, and other skilled workers dwell&lt;br /&gt;

in these modest homes.&lt;br /&gt;

Buildings: Upscale residences (10), average resi-&lt;br /&gt;

dences (70), poor residences (10).&lt;/p&gt;

&lt;p&gt;Social Class:Middle class&lt;br /&gt;

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class="wiki-page-link"&gt;Districts&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477354</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dwarf-neighborhood</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477355</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/garrison</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Garrison&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Some soldiers march to and fro in groups, while others stand at attention, and still others drill for combat. Shouted commands and marching songs fill the air.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;This district is essentially a military encampment. The soldiers who dwell here are charged with guarding the city and the surrounding countryside.&lt;/p&gt;

**Buildings**: Garrison building, temple (Heiro-neous, Kord, or St. Cuthbert), average lodging (4), poor lodging, upscale food (2), average food (4), poor food  
(3), upscale trades (4), average trades (8), poor trades (2),average services (10), average residences (40), poor residences (10).

**Social Class**:Middle class.

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[https://mark-1.obsidianportal.com/wiki\\_pages/gnome-neighborhood](https://mark-1.obsidianportal.com/wiki_pages/gnome-neighborhood)

[https://mark-1.obsidianportal.com/wiki\\_pages/1477358](https://mark-1.obsidianportal.com/wiki_pages/1477358)

[https://mark-1.obsidianportal.com/wiki\\_pages/guildhall-district](https://mark-1.obsidianportal.com/wiki_pages/guildhall-district)

**Guildhall District**

Each of the massive guildhalls in this district is emblazoned with a symbol representative of its craft, such as a massive hammer and anvil for the blacksmith's guild, and a welcoming sign in every known tongue for the Scribe's Union.

&lt;p&gt;This district is home to organizations of skilled workers, such as the mason?s guild, the cobbler?s guild, and the jeweler?s guild. Depending on the city, more exotic guilds devoted to sages, wizards, or mercenaries may also have facilities here. Illicit guilds may exist for thieves and assassins, but these rarely have publicly known guildhalls.&lt;/p&gt;

&lt;p&gt;Buildings: Guild halls (3), average lodging (5),&lt;br /&gt;  
average food (10), upscale trades (5), average trades (15),&lt;br /&gt;  
poor trades (4), upscale services (5), average services&lt;br /&gt;  
(10), poor services (3), average residences (30).&lt;/p&gt;

&lt;p&gt;Social Class:Middle class.&lt;/p&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1477359</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/guildhall-district-former</link>

<content gm\_only="true" format="html"&gt;&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;The guildhalls are boarded up or in disrepair, but the shops and businesses that surround them still thrive in the hustle and bustle of commerce.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;For some reason, the guilds have moved out of this district, but commercial interests still dominate its streets.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Buildings&lt;/strong&gt;: Vacant guild halls (3), average lodging&lt;br /&gt;  
(5), average food (10), upscale trades (5), average trades&lt;br /&gt;  
(15), poor trades (4), upscale services (5), average serv-&lt;br /&gt;

ices (10), poor services (3), average residences (30).

Social Class: Middle class.

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[https://mark-1.obsidianportal.com/wiki\\_pages/1477360](https://mark-1.obsidianportal.com/wiki_pages/1477360)

[https://mark-1.obsidianportal.com/wiki\\_pages/halfling-encampment](https://mark-1.obsidianportal.com/wiki_pages/halfling-encampment)

This neighborhood looks like it could vanish tomorrow, leaving behind nothing but half-constructed buildings, smoldering campfires, and vacant building foundations.

Halflings tend to be more nomadic than most other races. Even when a group of them settles in a city, their neighborhood looks more like a camp than a proper district.

**Buildings**: Council hall, temple (Yondalla),

shrine, average lodging (4), average food (8), average

trades (15), average services (10), average residences

(50).

Social Class: Middle class.

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<link>https://mark-1.obsidianportal.com/wiki\_pages/marketplace</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;This district is awash in colorful signs and tents. The shouts of barkers rise above the noise of shoppers, and a dozen scents?everything from sweet perfumes to sizzling meats?fill the air.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;Most of the residents from surrounding districts come to this bazaar to buy everything from necessities (such as clothing) to small luxuries (such as spices).&lt;/p&gt;

&lt;p&gt;Buildings: Open-air market, temple (1-50 Zuvhena, 51-60 Hureus, 61-100 Other), average lodging (2), average food (12), exotic trades (3), upscale trades (12), average trades (35), poor&lt;br /&gt;

trades (10), upscale services (5), average services (15),&lt;br /&gt;

poor services (5).&lt;/p&gt;

&lt;p&gt;Social Class:Middle class.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/districts" class="wiki-page-link"&gt;Districts&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477362</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/professionals</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Professionals&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&td>This district features row upon row of quiet shops and offices. Their signs advertise everything from translation services to wilderness guides to architectural design.&td>

&tr>

&table>

&p>This district is home to a variety of specialists the PCs might want to hire or consult.&p>

&p>Buildings: Temple, shrine (1-30 Synphion, 31-40 Omrus, 41-100 Other ), average lodging (3), upscale food (3), average food (7), exotic trades (2), upscale trades (3), average trades (10), upscale services (10), average services (20), upscale residences (10), average residences (20).&p>

&p>Social Class:Middle class.&p>

&hr /&

&p>Back to

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477363</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/shops</link>

<content gm\_only="true" format="html">&p>&strong>Shops&/strong>&p>

&table>

&tr>

&td>Well-guarded nobles saunter from shop to shop, seemingly oblivious to the more ordinary citizens who rush by with their arms full of packages.&td>

&tr>

&table>

&p>A few businesses in this district cater to the well-to-do, but most serve the city's middle and

lower classes. Such a district is more common in a smaller city that doesn't  
have multiple shopping districts.

**Buildings**: Temple, shrine (1-15 Zuvhena, 16-25 Synphion, 26-32 Hureus, 33-40 Omrus, 41-100 Other), average lodging (3), average food (10), exotic trades (3), upscale trades (12), average trades (35), poor trades (10), upscale services (3), average services (10), poor services (2).

Social Class: Middle class.

---

Back to [Districts](/wikis/districts)

`<id>https://mark-1.obsidianportal.com/wiki_pages/1477364</id>`

`<link>https://mark-1.obsidianportal.com/wiki_pages/temple-district</link>`

`<content gm_only="true" format="html">`

Each temple's architecture reflects the faith of its builders. Periodically, the doors of a temple open, and a throng of worshipers spills out into the street.
---

`</table>`

The center of the city's religious life, the temple district is where established faiths vie for worshipers. PCs can often find healing and other clerical magic here.

Buildings: Temples (1-60 any dominant religion, 61-85 any Greater, 86-100 Less than Greater), upscale lodging (1), average lodging (3), upscale food (3), average food (7), exotic trades (5), upscale trades (5), average trades (10), upscale services (10), average services (25), upscale residences (5), average residences (20).

&lt;p&gt;Social Class:Middle class.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/districts" class="wiki-page-link"&gt;Districts&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477368</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/adventurers-quarter</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477381</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/anglers-wharf</link>

<content gm\_only="true" format="html"&gt;&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;The smell of fish hangs heavily in the air here, mingled with the tang of saltwater and sea air. Rough-looking sailors lurch from ship to pier to tavern.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;Those who fish for a living have a district of their own,&lt;br /&gt;

if for no other reason than to keep the stench away&lt;br /&gt;

from the rest of the city.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Buildings&lt;/strong&gt;: Shrine (Axion 25% Argigion 75%), poor lodging (5), poor food (10), average trades (2), poor trades&lt;br /&gt;

(12), average services (3), poor services (7), poor resi-&lt;br /&gt;

dences (60).&lt;/p&gt;

&lt;p&gt;Social Class: Lower class.&lt;/p&gt;

&lt;hr /&gt;



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[https://mark-1.obsidianportal.com/wiki\\_pages/1477382](https://mark-1.obsidianportal.com/wiki_pages/1477382)

[https://mark-1.obsidianportal.com/wiki\\_pages/apartment-homes](https://mark-1.obsidianportal.com/wiki_pages/apartment-homes)

[https://mark-1.obsidianportal.com/wiki\\_pages/1477383](https://mark-1.obsidianportal.com/wiki_pages/1477383)

[https://mark-1.obsidianportal.com/wiki\\_pages/caravan-district](https://mark-1.obsidianportal.com/wiki_pages/caravan-district)

[https://mark-1.obsidianportal.com/wiki\\_pages/1477385](https://mark-1.obsidianportal.com/wiki_pages/1477385)

[https://mark-1.obsidianportal.com/wiki\\_pages/goblinoid-ghetto](https://mark-1.obsidianportal.com/wiki_pages/goblinoid-ghetto)

[https://mark-1.obsidianportal.com/wiki\\_pages/1477386](https://mark-1.obsidianportal.com/wiki_pages/1477386)

[https://mark-1.obsidianportal.com/wiki\\_pages/inn-district](https://mark-1.obsidianportal.com/wiki_pages/inn-district)

**Inn District**

Music and laughter wafts from the open doors of half a dozen inns and commonhouses. Each offers the promise of food, drink, dancing, or perhaps even more exotic diversions.
--

Inns are scattered across most cities, but sometimes a cluster of them dominates a neighborhood. Such a district tends to be rundown simply because it has few permanent residents

to care about its upkeep, and the transients who stay there spend most of their time in other districts.

**Buildings**: Temples (any 2), average lodging (8),  
poor lodging (25), average food (5), poor food (20), average trades (5), poor trades (15), average services (5),  
poor services (15).

Social Class: Lower class.

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[https://mark-1.obsidianportal.com/wiki\\_pages/1477388](https://mark-1.obsidianportal.com/wiki_pages/1477388)

[https://mark-1.obsidianportal.com/wiki\\_pages/red-light-district](https://mark-1.obsidianportal.com/wiki_pages/red-light-district)

[https://mark-1.obsidianportal.com/wiki\\_pages/1477389](https://mark-1.obsidianportal.com/wiki_pages/1477389)

[https://mark-1.obsidianportal.com/wiki\\_pages/shantytown](https://mark-1.obsidianportal.com/wiki_pages/shantytown)

--

Lean-tos, smoky fires, and makeshift hovels crowd in among the debris and rubble of the dirty, destitute streets.

Many of the structures in this district seem to be in

imminent danger of collapsing on their residents. The poorest of the poor live here in decrepit

buildings,&lt;br /&gt;

refugee colonies, and squatter camps.&lt;br /&gt;

Buildings: Poor residences (100).&lt;/p&gt;

&lt;p&gt;Social Class: Lower class.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/districts" class="wiki-page-link"&gt;Districts&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477390</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/slave-quarter</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477391</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/slum</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Slum&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Home to the destitute, this neighborhood features a mix of shanties, hovels, and&lt;br /&gt;

tenements in disrepair. Trash fills the streets and alleys, and the stench of offal mixed with rotting flesh and even less wholesome substances hangs heavy in the air.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;This district is clearly for the down-and-out. A slum falls somewhere between poor apartments and a shantytown on the scale of poverty and misery.&lt;/p&gt;

&lt;p&gt;Buildings: Temple (Olidammara or Pelor), poor lodging (1), poor food (3), poor trades (10),

poor services (5), poor residences (70).

Social Class: Lower class.

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[https://mark-1.obsidianportal.com/wiki\\_pages/1477392](https://mark-1.obsidianportal.com/wiki_pages/1477392)

[https://mark-1.obsidianportal.com/wiki\\_pages/tannery-district](https://mark-1.obsidianportal.com/wiki_pages/tannery-district)

The acrid smell of tanning hides would reveal the nature of this district even to a blindfolded person. A cluster of small, dingy shops caters to the unfortunate denizens of this nauseating district.
---

Tanneries?businesses that turn animal hides into leather?are typically in lower-class neighborhoods simply because they smell unbelievably bad. No one who can afford to do otherwise lives near a tannery.

Buildings: Temple (any, especially poorer or more obscure faiths), poor lodging (2), poor food (7), poor trades (tanners, dyers, and other folk who practice odiferous trades) (60), poor services (30).

Social Class: Lower class.

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[Back to Districts](/wikis/districts)

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477393</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/tavern-district</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477394</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/tenement-district</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477395</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/theater-district</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Theater District&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Theaters tend to spring up in lower-class neighborhoods because rent is cheaper there. Drama patrons rarely linger for long, although nearby pubs and shops&lt;br /&gt; entice some to stay and celebrate a fine performance.&lt;br /&gt;

This district can serve as a musician?s quarter or a&lt;br /&gt; dancehall district with only a name change.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Buildings&lt;/strong&gt;: Theaters (4), temple (Olidammara),&lt;br /&gt; poor lodging (10), poor food (20), poor trades (20), poor&lt;br /&gt; services (30), poor residences (15).&lt;/p&gt;

&lt;p&gt;Social Class: Lower class.&lt;br /&gt;

\_\_\_\_\_&lt;br /&gt;

Back to &lt;a href="/wikis/districts" class="wiki-page-link"&gt;Districts&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477396</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/undercity</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477397</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/warehouse-district</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Warehouse District&lt;/strong&gt;&lt;/p&gt;

The massive warehouses that
-----------------------------

give this district its name dominate the landscape. The streets are devoid of life except for the occasional delivery wagon and the guards who stand watch at some warehouse doors.

--

Adventurers who have business with shipping concerns?or just larcenous intent?may find their way into this district.

**Buildings**:Warehouses (30), poor trades (5), poor services (10), poor residences (55).

Social Class: Lower class.

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1477399</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/waterfront-district</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Waterfront District&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Most of the traffic here consists of sailors in search of liquor or entertainment. Bars, flophouses, and small shops?many of which don?t bother to advertise the nature of their business? line the street.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;Visitors who arrive by ship often get their first taste of a city in the waterfront district. Adventurers typically feel right at home in this rough-and-tumble place.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Buildings&lt;/strong&gt;: Other (5), temple (01-35 Argigion, 36-65 Ardon, 66-100 Zemarae), poor lodging (5), poor food (9), poor trades (25), poor services (35), poor residences (20).&lt;/p&gt;

&lt;p&gt;Social Class: Lower class.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/districts" class="wiki-page-link"&gt;Districts&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477400</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/remnant-neighborhood</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477402</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/immigrant-enclave</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477404</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/necropolis</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Necropolis&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;This district is quiet and&lt;br /&gt;

orderly. Rows of tombstones and crypts stand silent guard over the dead.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;This massive graveyard has few or no residents other than the undead creatures that may lurk among the tombstones and crypts.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Buildings&lt;/strong&gt;: Mortuaries (2), mausoleums (16),&lt;br /&gt;

temple (Nerull or Wee Jas), shrine.&lt;/p&gt;

&lt;p&gt;Social Class: Lower class.&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/city" class="wiki-page-link"&gt;City&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477405</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/boat-town</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477406</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/coliseum-arena</link>



<id>https://mark-1.obsidianportal.com/wiki\_pages/1477410</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/prison</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477420</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/lodging</link>

<content gm\_only="true" format="html">&lt;p&gt;Good Average Poor&lt;/p&gt;  
&lt;p&gt;1&lt;a href="/wikis/almshouse" class="wiki-page-link"&gt;Almshouse&lt;/a&gt;, 2&lt;a href="/wikis/boarding-house" class="wiki-page-link"&gt;Boarding House&lt;/a&gt;, 3&lt;a href="/wikis/hostel" class="wiki-page-link"&gt;Hostel&lt;/a&gt;, 4&lt;a href="/wikis/inn" class="wiki-page-link"&gt;Inn&lt;/a&gt;.&lt;/p&gt;  
&lt;p&gt;Lodging ranges from good to poor (PH 129); in upper-class districts, fine lodging is available.&lt;/p&gt;  
&lt;hr /&gt;  
&lt;p&gt;Back to &lt;a href="/wikis/building-and-business-descriptions" class="wiki-page-link"&gt;Building and Business Descriptions&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477425</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/food</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/club" class="wiki-page-link"&gt;Club&lt;/a&gt;, &lt;a href="/wikis/Eatery/new" class="create-wiki-page-link"&gt;Eatery&lt;/a&gt;, &lt;a href="/wikis/Restaurant/new"

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477426</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/trades-exotic</link>

<content gm\_only="true" format="html"><p>3.5\_\_\_\_\_<br />

<a href="/wikis/alchemy" class="wiki-page-link">Alchemist</a>, 2art dealer, 3calligrapher, 4costume shop, 5imported goods, 6<a href="/wikis/magic-armor-dealer" class="wiki-page-link">Magic Armor Dealer</a>, 7<a href="/wikis/magic-item-dealer-general" class="wiki-page-link">Magic Item Dealer (General)</a>, 8<a href="/wikis/magic-weapon-dealer" class="wiki-page-link">Magic Weapon Dealer</a>, 9<a href="/wikis/Pet%20Store/new" class="create-wiki-page-link">Pet Store</a>, 10<a href="/wikis/potion-dealer-0" class="wiki-page-link">Potion Dealer</a>, 11rare wood merchant, 12<a href="/wikis/scroll-merchant" class="wiki-page-link">Scroll Merchant</a>, 13soap maker, 14spice merchant, <br /> 15<a href="/wikis/Trapmaker/new" class="create-wiki-page-link">Trapmaker</a>, 16<a href="/wikis/wand-vendor" class="wiki-page-link">Wand Vendor</a>.</p></table>

01-12	<a class="wiki-page-link" href="/wikis/magic-armor-dealer">Magic Armor Dealer</a>	
13-24	<a class="wiki-page-link" href="/wikis/magic-weapon-dealer">Magic Weapon Dealer</a>	
25-59	<a class="wiki-page-link" href="/wikis/magic-item-dealer-general">Magic Item Dealer (General)</a>	
60-71	<a class="wiki-page-link" href="/wikis/potion-dealer-0">Potion Dealer</a>	
72-83	<a class="wiki-page-link" href="/wikis/scroll-merchant">Scroll Merchant</a>	
84-95		

<a class="wiki-page-link" href="/wikis/wand-vendor">Wand Vendor</a>	
96-100	
<a class="wiki-page-link" href="/wikis/alchemist">Alchemist</a>	

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[Back to Building and Business Descriptions](/wikis/building-and-business-descriptions)

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477427</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/alchemist-0</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477429</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/trades-fine</link>

<content gm\_only="true" format="html"><p>Antique dealer, bookbinder, bookseller, candy maker, clockmaker, cosmetics dealer, curio dealer, dice maker, distiller, fine clothier, gemcutter, glassblower, glazier, goldsmith, inkmaker, jeweler, <strong>map vendor</strong>, papermaker, perfumer, pewterer, sculptor, seal maker, silversmith, slave auctioneer, toy maker, trinkets shop, vintner, wiresmith.</p>

Includes average trades with higher quality and increased cost

<p>(masterwork).</p>

01-50	<a class="create-wiki-page-link" href="/wikis/Bookseller/new">Bookseller</a>
51-100	<a class="create-wiki-page-link" href="/wikis/Map%20Vendor/new">Map Vendor</a>

[Back to Building and Business Descriptions](/wikis/building-and-business-descriptions)

[https://mark-1.obsidianportal.com/wiki\\_pages/1477430](https://mark-1.obsidianportal.com/wiki_pages/1477430)

[https://mark-1.obsidianportal.com/wiki\\_pages/trades-average](https://mark-1.obsidianportal.com/wiki_pages/trades-average)

[Armorer](/wikis/Armorer/new), [Blacksmith](/wikis/blacksmith), [Bowyer](/wikis/Bowyer/new),  
brewer, butcher, carpenter, carpet maker, [Cartwright](/wikis/Cartwright/new), chandler,  
cheesemaker, cobbler, cooper, coppersmith, dairy, [Fletcher](/wikis/Fletcher/new)

[Fletcher](#), [Joiner](#), [Lampmaker](#), [Locksmith](#), [Mason](#), [Merchant](#), [Music Shop](#), [Outfitter](#), [Potter](#), [Provisioner](#), [Religious Items Dealer](#), [Ropemaker](#), [Saddler](#), [Sailmaker](#), [Shipwright](#), [Stonecutter](#), [Tailor](#), [Tapestry maker](#), [Taxidermist](#), [Thatcher](#), [Tilemaker](#), [Tinker](#), [Weaponsmith](#), [Weaver](#), [Wheelwright](#), [Whipmaker](#), [Wigmaker](#), [Woodworker](#).

Includes poor trades with higher quality and increased cost (masterwork), as well as fine trades at lower quality and lower cost (80% normal).

01-10
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<a class="create-wiki-page-link" href="/wikis/Armorer/new">&gt;Armorer</a>	
11-40	
<del><a class="wiki-page-link" href="/wikis/blacksmith">&gt;Blacksmith</a></del>	
41-45	
<a class="create-wiki-page-link" href="/wikis/Bowyer/new">&gt;Bowyer</a>	
46-50	
<a class="create-wiki-page-link" href="/wikis/Fletcher/new">&gt;Fletcher</a>	
51-60	
<a class="wiki-page-link" href="/wikis/outfitter">&gt;Outfitter</a>	
61-90	
<a class="wiki-page-link" href="/wikis/provisioner">&gt;Provisioner</a>	

<td>91-100</td>

<td><a href="/wikis/Weaponsmith/new"

class="create-wiki-page-link">Weaponsmith</a></td>

</tr>

</table>

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Back to <a href="/wikis/building-and-business-descriptions" class="wiki-page-link">Building and  
Business Descriptions</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477486</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sylvandale-warehouse-district</link>

<content gm\_only="true" format="html"><table>

<tr>

<td>The massive warehouses that<br />

give this district its name dominate the landscape. The streets are devoid of life except for the  
occasional delivery wagon and the guards who stand watch at some warehouse doors.</td>

</tr>

</table>

<p>Misc. buildings:<a href="/wikis/warehouse/new"

class="create-wiki-page-link">warehouse</a> (30)</p>

<p>Trades, poor: charcoal burner, fuller, miller, miller</p>

<p>Services, poor:<br />

1. <a href="/wikis/boater/new" class="create-wiki-page-link">boater</a><br />
2. <a href="/wikis/boater/new" class="create-wiki-page-link">boater</a><br />
3. <a href="/wikis/boater/new" class="create-wiki-page-link">boater</a><br />



4. [boater](/wikis/boater/new)  
5. [teamster](/wikis/teamster/new)  
6. [carter](/wikis/carter/new)  
7. [carter](/wikis/carter/new)  
8. [porter](/wikis/porter/new)  
9. [fence](/wikis/fence/new)  
  
Residences, poor: 55  

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Back to [Sylvandale Map](/wikis/sylvandale-map)

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477492</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sylvandale-civic-district</link>

<content gm\_only="true" format="html"><p><a href="/wikis/civic-district" class="wiki-page-link">Civic District</a></p><table><tr><td>Robed bureaucrats scurry<br />from appointment to appointment, and nobles travel<br />with their retinues. The main building is a stately structure with plenty of statuary and inscriptions.</td></tr></table><p>Gp limit: 15,000</p><p></p>

</p><a href="/wikis/sylvandale-civic-district-npcs" class="wiki-page-link">NPCs</a></p>

</p><a href="/wikis/temples-0" class="wiki-page-link">temples</a>: <a href="/wikis/sylvandale-cathedral-of-pelor" class="wiki-page-link">Cathedral of Eternal Light</a></p>

</p><a href="/wikis/food-0" class="wiki-page-link">food</a>: <br />

5. <a href="/wikis/the-blue-fish" class="wiki-page-link">The Blue Fish</a><br />

<a href="/wikis/the-silver-ogre" class="wiki-page-link">The Silver Ogre</a><br />  
club, eatery</p>

</p><a href="/wikis/lodging%20%28fine%29/new" class="create-wiki-page-link">lodging  
(fine)</a>: <br />

2. <a href="/wikis/the-knight-and-wolf-inn" class="wiki-page-link">The Knight and Wolf  
Inn</a><br />

<a href="/wikis/The%20Black%20Shard%20Inn/new" class="create-wiki-page-link">The Black  
Shard Inn</a><br />

<a href="/wikis/the-emerald-candle-inn" class="wiki-page-link">The Emerald Candle  
Inn</a></p>

</p><a href="/wikis/trades%20%28exotic%29/new" class="create-wiki-page-link">trades  
(exotic)</a> (10) <br />

<a href="/wikis/essential-arcana" class="wiki-page-link">Essential Arcana</a>5<br />

<a href="/wikis/blanderics-potions" class="wiki-page-link">Blanderic&#8217;s  
Potions</a>3<br />

<a href="/wikis/thrinarvs-wondrous-apothecary" class="wiki-page-link">Thrinarv&#8217;s  
Wondrous Apothecary</a>5</p>

</p><a href="/wikis/trades-average-0" class="wiki-page-link">trades (average)</a>

(15)&lt;br /&gt;  
&lt;a href="/wikis/bowyer/new" class="create-wiki-page-link"&gt;bowyer&lt;/a&gt;&lt;br /&gt;  
7. &lt;a href="/wikis/armorer/new" class="create-wiki-page-link"&gt;armorer&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/services-fine" class="wiki-page-link"&gt;services (fine)&lt;/a&gt; (15)&lt;br /&gt;  
1. &lt;a href="/characters/gweir-dywellion" class="wiki-content-link"&gt;Gweir Dywellion&lt;/a&gt;  
(sage 14)&lt;/p&gt;  
&lt;p&gt;3. Bureaucratic Office&lt;/p&gt;  
&lt;p&gt;4. Memorial: &lt;a href="/wikis/cogans-tomb" class="wiki-page-link"&gt;Cogan&#8217;s Tomb&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;6. Architect&lt;/p&gt;  
&lt;p&gt;8. Antique Dealer&lt;/p&gt;  
&lt;p&gt;9.&lt;/p&gt;  
&lt;hr /&gt;  
&lt;p&gt;Back to &lt;a href="/wikis/sylvandale-map" class="wiki-page-link"&gt;Sylvandale Map&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477494</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sylvandale-noble-estates</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;This district is quieter and&lt;br /&gt;  
cleaner than the rest of the city. Servants scurry about&lt;br /&gt;  
on their errands, and nobles travel by carriage to call on&lt;br /&gt;  
their genteel counterparts.&lt;/td&gt;

</tr>

</table>

<p><a href="/wikis/mareven-estates" class="wiki-page-link">Mareven Estates</a></p>

<hr />

<p>Back to <a href="/wikis/sylvandale-map" class="wiki-page-link">Sylvandale Map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477503</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sylvandale-average-residential</link>

<content gm\_only="true" format="html"><table>

<tr>

<td>Children play in the streets<br />

of this district, and the younger ones are often chased<br />

by older siblings. Neat rows of houses line the thor-<br />

oughfares.</td>

</tr>

</table>

<hr />

<p>Back to <a href="/wikis/sylvandale-map" class="wiki-page-link">Sylvandale Map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477507</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sylvandale-slums</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Home to the destitute, this neighborhood features a mix of shanties, hovels, and&lt;br /&gt;

tenements in disrepair. Trash fills the streets and alleys, and the stench of offal mixed with rotting flesh and even less wholesome substances hangs heavy in the air.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;&lt;img

src="http://i42.photobucket.com/albums/e317/jmocoohay/051B61B5-957C-4B90-A485-50886BF75EA7\_zpsbk9nnva8.jpg" alt="" /&gt;&lt;/p&gt;

&lt;p&gt;1. &lt;a href="/wikis/nine-lives-gaming-house" class="wiki-page-link"&gt;Nine Lives Gaming House&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;2. &lt;a href="/wikis/home-of-laric-la-croix" class="wiki-page-link"&gt;Home of Laric La Croix&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;3. &lt;a href="/wikis/sylvandale-old-watchtower" class="wiki-page-link"&gt;Old Watchtower&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;4. &lt;a href="/wikis/crimson-fangs-hideout" class="wiki-page-link"&gt;Crimson Fangs Hideout&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;5. &lt;a href="/wikis/Reed%27s%20HQ/new" class="create-wiki-page-link"&gt;Reed&#8217;s HQ&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;6. &lt;a href="/wikis/the-cult-of-tsaag-nalta-hideout" class="wiki-page-link"&gt;The Cult of Tsaag-Nalta Hideout&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;X. tunnel entrance&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;&lt;a href="/wikis/uv-map" class="wiki-page-link"&gt;UV Map&lt;/a&gt;&lt;/p&gt;

[Gangs](/wikis/sylvandale-gangs)

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[Sylvandale Map](/wikis/sylvandale-map)

[https://mark-1.obsidianportal.com/wiki\\_pages/1477627](https://mark-1.obsidianportal.com/wiki_pages/1477627)

[https://mark-1.obsidianportal.com/wiki\\_pages/sylvandale-guildhall-district](https://mark-1.obsidianportal.com/wiki_pages/sylvandale-guildhall-district)

Each of the massive guild-halls in this district is emblazoned with a symbol representative of its craft, such as a massive hammer and anvil for the blacksmith's guild, and a welcoming sign in every known tongue for the Scribe's Union.

Lodging:

1. [The Smoking Dragon Inn](/wikis/The%20Smoking%20Dragon%20Inn/new)

2. [The Harlequin Inn](/wikis/The%20Harlequin%20Inn/new)

3. [The Ruby Cup Inn](/wikis/the-ruby-cup-inn)

Food:

1. [The Minstrel and Flagon](/wikis/The%20Minstrel%20and%20Flagon/new)

```
2. <a href="/wikis/The%20Stout%20Archer/new" class="create-wiki-page-link">The Stout Archer</a><br />

3. <a href="/wikis/The%20Hound%27s%20Alehouse/new" class="create-wiki-page-link">The Hound&#8217;s Alehouse</a></p>

<p>Trades, Fine:<br />

1. <a href="/wikis/map%20vendor/new" class="create-wiki-page-link">map vendor</a></p>

<p>Trades, Average:<br />

1. <a href="/wikis/outfitter/new" class="create-wiki-page-link">outfitter</a><br />

2. <a href="/wikis/weaponsmith/new" class="create-wiki-page-link">weaponsmith</a></p>

<p>Services, Fine:<br />

1. <a href="/wikis/sage/new" class="create-wiki-page-link">sage</a></p>

<p>Services, Average:<br />

1. <a href="/wikis/stable" class="wiki-page-link">stable</a></p>

<hr />

<p>Back to <a href="/wikis/sylvandale-map" class="wiki-page-link">Map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki_pages/1477628</id>

<link>https://mark-1.obsidianportal.com/wiki_pages/sylvandale-marketplace</link>

<content gm_only="true" format="html"><table>

<tr>

<td>This district is awash in col<br />

orful signs and tents. The shouts of barkers rise above<br />
```

the noise of shoppers, and a dozen scents?everything&lt;br /&gt;

from sweet perfumes to sizzling meats?fill the air.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;&lt;a href="/wikis/victim-3-lideni-kithleigh" class="wiki-page-link"&gt;Victim 3 Lideni Kithleigh&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/temples-0" class="wiki-page-link"&gt;temples&lt;/a&gt;: &lt;a href="/wikis/Sylvandale%20Shrine%20of%20Fharlanghn/new" class="create-wiki-page-link"&gt;Shrine of Fharlanghn&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/lodging-0" class="wiki-page-link"&gt;lodging&lt;/a&gt;: &lt;br /&gt;

1. &lt;a href="/wikis/the-rampant-pilgrim-inn" class="wiki-page-link"&gt;The Rampant Pilgrim Inn&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/food-0" class="wiki-page-link"&gt;food&lt;/a&gt;: &lt;br /&gt;

1. &lt;a href="/wikis/The%20Scoundrel%27s%20Hall/new" class="create-wiki-page-link"&gt;The Scoundrel&#8217;s Hall&lt;/a&gt;&lt;br /&gt;

2. &lt;a href="/wikis/The%20Harper%27s%20Flask/new" class="create-wiki-page-link"&gt;The Harper&#8217;s Flask&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/trades%20%28exotic%29/new" class="create-wiki-page-link"&gt;trades (exotic)&lt;/a&gt;&lt;br /&gt;

1. &lt;a href="/wikis/gerheims-arms-and-armor" class="wiki-page-link"&gt;Gerheim&#8217;s Arms and Armor&lt;/a&gt;5&lt;br /&gt;

2. &lt;a href="/wikis/ash-houses-alchemy" class="wiki-page-link"&gt;Ash House&#8217;s Alchemy&lt;/a&gt; &lt;br /&gt;

3. &lt;a href="/wikis/isan-and-manys-wands" class="wiki-page-link"&gt;Isan and Many&#8217;s Wands&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/trades-average-0" class="wiki-page-link"&gt;trades (average)&lt;/a&gt;&lt;br /&gt;



1. [Surefoot General Store](/wikis/surefoot-general-store)

2. [blacksmith](/wikis/blacksmith/new)

3. [Kemble&#8217;s Provisions](/wikis/Kemble%27s%20Provisions/new)

[services \(average\)](/wikis/services%20%28average/new)

1. [healer](/wikis/healer)

2. [guide](/wikis/guide/new)

[services \(poor\)](/wikis/services-poor)

1. [carter](/wikis/carter/new)

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[Sylvandale Map](/wikis/sylvandale-map)

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477630</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sylvandale-wealthy-residential</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Well-appointed buildings&lt;br /&gt;

line the quiet streets of this district. Servants or guards&lt;br /&gt;

are posted at many of the front doors.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

[The Red Lion Inn](/wikis/The%20Red%20Lion%20Inn/new)

[PC Home](/wikis/pc-home)

[Bexley Estate](/wikis/bexley-estate)

[Leerstrom Estate](/wikis/leerstrom-estate)

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[Map](/wikis/sylvandale-map)

[https://mark-1.obsidianportal.com/wiki\\_pages/1477633](https://mark-1.obsidianportal.com/wiki_pages/1477633)

[https://mark-1.obsidianportal.com/wiki\\_pages/sylvandale-lords-keep](https://mark-1.obsidianportal.com/wiki_pages/sylvandale-lords-keep)

Pennants in the city's colors
flutter over the castle, and guards eye the street from their watchtowers above. Soldiers drill in the courtyard beyond the open drawbridge.

[temples](/wikis/temples-0): [Chapel of Kord](/wikis/Sylvandale%20Chapel%20of%20Kord/new)

[trades \(average\)](/wikis/trades-average-0)

1.

---

The acrid smell of tanning hides would reveal the nature of this district even to a blindfolded person. A cluster of small, dingy shops caters to the unfortunate denizens of this nauseating district.
---

1.

1.

2.

/&gt;

1. &lt;a href="/wikis/gambling%20hall/new" class="create-wiki-page-link"&gt;gambling hall&lt;/a&gt;&lt;br /&gt;

2. Fence: &lt;a href="/wikis/cloughs-gold-and-silver" class="wiki-page-link"&gt;Clough&#217;s Gold and Silver&lt;/a&gt;&lt;br /&gt;

3. &lt;a href="/wikis/fence/new" class="create-wiki-page-link"&gt;fence&lt;/a&gt;&lt;br /&gt;

4. &lt;a href="/wikis/carter/new" class="create-wiki-page-link"&gt;carter&lt;/a&gt;&lt;br /&gt;

5. &lt;a href="/wikis/porter/new" class="create-wiki-page-link"&gt;porter&lt;/a&gt;&lt;br /&gt;

6. &lt;a href="/wikis/porter/new" class="create-wiki-page-link"&gt;porter&lt;/a&gt;&lt;br /&gt;

7. &lt;a href="/wikis/teamster/new" class="create-wiki-page-link"&gt;teamster&lt;/a&gt;&lt;br /&gt;

8. &lt;a href="/wikis/teamster/new" class="create-wiki-page-link"&gt;teamster&lt;/a&gt;&lt;p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/sylvandale-map" class="wiki-page-link"&gt;Map&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1477637</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sylvandale-shantytown</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Lean-tos, smoky fires, and&lt;br /&gt;

makeshift hovels crowd in among the debris and&lt;br /&gt;

rubble of the dirty, destitute streets.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/sylvandale-map" class="wiki-page-link"&gt;Map&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1478530</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-blood-prophet-of-old-town</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1478567</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-age-of-dreams</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1478568</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-age-of-empires</link>

<content gm\_only="true" format="html">&lt;p&gt;As human civilization grew more advanced, men rediscovered the draconic method of writing down spells to be learned. Before long, the kingdoms with the most adept wizards began to dominate those around them. As many terrible wars were fought, an accord was reached where an organization of wizards would guard the teaching of such powerful knowledge. A brotherhood formed called the &lt;a href="/wikis/council-of-high-wizardry" class="wiki-page-link"&gt;Council of High Wizardry&lt;/a&gt;. They combined their power to construct a network of portals connecting the major arcane universities and towers across the world. These portals all led to a central hub hidden in a pocket dimension. The Veiled Tower was constructed to house this nexus. The Council of High Wizardry were the guardians of arcane knowledge and an unseen power for centuries.&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1478571</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-age-of-swords</link>

<content gm\_only="true" format="html">&lt;p&gt;As the plague lifts, &lt;br /&gt;

The monstrous races and barbarian hordes are beaten back enough to allow some stability to return to the lands of men. Large trade networks once again open up. Churches and schools of magic rise up again, though their power is greatly reduced. Kings rule again through the power of the sword.&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/history" class="wiki-page-link"&gt;History&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1478573</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/900-present</link>

<content gm\_only="true" format="html">&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/history-0" class="wiki-page-link"&gt;History&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1478692</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/wiki-creatures</link>

<title>Wiki Creatures</title>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1478709</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/cityscape</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1478753</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/things-to-do-in-a-tavern</link>

<content gm\_only="true" format="html">&lt;p&gt;Depending on the tavern, not every activity  
discussed below will be &lt;br /&gt;  
available (or welcome to the patrons). In upper-class ?social clubs,? &lt;br /&gt;  
for example, walking from table to table seeking arm-wrestling &lt;br /&gt;  
matches will get you nothing more than snorts of derision.&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/getting-drunk" class="wiki-page-link"&gt;Getting Drunk&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/games" class="wiki-page-link"&gt;Games&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/performing" class="wiki-page-link"&gt;Performing&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/picking-pockets" class="wiki-page-link"&gt;Picking  
Pockets&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/picking-a-fight" class="wiki-page-link"&gt;Picking a Fight&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/making-friends" class="wiki-page-link"&gt;Making  
Friends&lt;/a&gt;&lt;/p&gt;  
&lt;hr /&gt;  
&lt;p&gt;Back to &lt;a href="/wikis/tavern/new" class="create-wiki-page-link"&gt;tavern&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1478756</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/getting-drunk</link>

<content gm\_only="true" format="html">&lt;p&gt;In D&amp;amp;D, social drinking has no adverse conse-  
&lt;br /&gt;

quences. Inebriation matters only when PCs are actively trying to &lt;br /&gt;  
achieve that state, perhaps as part of a drinking game. Thus, these &lt;br /&gt;  
rules are intentionally simple (and far kinder than real life).&lt;br /&gt;

A PC can safely consume a number of drinks per hour (a ?drink? &lt;br /&gt;  
counts as a tankard of ale, a glass of wine, or a shot of the hard &lt;br /&gt;  
stuff) equal to one-half his Constitution score. One drink?s effects &lt;br /&gt;  
wear off in an hour. Whenever a character imbibes more than that &lt;br /&gt;  
limit, he must attempt a Constitution check. The DC starts at 15 &lt;br /&gt;  
and increases by 1 per additional drink. PCs with saving throw &lt;br /&gt;  
bonuses against poison (such as dwarves) can apply them to this &lt;br /&gt;  
Constitution check.&lt;br /&gt;

Each failed Constitution check imposes a cumulative ?1 penalty &lt;br /&gt;  
to Dexterity and Wisdom (but does not actually reduce those abil-  
&lt;br /&gt;  
ity scores) and a cumulative ?1 penalty on Constitution checks &lt;br /&gt;  
to avoid further inebriation. A character?s effective Dexterity and &lt;br /&gt;  
Wisdom can?t fall below 1 due to inebriation. The character?s actual &lt;br /&gt;  
Constitution score (and hit points) remains unchanged. A charac-  
&lt;br /&gt;  
ter passes out when the penalty on Constitution checks equals his &lt;br /&gt;  
Constitution score. He remains unconscious for 2d4 hours and &lt;br /&gt;  
is fatigued when he awakens, but the temporary penalties end. &lt;br /&gt;  
\_\_\_\_\_&lt;br /&gt;

Back to



<id>https://mark-1.obsidianportal.com/wiki\_pages/1478764</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/games</link>

<content gm\_only="true" format="html">&lt;p&gt;As many bar games exist as bars. Regardless of the &lt;br /&gt;

game, using magic to influence the outcome is seen as cheating.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;&lt;a href="/wikis/games-of-skill" class="wiki-page-link"&gt;Games of Skill&lt;/a&gt;&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;&lt;a href="/wikis/feats-of-accuracy" class="wiki-page-link"&gt;Feats of Accuracy&lt;/a&gt;&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;&lt;a href="/wikis/feats-of-strength" class="wiki-page-link"&gt;Feats of Strength&lt;/a&gt;&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;&lt;a href="/wikis/games-of-chance" class="wiki-page-link"&gt;Games of Chance&lt;/a&gt;&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;&lt;a href="/wikis/drinking-games" class="wiki-page-link"&gt;Drinking Games&lt;/a&gt;&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/rock-scissors-parchment" class="wiki-page-link"&gt;Rock, Scissors, Parchment&lt;/a&gt;&lt;br /&gt;

\_\_\_\_\_&lt;br /&gt;

Back to &lt;a href="/wikis/things-to-do-in-a-tavern" class="wiki-page-link"&gt;Things to do in a Tavern&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1478782</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/games-of-skill</link>

<content gm\_only="true" format="html">&lt;p&gt;In some taverns, a card game known as Three Dragon Ante is popular. Others use chesslike boardgames to test players? prowess.

To determine the winner of a game of skill, choose the most relevant skill for the main check. For many card games, it?s Bluff. For a boardgame such as chess, Knowledge (history) might be more relevant. Then choose two other skills that matter, but are clearly secondary. Sense Motive, Bluff, and a Knowledge skill are good choices. A character with at least 5 ranks in either of the secondary skills gains a +2 bonus on the main skill check (or +4 if she has 5 ranks in both). Then all participants attempt opposed skill checks.

As an exception to the usual rules, a character can use a Knowledge skill untrained if it?s the relevant skill for a game, as long as someone takes the time beforehand to explain the rules to her.&lt;br /&gt;

\_\_\_\_\_&lt;br /&gt;

&lt;a href="/wikis/cards" class="wiki-page-link"&gt;Cards&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/boardgames" class="wiki-page-link"&gt;Boardgames&lt;/a&gt;&lt;br /&gt;

\_\_\_\_\_&lt;br /&gt;

Back to &lt;a href="/wikis/games" class="wiki-page-link"&gt;Games&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1478784</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/feats-of-accuracy</link>

<content gm\_only="true" format="html">&lt;p&gt;Throwing darts is the archetypical tavern &lt;br

/&gt;

game of accuracy. Participants make ranged touch attacks to &lt;br /&gt;  
hit the target; tavern darts are similar enough to weapons that &lt;br /&gt;  
Weapon Focus (dart) and other relevant feats apply. Because a &lt;br /&gt;  
dartboard is designed to reward fine differences in accuracy, have &lt;br /&gt;  
all participants make opposed ranged touch attacks, and award &lt;br /&gt;  
the round to the character who achieved the highest result. &lt;br /&gt;  
Whoever wins five such rounds wins the match.&lt;br /&gt;

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Back to &lt;a href="/wikis/games" class="wiki-page-link"&gt;Games&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1478789</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/feats-of-strength</link>

<content gm\_only="true" format="html">&lt;p&gt;An arm-wrestling match is the usual contest &lt;br /&gt;

of strength in a tavern. Contestants make opposed Strength &lt;br /&gt;  
checks until one wins twice in a row. A contestant who is one &lt;br /&gt;  
size category larger than his opponent earns a +4 bonus on the &lt;br /&gt;  
Strength check.&lt;br /&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1478791</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/games-of-chance</link>

<content gm\_only="true" format="html">&lt;p&gt;Some dice and card games are strictly a matter of chance, as are some casino-style games such as roulette. You?ve got a pile of dice behind your DM screen, so games of chance should be easy to adjudicate.&lt;br /&gt;

\_\_\_\_\_&lt;br /&gt;

Homebrew&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/dice" class="wiki-page-link"&gt;Dice&lt;/a&gt;&lt;/p&gt;

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&lt;p&gt;&lt;a href="/wikis/Plinko/new" class="create-wiki-page-link"&gt;Plinko&lt;/a&gt;&lt;br /&gt;

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&lt;p&gt;Back to &lt;a href="/wikis/games"

class="wiki-page-link"&gt;Games&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1478792</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/drinking-games</link>

<content gm\_only="true" format="html">&lt;p&gt;Most drinking games are simply tests to see &lt;br /&gt;

who remains conscious the longest, with all participants drink-&lt;br /&gt;

ing at the same (frequent) intervals. Resolve such contests with the Getting Drunk rules above.

Sometimes other games have a &lt;br /&gt;

drinking game added, such as a version of darts in which every-&lt;br /&gt;

one but the winner drinks after each round.&lt;br /&gt;

\_\_\_\_\_&lt;br /&gt;

Back to &lt;a href="/wikis/games" class="wiki-page-link"&gt;Games&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1478795</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/performing</link>

<content gm\_only="true" format="html">&lt;p&gt;An evening?s work is needed to earn money by  
&lt;br /&gt;

singing or playing at a tavern (PH 79)?if you can get the gig.&lt;br /&gt;

If someone else is already performing at the tavern, then the &lt;br /&gt;

PC must convince the bandleader or solo performer (initial at-&lt;br /&gt;

titude indifferent) to let a ?guest performer? sit in for a song or &lt;br /&gt;

two. If the bandleader agrees, the character makes a Perform &lt;br /&gt;

check. The PC makes no money for this performance but there-&lt;br /&gt;

after earns a +2 circumstance bonus on Charisma-based checks &lt;br /&gt;

during that tavern visit if the performance was great (Perform &lt;br /&gt;

DC 20; PH 79) or better.&lt;br /&gt;

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Back to &lt;a href="/wikis/things-to-do-in-a-tavern-0" class="wiki-page-link"&gt;Things to do in a  
Tavern&lt;/a&gt;&lt;p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1478796</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/picking-pockets</link>

<content gm\_only="true" format="html">&lt;p&gt;A successful DC 20 Sleight of Hand check &lt;br  
&lt;br /&gt;

is sufficient to separate a tavern patron from a coin purse, and a successful DC 25 check can garner  
a thief some jewelry. The &lt;br /&gt;

typical taverngoer has a Spot bonus of +1 to notice the theft (as-  
suming he is not inebriated). Choose either the coins or goods  
column for a 1st-level treasure on Table 3?5 (DMG; 52);  
divide the  
coin result by 2 to reflect the fact that few people bring significant  
wealth into bars. A PC who gets caught triggers a hue and cry for the city watch?and maybe a bar  
fight as well. The victim of a pickpocket notices the missing coins or jewelry 1d4×10 minutes  
after the theft.  
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Back to [Things to do in a Tavern](/wikis/things-to-do-in-a-tavern-0)

<id>https://mark-1.obsidianportal.com/wiki\_pages/1478798</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/picking-a-fight</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1478805</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/making-friends</link>

<content gm\_only="true" format="html"><p>Making Friends: Little harm should result from  
friendly en-  
counters at the tavern, for PCs that want them. Most tavern  
patrons have an initial indifferent attitude, although those in  
the worst dives and the most exclusive social clubs start as un-  
friendly. PCs can use the Diplomacy skill or enchantment magic

to improve NPC attitudes as described on PH 72. Romantic  
com-  
panionship requires a friendly attitude (for dancing and casual  
conversation) or a helpful attitude (for a liaison that extends  
beyond the visit to the tavern).  
All sorts of circumstance modifiers can apply to these social in-  
teractions?including perceived wealth and social class of the PC,  
number and quality of drinks purchased, and ability to dance.  
\_\_\_\_\_

[Back to Things to do in a Tavern](/wikis/things-to-do-in-a-tavern-0)

[https://mark-1.obsidianportal.com/wiki\\_pages/1478823](https://mark-1.obsidianportal.com/wiki_pages/1478823)

[https://mark-1.obsidianportal.com/wiki\\_pages/lodging-0](https://mark-1.obsidianportal.com/wiki_pages/lodging-0)

[Lodging](/wikis/lodging)

[https://mark-1.obsidianportal.com/wiki\\_pages/1478826](https://mark-1.obsidianportal.com/wiki_pages/1478826)

[https://mark-1.obsidianportal.com/wiki\\_pages/food-0](https://mark-1.obsidianportal.com/wiki_pages/food-0)

[1 club](/wikis/club/new),  
[2 eatery](/wikis/eatery/new),  
[3 restaurant](/wikis/restaurant/new),  
[4 tavern](/wikis/tavern/new)

class="create-wiki-page-link">tavern</a>. <br />

Food ranges from <br />

good to poor (PH 129); in upper-class districts, fine food is available.<br />

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Back to <a href="/wikis/building-and-business-descriptions" class="wiki-page-link">Building and  
Business Descriptions</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1478835</id>

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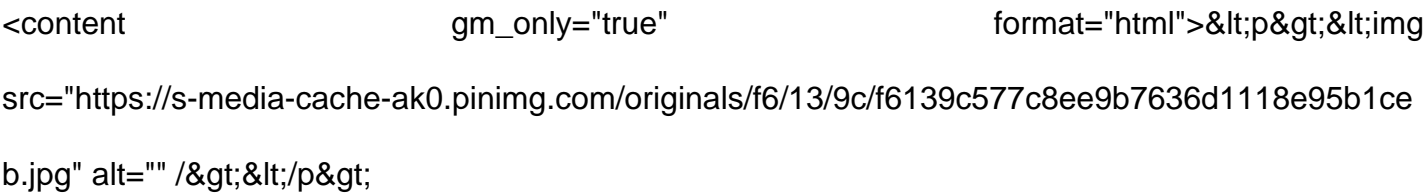
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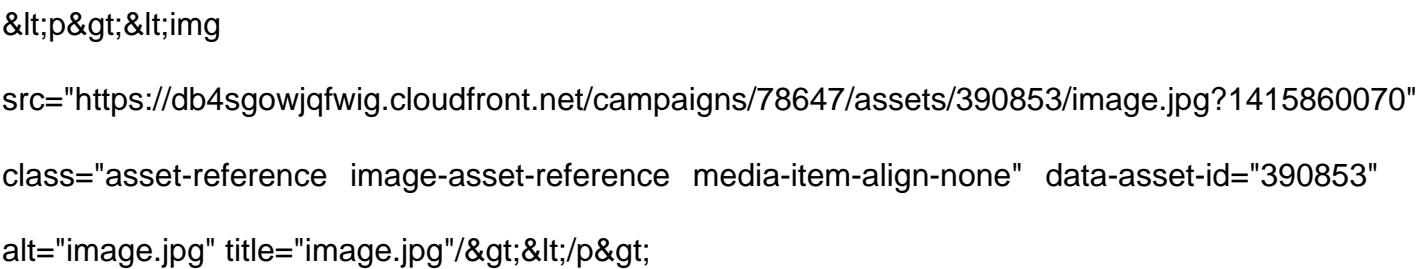
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[https://mark-1.obsidianportal.com/wiki\\_pages/1479627](https://mark-1.obsidianportal.com/wiki_pages/1479627)

[https://mark-1.obsidianportal.com/wiki\\_pages/west-faladon-geography](https://mark-1.obsidianportal.com/wiki_pages/west-faladon-geography)

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A placeholder image with a broken image icon. The alt text is empty.

Climate: Temperate

Terrain: hills, plains, mountains, forest, swamp, aquatic, desert,

[Important Sites](/wikis/west-faladon-important-sites)

[Geographical Features](/wikis/west-faladon-geographical-features)

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[Back](/wikis/west-faladon) to [West Faladon](/wikis/west-faladon)

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2. <a href="/wikis/varadinum-tomb-circle" class="wiki-page-link">Varadinum Tomb Circle</a><br />
3. <a href="/wikis/varadinum-lower-district" class="wiki-page-link">Varadinum Lower District</a><br />
4. <a href="/wikis/varadinum-temple-of-sol" class="wiki-page-link">Varadinum Temple of Sol</a><br />
5. <a href="/wikis/varadinum-upper-district" class="wiki-page-link">Varadinum Upper District</a><br />

6. [Library of Varadinum](/wikis/library-of-varadinum)</a><br />

7. [Varadinum Palace District](/wikis/Varadinum%20Palace%20District/new)</a><br />

8. [Varadinum Palace](/wikis/varadinum-palace)</a><br />

9. [Varadinum West Gate](/wikis/varadinum-west-gate)</a><br />

10. [Varadinum Artist&#8217;s Quarter](/wikis/Varadinum%20Artist%27s%20Quarter/new)</a><br />

11. [Varadinum Stairway to Cistern](/wikis/varadinum-stairway-to-cistern)</a></p><p><a href="/wikis/varadinum-tunnels" class="wiki-page-link">Varadinum Tunnels</a> <br /><br /><a href="/wikis/varadinum-history" class="wiki-page-link">Varadinum History</a></p><p><a href="/wikis/varadinum-plot" class="wiki-page-link">Varadinum Plot</a></p><p><a href="/wikis/varadinum-enemies" class="wiki-page-link">Varadinum Enemies</a></p><p><a href="/wikis/varadinum-random-find-tables" class="wiki-page-link">Varadinum Random Find Tables</a></p><br /><p>Back to <a href="/wikis/west-faladon-important-sites" class="wiki-page-link">Important Sites</a></p></content>

<link>https://mark-1.obsidianportal.com/wiki\_pages/essential-arcana</link>

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&lt;td&gt;The shop is a two-storey timber and brick building, with a smooth stone floor. The air is filled with the scent of ancient tomes and scrolls.&lt;/td&gt;

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Armor	
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[Civic District](/wikis/sylvandale-civic-district) &#8212; [Sylvandale Trades \(Exotic\)](/wikis/sylvandale-trades-exotic)

[Ernst Abernathy](/characters/ernst-abernathy)

[https://mark-1.obsidianportal.com/wiki\\_pages/1481258](https://mark-1.obsidianportal.com/wiki_pages/1481258)

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Figures&lt;/strong&gt;&lt;/p&gt;
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[Lord Jorl Brodyn](/characters/lord-jorl-brodyn)

[Constable Herrick Mance](/characters/constable-herrick-mance)

**Important Characters**:

<p><a href="/wikis/sylvandale-classes" class="wiki-page-link">Classes</a></p>

[Building Types Per District](/wikis/sylvandale-building-types-per-district)

[Buildings](/wikis/sylvandale-buildings)

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Back to [a href="/wikis/sylvandale"](/wikis/sylvandale)

class="wiki-page-link"&gt;Sylvandale&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/shrine</link>

<content gm\_only="false" format="textile">"wikipedia":http://en.m.wikipedia.org/wiki/Shrine

Back to [[temple]]</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/ehlonna</link>

<content gm\_only="true" format="html">&lt;p&gt;Ehlonna&lt;br /&gt;  
&lt;strong&gt;Title(s)&lt;/strong&gt; Ehlonna of the Forests&lt;br /&gt;  
&lt;strong&gt;Home plane&lt;/strong&gt; Wilderness of the Beastlands (formerly Prime Material Plane&lt;br /&gt;  
&lt;strong&gt;Power level&lt;/strong&gt; Intermediate&lt;br /&gt;  
&lt;strong&gt;Alignment&lt;/strong&gt; Neutral Good&lt;br /&gt;  
&lt;strong&gt;Portfolio&lt;/strong&gt; Forests, Woodlands, Flora, Fauna, Fertility&lt;br /&gt;  
&lt;strong&gt;Domains&lt;/strong&gt; Animal, Celerity, Good, Plant, Purification, Sun&lt;br /&gt;  
&lt;strong&gt;Symbol&lt;/strong&gt; a rampant unicorn or a unicorn&#8217;s horn&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Realm&lt;/strong&gt;&lt;br /&gt;

Deep within the Beastlands layer of Krigala is the Grove of the Unicorns, a realm she shares with the like-minded goddess Mielikki. The grove sits at the base of a cluster of great sequoias that form a natural cathedral for those beneath the canopy. The lowest branches of the trees are hundreds of feet in the air, such that those with wings can fly through Ehlonna&#8217;s cathedral without difficulty.&lt;br /&gt;

Those who reside within the borders of Ehlonna&#8217;s realm live in peace with the trees and animals, and they are similarly left alone by the wild creatures. The thinking creatures of the Beastlands adore Ehlonna, ensuring that she is often aware of occurrences that happen far from her domain. True to its name, the grove attracts groups of unicorns. In addition, there are herds of bariours in Ehlonna&#8217;s service. The grove is not far from Skerrit&#8217;s realm; centaur petitioners are found in Ehlonna&#8217;s realm and unicorns in Skerrit&#8217;s.&lt;br /&gt;

All spells cast by rangers within the Grove of the Unicorns are enhanced, and all spells that create

food or water are exceptionally bountiful. Ehlonna and Mielikki have the power to make other alterations to magic within their realm, if they so desire.</p>

<p><strong>Dogma</strong><br />

Ehlonna teaches that the animals and plants of the forests are gifts, and are not to be stolen. She is often the goddess of rangers and druids and opposes hunters and those who would rape the land for fun or profit.</p>

<p><strong>Worshippers</strong><br />

Ehlonna is the patron of all good-aligned folk who love the forests. She is worshipped by hunters, trappers, foresters, rangers, woodcutters, and more. Brownies, elves, gnomes, and halflings are especially attuned to Ehlonna of the Forests, and will willingly aid her. Ehlonna's worship is centered in the area from the Wild Coast to the Ulek States, and from the Kron Hills to the sea. She is among the deities worshipped in Hardby.</p>

<p><strong>Clergy</strong><br />

For clerics of Ehlonna/Ehlenestra, her domains include Animal, Celerity, Good, Plant, Purification, and Sun. Her favored weapon is the longbow. Clerics of Ehlonna wear pale green robes.<br />Each cleric of Ehlonna chooses a species of plant as their special ward. They must see to it that their species flourishes and that its properties are respected by common folk. Clerics of Ehlonna often carry the seeds of their chosen plant with them on journeys.</p>

<p><strong>Temples</strong><br />

Temples to Ehlonna are usually camouflaged lodges in sylvan settings, although small shrines often exist in villages.</p>

<p><strong>Rituals</strong><br />

Ehlonna's services involve vessels of horn and wood, the playing of pipes and flutes, and various herbs. Typical prayers to Ehlonna feature at least two references to positive aspects of the forest. Her ceremonies take place in the forest where possible and involve the various aspects of fertility. Children take part in the more innocent ones.</p>

<hr />

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[https://mark-1.obsidianportal.com/wiki\\_pages/1483751](https://mark-1.obsidianportal.com/wiki_pages/1483751)

[https://mark-1.obsidianportal.com/wiki\\_pages/boccob](https://mark-1.obsidianportal.com/wiki_pages/boccob)

[https://mark-1.obsidianportal.com/wiki\\_pages/1483752](https://mark-1.obsidianportal.com/wiki_pages/1483752)

[https://mark-1.obsidianportal.com/wiki\\_pages/corellon-larethian](https://mark-1.obsidianportal.com/wiki_pages/corellon-larethian)

[https://mark-1.obsidianportal.com/wiki\\_pages/1483754](https://mark-1.obsidianportal.com/wiki_pages/1483754)

[https://mark-1.obsidianportal.com/wiki\\_pages/erythnul](https://mark-1.obsidianportal.com/wiki_pages/erythnul)

**Title** The Many

**Home plane** Windswept Depths of Pandemonium

**Power level** Intermediate

**Alignment** Chaotic Evil

**Portfolio** Hate, Envy, Malice, Panic, Ugliness, Slaughter

**Domains** Chaos, Destruction, Evil, Trickery, War

**Symbol** A red blood drop, or a bestial mask representing Erythnul's changing visage

**Description**

Erythnul resembles a 7-foot-tall (2.1 m), brutal-looking man. He is rubicund of complexion, hirsute, and muscular, with knotted muscles and a blocky frame. His dull-green eyes are filled with the madness of war. He typically wears red fur and red-dyed leather, and carries a stone-headed mace.

A hole in the head of the mace creates a whistling noise as Erythnul swings it; the keening howl of the mace has been known to send those who hear it fleeing until they collapse from exhaustion.<br />

Erythnul is called the Many, because in battle his features continually shift from human to bugbear to troll to ogre to gnoll and back to human again. His spilled blood transforms into similar creatures. Erythnul delights in panic and slaughter. He can spread fear through his eyes.<br />

Realm<br />

Erythnul's realm, the Citadel of Slaughter, is in the third layer of Pandemonium, Phlegethon. There, his domain appears to be the ruins of a great stone citadel. In the chill winds can be heard the sounds of a terrible battle. The maddened souls of Erythnul's faithful kill each other eternally. Erythnul himself joins in the melee, slaughtering an endless stream of his own worshippers. A giant sacrificial altar is said to exist at the center of it all.<p>

<p>Dogma<br />

The chaos of battle is the sacred charge of the worshippers of Erythnul. In all the myriad forms of terror and suffering that war creates, there is a strange kind of unity. This is part of the reason that Erythnul is called the Many. Battle is a test of merit and strength, and living and dying by the sword is the definition of the good life.<br />

Many of Erythnul's worshippers believe that blood spilled in battle feeds their god, increasing his madness and bloodlust. Chaotic neutral worshippers believe that non-combatants and weak opponents are meaningless, and that killing them does nothing to satiate their god or prove their ability; killing those unworthy of a warrior's death even angers Erythnul, they believe. Chaotic evil worshippers, who are far more common, disagree, believing that all slaughter is a sacrament, and that the dying screams of innocents are music to Erythnul's ears, hymns in the church of the battlefield.<br />

Worshippers<br />

In civilized lands, Erythnul's followers (including evil fighters, barbarians and rogues) form small, criminal cults. In savage lands, evil barbarians, gnolls, bugbears, ogres, and trolls

commonly worship him. Many factions of Erythnul's cult exist, fighting one another as often as they fight nonbelievers. In cities, they tend to be less overt, forming a nebulous organization known as the Temple of Carnage. Most of Erythnul's faithful are chaotic evil, though a few are chaotic neutral. Erythnul is the official god of Stonehold in the World of Greyhawk campaign setting.

Clergy

Erythnul's clerics wear rust-colored garments. On ceremonial occasions they wear white robes, the better to display the bloodstains on them. They wear stylized masks symbolizing Erythnul's many aspects. In civilized areas they may foment rebellion and unrest, while in the wild they may lead groups of bandits. Clerics of Erythnul get most of their training in large wilderness temple-fortresses. Senior clerics try to frighten would-be initiates into quitting; those who avoid flinching after many tests are accepted into the priesthood.

The ranks of Erythnul's priesthood are, from lowest to highest, Raider, Marauder, Reaver, and Incarnate.

Erythnul's temples tend to be hidden. Most towns and cities have small, secret cults dedicated to the Many within the thieves' quarter. In the wilderness, his worshippers build squat, ugly fortresses where sacrifice after sacrifice takes place. Any place where carnage and slaughter have occurred is considered holy. Erythnul's profane altars are built on platforms reachable by steep flights of stairs.

Rituals

In the least violent services to Erythnul, shrill reed instruments are played discordantly while gongs clash and drums pound. During major rites, a fire is built and victims are sacrificed. One famous rite is the 'Bloody Howl,' when soldiers captured from the previous battle are killed in order to bring Erythnul's favor just before the next one.

Prayers to Erythnul are customarily rhyming chants with gory subject matter.

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class="create-wiki-page-link"&gt;Standard Pantheon&lt;/a&gt;&lt;/p&gt;</content>

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&lt;tr&gt;

&lt;td&gt; This district is where the logs from the forest are made into lumber for export. Rough looking men go about the business of pulling them in from the river where they have been floated from the logging camps upriver. Sawmills of various sizes dot the riverbank, their many waterwheels creaking as they spin.&lt;/td&gt;

&lt;/tr&gt;

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1. &lt;a href="/wikis/the-stout-oak" class="wiki-page-link"&gt;The Stout Oak&lt;/a&gt;&lt;br /&gt;

2. &lt;a href="/wikis/The%20Mithril%20Mug/new" class="create-wiki-page-link"&gt;The Mithril Mug&lt;/a&gt;&lt;br /&gt;

3. &lt;a href="/wikis/The%20Goose%20and%20Feathers/new" class="create-wiki-page-link"&gt;The Goose and Feathers&lt;/a&gt;&lt;br /&gt;

4. &lt;a href="/wikis/The%20Logjammer/new" class="create-wiki-page-link"&gt;The

Logjammer

[trades \(average\)](/wikis/trades-average-0)

1. [armorer](/wikis/armorer/new)

2. [provisioner](/wikis/provisioner/new)

3. [weaponsmith](/wikis/weaponsmith/new)

3. [weaponsmith](/wikis/weaponsmith/new)

[services \(average\)](/wikis/services-average)

1. [messenger](/wikis/messenger/new)

2. [Stable](/wikis/sylvandale-shipwright-district-stable)

[services \(poor\)](/wikis/services-poor)

1. [boater](/wikis/boater/new)

[Map](/wikis/sylvandale-map)

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Gather info check, when asking about where to buy spells or what goods are available in the Shipwright District: DC 15

(Not necessary if the NPC asked is knowledgeable about such things)

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1. <a href="/wikis/faris-scrolls" class="wiki-page-link">Fari&#8217;s Scrolls</a></p></content>

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<p><a href="/wikis/sylvandale-food" class="wiki-page-link">Food</a></p>

<p><a href="/wikis/sylvandale-lodging" class="wiki-page-link">Lodging</a></p>

<p><a href="/wikis/sylvandale-trades-exotic" class="wiki-page-link">Trades (Exotic)</a></p>

<p><a href="/wikis/sylvandale-trades-fine" class="wiki-page-link">Trades (Fine)</a></p>

<p><a href="/wikis/sylvandale-trades-average" class="wiki-page-link">Trades (Average)</a></p>

<p><a href="/wikis/sylvandale-services-fine" class="wiki-page-link">Services (Fine)</a></p>

<p><a href="/wikis/sylvandale-services-poor" class="wiki-page-link">Services (Poor)</a></p>

<p><strong>Misc.</strong></p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/sylvandale-temples</link>

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<p><a href="/wikis/sylvandale-cathedral-of-pelor" class="wiki-page-link">Cathedral of Eternal Light</a></p>

<p><a href="/wikis/sylvandale-shrine-of-olidammara" class="wiki-page-link">Shrine of Olidammara</a></p>

<p><a href="/wikis/Sylvandale%20Shrine%20of%20Fharlanghn/new" class="create-wiki-page-link"> Shrine of Fharlanghn</a></p>

<p><a href="/wikis/Sylvandale%20Chapel%20of%20Kord/new" class="create-wiki-page-link">Chapel of Kord</a></p>

<p><a href="/wikis/Sylvandale%20Temple%20of%20Geshtai/new" class="create-wiki-page-link">Temple of Geshtai</a></p>

<p><a href="/wikis/Sylvandale%20Chapel%20of%20Saint%20Cuthbert/new" class="create-wiki-page-link">Chapel of Saint Cuthbert</a></p>

<p><a href="/wikis/Sylvandale%20Shrine%20of%20Bralm/new" class="create-wiki-page-link">Shrine of Bralm</a></p>

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<p>Back to <a href="/wikis/sylvandale-places-of-interest" class="wiki-page-link">Places of Interest</a></p></content>

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<table>

<tr>

<td>The temple before you is not terribly huge but it towers sharply up into the sky. Massive stained glass windows of deep colors rise a full two stories high. The exterior is made of pure white stone edged with bands of metallic gold and platinum plates. It is richly decorated with artful and complex stonework featuring symbols and scenes associated with the sun and it&#8217;s god. The sun reflects brilliantly off of all of this</td>

</tr>

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<p>Shining Servant <a href="/characters/coracynth" class="wiki-content-link">Coracynth</a> Cleric of Axion 12</p>

<p><a href="/wikis/temple" class="wiki-page-link">temple</a></p>

<p><a href="/wikis/spellcasting-services" class="wiki-page-link">Spellcasting Services</a></p>

<p>Spells:<br />

Level</p>

<p>0&#8212;5 gp<br />

1&#8212;-10 gp&lt;br /&gt;  
2&#8212;-60 gp&lt;br /&gt;  
3&#8212;-150 gp&lt;br /&gt;  
4&#8212;-280 gp&lt;br /&gt;  
5&#8212;-450 gp&lt;br /&gt;  
6&#8212;-660 gp&lt;/p&gt;  
&lt;hr /&gt;  
&lt;p&gt;Back to &lt;a href="/wikis/sylvandale-civic-district" class="wiki-page-link"&gt;Civic District&lt;/a&gt;&lt;/p&gt;</content>

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&lt;p&gt;? PC rolls 1d20 then a bluff/deception check. Average these two for the result.&lt;/p&gt;  
&lt;p&gt;?DM rolls 1d20 with advantage and &lt;span class="caps"&gt;NPC&lt;/span&gt; skill check.  
Average these two for the opposed roll. (One roll represents all npcs )&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Hands dealt&lt;/strong&gt;: &lt;a class='op\_random\_num\_result op\_random\_num\_btn' data-min='1' data-max='20'&gt;&lt;/a&gt;, &lt;a class='op\_random\_num\_result op\_random\_num\_btn' data-min='1' data-max='20'&gt;&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Ability Checks&lt;/strong&gt;: &lt;a class='op\_random\_num\_result op\_random\_num\_btn' data-min='1' data-max='20'&gt;&lt;/a&gt; +&lt;br /&gt;  
Low Skill&lt;br /&gt;  
&lt;a class='op\_random\_result op\_random\_btn' data-table=['"+0", "+0", "+0", "+0", "+0", "+0", "-1", "+1", "+1", "+1", "+1", "+2", "+2", "+3"]&gt;&lt;/a&gt;&lt;/p&gt;  
&lt;/p&gt;



Check Result	Lower Class	Middle Class	Upper Class	Elite
10	1d20+15 sp	1d20+10 gp	3d20+20	
6				
4				

<td>3</td>

</tr>

<tr>

<td>2</td>

</tr>

<tr>

<td>1</td>

</tr>

<tr>

<td>0</td>

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Back to <a href="/wikis/games-of-skill" class="wiki-page-link">Games of Skill</a></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/nine-lives-gaming-house</link>

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<p><strong>Pit</strong><br />

<a href="/wikis/skill-challenge-gambling" class="wiki-page-link">Skill Challenge (Gambling)</a></p>

<p><a href="/wikis/dice" class="wiki-page-link">Dice</a></p>

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&lt;p&gt;&lt;strong&gt;Stage&lt;/strong&gt;&lt;br /&gt;
dancers, bards, buffoons, comedies, etc?&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Shrine&lt;/strong&gt;&lt;br /&gt;

&lt;a href="/wikis/sylvandale-shrine-of-olidammara" class="wiki-page-link"&gt;Shrine of
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Tavern&lt;/a&gt;&lt;br /&gt;

_____&lt;br /&gt;

&lt;a href="/wikis/sylvandale-shrine-of-olidammara" class="wiki-page-link"&gt; Shrine of
Olidammara&lt;/a&gt;&lt;br /&gt;

_____&lt;br /&gt;

Back to &lt;a href="/wikis/sylvandale-slums" class="wiki-page-link"&gt;Slums&lt;/a&gt;?-&lt;a
href="/wikis/sylvandale-places-of-interest" class="wiki-page-link"&gt;Places of
Interest&lt;/a&gt;&lt;/p&gt;</content>
```

<link>https://mark-1.obsidianportal.com/wiki\_pages/blasingdell-map</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;img src="//db4sgowjqfwig.cloudfront.net/campaigns/78647/assets/394272/image.jpg?1416710157" class="asset-reference image-asset-reference media-item-align-none" data-asset-id="394272" alt="image.jpg" title="image.jpg"/&gt;&lt;/p&gt;&lt;p&gt;1. &lt;a href="/wikis/blasingdell-marketplace" class="wiki-page-link"&gt;Marketplace&lt;/a&gt;&lt;/p&gt;&lt;p&gt;2. &lt;a href="/wikis/lord-barricks-keep" class="wiki-page-link"&gt;Lord Barrick&#8217;s Keep&lt;/a&gt;&lt;/p&gt;&lt;p&gt;3. &lt;a href="/wikis/Blasingdell%20North%20Mine/new" class="create-wiki-page-link"&gt;North Mine&lt;/a&gt;&lt;/p&gt;&lt;p&gt;4. &lt;a href="/wikis/Blasingdell%20East%20Mine/new" class="create-wiki-page-link"&gt;East Mine&lt;/a&gt;&lt;/p&gt;&lt;p&gt;5. &lt;a href="/wikis/Blasingdell%20Iron%20Works/new" class="create-wiki-page-link"&gt;Iron Works&lt;/a&gt;&lt;/p&gt;&lt;p&gt;6. &lt;a href="/wikis/the-griffons-nest-inn-and-tavern" class="wiki-page-link"&gt;The Griffon&#8217;s Nest Inn and Tavern&lt;/a&gt;&lt;/p&gt;&lt;p&gt;7. &lt;a href="/wikis/tolms-superior-outfitting-and-dry-goods" class="wiki-page-link"&gt;Tolm&#8217;s Superior Outfitting and Dry Goods&lt;/a&gt;&lt;/p&gt;&lt;p&gt;8. &lt;a href="/wikis/Blasingdell%20Temple%20of%20Pelor/new" class="create-wiki-page-link"&gt;Temple of Pelor&lt;/a&gt;&lt;/p&gt;&lt;p&gt;9. &lt;a href="/wikis/Blasingdell%20Constable/new" class="create-wiki-page-link"&gt;Constable&lt;/a&gt;&lt;/p&gt;&lt;p&gt;10. &lt;a href="/wikis/Blasingdell%20Stable/new" class="create-wiki-page-link"&gt;Stable&lt;/a&gt;&lt;/p&gt;

11. [Watchtower](/wikis/Blasingdell%20Watchtower/new)

12. [Cemetary](/wikis/Blasingdell%20Cemetary/new)

---

[Back to Blasingdell](/wikis/blasingdell)

[https://mark-1.obsidianportal.com/wiki\\_pages/1487241](https://mark-1.obsidianportal.com/wiki_pages/1487241)

[https://mark-1.obsidianportal.com/wiki\\_pages/lord-barricks-keep](https://mark-1.obsidianportal.com/wiki_pages/lord-barricks-keep)

A rather run down looking keep stands at the far end of a courtyard. You are eyes by guards from their watchtowers above. Soldiers drill in the courtyard beyond the open gates.
--

Approaching PC&#8217;s are met with [Seneschal Whitelock](/characters/senseschal_whitelock) . A grand staircase leads to the second floor where the Sir Miles Barrick can usually be found in his office there.

[Back to Map](/wikis/blasingdell-map)

[https://mark-1.obsidianportal.com/wiki\\_pages/1487251](https://mark-1.obsidianportal.com/wiki_pages/1487251)

<link>https://mark-1.obsidianportal.com/wiki\_pages/blasingdell-marketplace</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;This open lot is packed with stalls, carts and tents , each with a vendor selling various goods, from food and spices to handmade trinkets and jewelry. The smell of barbecued meat hangs heavily in the air.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/blasingdell-map" class="wiki-page-link"&gt;Map&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1487280</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/tolms-superior-outfitting-and-dry-goods</link>

<content gm\_only="true" format="html">&lt;p&gt;Proprietor: &lt;a href="/characters/kheldegan-tolm-1" class="wiki-content-link"&gt;Kheldegan Tolm&lt;/a&gt;&lt;/p&gt;&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/blasingdell-map" class="wiki-page-link"&gt;Map&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1487868</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-griffons-nest-inn-and-tavern</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/characters/sarel" class="wiki-content-link"&gt;Sarel Bankdown&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1491511</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/isan-and-manys-wands</link>

<content gm\_only="true" format="html">&lt;table&gt;  
&lt;tr&gt;  
 &lt;td&gt;The shop is a two-storey stone-walled building, with carved wooden doors. It is dimly lit by  
a few candles and fairly shabby.&lt;/td&gt;  
&lt;/tr&gt;  
&lt;/table&gt;  
&lt;p&gt;Minor&lt;/p&gt;  
&lt;table&gt;  
&lt;tr&gt;  
 &lt;td&gt;&lt;a href="/wikis/charm-person" class="wiki-page-link"&gt;Charm  
Person&lt;/a&gt;&lt;/td&gt;  
 &lt;td&gt;750&lt;/td&gt;  
&lt;/tr&gt;  
&lt;tr&gt;  
 &lt;td&gt;&lt;a href="/wikis/enlarge-person" class="wiki-page-link"&gt;Enlarge  
Person&lt;/a&gt;&lt;/td&gt;  
 &lt;td&gt;750&lt;/td&gt;  
&lt;/tr&gt;  
&lt;/table&gt;

<a class="wiki-page-link" href="/wikis/burning-hands">Burning Hands</a>	
750	
<a class="wiki-page-link" href="/wikis/detect-secret-doors">Detect Secret Doors</a>	
750	
<a class="wiki-page-link" href="/wikis/shocking-grasp">Shocking Grasp</a>	
750	
<a class="create-wiki-page-link" href="/wikis/Magic%20Missile%20%283rd%29/new">Magic Missile (3rd)</a>	
2,250	
<a class="wiki-page-link" href="/wikis/web">Web</a>	
4,500	
<a class="wiki-page-link" href="/wikis/hold-person">Hold Person</a>	
4,500	



<tr>

<td><a href="/wikis/cure-moderate-wounds" class="wiki-page-link">Cure Moderate Wounds</a></td>

<td>4,500</td>

</tr>

<tr>

<td><a href="/wikis/bears-endurance" class="wiki-page-link">Bear&#8217;s Endurance</a></td>

<td>4,500</td>

</tr>

<tr>

<td><a href="/wikis/eagles-splendor" class="wiki-page-link">Eagle&#8217;s Splendor</a></td>

<td>4,500</td>

</tr>

<tr>

<td><a href="/wikis/shatter" class="wiki-page-link">Shatter</a></td>

<td>4,500</td>

</tr>

<tr>

<td><a href="/wikis/foxs-cunning" class="wiki-page-link">Fox&#8217;s Cunning</a></td>

<td>4,500</td>

</tr>

</table>

<hr />

<p>Back to <a href="/wikis/sylvandale-marketplace"

## Trades

(Exotic)</a></p></content>

**Shopkeeper**: [Isan](/characters/isan); The shopkeeper is an old female human named Isan. She will purchase items for one-third value, no questions asked.

<id>[https://mark-1.obsidianportal.com/wiki\\_pages/1492032](https://mark-1.obsidianportal.com/wiki_pages/1492032)</id>

<link>[https://mark-1.obsidianportal.com/wiki\\_pages/faris-scrolls](https://mark-1.obsidianportal.com/wiki_pages/faris-scrolls)</link>

```
<content gm_only="true" format="html">&lt;table&gt;
```

|

&lt;td>The house is a two-storey tower of living wood, with several stained glass windows. A small dragon&#8217;s skull hangs over the hearth.&lt;/td>

&lt;/tr&gt;

&lt;/table&gt;

|
 Sp Lev/Cast Lev | Spell | Price (gp) |

&lt;/tr&gt;

|

&lt;td&gt;0/1 &lt;/td&gt;

<a class="wiki-page-link" href="/wikis/ray-of-frost-0">Ray of Frost</a>	
12 gp, 5 sp	
1/1	
<a class="wiki-page-link" href="/wikis/detect-undead">Detect Undead</a>	
25	
1/1	
<a class="wiki-page-link" href="/wikis/identify">Identify</a>	
125	
1/1	
<a class="wiki-page-link" href="/wikis/burning-hands">Burning Hands</a>	
25	
1/1	
<a class="create-wiki-page-link" href="/wikis/Protection%20From%20Evil/new">Protection From Evil</a>	
25	

	<div>&lt;div&gt;&lt;a href="/wikis/knock"&gt;Knock&lt;/a&gt;</div>
150	
	<div>&lt;div&gt;&lt;a href="/wikis/enthrall"&gt;Enthrall&lt;/a&gt;</div>
150	
	<div>&lt;div&gt;&lt;a href="/wikis/magic-mouth"&gt;Magic Mouth&lt;/a&gt;</div>
160	

Back to [Sylvandale Shipwright District](/wikis/sylvandale-shipwright-district)---[Sylvandale Trades \(Exotic\)](/wikis/sylvandale-trades-exotic)

```
<content      gm_only="true"      format="html">&lt;p&gt;&lt;a      href="/characters/fari"
class="wiki-content-link"&gt;Fari&lt;/a&gt;&lt;/p&gt;</content>
```

<id>https://mark-1.obsidianportal.com/wiki\_pages/1492152</id>

<link>[https://mark-1.obsidianportal.com/wiki\\_pages/bralm](https://mark-1.obsidianportal.com/wiki_pages/bralm)</link>

<content gm\_only="true" format="html">&lt;p&gt;Lesser Goddess (Neutral)&lt;br /&gt;  
Bralm?s clerics urge everyone to cheerfully take their place &lt;br /&gt;  
in society, working together as bees in a hive do?for the &lt;br /&gt;  
good of all. She teaches obedience to just authority, coopera-&lt;br /&gt;  
tion, and teamwork. Bralm is generally depicted as a blonde &lt;br /&gt;  
matriarch with insect wings.&lt;br /&gt;  
Portfolio: Insects, industry.&lt;br /&gt;  
Domains: Animal, Community\*, Law, Pact\*, Strength.&lt;/p&gt;  
&lt;hr /&gt;  
&lt;p&gt;Back to &lt;a href="/wikis/Standard%20Pantheon/new" class="create-wiki-page-link"&gt;Standard Pantheon&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1492170</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/shop-inventories</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/trades-exotic" class="wiki-page-link"&gt;Trades (Exotic)&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1493220</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/hide</link>

<content gm\_only="false" format="textile">"Hide":http://www.dandwiki.com/wiki/SRD:Hide\_Skill  
[[Stealth]]</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a

href="http://www.dandwiki.com/wiki/SRD:Hide\_Skill">Hide</a><br />  
<a href="/wikis/stealth" class="wiki-page-link">Stealth</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1493225</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/move-silently</link>

<content gm\_only="false" format="textile">Move  
Silently":http://www.dandwiki.com/wiki/SRD:Move\_Silently\_Skill  
  
[[Stealth]]</content>

<content gm\_only="true" format="html"><p><a  
href="http://www.dandwiki.com/wiki/SRD:Move\_Silently\_Skill">Move Silently</a></p>  
<p><a href="/wikis/stealth" class="wiki-page-link">Stealth</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1493227</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/stealth</link>

<content gm\_only="true" format="html"><p>Stealth = <a href="/wikis/hide"  
class="wiki-page-link">Hide</a> + <a href="/wikis/move-silently"  
class="wiki-page-link">Move Silently</a> mods averaged</p>  
<hr />  
<p>Back to <a href="/wikis/generalized-skills" class="wiki-page-link">Generalized  
Skills</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1493230</id>

<link>[https://mark-1.obsidianportal.com/wiki\\_pages/generalized-skills](https://mark-1.obsidianportal.com/wiki_pages/generalized-skills)</link>

<content gm\_only="true" format="html">&lt;table&gt;

|
 Skills | <th>Generalized Skill</th> |

&lt;/tr&gt;

&lt;tr&gt;

[Hide](/wikis/hide),

[>Move Silently</a></td>](/wikis/move-silently)

&lt;td&gt;&lt;a href="/wikis/stealth" class="wiki-page-link"&gt;Stealth&lt;/a&gt;&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;&lt;a href="/wikis/spot" class="wiki-page-link"&gt;Spot&lt;/a&gt;, &lt;a href="/wikis/listen"

class="wiki-page-link">Listen</a>, &lt;a href="/wikis/search"

[Search](/wikis/sense-motive), [a](/wikis/sense-motive)

[Sense Motive](#)

&lt;td&gt;&lt;a href="/wikis/perception" class="wiki-page-link"&gt;Perception&lt;/a&gt;&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;&lt;/content&gt;

<id>https://mark-1.obsidianportal.com/wiki\_pages/1493234</id>

[https://mark-1.obsidianportal.com/wiki\\_pages/perception](https://mark-1.obsidianportal.com/wiki_pages/perception)

```
<content gm_only="true" format="html">&lt;p&gt;Perception = &lt;a href="/wikis/spot"
class="wiki-page-link"&gt;Spot&lt;/a&gt; + &lt;a href="/wikis/listen"
class="wiki-page-link"&gt;Listen&lt;/a&gt; mods averaged&lt;/p&gt;
&lt;hr /&gt;
&lt;p&gt;Back to &lt;a href="/wikis/generalized-skills" class="wiki-page-link"&gt;Generalized
Skills&lt;/a&gt;&lt;/p&gt;</content>
```

```
<id>https://mark-1.obsidianportal.com/wiki_pages/1493236</id>
```

```
<link>https://mark-1.obsidianportal.com/wiki_pages/listen</link>
```

```
<content gm_only="false" format="textile">"Listen":http://www.dandwiki.com/wiki/SRD:Listen_Skill
```

```
[[Perception]]
```

```
_____
Back to [[Skills]]</content>
```

```
<content gm_only="true" format="html">&lt;p&gt;&lt;a
href="http://www.dandwiki.com/wiki/SRD:Listen_Skill"&gt;Listen&lt;/a&gt;&lt;/p&gt;
&lt;p&gt;&lt;a href="/wikis/perception" class="wiki-page-link"&gt;Perception&lt;/a&gt;&lt;/p&gt;
&lt;hr /&gt;
&lt;p&gt;Back to &lt;a href="/wikis/skills"
class="wiki-page-link"&gt;Skills&lt;/a&gt;&lt;/p&gt;</content>
```

```
<id>https://mark-1.obsidianportal.com/wiki_pages/1493444</id>
```



<link>https://mark-1.obsidianportal.com/wiki\_pages/sense-motive</link>

<content gm\_only="false" format="textile">"Sense Motive":http://www.dandwiki.com/wiki/SRD:Sense\_Motive\_Skill

[[Perception]]

\_\_\_\_\_

Back to [[Skills]]</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="http://www.dandwiki.com/wiki/SRD:Sense\_Motive\_Skill"&gt;Sense Motive&lt;/a&gt;&lt;p&gt;&lt;a href="/wikis/perception" class="wiki-page-link"&gt;Perception&lt;/a&gt;&lt;br /&gt;\_\_\_\_\_&lt;br /&gt;

Back to &lt;a href="/wikis/skills" class="wiki-page-link"&gt;Skills&lt;/a&gt;&lt;p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1493445</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/tumble</link>

<content gm\_only="false" format="textile">"Tumble":http://www.dandwiki.com/wiki/SRD:Tumble\_Skill

\_\_\_\_\_

Back to [[Skills]]</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="http://www.dandwiki.com/wiki/SRD:Tumble\_Skill"&gt;Tumble&lt;/a&gt;&lt;p&gt;

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<p>Back to <a href="/wikis/skills" class="wiki-page-link">Skills</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1493446</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/heal</link>

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\_\_\_\_\_

Back to [[Skills]]</content>

<content gm\_only="true" format="html"><p><a href="http://www.dandwiki.com/wiki/SRD:Heal\_Skill">Heal</a></p>

<hr />

<p>Back to <a href="/wikis/skills" class="wiki-page-link">Skills</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1493447</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/alchemy</link>

<content gm\_only="false" format="textile">"Alchemy":http://www.dandwiki.com/wiki/SRD3e:Alchemy\_Skill

\_\_\_\_\_

Back to [[Skills]]</content>

`<content gm_only="true" format="html">&lt;p&gt;&lt;a href="http://www.dandwiki.com/wiki/SRD3e:Alchemy_Skill"&gt;Alchemy&lt;/a&gt;&lt;br /&gt;_____&lt;br /&gt;Back to &lt;a href="/wikis/skills" class="wiki-page-link"&gt;Skills&lt;/a&gt;&lt;/p&gt;</content>`

`<id>https://mark-1.obsidianportal.com/wiki_pages/1493449</id>`

`<link>https://mark-1.obsidianportal.com/wiki_pages/disable-device</link>`

`<content gm_only="false" format="textile">"Disable Device":http://www.dandwiki.com/wiki/SRD:Disable_Device_Skill`

`_____`  
`Back to [[Skills]]</content>`

`<content gm_only="true" format="html">&lt;p&gt;&lt;a href="http://www.dandwiki.com/wiki/SRD:Disable_Device_Skill"&gt;Disable Device&lt;/a&gt;&lt;/p&gt;&lt;hr /&gt;&lt;p&gt;Back to &lt;a href="/wikis/skills" class="wiki-page-link"&gt;Skills&lt;/a&gt;&lt;/p&gt;</content>`

`<id>https://mark-1.obsidianportal.com/wiki_pages/1493480</id>`

`<link>https://mark-1.obsidianportal.com/wiki_pages/khundrukar</link>`

[The Mountain Door](/wikis/the-mountain-door)

[The Glitterhame](/wikis/the-glitterhame)

[The Sinkhole](/wikis/the-sinkhole)

[The Foundry](/wikis/the-foundry)

[The Black Lake](/wikis/the-black-lake)

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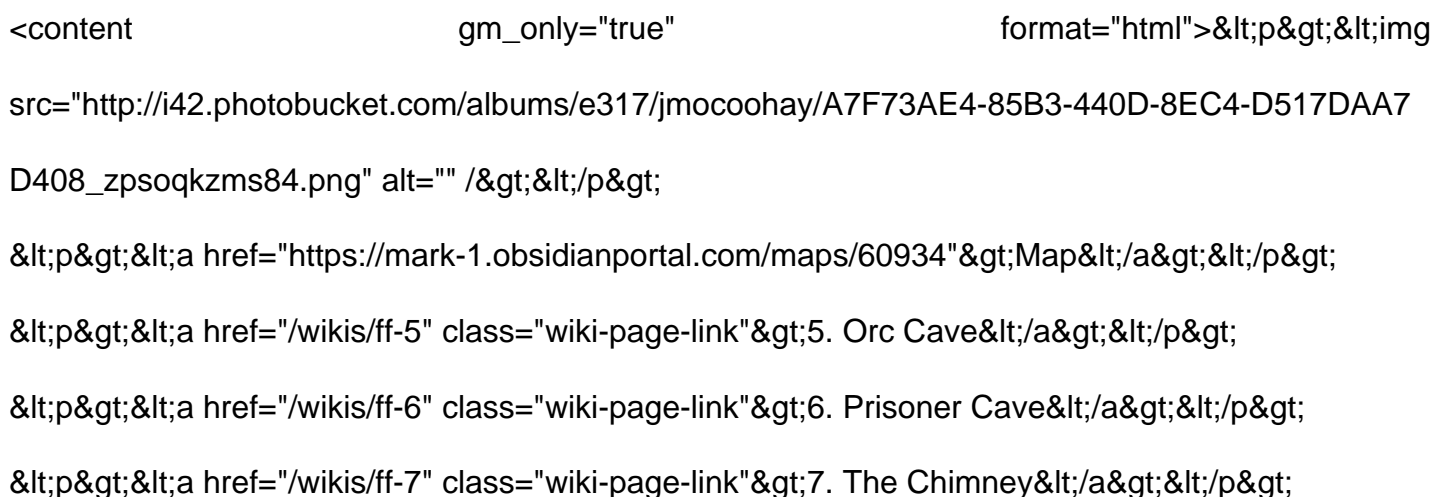
[Back to Palette](/wikis/palette)

[https://mark-1.obsidianportal.com/wiki\\_pages/1493481](https://mark-1.obsidianportal.com/wiki_pages/1493481)

[https://mark-1.obsidianportal.com/wiki\\_pages/5-orc-cave](https://mark-1.obsidianportal.com/wiki_pages/5-orc-cave)

[https://mark-1.obsidianportal.com/wiki\\_pages/1495881](https://mark-1.obsidianportal.com/wiki_pages/1495881)

[https://mark-1.obsidianportal.com/wiki\\_pages/the-mountain-door](https://mark-1.obsidianportal.com/wiki_pages/the-mountain-door)



<https://mark-1.obsidianportal.com/maps/60934> Map

[5. Orc Cave](/wikis/ff-5)

[6. Prisoner Cave](/wikis/ff-6)

[7. The Chimney](/wikis/ff-7)

[8. Orc Commons](/wikis/ff-8)

[9. Orc Shaman](/wikis/ff-9)

[10. The Grand Stair](/wikis/ff-10)

[11. Orc Quarters](/wikis/ff-11)

[12. The Great Ulfe](/wikis/ff-12)

[13. Dwarven Statue](/wikis/ff-13)

[14. Bunkroom](/wikis/ff-14)

---

[Back to Khundrukar](/wikis/khundrukar)

[https://mark-1.obsidianportal.com/wiki\\_pages/1495895](https://mark-1.obsidianportal.com/wiki_pages/1495895)

[https://mark-1.obsidianportal.com/wiki\\_pages/ff-5](https://mark-1.obsidianportal.com/wiki_pages/ff-5)

[https://mark-1.obsidianportal.com/wiki\\_pages/1495898](https://mark-1.obsidianportal.com/wiki_pages/1495898)

[https://mark-1.obsidianportal.com/wiki\\_pages/ff-6](https://mark-1.obsidianportal.com/wiki_pages/ff-6)

[https://mark-1.obsidianportal.com/wiki\\_pages/1495915](https://mark-1.obsidianportal.com/wiki_pages/1495915)

[https://mark-1.obsidianportal.com/wiki\\_pages/ff-7](https://mark-1.obsidianportal.com/wiki_pages/ff-7)

7. The Chimney

The irregular chamber known as the Chimney holds the main cooking fire of the tribe, since a crevice in its ceiling actually winds up through the rock to an exit on the hilltop above.

<tr>

<td>A large, smoky fire crackles in the center of this room, Battered pots and kettles are stacked all over; clearly, this serves as a crude kitchen. You notice a <br />

distinct draft drawing the smoke up through a rough hole in the ceiling of the chamber.</td>

</tr>

</table>

<p>If the characters attempt to descend the chimney from above, they'll need to do some climbing. The shaft is about 80 feet high; it is irregular and rough but slippery (Climb DC 10). It's possible to anchor a rope at <br />

the top of the shaft and climb down the rope (DC 5). Remember to add in armor check penalties. If a character fails his Climb check by 5 or more, he may make one Climb check to catch himself (DC 20) or fall the rest of <br />

the way down the chimney, incurring standard falling damage, plus 1d6 due to the hot coals. A careful climber <br />

can easily avoid the fire on the way down. Note that the crash of a character into the fire brings any orcs in area <br />

5 to investigate.</p>

<hr />

<p>Back to <a href="/wikis/the-mountain-door" class="wiki-page-link">The Mountain Door</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1495918</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-8</link>

<content gm\_only="true" format="html"><p>8. Orc Commons</p>

</table>

<tr>

<td>Haphazard stacks of crates, barrels, sacks, and bundles litter this long, narrow cavern. The orcs appeared to have had some success in their raids of the small settlements and mountain roads in the area. To the north, two finished stone passageways lead east and west; to the south, an old well is full of murky water.</td>

</tr>

</table>

<p>The stores and plunder filling this cavern consist of high-bulk, low-value materials such as foodstuffs, ale, blankets, tools, timber, pitch, nails, wool, and similar goods. The orcs raid small settlements and merchant wagons on the road, carrying off anything they can get their hands on. The passage leading east (area 8a) is completely blocked by tightly packed crates and sacks of flour. The orcs blocked this off to prevent the stirges in area 10 from getting out. <br />

If the characters move this material out of the <br />

way, they find that the passage leads another 20 feet to the east, ending in an iron gate stuffed with straw pallets.<br />

The passage to the southeast leads to a secret door, cleverly constructed to resemble the natural rock <br />

of the cave. A successful <strong>Search check (DC 18)</strong> discovers the door.<br />

<strong>Treasure</strong>: A small locked strongbox hidden behind a loose stone contains 180 gp and a flask of holy water.</p>

<hr />

<p>Back to <a href="/wikis/the-mountain-door" class="wiki-page-link">The Mountain Door</a></p></content>

<content gm\_only="true" format="html">&lt;p&gt;9. Orc Shaman&lt;/p&gt;

&lt;p&gt;Burdug the shaman commandeered this chamber as her private domain, living apart from the rest of Old Yarrack?s band with three followers. She makes a great show of employing her magic at every opportunity, keeping Yarrack docile and amenable to her suggestions on how things should be run.&lt;br /&gt;

The secret door leading into area 9 is marked with various &lt;br /&gt;

orc hexes and curses on its west-facing side. A Search check &lt;br /&gt;

&lt;strong&gt;(DC 13)&lt;/strong&gt; is required to find the hidden door.&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;The secret door pivots in its center, revealing a &lt;br /&gt;  
chamber of finished stonework about 30 feet deep and 15 feet wide. The room is cluttered with crude furnishings, and the air is hazy with the smoke of a small cooking fire. Dozens of yellowed skulls are &lt;br /&gt;

suspended from the ceiling by fraying ropes strung through holes punched in the bone. An orc in a ragged black robe looks up from her work with her face twisted in an expression of sheer rage!&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;The door to area 10 is locked, but the key is actually sitting in the keyhole on this side of the door. Burdug &lt;br /&gt;

doesn?t open it because she knows the stirges are just on the other side (she calls them her ?little stingies? and occasionally captures one to use in her potions and &lt;br /&gt;

brews).&lt;br /&gt;

&lt;strong&gt;Creatures (EL 4)&lt;/strong&gt;: Burdug and two orc females attempt &lt;br /&gt;



to repel any intruders. Even if the characters have somehow negotiated for passage through the orc-held areas, Burdug does not tolerate interruptions of any sort.

[Burdug](/wikis/burdug): hp 20; 3 flasks of [alchemyists fire](/wikis/alchemyists-fire-0).  
[orc](/wikis/orc) (2): hp 5, 3; light mace (1d6+2).

**Tactics**: Burdug orders her two followers to engage the characters while she attempts to weaken the party.

with a [sleep](/wikis/sleep) or [cause fear](/wikis/cause-fear) spell. After she uses her magic, she'll throw [alchemyists fire](/wikis/alchemyists-fire-0) at the party; she has three

flasks. If the fight goes poorly, Burdug flees into area 10, seizing a smoking brand beforehand to ward off the stirges. She'll return to area 14 and seek help from Yarrack.

**Treasure**: Two leather sacks among the clutter  
(Search DC 10) contain 160 sp each.

---

Back to [The Mountain Door](/wikis/the-mountain-door)

<id>https://mark-1.obsidianportal.com/wiki\_pages/1496053</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/alchemyists-fire-0</link>

<content gm\_only="false" format="textile">"alchemist's fire":http://www.dandwiki.com/wiki/SRD:Alchemist%27s\_Fire</content>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1496057</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/orcs</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1496066</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/orc</link>

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---

FF:

Orc:

|\*CR\*|1/2;|

|Medium-size humanoid| (orc)|

|\*HD\*|1d8;|

|\*hp\*| 4 (average);|

|\*Init\*|0|

|\*Spd\*|20 ft|

|\*AC\*|14|

|\*Atk\*||

|\*melee\*|1d12+ 3/x 3 greataxe|

|\*ranged\*|+ 1 1d6+ 2, javelin|

|\*SQ\*| 60-ft darkvision, light sensitivity|

|\*AL\*| CE|

|\*SV\* ||

|Fort| + 2,|

|Ref| + 0,|

| Will| ?1;|

|Str|15,|

| Dex|10,|

| Con |11,|

| Int| 9,|

| Wis |8,|

| Cha |8|

|\*Skills and Feats\*:| |

|Listen| + 2,|

| Spot| + 2;|

| Alertness||

</content>

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<strong>CR</strong>
1/2
Medium-size humanoid
(orc)
<strong>HD</strong>
1d8
<strong>hp</strong>
4 (average)
<strong>Init</strong>
0
<strong>Spd</strong>
20 ft
&nbsp;  
<strong>AC</strong>
14
&nbsp;  

|&lt;strong&gt;Atk&lt;/strong&gt;&lt;/td&gt;

&lt;td&gt;&lt;/td&gt;

&lt;/tr&gt;

|

&lt;td&gt;&lt;strong&gt;melee&lt;/strong&gt;&lt;/td&gt;

<td>1d12+ 3/x 3 greataxe</td>
-------------------------------

&lt;td&gt; &lt;br /&gt;

&lt;/td&gt;

<td><strong>range</strong></td>

<p>             &amp;lt;td&amp;gt;+ 1 1d6+ 2, javelin&amp;lt;/td&amp;gt; </p>
---

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;&lt;strong&gt;SQ&lt;/strong&gt;&lt;/td&gt;

 60-ft darkvision, light sensitivity |

&lt;/tr&gt;

&lt;tr&gt;

<td><strong>AL</strong></td>

 CE |

&lt;/tr&gt;

|
 **SV** |

&lt;td&gt;&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

Fort	
------	--

 + 2, |

&lt;/tr&gt;

Ref
+ 0,
Will
? 1;
Str
15,
Dex
10,
Con
11,
Int
9,
Wis
8,

<link>[https://mark-1.obsidianportal.com/wiki\\_pages/burdug](https://mark-1.obsidianportal.com/wiki_pages/burdug)</link>

<content gm\_only="true" format="html">&lt;p&gt;Burdug: &lt;br /&gt;

Female orc Adp3; &lt;br /&gt;

CR 3; &lt;br /&gt;

Medium-size humanoid&lt;br /&gt;

(orc); &lt;br /&gt;

hp 20;&lt;br /&gt;

Init +1 (Dex); Spd 30 ft.; AC 14; &lt;br /&gt;

Atk +2 melee (1d4/&lt;br /&gt;

19?20/x2 crit, dagger); SQ 60-ft. darkvision, light sensitivity;&lt;br /&gt;

AL CE; &lt;br /&gt;

SV Fort +3, Ref +2, Will +5; &lt;br /&gt;

Str 11, Dex 12, Con 13, Int 9, Wis 14, Cha 10.&lt;br /&gt;

Skills and Feats: Alchemy +0, Concentration +2, Hide +2,&lt;br /&gt;

Listen +3, Move Silently +2, Spot +3; &lt;br /&gt;

Alertness, Combat Casting.&lt;br /&gt;

Spells Prepared (3/2): 0?cure minor wounds, ghost sound, guidance; 1st?cause fear, sleep.&lt;/p&gt;

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&lt;p&gt;Back to &lt;a href="/wikis/ff-9" class="wiki-page-link"&gt;FF 9&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1496558</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sleep</link>

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Back to [[Spells]]</content>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1496559</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/cause-fear</link>

<content gm\_only="false" format="textile">"cause fear":http://www.dandwiki.com/wiki/SRD:Cause\_Fear</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-10</link>

<content gm\_only="true" format="html">&lt;p&gt;10. The Grand Stair&lt;br /&gt;The Grand Stair room formerly served as the main entrance to the Glitterhame, which includes the great &lt;br /&gt;natural caverns lower in the hillside. The iron gate blocks entry from area 8. Its lock is rusted shut; it can be picked with an &lt;strong&gt;Open lock (DC 23)&lt;/strong&gt;, or forced open with a

**Strength check (DC 15).** The orcs stuffed it with blankets and pallets to make it stirge-proof. If the characters enter the room, read the following aloud:

--

|  |
 The ceiling soars 30 feet high in the center of this impressive chamber, and the walls are carved in images of dwarves at their forges. Two large stone doors exit to the north and south. Several old skeletons lie scattered near the northern door. A gate of wrought iron stands in the western wall. In the center of the floor, a natural rift descends sharply. Dozens of stone steps lead down into darkness. From far below you can hear the distant sound of running water, and a curious buzzing sound. ||  |

--

If the characters make any sounds, allow the stirges to  
make a **Listen check**. If the stirges hear the characters, read the following aloud:

--

|  |
 The buzzing grows louder, and then four large flying things?birds, insects, bats, it?s hard to say?emerge from the stairwell and arrow toward you! ||  |

--

The door to area 9 is locked from the other side. Characters in this room can pick the lock  
**(Open Lock DC**

**23)**, but only by pushing the key out first (this warns Burdug that someone?s coming).

The door to the north is a deadly trap. The door is  
carved in the image of a glowering dwarven face. On either side of the northern door, eight small

spouts about 10 feet above the floor are carefully worked into the stone work design. (The small circles on the map  
mark their location.) These spouts are part of the fire trap, but they might be spotted by any character using  
a **Search check (DC 18)** on these wall sections.  
The skeletons are orcs killed by the trap during the end of the old battle; they're dressed in the rusted remnants of chain hauberks that show signs of severe scorching. Rusted axe-heads lie near the bodies, with  
no sign of the weapons' hafts.  
This room leads down to [area 15](/wikis/ff-15).  
**Creatures (EL 2)**: The stirges are hungry for blood. They attack the player characters indiscriminately. If a stirge attaches to a victim via touch attack, it causes 1d4 points of Constitution damage per round until it has drained 4 points, and its AC decreases to AC 12. Sated stirges flap off to digest their meal down in [area 17](/wikis/ff-17) of the Glitterhame.  
[stirge](/wikis/stirge) (4): hp 8, 5, 5, 3.  
Large quantities of smoke or fire discourage the stirges and keep them from approaching within 5 feet of the source of the smoke (a single torch or lantern is not enough). Characters set on fire by the trap described below don't have to worry about the stirges.  
**Trap (EL 2)**: Opening the door to the north triggers a murderous trap. When the door is pulled open, a counterweight mechanism pumps burning alchemist's fire from the spouts, dousing any character standing north of the dotted line marked on the map. Burning characters can be extinguished by the actions of their

comrades. After the door is opened, the counterweight pulls it  
shut again in 2 rounds. Fast-thinking characters can jam it open to inspect the small room behind it. The only contents of the trap room are the counterweight  
mechanism, piping for the alchemist's fire, and two almost-empty copper drums containing about 20 gallons of reagents for alchemist's fire (the liquids are  
mixed and then sprayed out, as alchemist's fire ignites on contact with air). Piping runs out through the small  
channels to the southeast and southwest to the spouts overlooking the kill zone.  
To manufacture alchemist's fire from the reagents in the tanks, the characters must first puncture and drain each tank, then combine the reagents safely. This requires about 2 hours of tedious work, and a suc-  
cessful **Alchemy check (DC 18)** to recover 3d4 batches of alchemist's fire. If the character fails the Alchemy check, the reagents ignite during the process and burn  
away. If the character fails by 5 or more, he's caught in the fire and suffers the normal effects for being struck by alchemist's fire.  
**Fire Trap: CR 2**; alchemist's fire causes 4d6 points of damage in first round, then causes 1d6 points of damage each round after that until 10 rounds pass;  
**Reflex save** each round halves damage first round and negates  
damage after first round **(DC 23)**, no saves needed after first successful save; **Search (DC 23)**; **Disable Device**  
**(DC 23)**, takes 2d4 rounds.  
**Development**: If the characters allow the door to the trap room to shut, the trap resets. Fortunately, it only has enough fuel for only one more spray.

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Back to [The Mountain](/wikis/the-mountain-door)

Door</a></p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/stirge</link>

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FF:

Stirge:

\*CR 1/2\*;

Tiny beast;

\*HD\* 1d10;

\*hp\* 5 (average);

\*Init\* +4 (Dex); \*Spd\* 10 ft., [[Fly]] 40 ft. (average);

\*AC\* 16;

\*Atk\* +6 touch

(1d3?4, touch); \*Face/Reach\* 2 1/2 ft. by 2 1/2 ft./0 ft.;

\*SA\* Attach, blood drain; \*AL\* N;

\*SV\* Fort +2, Ref +6, Will +1; Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6.

\*Skills and Feats\*: Hide +14; Weapon Finesse (touch).

**\*Special Attacks\*:** Attach: Successful attack allows it to latch eight pincers into victim, giving it AC

12. **\*Blood Drain\*:** Causes

1d4 points of temporary Con damage each round to a maximum of 4 points of Con damage.

</content>

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href="http://www.dandwiki.com/wiki/SRD:Stirge"&gt;stirge&lt;/a&gt;&lt;/p&gt;

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&lt;p&gt;FF:&lt;/p&gt;

&lt;p&gt;Stirge:&lt;br /&gt;

&lt;strong&gt;CR 1/2&lt;/strong&gt;; &lt;br /&gt;

Tiny beast; &lt;br /&gt;

&lt;strong&gt;HD&lt;/strong&gt; 1d10; &lt;br /&gt;

&lt;strong&gt;hp&lt;/strong&gt; 5 (average);&lt;br /&gt;

&lt;strong&gt;Init&lt;/strong&gt; +4 (Dex); &lt;strong&gt;Spd&lt;/strong&gt; 10 ft., &lt;a

href="/wikis/fly" class="wiki-page-link"&gt;Fly&lt;/a&gt; 40 ft. (average); &lt;br /&gt;

&lt;strong&gt;AC&lt;/strong&gt; 16; &lt;br /&gt;

&lt;strong&gt;Atk&lt;/strong&gt; +6 touch&lt;br /&gt;

(1d3+4, touch); &lt;strong&gt;Face/Reach&lt;/strong&gt; 2 1/2 ft. by 2 1/2 ft./0 ft.; &lt;br /&gt;

&lt;strong&gt;SA&lt;/strong&gt; Attach, blood drain; &lt;strong&gt;AL&lt;/strong&gt; N; &lt;br /&gt;

&lt;strong&gt;SV&lt;/strong&gt; Fort +2, Ref +6, Will +1; Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha

6.&lt;br /&gt;

&lt;strong&gt;Skills and Feats&lt;/strong&gt;: Hide +14; Weapon Finesse (touch).&lt;br /&gt;

&lt;strong&gt;Special Attacks&lt;/strong&gt;: Attach: Successful attack allows it to latch eight pincers into victim, giving it AC 12. &lt;strong&gt;Blood Drain&lt;/strong&gt;: Causes&lt;br /&gt;

1d4 points of temporary Con damage each round to a maximum of 4 points of Con damage.&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/wolf-0</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-13</link>

<content gm\_only="true" format="html">&lt;p&gt;13. Dwarven Statue&lt;/p&gt;

&lt;p&gt;The dwarven statue area is another trap to discomfit invaders of the citadel. A pressure plate in the floor about 5 feet in front of the statue triggers a gas trap.&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;At the end of this passageway stands the statue of a fierce-looking dwarf in heavy mail armor. The stone warrior holds a sword in one hand and a smith's ham-

mer in the other. The statue stands on a large stone pedestal; the whole structure is about 7 feet tall and must weigh many hundreds of pounds.&lt;/td&gt;

&lt;/tr&gt;

</table>

<p>If any player character approaches for a closer look (and fails to disarm the trap), continue with the text below:</p>

<table>

<tr>

<td>Suddenly, you feel a small click from the floor <br />

beneath your feet. The statue's bearded face slides open, rather like an oversized nutcracker, and greenish gas billows forth!</td>

</tr>

</table>

<p><strong>Trap (EL2)</strong>: All of the denizens of the Mountain <br />

Door know about the trap and avoid stepping on the pressure plate. The gas used to be much more debilitating, but it has lost some potency with age.</p>

<p><strong>Poison Gas Trap: CR 2</strong>; poison gas creates a 20-foot cone, initial Strength damage of 1d4 points, secondary Strength damage of 1d4 points; <strong>Fort save</strong> negates all <br />

<strong>(DC 13)</strong>, second save negates secondary damage <strong>(DC 13)</strong>; <strong>Search (DC 23)</strong>; <strong>Disable Device (DC 13)</strong>.</p>

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<p>Back to <a href="/wikis/the-mountain-door" class="wiki-page-link">The Mountain Door</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1497653</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-14</link>



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<link>https://mark-1.obsidianportal.com/wiki\_pages/old-yarrack</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1497964</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-glitterhame</link>

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&lt;p&gt;&lt;a href="/wikis/ff-15" class="wiki-page-link"&gt;15. The Cold Stream&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/ff-16" class="wiki-page-link"&gt;16. The High Cavern&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/ff-17" class="wiki-page-link"&gt;17. Troglodyte Cavern&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/ff-18" class="wiki-page-link"&gt;18. Troglodyte Warren&lt;/a&gt;&lt;/p&gt;  
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Cave&lt;/a&gt;&lt;/p&gt;  
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Sepulchers&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/ff-24" class="wiki-page-link"&gt;24. The Glitterhame&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/ff-25" class="wiki-page-link"&gt;25. Long Cavern&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/ff-26" class="wiki-page-link"&gt;26. Grick Lair&lt;/a&gt;&lt;/p&gt;

[27. The Iron Door](/wikis/ff-27)

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Back to [Khundrukar](/wikis/khundrukar)

[https://mark-1.obsidianportal.com/wiki\\_pages/1497972](https://mark-1.obsidianportal.com/wiki_pages/1497972)

[https://mark-1.obsidianportal.com/wiki\\_pages/ff-15](https://mark-1.obsidianportal.com/wiki_pages/ff-15)

The passage leading from area [FF 10](/wikis/ff-10) to area [FF 16](/wikis/ff-16) is intersected here (area 15) by a subterranean stream.

The narrow crevasse winds down quite a long ways, twisting and turning. The floor has been cut into hundreds of shallow steps, but the walls and ceiling are still natural rock. About 60 feet down a rushing stream spills down from a narrow crack to your left and crosses the stairway, disappearing into a narrow, winding tunnel to your right. The rill is only about 2 or 3 feet wide.

If the characters decide to explore the stream passage, they have to go single file. The stream drops sharply; the characters must use the **Climb** skill to descend (**DC 10** due to the fast-moving water). If a character slips and falls, he drops 2d10 feet, taking normal falling damage.

**Creatures (EL 3):** About halfway down the passage lies the main stirge

nest ( [area 15a](/wikis/ff-15) ), in a small vertical cave overlooking the stream. The deep fissures at the back of the cave run all the way to the surface, almost 150 feet distant at this point?but only a creature as small as a stirge could crawl through.

[stirge](/wikis/stirge) (6): hp 5 each.

The stirges in the nest are sleeping, but any noise or light from a party descending the streambed wakes them.

Each round 1d4 stirges wake and attack, until all the stirges have awoken.

**Treasure**: On the floor of the stirge cave lies the desiccated corpse of a dwarven explorer who died here many years ago. A leather pouch on the corpse contains 35 gp and a wand of light with 20 charges remaining.

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Back to [The Glitterhame](/wikis/the-glitterhame)

<id>https://mark-1.obsidianportal.com/wiki\_pages/1497975</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-16</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-17</link>

<content gm\_only="true" format="html"><p>The troglodytes infesting the Glitterhame use this

chamber as a common room and food storage area. They defend it against all intruders. Heroes coming from [16](/wikis/FF/new) may have no

light and might not see everything at first. Read the following text, adjusting as necessary (allowing for [Listen](/wikis/listen) and [Spot](/wikis/spot) checks):

|
 Floundering through the cold, swift stream, you emerge in a large new cavern. The ceiling must be 30 feet overhead, and the far end of the cave is lost in darkness. A foul stench assaults your nostrils immediately. Someone or something lives here; the remnants of butchered game animals hang from crude wooden stakes along the cavern walls, and you spot a pair of orc corpses treated in the same fashion. ||



Allow any PC in the room to attempt a **[Spot](/wikis/spot) check (DC 19)** to detect the troglodytes before they attack. Otherwise, the PCs will be surprised:

|
 Suddenly, two grotesque figures?fierce, scaly-skinned humanoids of some sort?leap down from hiding places nearby and hurl huge darts at you! ||



The creatures are troglodytes. The characters can't avoid a fight once they enter this room; the troglodytes  
are very aggressive in defending their territory. They attack once two characters have entered the room.

**Creatures (EL 2):** The troglodytes are hiding at the points marked ?T?

on the map.<br />

<a href="/wikis/troglodyte" class="wiki-page-link">troglodyte</a> (2): hp 13, 12.<br />

<strong>Tactics</strong>: Both of these troglodytes are armed with two javelins. In the first round, they hurl one javelin each at the characters. In the following round, they throw their second volley. After that, the troglodytes <br />

close to attack with claws and teeth. Troglodytes in battle produce a fearsome stench. Any <br />

character within 30 feet of a troglodyte in combat must make a <strong>Fortitude save (DC 13)</strong> or be weakened by nausea, taking 1d6 points of Strength damage for the next 10 rounds. (Smelling two troglodytes does not cause 2d6 points of Strength damage.)<br />

<strong>The Troglodyte Door</strong>: The troglodytes blocked the southwest passage leading to <a href="/wikis/ff-18" class="wiki-page-link">FF 18</a> with a door-plug made of mud wattle. It's heavy and crude, but stronger than <br />

it looks. A <strong>Strength check (DC 8)</strong> is required to pull it open. This increases to <strong>DC 18</strong> if the troglodytes secure <br /> the door from the other side.<br />

<strong>The Pool</strong>: The stream winds through the center of the cavern, growing somewhat wider and deeper until it reaches the southeast corner of the room. The pool is <br />

about 20 feet across and about 10 feet deep in the middle. At the eastern end of the pool, a passage leading to <br />

<a href="/wikis/FF/new" class="create-wiki-page-link">23</a> has been blocked up with loose rubble and mud wattle, creating a rough stone wall.<br />

<strong>Treasure</strong>: The grisly trophies decorating this room represent about two or three weeks of carnivorous feasts for the troglodyte tribe. The troglodytes like to let their meat age a bit before eating, and most of the carcasses here are appallingly decayed.</p>

<hr />

&lt;p&gt;Back to &lt;a href="/wikis/the-glitterhame" class="wiki-page-link"&gt;The Glitterhame&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1506863</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/troglodyte</link>

<content gm\_only="false"

format="textile">"troglodyte":http://www.dandwiki.com/wiki/SRD:Troglodyte

FF:

\*Troglodyte\*: CR 1; Medium-size humanoid (reptilian);

HD 2d8+4; \*hp 13\* (average); \*Init\* ?1 (Dex); \*Spd 30 ft.\*; \*AC\* 15;

\*Atk\* +1 melee (1d8/x3, longspear), +1 melee (1d4, 2 claws), ?1 melee (1d4, bite), +1 ranged (javelin, 1d6);

\*SA\* Stench;

\*SQ\* 90-ft darkvision;

AL CE;

\*SV\* Fort +5, Ref ?1, Will +0;

\*Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10\*.

\*Skills and Feats\*: Hide +6 (+14 underground), Listen +3; Multiattack, Weapon Focus (javelin).

+\*Special Attacks\*+: \*Stench\*: Those within 30 ft. must make Fort saves (DC 13) or take 1d6 points of temporary Strength damage (lasts 10 rounds).

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<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="http://www.dandwiki.com/wiki/SRD:Troglodyte"&gt;troglydyte&lt;/a&gt;&lt;p&gt;&lt;p&gt;FF:&lt;/p&gt;&lt;p&gt;&lt;strong&gt;Troglodyte&lt;/strong&gt;; CR 1; Medium-size humanoid (reptilian);&lt;br /&gt;HD 2d8+4; &lt;strong&gt;hp 13&lt;/strong&gt; (average); &lt;strong&gt;Init&lt;/strong&gt; ?1 (Dex); &lt;strong&gt;Spd 30 ft.&lt;/strong&gt;; &lt;strong&gt;AC&lt;/strong&gt; 15;&lt;br /&gt;&lt;strong&gt;Atk&lt;/strong&gt; &lt;ins&gt;1 melee (1d8/x3, longspear), +1 melee (1d4, 2 claws), ?1 melee (1d4, bite), +1 ranged (javelin, 1d6); &lt;br /&gt;&lt;strong&gt;SA&lt;/strong&gt; Stench;&lt;br /&gt;&lt;strong&gt;SQ&lt;/strong&gt; 90-ft darkvision; &lt;br /&gt;AL CE; &lt;br /&gt;&lt;strong&gt;SV&lt;/strong&gt; Fort +5, Ref ?1, Will +0; &lt;br /&gt;&lt;strong&gt;Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10&lt;/strong&gt;.&lt;br /&gt;&lt;strong&gt;Skills and Feats&lt;/strong&gt;; Hide +6 (&lt;ins&gt;14 underground), Listen &lt;ins&gt;3; Multiattack, Weapon Focus (javelin).&lt;br /&gt;+\*Special Attacks\*&lt;/ins&gt;; &lt;strong&gt;Stench&lt;/strong&gt;; Those within 30 ft. must make Fort&lt;br /&gt;saves (DC 13) or take 1d6 points of temporary Strength damage&lt;br /&gt;(lasts 10 rounds).&lt;/p&gt;</content>

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<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Kaarghaz&lt;/strong&gt;: Male troglodyte Sor4; &lt;strong&gt;CR&lt;/strong&gt; 5; Medium-size humanoid (reptilian); &lt;br /&gt; HD 2d8+4d4+18; &lt;strong&gt;hp 39&lt;/strong&gt;; &lt;br /&gt; &lt;strong&gt;Init&lt;/strong&gt; &lt;ins&gt;4 (Improved Initiative); &lt;strong&gt;Spd&lt;/strong&gt; 30 ft. ; &lt;strong&gt;AC&lt;/strong&gt; 21; &lt;strong&gt;Atk&lt;/strong&gt; +5 melee (1d8&lt;/ins&gt;2/×3, longspear) or &lt;ins&gt;5/&lt;/ins&gt;5/&lt;ins&gt;2 melee (1d4&lt;/ins&gt;2, 2 claws; 1d4, bite), &lt;ins&gt;4&lt;br /&gt; ranged (1d6&lt;/ins&gt;2, javelin); &lt;strong&gt;SA&lt;/strong&gt; Stench; &lt;br /&gt; &lt;strong&gt;SQ&lt;/strong&gt; 90-ft. darkvision; &lt;br /&gt; AL CE;&lt;br /&gt; &lt;strong&gt;SV&lt;/strong&gt; Fort &lt;ins&gt;9, Ref +1, Will +5; &lt;br /&gt; &lt;strong&gt;Str 15, Dex 11, Con 16, Int 10, Wis 13, Cha 14&lt;/strong&gt;.&lt;br /&gt; &lt;strong&gt;Skills and Feats&lt;/strong&gt;: Concentration +9, Hide +7 (&lt;ins&gt;15 underground),&lt;br /&gt; Intimidate +4, Listen +5, Spot +5; Combat Casting, Improved Initiative, Multiattack, Weapon Focus (javelin).&lt;br /&gt; &lt;strong&gt;Spells Known&lt;/strong&gt; (6/7/3): &lt;strong&gt;0?&lt;/strong&gt;&lt;a href="/wikis/daze" class="wiki-page-link"&gt;daze&lt;/a&gt;;, &lt;a href="/wikis/detect-magic-0" class="wiki-page-link"&gt;detect magic&lt;/a&gt;;, &lt;a href="/wikis/ghost-sound" class="wiki-page-link"&gt;ghost sound&lt;/a&gt;;, &lt;a href="/wikis/light" class="wiki-page-link"&gt;light&lt;/a&gt;;, &lt;a href="/wikis/ray-of-frost" class="wiki-page-link"&gt;ray of frost&lt;/a&gt;;, &lt;a href="/wikis/read-magic" class="wiki-page-link"&gt;read magic&lt;/a&gt;;&lt;br



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&lt;strong&gt;Possessions&lt;/strong&gt;: Breastplate.&lt;/p&gt;</content>

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<content gm\_only="false" format="textile">[[The Maze]]

?badlands infested with zombies

?City or kingdom where a kind of magic item is mounted all around the streets. They're enchanted with divine magic that allows the ruling regime to monitor its people. This network was established by X (2 rulers ago), and every successive leader continues to use it. Known as "The Eyes of X"

?The [[Namanya]]: Plains nation/culture who live in their wagons and never stay still long. Worshippers of [[Modes]].

"Ref.":[https://en.m.wikipedia.org/wiki/Yamnaya\\_culture](https://en.m.wikipedia.org/wiki/Yamnaya_culture)

?group that stalks the cities looking for a certain type of dangerous individual, captures them, then sends them off to a secret, elaborately defended prison where they are experimented upon and "rehabilitated".

?suspended city (exotic rock with reverse gravity piled with earth above)

?Labyrinths: valley, surrounding castle, forest

?Petrified armies

?[[Stalactite city (gnomes)]]

?[[Insect Spire City]]

?River and lake(with island, possibly a planar gate) of lava

?Giant's bridge

?Subterranean sea

?Island of giant birds that prey on the large animals and people of the mainland

?Floating city (ocean, pirate?)

?Secret Dwarven tunnel pass

?Primitive mountaintop civilization using lifts and flying mounts

?Forgotten civilizations: obelisks + ziggurats, greenish stone domed structures,

?Maze portals

?Petrified Forest

?Mushroom Forest

?Catacombs: vast network of tunnels beneath (ruined?) city. Deep beneath the surface, animated dead are still laboring to construct it

?Ancient, unearthly looking monoliths; circles, cubes, heads, etc. unknown origin



?Subrace (culture, tribe?) able to physically channel electricity as an extraordinary ability

?Tribal society (possibly of the past) who was known for summoning fiends to fight their enemies. Ignoring the warnings of their ancestors, they were eventually destroyed when the fiends were turned back upon them.

(reference: Çatalhöyük)

?large numbers of buildings clustered together...mudbrick houses that were crammed together in an aggregate structure. No footpaths or streets were used between the dwellings, which were clustered in a honeycomb-like maze. Most were accessed by holes in the ceiling and doors on the side of the houses, with doors reached by ladders and stairs. The rooftops were effectively streets. The ceiling openings also served as the only source of ventilation, allowing smoke from the houses' open hearths and ovens to escape.

?Kingdom at war with predatory flightless birds

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Known as &#8220;The Eyes of X&#8221;&lt;/p>

&lt;p>?The &lt;a href="/wikis/namanya" class="wiki-page-link">Namanya&lt;/a>: Plains nation/culture who live in their wagons and never stay still long. Worshippers of &lt;a href="/wikis/modes" class="wiki-page-link">Modes&lt;/a>. &lt;br />

&lt;a href="https://en.m.wikipedia.org/wiki/Yamnaya\_culture">Ref.&lt;/a>&lt;/p>

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&lt;p>?Petrified armies&lt;/p>

&lt;p>?&lt;a href="/wikis/stalactite-city-gnomes" class="wiki-page-link">Stalactite city (gnomes)&lt;/a>&lt;/p>

&lt;p>?&lt;a href="/wikis/insect-spire-city" class="wiki-page-link">Insect Spire City&lt;/a>&lt;/p>

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&lt;p&gt;(reference: Çatalhöyük) &lt;br /&gt;

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&lt;p&gt;?Kingdom at war with predatory flightless birds&lt;/p&gt;

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"Coding in Textile":<http://redcloth.org/hobix.com/textile/>

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<p><a href="/wikis/Coastal%20Adventure%20Scene%201/new"
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<p>Aboard a Ship. Attacked. Knocked out</p>
<p><a href="/wikis/Coastal%20Adventure%20Scene%202/new"
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<p>PC&#8217;s wake up on Beach.</p>
<p><a href="/wikis/Coastal%20Adventure%20Pirates/new"
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<br />
1. retreat inland<br />
2. Stay put</p>
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<p>PC&#8217;s come upon <a
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<p>PC&#8217;s forced to flee</p>
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&td>You approach a large old-looking home. The front yard is surrounded by a black iron fence. You see guards stationed at either side, and two leaning on the gate. As you approach, they come to attention &#8220;Got business here?&#8221;&td>

&tr>

&table>

&p>PC&#8217;s must succeed at persuading them or be persistent for them to summon the chamberlain. If PC&#8217;s mention they are investigating the murders, he shows PC&#8217;s to the gallery. 2 of the guards escort them.&p>

&table>

&tr>

&td>You are shown to a large room with couches and chairs situated for socializing. The centerpiece of the room is a large stone hearth with designs depicting a bear and a lion. Lining the walls are stands, shelves, and display cases displaying many oddities. You see the skulls of several strange beasts and smaller skeletons including a piglet with two faces a dragon wyrmling. You see many weapons and armor lining the walls, most looking old, some ancient.&td>

&tr>

&table>

&p>PC&#8217;s are made to wait 20 minutes. Allow them an opportunity to identify some of the items.&p>

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 Weapon | Portfolio |

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<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/cities-of-zomn" class="wiki-page-link"&gt;Cities&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1519680</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/zomnian-territories</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/zomn-kingdom" class="wiki-page-link"&gt;Zomn (kingdom)&lt;/a&gt;&lt;/p&gt;</content>

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class="wiki-page-link"&gt;Zythrian Poser System&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1520222</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-blue-fish</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;A wooden sign with a whimsically carved and smug looking blue fish marks this sturdily built building as the Blue Fish. Wide porches and doors on three sides allow the well to do patrons here to freely move in and out of the building. The smell of grilled meat wafts out into the street&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;Anyone may dine on the porches. Inside is members only.&lt;/p&gt;

&lt;p&gt;Bartellen Farrinius: well dressed, medium build, short cropped white beard, gentle features; reliable, sad&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/sylvandale-civic-district" class="wiki-page-link"&gt;Civic District&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1521646</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-silver-ogre</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&td&gt;A sign on this stone building shows an ogre with a club. The figure is painted in a silvery metallic paint. The interior is lined with large, well-polished tables of dark wood. The centerpiece of the hall is a massive stone hearth, the mantle of which is held up by two ogres engraved in the stone&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;Various servers wait on the tables.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/the%20silver%20ogre%20customers/new" class="create-wiki-page-link"&gt;customers&lt;/a&gt;&lt;br /&gt;  
\_\_\_\_\_&lt;br /&gt;

Back to &lt;a href="/wikis/sylvandale-civic-district" class="wiki-page-link"&gt;Civic District&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1521663</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-knight-and-wolf-inn</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&td&gt;Near the heart of the civic district is a three story block of connected older stone buildings. A sign juts out of one near the middle showing an armored figure walking with a wolf. (&lt;a href="/wikis/knights-of-avralor" class="wiki-page-link"&gt;Knights of Avralor&lt;/a&gt; insignia painted on door). A young page is stationed outside.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;&lt;img

src="http://i42.photobucket.com/albums/e317/jmocoohay/469FA53A-1341-4BFC-964A-7B7C0E06E

A0C\_zps01b2okxa.jpg" alt="" /&gt;&lt;/p&gt;

&lt;p&gt;Once an establishment run by a family with many distinguished names in the Knights of Avralor. The family fell on hard times and was forced to sell the inn to the Bonamont family. Orrtethor is the second generation of his family to run the inn. Though they kept the well known name, many of the Knights began staying elsewhere when the ownership fell upon the Bonamonts.&lt;/p&gt;

&lt;p&gt;&lt;a href="/characters/orrtethor-bonamont" class="wiki-content-link"&gt;Orrtethor Bonamont&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;1. &lt;a href="/wikis/The%20Knight%20and%20Wolf%20Inn%20Lobby/new" class="create-wiki-page-link"&gt;Lobby&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;2. &lt;a href="/wikis/The%20Knight%20and%20Wolf%20Inn%20Bar/new" class="create-wiki-page-link"&gt;Bar&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;3. Kitchen&lt;/p&gt;

&lt;p&gt;4. Dining hall&lt;/p&gt;

&lt;p&gt;5. Courtyard&lt;/p&gt;

&lt;p&gt;6. Stables&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/sylvandale-civic-district" class="wiki-page-link"&gt;Civic District&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1528750</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-20</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1529110</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/subterranean-lizard</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1537245</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sylvandale-food</link>

<content gm\_only="true" format="html">&lt;p&gt;Civic district&lt;br /&gt;

1. &lt;a href="/wikis/the-blue-fish" class="wiki-page-link"&gt;The Blue Fish&lt;/a&gt;&lt;br /&gt;
  - 2.&lt;a href="/wikis/the-silver-ogre" class="wiki-page-link"&gt;The Silver Ogre&lt;/a&gt;&lt;br /&gt;
- club, eatery&lt;/p&gt;

&lt;p&gt;Guildhall district&lt;br /&gt;

1. &lt;a href="/wikis/The%20Minstrel%20and%20Flagon/new" class="create-wiki-page-link"&gt;The Minstrel and Flagon&lt;/a&gt;&lt;br /&gt;
2. &lt;a href="/wikis/The%20Stout%20Archer/new" class="create-wiki-page-link"&gt;The Stout Archer&lt;/a&gt;&lt;br /&gt;
3. &lt;a href="/wikis/The%20Hound%27s%20Alehouse/new" class="create-wiki-page-link"&gt;The Hound&#8217;s Alehouse&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Marketplace&lt;br /&gt;

1. &lt;a href="/wikis/The%20Scoundrel%27s%20Hall/new" class="create-wiki-page-link"&gt;The Scoundrel&#8217;s Hall&lt;/a&gt;&lt;br /&gt;
2. &lt;a href="/wikis/The%20Harper%27s%20Flask/new" class="create-wiki-page-link"&gt;The Harper&#8217;s Flask&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Shipwright district&lt;br /&gt;

1. &lt;a href="/wikis/the-stout-oak" class="wiki-page-link"&gt;The Stout Oak&lt;/a&gt;&lt;br /&gt;
2. &lt;a href="/wikis/The%20Mithril%20Mug/new" class="create-wiki-page-link"&gt;The Mithril Mug&lt;/a&gt;&lt;br /&gt;
3. &lt;a href="/wikis/The%20Goose%20and%20Feathers/new" class="create-wiki-page-link"&gt;The Goose and Feathers&lt;/a&gt;&lt;br /&gt;

4. [</a></p>](/wikis/The%20Logjammer/new)

<p>Tannery district<br />

1. [</a><br />](/wikis/The%20Foamy%20Tankard/new)

\_\_\_\_\_<br />

Back to [</a></p></content>](/wikis/sylvandale-places-of-interest)

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<link>https://mark-1.obsidianportal.com/wiki\_pages/sylvandale-lodging</link>

<content gm\_only="true" format="html"><p>Civic district<br />

1. [</a><br />](/wikis/the-knight-and-wolf-inn)

2. [</a><br />](/wikis/The%20Black%20Shard%20Inn/new)

3. [</a></p>](/wikis/the-emerald-candle-inn)

<p>Guildhall district<br />

1. [</a><br />](/wikis/The%20Smoking%20Dragon%20Inn/new)

2. [</a><br />](/wikis/The%20Harlequin%20Inn/new)

3. [</a></p><p>Marketplace<br />](/wikis/the-ruby-cup-inn)

1. [The Rampant Pilgrim Inn](/wikis/the-rampant-pilgrim-inn)

Wealthy residential

1. [The Red Lion](/wikis/the-red-lion)

Shipwright district

1. [The Scarlet Bard](/wikis/The%20Scarlet%20Bard/new)

Tannery district

1. [The Dented Shield](/wikis/The%20Dented%20Shield/new)

Back to [Places of Interest](/wikis/sylvandale-places-of-interest)

[https://mark-1.obsidianportal.com/wiki\\_pages/1537255](https://mark-1.obsidianportal.com/wiki_pages/1537255)

[https://mark-1.obsidianportal.com/wiki\\_pages/sylvandale-trades-exotic](https://mark-1.obsidianportal.com/wiki_pages/sylvandale-trades-exotic)

Civic district

1. [Essential Arcana](/wikis/essential-arcana)

2. [Blanderic's Potions](/wikis/blanderics-potions)

3. [Thrinarv's Wondrous Apothecary](/wikis/thrinarvs-wondrous-apothecary)

Marketplace

1. [Gerheim's](/wikis/gerheims-arms-and-armor)



Arms and Armor&lt;/a&gt;5&lt;br /&gt;

2. &lt;a href="/wikis/ash-houses-alchemy" class="wiki-page-link"&gt;Ash House&amp;#8217;s Alchemy&lt;/a&gt;5&lt;br /&gt;

3. &lt;a href="/wikis/isan-and-manys-wands" class="wiki-page-link"&gt;Isan and Many&amp;#8217;s Wands&lt;/a&gt;7&lt;/p&gt;

&lt;p&gt;Shipwright district&lt;br /&gt;

1. &lt;a href="/wikis/faris-scrolls" class="wiki-page-link"&gt;Fari&amp;#8217;s Scrolls&lt;/a&gt;3&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/sylvandale-places-of-interest" class="wiki-page-link"&gt;Places of Interest&lt;/a&gt;&lt;/p&gt;</content>

<content gm\_only="true" format="html">&lt;p&gt;Gather info check, when asking about where to buy spells or what goods are available in the Shipwright District: DC 15&lt;br /&gt;

(Not necessary if the &lt;span class="caps"&gt;NPC&lt;/span&gt; asked is knowledgable about such things)&lt;/p&gt;

&lt;p&gt;Shipwright district&lt;br /&gt;

1. &lt;a href="/wikis/faris-scrolls" class="wiki-page-link"&gt;Fari&amp;#8217;s Scrolls&lt;/a&gt;3&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/sylvandale-trades-fine</link>

<content gm\_only="true" format="html">&lt;p&gt;Guildhall district&lt;br /&gt;

1. &lt;a href="/wikis/map%20vendor/new" class="create-wiki-page-link"&gt;map vendor&lt;/a&gt;3&lt;br /&gt;

<br />

Back to [Places of Interest](/wikis/sylvandale-places-of-interest)</p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1537260</id>

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1. [bowyer](/wikis/bowyer/new)</p>

<p>Guildhall district<br />

1. [outfitter](/wikis/outfitter/new)</p>

2. [weaponsmith](/wikis/weaponsmith/new)</p>

<p>Marketplace<br />

<p>Marketplace<br />

1. [armorer](/wikis/armorer/new)</p>

2. [Surefoot General Store](/wikis/surefoot-general-store)</p>

3. [blacksmith](/wikis/blacksmith/new)</p>

4. [Kemble&#8217;s Provisions](/wikis/Kemble%27s%20Provisions/new)</p>

<p>Lord&#8217;s Keep<br />

<p>Lord&#8217;s Keep<br />

1. [weaponsmith](/wikis/weaponsmith/new)</p>

<p>Shipwright district<br />

<p>Shipwright district<br />

1. [armorer](/wikis/armorer/new)</p>

2. [provisioner](/wikis/provisioner/new)</p>

/&gt;

3. &lt;a href="/wikis/weaponsmith/new" class="create-wiki-page-link"&gt;weaponsmith&lt;/a&gt;&lt;br /&gt;

3. &lt;a href="/wikis/weaponsmith/new" class="create-wiki-page-link"&gt;weaponsmith&lt;/a&gt;&lt;/p&gt;&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/sylvandale-places-of-interest" class="wiki-page-link"&gt;Places of Interest&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1537294</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sylvandale-services-fine</link>

<content gm\_only="true" format="html">&lt;p&gt;Civic district&lt;br /&gt;

1. Sage 14 &lt;a href="/characters/gweir-dywellion" class="wiki-content-link"&gt;Gweir Dywellion&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Guildhall district&lt;br /&gt;

1. &lt;a href="/wikis/sage/new" class="create-wiki-page-link"&gt;sage&lt;/a&gt;10&lt;/p&gt;

&lt;p&gt;[[Sylvandale Services (Average)|Services (Average)]&lt;/p&gt;

&lt;p&gt;Guildhall district&lt;br /&gt;

1. [[stable]]&lt;/p&gt;

&lt;p&gt;Marketplace&lt;br /&gt;

1. &lt;a href="/wikis/healer" class="wiki-page-link"&gt;healer&lt;/a&gt;&lt;br /&gt;

2. &lt;a href="/wikis/guide/new" class="create-wiki-page-link"&gt;guide&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Shipwright district&lt;br /&gt;

1. &lt;a href="/wikis/messenger/new" class="create-wiki-page-link"&gt;messenger&lt;/a&gt;&lt;br /&gt;

2. [stable](/wikis/stable)

Slums

1. [Nine Lives Gaming House](/wikis/nine-lives-gaming-house)

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Back to [Places of Interest](/wikis/sylvandale-places-of-interest)

<id>https://mark-1.obsidianportal.com/wiki\_pages/1537296</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sylvandale-services-poor</link>

<content gm\_only="true" format="html">Marketplace

1. [carter](/wikis/carter/new)

Shipwright district

1. [boater](/wikis/boater/new)

Tannery district

1. [gambling hall](/wikis/gambling%20hall/new)

2. Fence: [Clough&#8217;s Gold and Silver](/wikis/cloughs-gold-and-silver)

3. [fence](/wikis/fence/new)

4. [carter](/wikis/carter/new)

5. [porter](/wikis/porter/new)

6. [porter](/wikis/porter/new)

7. [teamster](/wikis/teamster/new)

8. [teamster](/wikis/teamster/new)

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<p>Back to <a href="/wikis/sylvandale-places-of-interest" class="wiki-page-link">Places of
Interest</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki_pages/1539960</id>

<link>https://mark-1.obsidianportal.com/wiki_pages/sorcerer-wizard-spell-list</link>

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0</span
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</span
class="caps">SORCERER</span>-</span
class="caps">WIZARD</span>
</span
class="caps">SPELLS</span>
(</span
class="caps">CANTRIPS</span>)</a><br />

<a
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class="wiki-page-link">2
1ST</span
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</span
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class="caps">WIZARD</span>
</span
class="caps">SPELLS</span></a><br />

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2ND</span
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class="caps">WIZARD</span>
</span
class="caps">SPELLS</span></a><br />

<a
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3RD</span
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</span
class="caps">SORCERER</span>-</span
class="caps">WIZARD</span>
</span
class="caps">SPELLS</span></a><br />

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4TH</span
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</span
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class="caps">SORCERER</span> -<span class="caps">WIZARD</span> <span class="caps">SPELLS</span></a><br />

[\[\\[\\\[\\\\[\\\\\[<hr />\\\\\]\\\\\(/wikis/11-notes\\\\\)\\\\]\\\\(/wikis/10%209TH-LEVEL%20SORCERER-WIZARD%20SPELLS/new\\\\)\\\]\\\(/wikis/9%208TH-LEVEL%20SORCERER-WIZARD%20SPELLS/new\\\)\\]\\(/wikis/8%207TH-LEVEL%20SORCERER-WIZARD%20SPELLS/new\\)\]\(/wikis/7%206TH-LEVEL%20SORCERER-WIZARD%20SPELLS/new\)](/wikis/6%205TH-LEVEL%20SORCERER-WIZARD%20SPELLS/new)

<link>https://mark-1.obsidianportal.com/wiki\_pages/11-notes</link>

<content gm\_only="true" format="html">&lt;p&gt;An M or F appearing at the end of a spell?s name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch. An Xdenotes a spell with an XP component paid by the caster.&lt;br /&gt;

Order of Presentation: In the spell lists and the spell descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains.&lt;br /&gt;

When a spell?s name begins with ?lesser,? ?greater,? or ?mass,? the spell description is alphabetized under the second word of the spell name instead.&lt;br /&gt;

Hit Dice: The term ?Hit Dice? is used synonymously with ?character levels? for effects that affect a number of Hit Dice of creatures. Creatures with Hit Dice only from their race, not from classes, have character levels equal to their Hit Dice.&lt;br /&gt;

Caster Level: A spell?s power often depends on caster level, which is defined as the caster?s class level for the purpose of casting a particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified. The word ?level? in the spell lists that follow always refers to caster level.&lt;br /&gt;

Creatures and Characters: The words ?creature? and ?character? are used synonymously in the spell descriptions.&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/sorcerer-wizard-spell-list" class="wiki-page-link"&gt;Sorcerer-Wizard Spell List&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1539968</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/1-0-level-sorcerer-wizard-spells-cantrips</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Abjur&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/resistance" class="wiki-page-link"&gt;Resistance&lt;/a&gt;; Subject gains +1 on saving throws.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Conj&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/acid-splash" class="wiki-page-link"&gt;Acid Splash&lt;/a&gt;; Orb deals 1d3 acid damage.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Div&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/detect-poison" class="wiki-page-link"&gt;Detect Poison&lt;/a&gt;; Detects poison in one creature or small object.&lt;br /&gt;

&lt;a href="/wikis/detect-magic" class="wiki-page-link"&gt;Detect Magic&lt;/a&gt;; Detects spells and magic items within 60 ft.&lt;br /&gt;

&lt;a href="/wikis/read-magic-0" class="wiki-page-link"&gt;Read Magic&lt;/a&gt;; Read scrolls and spellbooks.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Ench&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/daze-0" class="wiki-page-link"&gt;Daze&lt;/a&gt;; Humanoid creature of 4 HD or less loses next action.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Evoc&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/dancing-lights" class="wiki-page-link"&gt;Dancing Lights&lt;/a&gt;; Creates torches or other lights.&lt;br /&gt;

&lt;a href="/wikis/flare" class="wiki-page-link"&gt;Flare&lt;/a&gt;; Dazzles one creature (?1 on attack rolls).&lt;br /&gt;

&lt;a href="/wikis/light-0" class="wiki-page-link"&gt;Light&lt;/a&gt;; Object shines like a torch.&lt;br /&gt;

&lt;a href="/wikis/ray-of-frost-0" class="wiki-page-link"&gt;Ray of Frost&lt;/a&gt;; Ray deals 1d3 cold damage.&lt;/p&gt;



<p><strong>Illus</strong></p>

<p><a href="/wikis/ghost-sound-0" class="wiki-page-link">Ghost Sound</a>: Figment sounds.</p>

<p><strong>Necro</strong></p>

<p><a href="/wikis/disrupt-undead" class="wiki-page-link">Disrupt Undead</a>: Deals 1d6 damage to one undead.<br />

<a href="/wikis/touch-of-fatigue" class="wiki-page-link">Touch of Fatigue</a>: Touch attack fatigues target.</p>

<p><strong>Trans</strong></p>

<p><a href="/wikis/mage-hand" class="wiki-page-link">Mage Hand</a>: 5-pound telekinesis.<br />

<a href="/wikis/mending" class="wiki-page-link">Mending</a>: Makes minor repairs on an object.<br />

<a href="/wikis/message" class="wiki-page-link">Message</a>: Whispered conversation at distance.<br />

<a href="/wikis/open-close" class="wiki-page-link">Open-Close</a>: Opens or closes small or light things.</p>

<p><strong>Univ</strong></p>

<p><a href="/wikis/arcane-mark" class="wiki-page-link">Arcane Mark</a>: Inscribes a personal rune (visible or invisible).<br />

<a href="/wikis/prestidigitation" class="wiki-page-link">Prestidigitation</a>: Performs minor tricks.<br />

\_\_\_\_\_.<br />

Back to <a href="/wikis/sorcerer-wizard-spell-list" class="wiki-page-link">Sorcerer-Wizard Spell List</a></p></content>

<link>https://mark-1.obsidianportal.com/wiki\_pages/resistance</link>

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Back to [[Spells]]---[[Sorcerer-Wizard Spell List]]---[[2 1ST-LEVEL SORCERER-WIZARD SPELLS]]</content>
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[2](/wikis/2-1st-level-sorcerer-wizard-spells) 1ST-LEVEL SORCERER-WIZARD SPELLS

[https://mark-1.obsidianportal.com/wiki\\_pages/1540097](https://mark-1.obsidianportal.com/wiki_pages/1540097)

[https://mark-1.obsidianportal.com/wiki\\_pages/hold-portal](https://mark-1.obsidianportal.com/wiki_pages/hold-portal)

[Hold\\_Portal](http://www.dandwiki.com/wiki/SRD:Hold_Portal)

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[&p&a](http://www.dandwiki.com/wiki/SRD:Hold_Portal)  
[Hold\\_Portal](http://www.dandwiki.com/wiki/SRD:Hold_Portal)  
&hr /&

[Spells](/wikis/spells) &#8212; [Sorcerer-Wizard Spell List](/wikis/sorcerer-wizard-spell-list) &#8212; [2](/wikis/2-1st-level-sorcerer-wizard-spells) 1ST-LEVEL SORCERER-WIZARD SPELLS

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Chaos":http://www.dandwiki.com/wiki/SRD:Protection\_from\_Chaos

Back to [[Spells]]---[[Sorcerer-Wizard Spell List]]---[[2 1ST-LEVEL SORCERER-WIZARD SPELLS]]</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="http://www.dandwiki.com/wiki/SRD:Protection\_from\_Chaos"&gt;Protection from Chaos&lt;/a&gt;&lt;p&gt;&lt;hr /&gt;&lt;p&gt;Back to &lt;a href="/wikis/spells" class="wiki-page-link"&gt;Spells&lt;/a&gt;&amp;#8212;&lt;a href="/wikis/sorcerer-wizard-spell-list" class="wiki-page-link"&gt;Sorcerer-Wizard Spell List&lt;/a&gt;&amp;#8212;&lt;a href="/wikis/2-1st-level-sorcerer-wizard-spells" class="wiki-page-link"&gt;2 1ST-&lt;span class="caps"&gt;LEVEL&lt;/span&gt; &lt;span class="caps"&gt;SORCERER&lt;/span&gt;-&lt;span class="caps"&gt;WIZARD&lt;/span&gt; &lt;span class="caps"&gt;SPELLS&lt;/span&gt;&lt;/a&gt;&lt;p&gt;</content>

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Back to [[Spells]]---[[Sorcerer-Wizard Spell List]]---[[2 1ST-LEVEL SORCERER-WIZARD SPELLS]]</content>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1540842</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/aldenmirs-arms-and-armor</link>

<content gm\_only="true" format="html">&lt;table&gt;&lt;tr&gt;&lt;td&gt;The heads of many beasts adorn the walls of this shop. You recognize most kinds, but there are a few you&amp;#8217;ve only heard about.&lt;/td&gt;

</tr>

</table>

<p><ins>Shopkeeper</ins>: Bayard Aldemir<br />

Tall, thin, greying hair in ponytail, reserved, opinionated<br />

\_\_\_\_\_</p>

<p>?hunters and Rangers are frequently found here. Bayard knows many and likes to keep up on what they&#8217;re up to</p>

<p>?Bayard won&#8217;t give good prices unless he becomes familiar with people</p>

<p>?Bayard has a personal collection of fine bows. He only shows them to select customers</p>

<table>

<tr>

<th>Weapon</th>

<th>Cost (gp)</th>

</tr>

<tr>

<td><a href="/wikis/dagger" class="wiki-page-link">Dagger</a></td>

<td>2</td>

</tr>

<tr>

<td><a href="/wikis/club" class="wiki-page-link">Club</a></td>

<td>-</td>

</tr>

<tr>

<td><a href="/wikis/halfspear" class="wiki-page-link">Halfspear</a></td>

<td>1</td>

</tr>

<tr>

<td><a href="/wikis/quarterstaff" class="wiki-page-link">Quarterstaff</a></td>

<td>-</td>

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<tr>

<td><a href="/wikis/shortspear" class="wiki-page-link">Shortspear</a></td>

<td>2</td>

</tr>

<tr>

<td><a href="/wikis/sling" class="wiki-page-link">Sling</a></td>

<td>-</td>

</tr>

<tr>

<td><a href="/wikis/sword-short" class="wiki-page-link">Sword, short</a></td>

<td>10</td>

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<td><a href="/wikis/longsword" class="wiki-page-link">Longsword</a></td>

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<td><a href="/wikis/shortbow" class="wiki-page-link">Shortbow</a></td>

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<tr>

<td><a href="/wikis/longbow" class="wiki-page-link">Longbow</a></td>

	75
	<a class="wiki-page-link" href="/wikis/sling-bullets-10-0">Sling bullets</a>
(10)	
	1
	<a class="wiki-page-link" href="/wikis/arrows-20-0">Arrows (20)</a>
	1

Armor
Cost (gp)
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5
<a class="create-wiki-page-link" href="/wikis/Leather/new">Leather</a>
10

	<a class="create-wiki-page-link" href="/wikis/Studded%20leather/new">Studded leather</a>
25	

Sheild	Cost (gp)

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15	

	<a class="create-wiki-page-link" href="/wikis/Shield%2C%20small%20wooden/new">Shield, small wooden</a>
3	

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<link>https://mark-1.obsidianportal.com/wiki\_pages/halfspear</link>

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Kingdoms&lt;/a&gt;&lt;/p&gt;</content>

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&lt;p&gt;Directly ruled, protected by, and main supplier of &lt;a href="/wikis/dornwich-keep" class="wiki-page-link"&gt;Dornwich Keep&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Supported by lords of &lt;a href="/wikis/Burkton/new" class="create-wiki-page-link"&gt;Burkton&lt;/a&gt; and &lt;a href="/wikis/rees" class="wiki-page-link"&gt;Rees&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Fishing, chief agricultural producer in East Faladon, trading hub between local and foreign goods&lt;/p&gt;

&lt;p&gt;Strong traces of Sembrian culture remain here&lt;/p&gt;</content>

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&lt;p&gt;Rules over &lt;a href="/wikis/remfry" class="wiki-page-link"&gt;Remfry&lt;/a&gt; and &lt;a href="/wikis/pembry" class="wiki-page-link"&gt;Pembry&lt;/a&gt;. &lt;/p&gt;  
&lt;p&gt;Strong Trade, Fishing, some agriculture (mainly exported)&lt;/p&gt;  
&lt;hr /&gt;  
&lt;p&gt;Back to &lt;a href="/wikis/east-faladon-settlements" class="wiki-page-link"&gt;Settlements&lt;/a&gt;&lt;/p&gt;</content>

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&lt;p&gt;Isolated fishing community&lt;/p&gt;  
&lt;p&gt;Protected by &lt;a href="/wikis/rees" class="wiki-page-link"&gt;Rees&lt;/a&gt;&lt;br /&gt;  
Depends on Rees for many goods traded for fish&lt;/p&gt;  
&lt;hr /&gt;  
&lt;p&gt;Back to &lt;a href="/wikis/east-faladon-settlements" class="wiki-page-link"&gt;Settlements&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/penry</link>

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&lt;p&gt;Fishing village&lt;/p&gt;  
&lt;p&gt;Dependent upon &lt;a href="/wikis/rees" class="wiki-page-link"&gt;Rees&lt;/a&gt; for

protection and goods</p>

<p>Small fleet of fishing boats, the best of which rival those of Rees</p>

<p>Some cattle herding</p>

<p>Some trade</p>

<p>Inn and tavern accommodating travelers journeying to and from Rees</p>

<hr />

<p>Back to <a href="/wikis/east-faladon-settlements"

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<p>Fishing village</p>

<p>Dependent upon <a href="/wikis/rees" class="wiki-page-link">Rees</a> for

protection and goods</p>

<p>Small fleet of fishing boats, the best of which rival those of Rees</p>

<p>Some cattle herding</p>

<p>Some trade</p>

<p>Inn and tavern accommodating travelers journeying to and from Rees</p>

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<p>Back to <a href="/wikis/east-faladon-settlements"

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Back to &lt;a href="/wikis/east-faladon-settlements"

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Camlarnach&lt;/a&gt;&lt;/p&gt;

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Mire&lt;/a&gt;&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/east-faladon-geography"

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<link>https://mark-1.obsidianportal.com/wiki\_pages/east-faladon-notable-areas</link>



[&#8217;s Wall](/wikis/galehans-wall)

[Albintine](/wikis/Albintine/new)

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[Geography](/wikis/east-faladon-geography)

[https://mark-1.obsidianportal.com/wiki\\_pages/1560563](https://mark-1.obsidianportal.com/wiki_pages/1560563)

[https://mark-1.obsidianportal.com/wiki\\_pages/galehans-wall](https://mark-1.obsidianportal.com/wiki_pages/galehans-wall)

Built by [King Galehan](/wikis/King%20Galehan/new) in ancient times after successfully pushing the orc hoards to the north. Repaired and strengthened by the Sembrians. Since their departure, the wall has been manned by [Knights of Avralor](/wikis/knights-of-avralor) who remain vigilant against the return of the hoards in strength. Many in Faladon believe that this is a wasted effort. Though the wall is still an imposing fortification, it is again badly in need of repairs.

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[https://mark-1.obsidianportal.com/wiki\\_pages/1561092](https://mark-1.obsidianportal.com/wiki_pages/1561092)

[https://mark-1.obsidianportal.com/wiki\\_pages/knights-of-avralor](https://mark-1.obsidianportal.com/wiki_pages/knights-of-avralor)

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&lt;p&gt;&lt;strong&gt;Motives&lt;/strong&gt;&lt;br /&gt;

The Nightblades provide protection, organization, leadership, and a code of conduct for those operating outside the law. They know that by doing this, they can maximize what can be done without interference from the law, thereby reaping higher profits for all members.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Structure&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Scale&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Affiliation Score Criteria&lt;/strong&gt;&lt;/p&gt;

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&lt;th&gt;Affiliation Score&lt;/th&gt;

&lt;th&gt;Title: Benefits and Duties&lt;/th&gt;

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&lt;p&gt;Back to &lt;a href="/wikis/west-faladon-groups" class="wiki-page-link"&gt;West Faladon Groups&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1561100</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-arcane-academy-motives</link>

<content gm\_only="true" format="html">&lt;p&gt;The Arcane Academy is concerned with educating the brightest pupils in Faladon in the arcane arts and regulating the use of magic throughout the kingdom.&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/bridgeport-arcane-academy" class="wiki-page-link"&gt;Bridgeport Arcane Academy&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1562696</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/west-faladon-history</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/West%20Faladon%20Timeline/new" class="create-wiki-page-link"&gt;Timeline&lt;/a&gt;&lt;/p&gt;&lt;p&gt;&lt;a href="/wikis/west-faladon-historical-figures" class="wiki-page-link"&gt;Historical Figures&lt;/a&gt;&lt;/p&gt;&lt;hr /&gt;&lt;p&gt;Back to &lt;a href="/wikis/west-faladon" class="wiki-page-link"&gt;West Faladon&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1562705</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/an-alons-tower</link>

<content gm\_only="true" format="html">&lt;p&gt;Ancient tower said to be the site of a once powerful school of arcane magic. Legend has it that it was erected by the legendary archmage &lt;a href="/characters/an-alon" class="wiki-content-link"&gt;An-Alon&lt;/a&gt; himself. &lt;del&gt;Destroyed at great cost during the Sembrian occupation, but strangely said to still be visible at certain times. The area is avoided by all due to powerful defensive magic still active in the area.&lt;/del&gt;&lt;/p&gt;&lt;hr /&gt;&lt;p&gt;Back to &lt;a href="/wikis/west-faladon-important-sites" class="wiki-page-link"&gt;West Faladon Important Sites&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1562722</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/brancians-keep</link>

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&lt;p&gt;&lt;a href="/wikis/Brancian%27s%20Keep%20Maps/new"  
class="create-wiki-page-link"&gt;Maps&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/brancians-keep-areas" class="wiki-page-link"&gt;Areas&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;Ruined keep that once guarded the western pass of \_\_\_\_\_. Destroyed during a &lt;a  
href="/wikis/The%20Siege%20of%20Brancian%27s%20Keep/new"  
class="create-wiki-page-link"&gt;siege&lt;/a&gt; that ended in a mysterious magical disaster. All who  
were present were killed. Now the area surrounding the keep is blighted. The vegetation is sickly, and  
the animals who inhabit the area resemble walking carcasses. It is widely believed that an evil  
presence emanates from the keep.&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/Grimweird/new"  
class="create-wiki-page-link"&gt;Grimweird&lt;/a&gt;&lt;/p&gt;  
&lt;hr /&gt;  
&lt;p&gt;Back to &lt;a href="/wikis/west-faladon-important-sites" class="wiki-page-link"&gt;West  
Faladon Important Sites&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1562798</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-21</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1562799</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/brown-bear</link>

<content gm\_only="false" format="textile">"Brown Bear":http://www.dandwiki.com/wiki/SRD:Brown\_Bear

FF:

\*Brown Bear\*: CR4; Large animal; HD 6d8+ 24; \*hp 51\*;

Init + 1(Dex);

\*Spd\* 40 ft.;

\*AC 15\*;

\*Atk\* + 11 melee (1d8+8, 2 claws), + 6 melee (2d8+ 4, bite);

SA Improved grab; SQ Scent;

AL N;

\*SV\* Fort +9, Ref

+6, Will +3;

Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +7, Swim +14.

Special Attacks: Improved Grab: Must hit with claw attack.</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="http://www.dandwiki.com/wiki/SRD:Brown\_Bear"&gt;Brown Bear&lt;/a&gt;&lt;p&gt;&lt;p&gt;FF:&lt;br /&gt;&lt;strong&gt;Brown Bear&lt;/strong&gt;; CR4; Large animal; HD 6d8+ 24; &lt;strong&gt;hp

51</strong>; &lt;br /&gt;

Init + 1(Dex); &lt;br /&gt;

&lt;strong>Spd&lt;/strong> 40 ft.; &lt;br /&gt;

&lt;strong>AC 15&lt;/strong>; &lt;br /&gt;

&lt;strong>Atk&lt;/strong> + 11 melee (1d8+8, 2 claws), + 6 melee (2d8+ 4, bite); &lt;br /&gt;

SA Improved grab; SQ Scent; &lt;br /&gt;

AL N; &lt;br /&gt;

&lt;strong>SV&lt;/strong> Fort +9, Ref&lt;br /&gt;

+6, Will +3; &lt;br /&gt;

Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.&lt;/p>

&lt;p>Skills and Feats: Listen +4, Spot +7, Swim +14.&lt;/p>

&lt;p>Special Attacks: Improved Grab: Must hit with claw attack.&lt;/p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1562820</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-23</link>

<content gm\_only="true" format="html">&lt;p>&lt;strong>23. Dwarven

Sepulchers&lt;/strong>&lt;/p>

&lt;p>The upper portion of the great cavern was intend-&lt;br /&gt;

ed to be the final resting place of Durgeddin?s clan.&lt;/p>

&lt;table>

&lt;tr>

&lt;td>You gaze out into an extremely large cave faintly lit by natural phosphorescence. It must be 200 or more &lt;br /&gt;

feet in length, and almost half as wide, with a ceil-&lt;br /&gt;

ing 50 feet high in places. Bright crystals glimmer &lt;br /&gt;

softly in the eerie light. Weird, beautiful flows and structures of delicate stone grace the chamber. The western portion of the great cave, where you stand now, is divided from the rest by a steep bluff or dropoff 20 feet high; the ceiling here is half the height of the rest of the chamber. A couple of dozen large stone sepulchers line the cavern walls, each painstakingly carved with intricate reliefs and designs. Dwarven runes mark each one.

Durgeddin and his followers knew that their war against orc-kind would ultimately claim them all. They built their tombs as the first step in carving out a fortress stronghold beneath the Stone Tooth. Ironically,

only a handful of the dwarves were ever interred here, since most died fighting when the orcs stormed Khundrukar.

The troglodytes have a superstitious fear of this part of the Glitterhame and refuse to set foot in this portion of the cavern. They will not pursue player characters or attack them here.

If the player characters investigate the tombs at greater length, continue with the text below (read the material in italics only if a character can read Dwarven writing):

Twenty-three sepulchers stand in this upper ledge of

the great cave. Each consists of a stone vault of marble 6 feet long, 4 feet high, and 3 feet wide. The lids are carved in the likeness of grim dwarves in armor. The dwarf-runes proclaim the occupant's name and the names of his ancestors on the front of the

tomb. Empty space below the name is reserved to record the dwarf's deeds and manner of death (left

blank on most of the tombs). Finally, dire dwarf

curses threaten doom and retribution on any who dare to defile the honorable dead. Only three sepulchers appear to have been used: the tombs of Borgol the Old, Gharin Orc-Doom, and



/&gt;

Numik the Unlucky. Each of these three lists a date &lt;br /&gt;

of death and describes the dwarf?s fate. Borgol died of old age; Gharin died in battle; and Numik was killed by molten iron in a foundry accident.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;Despite the dire nature of the curses and warnings, there is no danger in this room. Even if the characters disturb Borgol, Gharin, or Numik, all they find are old bones?no undead rise up to punish them. Opening a &lt;br /&gt;

sepulcher requires a Strength check of DC 23 to slide aside the lid.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Sepulcher Lid&lt;/strong&gt;: 6 in. thick; hardness 8; hp 90; AC 5; break DC 35.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Treasure&lt;/strong&gt;: The three dwarfs were buried with little funerary wealth; Durgeddin?s folk believed in honoring their dead with stone, not gold. Borgol?s remains &lt;br /&gt;

include a ring of gold in the shape of a dragon clasping its tail in its mouth, worth 120 gp, and Gharin was buried with a masterwork warhammer.&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/the-glitterhame" class="wiki-page-link"&gt;The Glitterhame&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1562822</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-24</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1562924</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/grick</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1562948</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-25</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;25. Long Cavern&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;This chamber runs from the &lt;a href="/wikis/ff-18" class="wiki-page-link"&gt;troglodyte warrens&lt;/a&gt; to a natural rockshaft leading down to &lt;a href="/wikis/the-sinkhole" class="wiki-page-link"&gt;The Sinkhole&lt;/a&gt;. The underground stream empties into this shaft in a subterranean waterfall, while a narrow, winding stairwell leads down to the level below.&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;The thunderous roar of falling water fills this long, &lt;br /&gt; low chamber, and a damp, humid spray makes everything slick and wet. A fast-rushing stream winds through the center of the cavern, emerging from beneath a crude dam or barrier of rock and mud in the western wall. The stream disappears into a dark &lt;br /&gt; shaft at the cavern?s eastern end. A rough, winding path follows the stream toward the east.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;&lt;strong&gt;Slippery Slope&lt;/strong&gt;: The shaded area on the map is actually quite dangerous. A thin mossy slime covers the smooth cavern floor in this area, which slopes down toward the stream. When a character moves into this area, allow the player a &lt;strong&gt;&lt;a href="/wikis/spot" class="wiki-page-link"&gt;Spot&lt;/a&gt; check (DC 23)&lt;/strong&gt; or &lt;strong&gt;&lt;a href="/wikis/wilderness-lore" class="wiki-page-link"&gt;Wilderness Lore&lt;/a&gt;

check (DC 18) to notice the dangerous combination. (Druids can use Nature Sense to see the potential danger.)

If the check is successful, advise the player that the floor looks very slippery, and the rock floor slopes toward the stream. Characters who miss or ignore the danger must make Balance checks (DC 18) each round they attempt to move in the shaded area or slip and fall. When characters fail this skill check, they slide quickly down to the

stream and are carried toward the waterfall at a rate of 30 feet per round. If characters in the stream try to grab

a rock or brace themselves to keep from going over the edge, allow Strength checks (DC 13) to hold their position for 1 round. Each subsequent round, characters must attempt a new check at a DC of 13 + 1 per round of holding or be washed away (the rocks in the stream are covered with slippery moss, too).

Anyone going over the waterfall lands in the pool in FF of The Sinkhole after a fall of about 60 feet, sustaining 2d6 points of damage and 2d3 points of subdual damage.

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Back to The Glitterhame

<id>https://mark-1.obsidianportal.com/wiki\_pages/1562952</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-26</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1562967</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-27</link>

<content gm\_only="true" format="html">&lt;p>&lt;strong>27. The Iron Door&lt;/strong>&lt;/p>

&lt;p>The entrance to Durgeddin?s halls and forges lies behind this sturdy door.&lt;/p>

&lt;table>

&lt;tr>

&lt;td>Cut into the cavern wall stands a small but very &lt;br />

strong-looking door of iron plate, about 5 feet tall and 4 feet wide. Heavy rivets stud its surface, and a tarnished silver rune ? Durgeddin?s smith-mark? gleams on the door?s rusted face.&lt;/td>

&lt;/tr>

&lt;/table>

&lt;p>&lt;strong>Iron Door&lt;/strong>: 2 1/2 in. thick; hardness 13; hp 75; AC 5; break DC 28.&lt;br />

The door consists of two pieces of sheet iron bolted to a strong frame, with a pintle fitted through the door?s &lt;br />

interior. No hinges are exposed for easy disassembly. &lt;br />

Characters can pick the lock with a successful &lt;strong>&lt;a href="/wikis/open-lock" class="wiki-page-link">Open Lock&lt;/a> check (DC 30)&lt;/strong>. The key to this door is in &lt;a href="/wikis/ff-34" class="wiki-page-link">FF 34&lt;/a> of &lt;a href="/wikis/the-sinkhole" class="wiki-page-link">The Sinkhole&lt;/a>. The heroes can also use a simple &lt;a href="/wikis/knock/new" class="create-wiki-page-link">knock&lt;/a> spell to get through this obstacle.&lt;/p>

&lt;hr />

&lt;p>Back to &lt;a href="/wikis/the-glitterhame" class="wiki-page-link">The Glitterhame&lt;/a>&lt;/p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1562975</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/open-lock</link>

<content gm\_only="false" format="textile">"Open  
Lock":http://www.dandwiki.com/wiki/SRD:Open\_Lock\_Skill

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Back to [[Skills]]</content>

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href="http://www.dandwiki.com/wiki/SRD:Open\_Lock\_Skill"&gt;Open Lock&lt;/a&gt;&lt;/p&gt;  
&lt;hr /&gt;  
&lt;p&gt;Back to &lt;a href="/wikis/skills"  
class="wiki-page-link"&gt;Skills&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1562977</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-sinkhole</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1563037</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-28</link>

<content gm\_only="true" format="html">&lt;p&gt;28. Waterfall Cavern&lt;/p&gt;  
&lt;p&gt;The stream flowing from &lt;a href="/wikis/ff-25" class="wiki-page-link"&gt;FF 25&lt;/a&gt; in

[</a><br />](/wikis/Glitterhame/new)

pours down into this chamber, creating a good-sized <br />

pool that drains out to the river in area 29.<br />

The pool is populated by an interesting array of blind <br />

cavefish and white crayfish, but nothing dangerous <br />

lives inside. The stream leading from the pool is about <br />

5 feet wide and 2 to 4 feet deep. Any character knocked <br />

unconscious or killed by a fall into the pool from the <br />

upper levels drifts down the stream to the river in area <br />

29 in 1d4+4 rounds. Once in the river, a single round is <br />

enough to sweep the hapless character into the airless <br />

underground channel, never to be seen again.</p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1565612</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-cult-of-tsaag-nalta-important-characters</link>

<content gm\_only="true" format="html"><p><a href="/characters/mitrik-heliot" class="wiki-content-link">Mitrik Heliot</a> cult leader, disgraced senator</p>

<p><a href="/characters/thamas-leerstrom" class="wiki-content-link">Thamas Leerstrom</a> sage, collector of oddities</p>

<p><a href="/characters/giliam-sone" class="wiki-content-link">Giliam Sone</a> constable of the market and average residential districts, honest</p>

<p><a href="/characters/malia-bexley" class="wiki-content-link">Malia Bexley</a> cult member, lover of Mitrik Heliot and Harlan Baines</p>

[Alesette Mareven](/characters/alesette-mareven)

[Vanadette Mareven](/characters/vanadette-mareven)

[Bannasien Mareven](/characters/bannasien-mareven)

[Reed the Con](/characters/reed-the-con)

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[Back to The Cult of Tsaag-Nalta Quest](/wikis/the-cult-of-tsaag-nalta-quest)

[https://mark-1.obsidianportal.com/wiki\\_pages/1565929](https://mark-1.obsidianportal.com/wiki_pages/1565929)

[https://mark-1.obsidianportal.com/wiki\\_pages/cotn-city-watch](https://mark-1.obsidianportal.com/wiki_pages/cotn-city-watch)

**Does party have** [info](/wikis/COTN%20info%201/new)

[Yes: Captain Giliam Sone](/characters/giliam-sone)

[No: Cotn watch difficult skill check](/wikis/cotn-watch-difficult-skill-check)

[https://mark-1.obsidianportal.com/wiki\\_pages/1566047](https://mark-1.obsidianportal.com/wiki_pages/1566047)

[https://mark-1.obsidianportal.com/wiki\\_pages/cotn-watch-difficult-skill-check](https://mark-1.obsidianportal.com/wiki_pages/cotn-watch-difficult-skill-check)

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<content gm_only="true" format="html">&lt;p&gt;?High Success: &lt;a href="/characters/giliam-sone" class="wiki-content-link"&gt;Captain Giliam Sone&lt;/a&gt;&lt;/p&gt;
&lt;p&gt;?Success: &lt;a href="/wikis/cotn-watch-helpful-leads" class="wiki-page-link"&gt;Cotn watch helpful leads&lt;/a&gt;&lt;/p&gt;
&lt;p&gt;?Failure: nothing&lt;/p&gt;
&lt;p&gt;Low Failure: must find info plus moderate skill check (as difficult check but with adjustment)&lt;/p&gt;</content>
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<id>https://mark-1.obsidianportal.com/wiki_pages/1567091</id>
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<link>https://mark-1.obsidianportal.com/wiki_pages/cotn-sylvandale-nightblades</link>
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<content gm_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/Sylvandale%20Nightblades/new" class="create-wiki-page-link"&gt;Sylvandale Nightblades&lt;/a&gt;&lt;/p&gt;
&lt;p&gt;&lt;a href="/wikis/cotn-nine-lives-gaming-house" class="wiki-page-link"&gt;Cotn Nine Lives Gaming House&lt;/a&gt;&lt;/p&gt;</content>
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<id>https://mark-1.obsidianportal.com/wiki_pages/1568539</id>
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<link>https://mark-1.obsidianportal.com/wiki_pages/ash-houses-alchemy</link>
```

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<content gm_only="true" format="html">&lt;table&gt;
&lt;tr&gt;
&lt;td&gt;This shop is neighbored on each side by the burnt out foundations of what must have once similar buildings: two-storey timber and brick building, with a reinforced wooden door and a tiled mosaic floor. It is built around a large pool of glowing, multi-hued liquid.&lt;/td&gt;
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</tr>

</table>

<p>Alchemist's fire (flask) (2), 20 gp<br />

Acid (flask), 10 gp <br />

Tindertwig (2) 1 gp<br />

Antitoxin (vial) 50 gp</p>

<hr />

<p>Back to <a href="/wikis/sylvandale-marketplace" class="wiki-page-link">Marketplace</a> &#8212; <a href="/wikis/sylvandale-trades-exotic" class="wiki-page-link">Sylvandale Trades (Exotic)</a></p></content>

<content gm\_only="true" format="html"><p><a href="/characters/shem-ash-house-felwick" class="wiki-content-link">Shem &#8220;Ash House&#8221; Felwick</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1569178</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/cotn-nine-lives-gaming-house</link>

<content gm\_only="true" format="html"><p><a href="/wikis/nine-lives-gaming-house" class="wiki-page-link">Nine Lives Gaming House</a></p><p><a href="/characters/bromley-nine-lives" class="wiki-content-link">Bromley Nine Lives</a></p><p><a href="/characters/mariel" class="wiki-content-link">Mariel</a></p><p><a href="/characters/reed-the-con" class="wiki-content-link">Reed the Con</a></p></content>

&lt;p&gt;Bar, Stage (dancers, bards, buffoons, comedies, etc?) Dice. &lt;a href="/wikis/cards" class="wiki-page-link"&gt;Cards&lt;/a&gt;, Board Games]], &lt;a href="/wikis/feats-of-strength" class="wiki-page-link"&gt;Feats of Strength&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/sylvandale-shrine-of-olidammara" class="wiki-page-link"&gt; Shrine of Olidammara&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Back to &lt;a href="/wikis/sylvandale-slums" class="wiki-page-link"&gt;Slums&lt;/a&gt;?-&lt;a href="/wikis/sylvandale-places-of-interest" class="wiki-page-link"&gt;Places of Interest&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1569286</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sylvandale-shrine-of-olidammara</link>

<content gm\_only="true" format="html"&gt;&lt;p&gt;&lt;a href="/wikis/olidammara" class="wiki-page-link"&gt;Olidammara&lt;/a&gt;&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/sylvandale-slums" class="wiki-page-link"&gt;Slums&lt;/a&gt;&amp;#8212;&lt;a href="/wikis/nine-lives-gaming-house" class="wiki-page-link"&gt;Nine Lives Gaming House&lt;/a&gt;&amp;#8212;&lt;a href="/wikis/sylvandale-places-of-interest" class="wiki-page-link"&gt;Places of Interest&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1569598</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-29</link>

<content gm\_only="true" format="html"&gt;&lt;p&gt;&lt;strong&gt;29. River

Cavern

The dominant feature here is the underground river, which flows swiftly from east to west through this room. The bridge is sturdy and sound; there's no danger in crossing it.

The stream flows at a rate of about 60 feet per round. Characters who fall or wade into the stream must attempt

Strength checks (DC 13) or be washed away, provided they are within 5 feet of one of the ledge-banks. Other-

wise, characters who fail are automatically swept away. Characters in the water must attempt a Swim check (DC 15) each round or sustain 1d3 points of subdual

damage. If characters achieve a success of 18 or better and there is a ledge within 5 feet, they can pull themselves out. Otherwise, they are swept 60 feet downstream.

At the west end of the cavern, the ceiling descends to meet the surface of the river. Characters swept past

this point are in dire peril—they're trapped in an airless torrent of water with no chance of escape. The damage

increases to 1d6 points of real damage each round, and the victim begins to drown. Swim DC 20. Even characters with the ability to breathe water are eventually battered to death. The stream runs for about 5 miles before emerging in a large spring on a hillside to the west of the Stone Tooth.

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Back to [The Sinkhole](/wikis/the-sinkhole)

<link>[https://mark-1.obsidianportal.com/wiki\\_pages/ff-30](https://mark-1.obsidianportal.com/wiki_pages/ff-30)</link>

<id>[https://mark-1.obsidianportal.com/wiki\\_pages/1569642](https://mark-1.obsidianportal.com/wiki_pages/1569642)</id>

<link>[https://mark-1.obsidianportal.com/wiki\\_pages/gray-ooze](https://mark-1.obsidianportal.com/wiki_pages/gray-ooze)</link>

<content gm\_only="false" format="textile">"Gray  
Ooze":[http://www.dandwiki.com/wiki/SRD:Gray\\_Ooze](http://www.dandwiki.com/wiki/SRD:Gray_Ooze)

## Medium Ooze

\*Hit Dice\*: 3d10 + 15 (31 hp)

\*Initiative\*: ?5

\*Speed\*: 10 ft. (2 squares)

\*Armor Class\*: 5 (?5 Dex), touch 5, flat-footed 5

\*Base Attack/Grapple\*: + 2/ + 3

\*Attack\*: Slam + 3 melee (1d6 + 1 plus 1d6 acid)

\*Full Attack\*: Slam + 3 melee (1d6 + 1 plus 1d6 acid)

\*Space/Reach\*: 5 ft./5 ft.

\*Special Attacks\*: Acid, [[constrict]] 1d6 + 1 plus 1d6 acid, [[improved grab]]

\*Special Qualities\*: Blindsight 60 ft., immunity to cold and fire, ooze traits, transparent

\*Saves\*: Fort + 6, Ref ?4, Will ?4

\*Abilities\*: Str 12, Dex 1, Con 21, Int ?, Wis 1, Cha 1

\*Skills\*: ?

\*Feats\*: ?

\*Environment\*: Cold marshes

\*Organization\*: Solitary

\*Challenge Rating\*: 4

\*Treasure\*: None

\*Alignment\*: Always neutral

\*Advancement\*: 4?6 HD (Medium); 7?9 HD (Large)

\*Level Adjustment\*: ?

|What seemed to be just a puddle of water is in fact a slimy horror that moves and flows like some giant protozoan.|

A gray ooze appears to be a harmless puddle of water, a patch of wet sand, or a section of damp stone?until it moves or strikes.

A gray ooze can grow to a diameter of up to 10 feet and a thickness of about 6 inches. A typical specimen weighs about 700 pounds.

\*Combat\*

A gray ooze strikes like a snake, slamming opponents with its body.

\*Acid (Ex)\*: A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage.

"Armor":<http://www.dandwiki.com/wiki/SRD:Armor> or clothing dissolves

and becomes useless immediately unless it succeeds on a DC 16

Reflex save. A metal or wooden "weapon":<http://www.dandwiki.com/wiki/SRD:Weapons> that strikes a gray ooze

also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DCs are Constitution-based.

The ooze?s acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

**\*[[Constrict]] (Ex)\*:** A gray ooze deals automatic slam and acid damage with a successful [[grapple]] check. The opponent's clothing and "Armor":<http://www.dandwiki.com/wiki/SRD:Armor> take a ?4 penalty on Reflex saves against the acid.

**\*[[Improved Grab]] (Ex)\*:** To use this ability, a gray ooze must hit with its slam attack. It can then attempt to start a [[grapple]] as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can [[constrict]].

**\*Transparent (Ex)\*:** A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one.

Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

---

[Back to \[\[Wiki Creatures\]\]](#)

**Gray Ooze**

Medium Ooze

Hit Dice: 3d10 + 15 (31 hp)

Initiative: ?5

Speed: 10 ft. (2 squares)

Armor Class: 5 (?5 Dex), touch 5, flat-footed 5

Base Attack/Grapple: + 2/ + 3

Attack: Slam + 3 melee (1d6 + 1 plus 1d6 acid)

Full Attack: Slam + 3 melee (1d6 + 1 plus 1d6 acid)

Space/Reach: 5 ft./5 ft.

Special Attacks: Acid, </wikis/constrict-0>

class="wiki-page-link">constrict</a> 1d6 + 1 plus 1d6 acid, <a href="/wikis/improved-grab-0" class="wiki-page-link">improved grab</a><br /><strong>Special Qualities</strong>: Blindsight 60 ft., immunity to cold and fire, ooze traits, transparent<br /><strong>Saves</strong>: Fort + 6, Ref ?4, Will ?4 <br /><strong>Abilities</strong>: Str 12, Dex 1, Con 21, Int ?, Wis 1, Cha 1 <br /><strong>Skills</strong>: ?<br /><strong>Feats</strong>: ?<br /><strong>Environment</strong>: Cold marshes <br /><strong>Organization</strong>: Solitary <br /><strong>Challenge Rating</strong>: 4<br /><strong>Treasure</strong>: None <br /><strong>Alignment</strong>: Always neutral <br /><strong>Advancement</strong>: 4?6 HD (Medium); 7?9 HD (Large) <br /><strong>Level Adjustment</strong>: ?</p></div>

<tr><td>What seemed to be just a puddle of water is in fact a slimy horror that <br />moves and flows like some giant protozoan.</td></tr></table><p>A gray ooze appears to be a harmless puddle of water, a patch of wet sand, or a section of damp stone?until it moves or strikes.<br />A gray ooze can grow to a diameter of up to 10 feet and a thickness of about 6 inches. A typical specimen weighs about 700 pounds.</p><p><strong>Combat</strong></p><p>A gray ooze strikes like a snake, slamming opponents with its body.<br /></p></div>

**Acid (Ex):** A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. [Armor](http://www.dandwiki.com/wiki/SRD:Armoror); clothing dissolves and becomes useless immediately unless it succeeds on a DC 16

Reflex save. A metal or wooden [weapon](http://www.dandwiki.com/wiki/SRD:Weapons) that strikes a gray ooze

also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 16 points of damage per round to

wooden or metal objects, but the ooze must remain in contact

with the object for 1 full round to deal this damage.

**Constrict:** [constrict](/wikis/constrict-0)

(Ex): A gray ooze deals automatic slam and acid damage

with a successful [grapple](/wikis/grapple) check.

The opponent's clothing and

[Armor](http://www.dandwiki.com/wiki/SRD:Armor); take a -4 penalty on Reflex saves against the acid.

**Improved Grab:** [improved grab](/wikis/improved-grab-0)

(Ex): To use this ability, a gray ooze must hit with its slam attack. It can then attempt to start a [grapple](/wikis/grapple) as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can [constrict](/wikis/constrict-0).

**Transparent (Ex):** A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one.

Creatures who fail to notice a gray ooze and walk into it are auto-

matically hit with a melee attack for slam and acid damage.



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<p>Back to <a href="/wikis/wiki-creatures" class="wiki-page-link">Wiki Creatures</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1569654</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-31</link>

<content gm\_only="true" format="html"><p><strong>31. Empty Storeroom</strong></p>

<p>This chamber resembles <a href="/wikis/ff-30" class="wiki-page-link">FF 30</a>, but it is empty. The orcs broke in and carried off most of its contents during the fall of Khundrukar, leaving nothing behind. Like <br />

<a href="/wikis/ff-30" class="wiki-page-link">FF 30</a>, the door is swollen shut and requires a <strong>Strength <br />check (DC 15)</strong> to open!<br />

<strong>Swollen Door</strong>: 2 in. thick; hardness 5; hp 30; AC 5; break DC 18.</p>

<hr />

<p>Back to <a href="/wikis/the-sinkhole" class="wiki-page-link">The Sinkhole</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1569659</id>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1569667</id>

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<id>[https://mark-1.obsidianportal.com/wiki\\_pages/1569697](https://mark-1.obsidianportal.com/wiki_pages/1569697)</id>

<link>[https://mark-1.obsidianportal.com/wiki\\_pages/roper](https://mark-1.obsidianportal.com/wiki_pages/roper)</link>

<content gm\_only="false" format="textile">"Roper":<http://www.dandwiki.com/wiki/SRD:Roper>

FF:

Roper: CR 10; Large magical beast; HD 10d10+30; hp 85;

Init +5 (+1 Dex, +4 Improved Initiative); Spd 10 ft.; AC 24;

Atk +11 ranged (special, 6 strands), +8 melee (2d6+2, bite); SA

Strands, attach, weakness; SQ Electricity immunity, cold resist-

ance 30, fire vulnerability; SR 28; AL CE; SV Fort +10, Ref +8,

Will +8; Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12.

Skills and Feats: Climb +7, Hide +10 (+18), Listen +13,

Spot +13; Alertness, Improved Initiative, Iron Will, Weapon

Focus (strand).

Special Attacks: Strands: Six strands fire up to 50 feet away (10 points of damage from slashing weapon blow against AC 20 sev-

ers). Attach: Successful strand attack draws victim 10 ft. closer

each round; at 10 ft, roper has +4 bonus to bite attack, victim

requires Escape Artist check (DC 23) or Strength check (DC

</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="http://www.dandwiki.com/wiki/SRD:Roper"&gt;Roper&lt;/a&gt;&lt;/p&gt;&lt;p&gt;FF:&lt;/p&gt;&lt;p&gt;Roper: CR 10; Large magical beast; HD 10d10+30; hp 85;&lt;br /&gt;Init &lt;ins&gt;5 (&lt;/ins&gt;1 Dex, &lt;ins&gt;4 Improved Initiative); Spd 10 ft.; AC 24;&lt;br /&gt;Atk +11 ranged (special, 6 strands), +8 melee (2d6&lt;/ins&gt;2, bite); SA&lt;br /&gt;Strands, attach, weakness; SQ Electricity immunity, cold resist-&lt;br /&gt;ance 30, fire vulnerability; SR 28; AL CE; SV Fort &lt;ins&gt;10, Ref +8,&lt;br /&gt;Will +8; Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12.&lt;br /&gt;Skills and Feats: Climb +7, Hide +10 (&lt;/ins&gt;18), Listen +13,&lt;br /&gt;Spot +13; Alertness, Improved Initiative, Iron Will, Weapon&lt;br /&gt;Focus (strand).&lt;br /&gt;Special Attacks: Strands: Six strands fire up to 50 feet away (10&lt;br /&gt;points of damage from slashing weapon blow against AC 20 sev-&lt;br /&gt;ers). Attach: Successful strand attack draws victim 10 ft. closer&lt;br /&gt;each round; at 10 ft, roper has +4 bonus to bite attack, victim&lt;br /&gt;requires Escape Artist check (DC 23) or Strength check (DC&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-34</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1569820</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-foundry</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1569899</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-35</link>

<content gm\_only="true" format="html">&lt;p&gt;35. Chamber of Statues&lt;br /&gt;

From &lt;a href="/wikis/ff-27" class="wiki-page-link"&gt;FF 27&lt;/a&gt;, a flight of steep stone stairs climbs 30 feet to this room.&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;The stairs open up into an octagonal chamber about 30 feet across. The floor is inlaid with cracked, dusty blue tiles, and the walls are dressed with polished marble. Large doors of ironbound oak exit to northwest and northeast.&lt;br /&gt;

Three cast bronze statues almost 10 feet in height stand on the west, north, and east walls. Each represents a dwarven warrior armed for battle; the east and west carry axe and shield, and the center statue is armed with two axes. The ceiling rises in a dome almost 30 feet above the floor. Somewhere in the distance, you can hear the faint ringing of hammer on anvil.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;The sound of the anvil can be localized with a successful &lt;strong&gt;&lt;a href="/wikis/listen" class="wiki-page-link"&gt;Listen&lt;/a&gt; check (DC 18)&lt;/strong&gt;; it comes from somewhere beyond &lt;br /&gt;

the east wall. Any PC closely examining the floor notices that the dust is somewhat disturbed. Characters may attempt a &lt;strong&gt;&lt;a href="/wikis/wilderness-lore" class="wiki-page-link"&gt;Wilderness Lore&lt;/a&gt; check (DC 18)&lt;/strong&gt; to discern an &lt;br /&gt;

infrequently used trail leading from the stairs to the stone wall behind the east statue? a dead giveaway that there might be a secret door present.&lt;br /&gt;

&lt;strong&gt;Trap (EL 1)&lt;/strong&gt;: The obvious exits are false doors leading into blank stone.

They're also the triggers of a deadly trap. If either door is opened, the axes of the statues are released to drop across the area just in front of each false door. Any character in the shaded areas is

subjected to two greataxe attacks.

**Statue Trap**: CR 1; two + 8 melee (1d12 + 2/x3 crit); [Search](/wikis/search) (DC 23); [Disable Device](/wikis/disable-device) (DC 25).

**Secret Stairwell**: The secret door behind the east statue is well hidden, requiring a [Search](/wikis/search) check (DC 23) to find.

Any creature climbing the stairs beyond triggers

a magic mouth spell when it steps on the 13th step. The spell calls out a phrase in Dwarven: "Alert! Alert! Intruders approach!" This warns the duergar guards

in [FF 36](/wikis/ff-36). The only way for the characters to discover the spell before it goes off is to use a detect magic spell to examine the stairs after opening the door, and then avoid it by using a silence spell or a dispel magic spell, or by stepping over the step—all in all, a fairly unlikely

sequence of events.

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1577358</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/cotn-investigating-1</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/victim-1-ruby-cup" class="wiki-page-link"&gt;Victim 1 Ruby Cup&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/victim-2-medyr-glasco" class="wiki-page-link"&gt;Victim 2 Medyr Glasco&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/victim-3-lideni-kithleigh" class="wiki-page-link"&gt;Victim 3 Lideni Kithleigh&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/Undiscovered%20Victim/new" class="create-wiki-page-link"&gt;Undiscovered Victim&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;Upon completing all possible investigation, pc&amp;#8217;s stumble upon info for&lt;br /&gt;  
Victim 3 (unknown to watch, undisturbed):&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1579564</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-stout-oak</link>

<content gm\_only="true" format="html">&lt;p&gt;Frequented by shipwrights&lt;/p&gt;  
&lt;hr /&gt;  
&lt;p&gt;Back to &lt;a href="/wikis/sylvandale-shipwright-district" class="wiki-page-link"&gt;Shipwright District&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1584010</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/improved-grab</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1584011</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/constrict</link>

<content gm\_only="true" format="html">&lt;p&gt;Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature?s entry. If the creature also has the &lt;a href="/wikis/improved-grab-0" class="wiki-page-link"&gt;improved grab&lt;/a&gt; ability, it deals constriction damage in addition to damage dealt by the weapon used to grab.&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1584012</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/constrict-0</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Constrict&lt;/strong&gt; (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature?s entry. If the creature also has the &lt;a href="/wikis/improved-grab-0" class="wiki-page-link"&gt;improved grab&lt;/a&gt; ability, it deals constriction damage in addition to damage dealt by the weapon used to grab.&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1584016</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/improved-grab-0</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Improved Grab (Ex)&lt;/strong&gt;: If a creature with this special attack hits&lt;br /&gt; with a melee weapon (usually a claw or bite attack), it deals normal&lt;br /&gt; damage and attempts to start a &lt;a href="/wikis/grapple"

[class="wiki-page-link"&gt;grapple&lt;/a&gt;](#) as a free action without pro-

voking an attack of opportunity. No initial touch attack is required.

Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and

can use its remaining attacks against other opponents.

A successful hold does not deal any extra damage unless the crea-

ture also has the  [special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well \(the amount is given in the creature's descriptive text\). When a creature gets a hold after an improved grab attack, it](/wikis/constrict-0)

pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

<id>https://mark-1.obsidianportal.com/wiki\_pages/1584047</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/grapple</link>

<content gm\_only="false" format="textile">"grapple":http://www.dandwiki.com/wiki/SRD:Grapple</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="http://www.dandwiki.com/wiki/SRD:Grapple"&gt;grapple&lt;/a&gt;&lt;/p&gt;</content>



<id>https://mark-1.obsidianportal.com/wiki\_pages/1584110</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-36</link>

<content gm\_only="true" format="html">&lt;p&gt;36. The Great Hall&lt;br /&gt;  
The door leading to this room from &lt;a href="/wikis/ff-35" class="wiki-page-link"&gt;FF 35&lt;/a&gt;  
is another stone door carved with a glowering dwarf face. Fortunately, it isn't trapped or sealed and  
can be opened easily. This was formerly Durgeddin's throne room, banquet hall, and center of  
authority.&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;You find a mighty dwarven hall, fully 100 feet in length and 50 feet wide, lined with ten  
great pillars carved into fantastic images?giants and dragons straining to &lt;br /&gt;  
support the massive vaulted ceiling, thirty feet above. Guttering orange torches set in sconces 10  
feet above the floor illuminate the room, and a mighty throne sits on a dais at the opposite end. The  
walls were once covered with tile frescoes, but these are long gone, smashed into tiny fragments  
and replaced by Orcish graffiti. You can see five doors, not counting the &lt;br /&gt;  
one you're standing in.&lt;br /&gt;

A small fire smolders on the floor in front of the dais, and a half-dozen sleeping pallets lay empty  
there, surrounded by packs and supplies. Ham mers ring on iron somewhere beyond the doors to  
the south.&lt;br /&gt;

Suddenly a harsh voice calls from the shadows of the pillars: "Go back the way you came! This is  
the only warning you'll &lt;br /&gt;

get!"&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;The graffiti consists of random epithets detailing how unfit and bad dwarves are. Feel free to create your own!&lt;br /&gt;

Two duergar warriors and the duergar rogue Ghared stand watch here. They're invisible and enlarged, since they were warned of the characters' approach by the magic mouth in &lt;a href="/wikis/ff-35" class="wiki-page-link"&gt;FF 35&lt;/a&gt;. If the characters somehow passed through &lt;a href="/wikis/ff-35" class="wiki-page-link"&gt;FF 35&lt;/a&gt; without &lt;br /&gt; triggering the magic mouth, the duergar don't have time to use their invisibility powers and are caught out in the open; the duergar are emaciated, gray-skinned dwarves armored in mail.&lt;br /&gt;

The throne is unremarkable; it's simply a short bench or seat of stone that might have &lt;br /&gt; been decorated at some point in the past.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Creatures (EL 4)&lt;/strong&gt;: The duergar would prefer to chase off the party without a fight. They give the party 1 round to retreat down the stairs, and then they attack unless the characters back down or open negotiations with them.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;&lt;a href="/wikis/duergar-warrior-0" class="wiki-page-link"&gt;duergar warrior&lt;/a&gt;x2: hp 11, 10; 60 gp each.&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;&lt;a href="/wikis/ghared" class="wiki-page-link"&gt;Ghared&lt;/a&gt;: hp 19.&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Tactics&lt;/strong&gt;: The duergar wait 1 round to see if the party retreats, and then they open up with their crossbows, using the pillars for cover. Ghared is behind the second pillar on the south wall; don't forget to make use of her sneak attack and her potion of cure light wounds. She may use the latter in battle.&lt;br /&gt;

If two duergar fall in battle, the survivor retreats to &lt;br /&gt;

&lt;a href="/wikis/ff-37" class="wiki-page-link"&gt;FF 37&lt;/a&gt; or &lt;a href="/wikis/ff-39" class="wiki-page-link"&gt;FF 39&lt;/a&gt;.&lt;/p&gt;

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&lt;p&gt;Back to &lt;a href="/wikis/the-foundry" class="wiki-page-link"&gt;The

Foundry</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1584180</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ghared</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1590053</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/random-generators</link>

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Back to &lt;a href="/wikis/palette" class="wiki-page-link"&gt;Palette&lt;/a>&amp;#8212;&lt;a href="/wikis/creation" class="wiki-page-link"&gt;Creation&lt;/a></content>

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&lt;p&gt;&lt;a href="/wikis/bridgeport" class="wiki-page-link"&gt;Bridgeport&lt;/a>&lt;/p&gt;  
&lt;hr /&gt;  
&lt;p&gt;Back to &lt;a href="/wikis/palette" class="wiki-page-link"&gt;Palette&lt;/a>&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/current-developments</link>

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&lt;hr /&gt;  
&lt;p&gt;Back                             to                             &lt;a                             href="/wikis/palette" class="wiki-page-link"&gt;Palette&lt;/a&gt;&lt;/p&gt;</content>

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[Magic Weapon Dealer](/wikis/magic-weapon-dealer)

[Magic Items Dealer \(general\) Inventories](/wikis/Magic%20Items%20Dealer%20%28general%29%20Inventories/new)

[Potion Dealer Inventories](/wikis/Potion%20Dealer%20Inventories/new)

[Scroll Dealer Inventories](/wikis/Scroll%20Dealer%20Inventories/new)

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<content gm\_only="true" format="html"><p><strong>37. The

Bladeworks</strong></p>

<p>The bladeworks was Durgeddin's smithy and workplace. The duergar are currently engaged in forging blades here, hoping to capture a spark of the master <br />smith's vengeful magic.</p>

<table>

<tr>

<td>The great doors lead into a barrel-vaulted foundry about 40 feet across and 70 long, although the eastern end of the chamber continues into a large, dark cave. A stream of water rushes through the center of the room, crossed by two stone bridges. A blast of cold wind moans through this room from the east. Straight ahead, on the other side of the stream, three lean, gray dwarves are working at a roaring forge, beating a white-hot blade into shape on an old anvil.</td>

</tr>

</table>

<p>Allow these busy duergar a <strong>Spot check (DC 20)</strong> to <br />

notice the party's entrance. If the duergar fail to spot the characters, the party can surprise

them.</p>

<p><strong>Creatures (EL 5)</strong>: The duergar are engaged in a secret project, and they object violently to intruders unless <br />

Ghared escorts the party.</p>

<p><a href="/wikis/duergar-warrior" class="wiki-page-link">Duergar Warrior</a> (2): hp 11 each; 40 gp each.</p>

<p><a href="/wikis/snurrevin" class="wiki-page-link">Snurrevin</a>: hp 18.</p>

<p><a href="/wikis/browngnaw" class="wiki-page-link">Browngnaw</a> (rat familiar): hp 9.</p>

<p>Snurrevin is a talented illusionist. Duergar favor <br />

illusion magic, since they are largely immune to phantasms and thus can use them in battle without fear of distracting their comrades. As duergar go, Snurrevin is <br />

mad as a March hare; he constantly babbles and mutters to himself, carrying on conversations with people who aren't there and reviewing his plans and plots aloud. Nimira, the duergar leader tolerates him because he is occasionally useful.</p>

<p><strong>Tactics</strong>: The duergar warriors move from their position by the southern forge to guard the two bridges and use their enlarge abilities. Snurrevin casts shield and uses his invisibility ability. The rat hides in the dark shadows by the northwest forge. In following round, Snurrevin uses his silent image spell to create the image of a crawling swarm of venomous centipedes twining around the feet of player characters hanging back out of the fray. In following rounds, Snurrevin may use the following tactics:</p>

<p>? Cast minor image to create images of additional duergar warriors racing up from <a href="/wikis/ff-38" class="wiki-page-link">FF 38</a>.</p>

<p>?Cast shocking grasp or chill touch through his familiar and have the rat dart out from its hiding place to make a touch attack on a PC</p>

<p>? Cast flaming sphere and then turn invisible in the <br />

next round, guiding the sphere's attacks while staying out of sight</p>



&lt;p&gt;? Use color spray to incapacitate a player character fighting one of the duergar warriors, potentially setting up an attack on a helpless defender&lt;/p&gt;

&lt;p&gt;If the battle goes poorly for the duergar, they use their invisibility power to break off the combat and try to slip around the characters, back out to &lt;a href="/wikis/ff-36" class="wiki-page-link"&gt;FF 36&lt;/a&gt;. If possible, they join Nimira and the other duergar in &lt;a href="/wikis/ff-39" class="wiki-page-link"&gt;FF 39&lt;/a&gt;. &lt;br /&gt;

Otherwise, they head for the hills.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Treasure&lt;/strong&gt;: Snurrevin has found a little loot in his explorations of the Foundry; in the cold forge in the northwest corner of the room, he has stashed 320 gp, 1,100 sp, a gold necklace set with ruby stones worth 900 &lt;br /&gt;gp, and a potion of strength.&lt;/p&gt;

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&lt;p&gt;Back to &lt;a href="/wikis/the-foundry" class="wiki-page-link"&gt;The Foundry&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/browngnaw</link>

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<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;38. The Chasm&lt;/strong&gt;&lt;/p&gt;

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&lt;td&gt;The stream running through the old dwarven bladeworks meanders into a natural cavern and finally tumbles into a great chasm, easily 100 feet long and 50 feet wide. You can see nothing but darkness below, although you think you hear the roar of distant waters over the shrill sound of the waterfall beside you.&lt;br /&gt;

Across the chasm, a second small ledge is partially hidden by a spur of rock.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;Any character unlucky enough to fall into the chasm discovers that it?s about 120 feet to the bottom. (The fall inflicts 12d6 damage, leaving the victim in &lt;a href="/wikis/ff-50"

[FF 50](#) of the Black Lake.) Climbing down the slippery stone beside the waterfall requires [Climb](/wikis/climb) checks (DC 18). If a character lowers a rope to climb down instead, the climb is easier (DC 5).

**Chain Ladder**: On the northern ledge sits an old chain ladder. It's not immediately obvious from the southern ledge; if a character in the southern part looks closely at the northern ledge, allow a [Search](/wikis/search) check (DC 8) to make out the ladder. The ladder leads down to [FF 51](/wikis/ff-51) of the Black Lake.

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**39. Council Chamber**

Once the council room of Khundrukar, this room now serves as a guard post for the duergar.

The door behind the throne leads into a small audience chamber or council room. A large table consisting of a single stone slab dominates the center of the room, and the remains of old tapestries still cling to the walls. A single door in the far wall is carved into the image of the fierce
--

dwarf that you've seen elsewhere in this complex. One gray-skinned dwarf in chainmail stands watch

by the far door. He silently raises his crossbow.

**Creatures (EL 6):**

Unless the party is under Ghared's protection, the duergar fights to the death to protect his leader. Stealthy characters may slip past the guard, but chances are a fight will break out.

[Nimira](/wikis/nimira), the duergar leader, is resting in area [FF 40](/wikis/ff-40). If the characters engage the duergar guard, she turns invisible,

enlarges herself, and comes out to investigate in the third round of the battle.

[duergar warrior](/wikis/duergar-warrior-0): hp 11; 20 gp.

[Nimira](/wikis/nimira): hp 41.

**Tactics:** Nimira fights with a two-bladed sword. Her combat feats allow her to make two attacks per round, one with each end of the weapon; she's murderous in close combat, especially when using the duergar enlarge power. If her guard is killed and Nimira finds herself facing at least three enemies, she breaks off the battle and

retreats into area [FF 40](/wikis/ff-40). She knows about the secret door and uses it to escape, circling through area [FF 46](/wikis/ff-46) and [FF 42](/wikis/ff-42) to get back out to the Great Hall.

While Nimira is an extremely good fighter, she is also willing to negotiate under the right circumstances. She is pragmatic and indifferent, and never shows anger. If the characters seem weak, Nimira simply attacks. If they seem strong, she does what she can to

divert them to some other part of the complex while planning an ambush that would allow her and

her followers to meet the party on equal (or superior) footing.

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[https://mark-1.obsidianportal.com/wiki\\_pages/1594500](https://mark-1.obsidianportal.com/wiki_pages/1594500)

[https://mark-1.obsidianportal.com/wiki\\_pages/ff-40](https://mark-1.obsidianportal.com/wiki_pages/ff-40)

40. Durgeddin's Quarters

Durgeddin preferred a spartan lifestyle, eschewing rich decorations and treasures in his personal rooms. Nimira, the duergar leader, has appropriated this room for her own use. She knows of the secret passage to the east and uses it if pressed.

This room appears to be a bedchamber. In the far right corner stands the remains of a large wooden sleeping compartment, badly gouged by axe blows and partially burned. A table, bench, and writing desk have been similarly treated. In the middle of the far wall, a space has been cleared for a simple sleeping pallet and a pair of large satchels. Two doors exit the room to the north.
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</table>

<p>If the party enters this room through the secret door in the closet, or somehow missed Nimira in area <a href="/wikis/ff-39" class="wiki-page-link">FF 39</a>, she is <br /> here, resting on the pallet. Otherwise, the room is empty. The door in the northwest corner leads to a bathroom, fitted with two small clay tanks for wash-water. The northeast door leads to a closet containing nothing but the mildewed remnants of several cloaks. The satchels contain nothing but mundane supplies-extra clothes, food, lamp oil, and similar stuff. Nimira carries most of her valuables.<br />

<strong>Secret Door</strong>: The east wall of the closet conceals a secret door. The door is not very well hidden (<strong><a href="/wikis/search" class="wiki-page-link">Search</a> DC 13</strong>).<p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-41</link>

<content gm\_only="true" format="html"><p><strong>41. The Kitchens</strong></p>

<p>A century ago, one of Durgeddin's chief advisors was a high-level cleric of Moradin who prepared many defensive spells in and around the Foundry. One of the surprises he left was an

animated object?a large table?in this room, with orders to attack any nondwarf who entered.</p>

<table>

<tr>

<td>At the top of the stairs, you find a corridor heading south that opens up into a large room lined with hearths. Pots, pans, cauldrons and kettles lie scattered <br />

throughout the room, and an archway to your right leads into a pantry filled with rotted foodstuffs.

This room once served as the kitchen for the dwarven smiths. Suddenly, you hear a scraping sound, <br />

and a big wooden table shudders and begins to move, heading right for you!</td>

</tr>

</table>

<p>Creatures (EL 3): The cleric?s exact orders to the table were: ?Attack any nondwarf who enters this room, unless a dwarf <br />

tells you to stand still.?</p>

<p><a href="/wikis/animated-table" class="wiki-page-link">animated table</a>:: hp 22.<br />

The table has a hardness of 5, which means that 5 points are subtracted from the damage inflicted by any attack against it (see Attack an Object in Chapter 8 of the Player?s Handbook).<br />

The table will not attack a dwarf character under any circumstances. If a dwarf character orders it to stop, remain still, or hold still, the table immediately goes <br />

rigid and remains so for 10 minutes or until the dwarf leaves the room. The player of the dwarf character must tell you specifically that he or she is ordering the table to stop moving to command the table, unless by some chance the player speaking in character happens to shout something that the table might interpret as a <br />

command. (?Hold still, darn it!? works.)</p>

<p><strong>Treasure</strong>: The party can collect dozens of old, rusty iron pots,

pans, knives, forks, and other cooking utensils, none of which are particularly valuable.

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<link>https://mark-1.obsidianportal.com/wiki\_pages/arundil</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-44</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;44. Looted Rooms&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;These chambers were living quarters, drawing rooms, barracks, armories, storerooms, and so on. All of these rooms contain nothing more than the debris of the final attack -smashed furniture, orc graffiti, sometimes the skeletal &lt;br /&gt;

corpse of a dwarf or orc. Roll twice on the table below for the contents of any given room keyed to this number.&lt;/p&gt;

&lt;p&gt;&lt;span class="caps"&gt;LOOTED&lt;/span&gt; &lt;span class="caps"&gt;ROOM&lt;/span&gt; &lt;span class="caps"&gt;TABLE&lt;/span&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

1d8
Result
1?3
Nothing
4
1d4 orc corpses, stripped
5
1d2 dwarf corpses, stripped
6?7
1d4 pieces of smashed furniture
8
Art object worth 1d10×10 gp (Search DC 13)

A handful of small valuables—combs, mirrors, jewelry, and so on—escaped the general looting. If the roll indicates that one of these is present in the room, the item in question turns up only if the characters search the room thoroughly.

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<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-47</link>

<content gm\_only="false" format="textile">\*47. Arundil's Chambers\*

The leading priest of Khundrukar lived in this spacious room. During the final assault, Arundil used his magic to escape the slaughter, returning later to find all his kinfolk dead. He tried to repair some defenses for the complex, animating dead warriors and various objects to kill any intruders who returned, and perished a few weeks later. Surprisingly, this room has not been looted.

[These were once the personal quarters of an important dwarf, decorated with tapestries and furnished comfortably, although age has taken its toll on the room's contents. A beautiful rug easily 20 feet across covers the floor in the center of the room, and a simple bed and writing desk stand in the southwest corner of the chamber.]

\*Creature (EL 5)\*: This room conceals a deadly peril—a very dangerous animated object. Arundil animated the rug and gave it orders to kill any nondwarf who sets foot on it. Since the rug covers all of the room except for a 5-foot-wide strip around the walls, any characters investigating this room must walk across the carpet and potentially activate its murderous command.

[[Animated Rug]]: hp 44.

Chances are good that the characters won't have any idea that the rug might attack them, so unless they take unusual precautions, the rug achieves surprise on the first round. The rug attacks by attempting to grapple up to three characters currently standing on top of it. Remember, surprised characters are flat-footed and may not make attacks of opportunity against the grapple. Characters who aren't caught flat-footed gain an attack of opportunity when the rug tries to grab them; if they hit and score damage, the rug's grapple fails for that character only. Any character grabbed by the rug must then make an opposed grapple check against the rug (the rug's grapple check bonus is + 15). If the rug wins,

the victim sustains 2d6 + 7 points of damage and is held. In each following round, the rug automatically inflicts 2d6 + 7 points of constriction damage to each held victim, no check required. Constricted victims may escape or reply as described in the grappling rules.

"grapple":<http://www.dandwiki.com/wiki/SRD:Grapple>

**\*Treasure\*:** Beneath the bed lies a small wooden chest containing 1,200 sp, 3,000 cp, and a square of silk in which are folded a star sapphire worth 500 gp and a pair of matched blue topaz stones worth 90 gp each.

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<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;47. Arundil?s Chambers&lt;/strong&gt;&lt;br /&gt;

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<table>

<tr>

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an opposed grapple check against the rug (the rug's grapple check bonus is + 15). If the rug wins, the victim sustains 2d6 + 7 points of damage and is held. In each following round, the rug automatically inflicts 2d6 + 7 points of constriction damage to each held victim, no check required. Constricted victims may escape or reply as described in the grappling rules.</p>

<http://www.dandwiki.com/wiki/SRD:Grapple> grapple

**Treasure**: Beneath the bed lies a small wooden chest containing 1,200 sp, 3,000 cp, and a square of silk in which are folded a star sapphire worth 500 gp and a pair of matched blue topaz stones worth 90 gp each.

---

[Back to](/wikis/the-foundry) [The Foundry](/wikis/the-foundry)

[https://mark-1.obsidianportal.com/wiki\\_pages/1595678](https://mark-1.obsidianportal.com/wiki_pages/1595678)

[https://mark-1.obsidianportal.com/wiki\\_pages/animated-rug](https://mark-1.obsidianportal.com/wiki_pages/animated-rug)

[https://mark-1.obsidianportal.com/wiki\\_pages/1595686](https://mark-1.obsidianportal.com/wiki_pages/1595686)

[https://mark-1.obsidianportal.com/wiki\\_pages/ff-48](https://mark-1.obsidianportal.com/wiki_pages/ff-48)

**48. Looted Armory**

This armory was looted long ago. The door to this room is made of iron plate, but the lock was broken during the pillaging?it can be forced with a **Strength** check (DC 18).

**Iron Door**: 2 1/2 in. thick; hardness 13; hp 75; AC 5; break DC 28.

|
|  |

Rows of empty weapon racks and a dozen or more stands for missing suits of armor indicate that this room was once an armory. Some debris litters the floor?wrecked stands and

hacked arming dummies, but nothing of value is readily apparent.

Creature (EL 2): Arundil animated an arming

dummy (man-shaped stands on which suits of armor once were stored) and ordered it to defend the room against any intruders. If any characters enter the room, the stand animates and attacks.

[Arming Dummy](/wikis/arming-dummy); hp 11.

The dummy is a Medium-size animated object. It is

made of wood, which provides it with a hardness of 5 points. Each attack inflicts 5 points less damage than normal against this construct.

[Back to The Foundry](/wikis/the-foundry)

<id>https://mark-1.obsidianportal.com/wiki\_pages/1595688</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/arming-dummy</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1595698</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-49</link>

**49. Idalla's Den**

The last member of the previous expedition, a



cunning and malicious wizard, died near this &lt;br /&gt;

spot. Before he died, though, he summoned &lt;br /&gt;

and bound a succubus to the room with the condition that she is stuck here until someone of good intentions (meaning any good alignment) attacks her or is foolish enough to give her verbal permission to leave. The succubus, who will call herself Idalla, doesn't know why the wizard summoned her or that he has since died. She does know, though, &lt;br /&gt;

that she's very bored and will do anything to get out of that room. Allow her to make a Listen check as the characters approach the room. She can prepare herself better if she knows the group is coming. Otherwise, adjust the following:&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;This room was once the library or study of a scholar. Bookshelves stand against the walls. Several piles of books rest on reading table in the middle of the room, and the room reeks of moldy paper. Two doors &lt;br /&gt;

exit to the east and the south. A slender woman of medium height and &lt;br /&gt;

long, black hair sits in a chair at the table, looking extremely sad. Her clothing looks well worn, though it does little to detract from the beauty of her appearance.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;If the characters look around the library while interacting with Idalla (**&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt;** DC 20**&lt;/strong&gt;**), they may find some interesting scrolls (see &lt;br /&gt;

Treasure).&lt;/p&gt;

&lt;p&gt;**&lt;strong&gt;Creature (EL 9)&lt;/strong&gt;**: If Idalla heard the characters approach, she has already used her detect good ability to see if any of the characters are good. She also immediately jumps up &lt;br /&gt;

from her position once the door is open and &lt;br /&gt;

begs to be released from her imprisonment. If she isn't quite as prepared, the opening of the door gives her a few seconds to change form where she sits. She tries to distract the party with her story while using her detect good ability. Idalla tells the characters that she is a captive of a wizard who resides below this level. She uses all of her abilities to persuade the characters to give her permission to leave the &lt;br /&gt;

room. (She knows of the conditions of her binding because the wizard who bound her was a little too free with his thought before he left the area completely.) She is quite willing to play the part of a captive, even enjoying it. If the characters allow her to or want her to, she &lt;br /&gt;

stays with them for a few minutes, then teleports away to search for the wizard who bound her. She might even try to steal a kiss (and use her energy drain attack) just before she leaves. Remember that if she drains a character, the victim must succeed at a Wisdom check (DC 15) to even notice the drain. Just before she leaves, &lt;br /&gt;

she smirks at the characters and tells them that not everyone is as they appear to be. Her eyes glow briefly as she does so, though it requires a &lt;strong&gt;&lt;a href="/wikis/spot" class="wiki-page-link"&gt;Spot&lt;/a&gt; check (DC 10)&lt;/strong&gt; for anyone to notice this.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/idallas-story" class="wiki-page-link"&gt;Idalla&#8217;s Story&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/idalla" class="wiki-page-link"&gt;Idalla&lt;/a&gt;: hp 33.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Tactics&lt;/strong&gt;: If the characters attack Idalla in the room, and one of the attackers is of good alignment, Idalla plays with them a bit, perhaps starting with a charm person spell, then kissing the charmed target. The moment she takes any damage or has successfully drained one &lt;br /&gt;

target, she leaves the area with her teleport without error ability. She uses the same tactics if the characters attack &lt;br /&gt;

her after they have freed her from her binding. Groups with no good-aligned characters who attack her inside the room may find themselves in a lot of trouble. Idalla continually tries to use her charm

person ability to turn &lt;br /&gt;

party members against each other, and she can inflict quite a few negative levels.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;49a. Bedchamber&lt;/strong&gt;. Area 49a is the old bedchamber of the &lt;br /&gt;

dwarven scholar who lived here. This room is moldy and very stuffy. Idalla tells the characters that she hasn't gone in there because it just reeks of mold, which is &lt;br /&gt;

partially true. (She is bound to the library room, though the stench in the bedchamber is enough to make any &lt;br /&gt;

curious person's eyes water and nose object.) Those who enter and look around can make &lt;strong&gt;&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; checks (DC 20)&lt;/strong&gt; to find the secret compartment.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Treasure&lt;/strong&gt;: The former dwarf scholar amassed a small amount of treasure, which he kept behind a hidden compartment in the wall of the bedchamber. Inside are &lt;br /&gt;

110 gp and a cat's eye gem worth 70 gp. In the library, the characters can find a scroll with the spells alarm, change self, reduce, and shield.&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/the-foundry" class="wiki-page-link"&gt;The Foundry&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1595710</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/idalla</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1595741</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/idallas-story</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Idalla's Story&lt;/strong&gt;&lt;/p&gt;  
&lt;p&gt;If the characters talk to her, Idalla checks (or continues to check) to see if any of the  
characters might have &lt;br /&gt;  
good inclinations by using her detect good ability. Once she has determined that a good character is  
present &lt;br /&gt;  
(possibly pinpointing which ones are good), she plays her role as captive to the hilt. She &lt;br /&gt;  
even allows herself to cry and tremble, but only sparingly. She can tell the characters the following  
bits of information:&lt;/p&gt;  
&lt;p&gt;?The wizard lives below this area. She hasn't seen him for a while, though. He wants to  
use her for a study on prolonging life (These are lies.)&lt;/p&gt;  
&lt;p&gt;?The wizard told her a bit of the history of Khundrukar and the fate of Durgeddin &lt;br /&gt;  
(see can pass on. (She has learned a little of the history from her reading, not from the wizard.)&lt;/p&gt;  
&lt;p&gt;?A doppelganger haunts the Glitterhame. (This is a malicious little lie thrown in for the fun of  
it. She can use this to her advantage later, if necessary.)&lt;/p&gt;  
&lt;p&gt;?A dead dwarf haunts the &lt;br /&gt;  
halls, reduced to a gibbering spectre of madness.&lt;/p&gt;  
&lt;p&gt;? The wizard told her that a dragon's lair lies below the foundry. (This is another lie, but  
strangely enough, she's right.)&lt;/p&gt;  
&lt;p&gt;?The books here are mostly boring, dry tomes about dwarven history. (The characters can  
find nothing but history books and the scrolls listed in Treasure here, unless you wish to introduce  
something here yourself. Idalla has already told them the relevant historical information.)&lt;br /&gt;  
\_\_\_\_\_&lt;br /&gt;  
Back to

<link>https://mark-1.obsidianportal.com/wiki\_pages/arundil-2</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1599134</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-1-average-residential</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Children play in the streets of this district, and the younger ones are often chased by older siblings. Neat rows of houses line the thoroughfares.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/bridgeport-map" class="wiki-page-link"&gt;Bridgeport map&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1599135</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-12-average-residential</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Children play in the streets of this district, and the younger ones are often chased by older siblings. Neat rows of houses line the thoroughfares.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

<hr />

<p>Back to <a href="/wikis/bridgeport-map" class="wiki-page-link">Bridgeport map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1599137</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-25-average-residential</link>

<content gm\_only="true" format="html"><table>

<tr>

<td>Children play in the streets of this district, and the younger ones are often chased by older siblings. Neat rows of houses line the thoroughfares.</td>

</tr>

</table>

<hr />

<p>Back to <a href="/wikis/bridgeport-map" class="wiki-page-link">Bridgeport map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1599351</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-3-slums</link>

<content gm\_only="true" format="html"><table>

<tr>

<td>Home to the destitute, this neighborhood features a mix of shanties, hovels, and<br />tenements in disrepair. Trash fills the streets and alleys, and the stench of offal mixed with rotting

flesh and even less wholesome substances hangs heavy in the air.</td>

</tr>

</table>

<p>Temple of <a href="/wikis/axion" class="wiki-page-link">Axion</a></p>

<p>Inn</p>

<hr />

<p>Back to <a href="/wikis/bridgeport-map" class="wiki-page-link">Bridgeport map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1599352</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-23-slums</link>

<content gm\_only="true" format="html"><table>

<tr>

<td>Home to the destitute, this neighborhood features a mix of shanties, hovels, and<br />

tenements in disrepair. Trash fills the streets and alleys, and the stench of offal mixed with rotting flesh and even less wholesome substances hangs heavy in the air.</td>

</tr>

</table>

<p>Shrine of <a href="/wikis/ardona" class="wiki-page-link">Arдона</a></p>

<hr />

<p>Back to <a href="/wikis/bridgeport-map" class="wiki-page-link">Bridgeport map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1599379</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-4-professionals</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;This district features row upon row of quiet shops and offices. Their signs advertise everything from translation services to wilderness guides to architectural design.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;&lt;strong&gt;Temples&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Temple of &lt;a href="/wikis/farus" class="wiki-page-link"&gt;Farus&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Shrine of &lt;a href="/wikis/hibus" class="wiki-page-link"&gt;Hibus&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Lodging&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Inn 1&lt;/p&gt;

&lt;p&gt;Inn 2&lt;/p&gt;

&lt;p&gt;Inn 3&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Food&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Tavern 1&lt;/p&gt;

&lt;p&gt;Tavern 2&lt;/p&gt;

&lt;p&gt;Tavern 3&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Trades, Exotic&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Magic Items Dealer (General) 5 &lt;a href="/wikis/gweir-and-zelstines-oddities" class="wiki-page-link"&gt;Gweir and Zelstine&#8217;s Oddities&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Trades, Fine&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Map Vendor 19 &lt;a href="/wikis/Vedasto%20Del%20Bene/new" class="create-wiki-page-link"&gt;Vedasto Del Bene&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Trades, Average&lt;/strong&gt;&lt;/p&gt;



<p>Armorer</p>

<p>Bowyer</p>

<p><strong>Services, Fine</strong></p>

<p>Sage</p>

<p><strong>Services, Average</strong></p>

<p>Messenger 1</p>

<p>Messenger 2</p>

<p>Healer</p>

<p>Guide</p>

<hr />

<p>Back to <a href="/wikis/bridgeport-map" class="wiki-page-link">Bridgeport map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1599513</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-5-waterfront-district</link>

<content gm\_only="true" format="html"><table>

<tr>

<td>Most of the traffic here consists of sailors in search of liquor or entertainment. Bars, flophouses, and small shops?many of which don?t bother to advertise the nature of their business? line the street.</td>

</tr>

</table>

<p><strong>Temples</strong></p>

<p>Temple of <a href="/wikis/itune" class="wiki-page-link">Itune</a></p>

<p><strong>Lodging</strong></p>

<p>Inn 1</p>  
<p>Inn 2</p>  
<p><strong>Food</strong></p>  
<p>Tavern</p>  
<p><strong>Services, Poor</strong></p>  
<p>Fence</p>  
<p>Gambling Hall 1</p>  
<p>Gambling Hall 2</p>  
<hr />  
<p>Back to <a href="/wikis/bridgeport-map" class="wiki-page-link">Bridgeport map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1599551</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-6-castle-calithor</link>

<content gm\_only="true" format="html"><table>  
<tr>  
<td>Pennants in the city's colors flutter over the castle, and guards eye the street from their watchtowers above. Soldiers drill in the courtyard beyond the open drawbridge.</td>  
</tr>  
</table>  
<p><a href="/characters/king-rhycas-calithor" class="wiki-content-link">King Rhycas Calithor</a></p>  
<p><a href="/characters/princess-cerys-calithor" class="wiki-content-link">Princess Cerys Calithor</a></p>  
<p><strong>Temples</strong></p>

<p>Chapel of <a href="/wikis/rynn" class="wiki-page-link">Rynn</a></p>  
<p><strong>Trades, Average</strong></p>  
<p>Weaponsmith</p>  
<p>Blacksmith</p>  
  
<hr />  
<p>Back to <a href="/wikis/bridgeport-map" class="wiki-page-link">Bridgeport map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1599747</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-7-noble-estates</link>

<content gm\_only="true" format="html"><table>  
<tr>  
<td>This district is quieter and cleaner than the rest of the city. Servants scurry about on their errands, and nobles travel by carriage to call on their genteel counterparts.</td>  
</tr>  
</table>  
<hr />  
<p>Back to <a href="/wikis/bridgeport-map" class="wiki-page-link">Bridgeport map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1599750</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-11-guildhall-district</link>

```
<content gm_only="true" format="html">&lt;table&gt;
&lt;tr&gt;
&lt;td&gt;Each of the massive guildhalls in this district is emblazoned with a symbol representative
of its craft, such as a massive hammer and anvil for the blacksmith?s guild, and a welcoming sign in
every known tongue for the Scribe?s Union. This district is home to organizations of skilled workers,
such as the mason?s guild, the cobbler?s guild, and the jeweler?s guild. Depending on the city,
more exotic guilds devoted to sages, wizards, or mercenaries may also have facilities here. Illicit
guilds may exist for thieves and assassins, but these rarely have publicly known guildhalls.&lt;/td&gt;
&lt;/tr&gt;
&lt;/table&gt;

&lt;p&gt;&lt;strong&gt;Lodging&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Inn&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Food&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Tavern 1&lt;/p&gt;

&lt;p&gt;Tavern 2&lt;/p&gt;

&lt;p&gt;Tavern 3&lt;/p&gt;

&lt;strong&gt;Trades, Average&lt;/strong&gt;

&lt;p&gt;Provisioner&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Services, Fine&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Sage&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Services, Average&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Messenger 1&lt;/p&gt;

&lt;p&gt;Messenger 2&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Services, Poor&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Carter&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/bridgeport-map" class="wiki-page-link"&gt;Bridgeport
```

map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1599855</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-14-tavern-district</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Music and laughter wafts from the open doors of half a dozen inns and common-houses.

Each offers the promise of food, drink, dancing, or perhaps even more exotic diversions.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Each theater features a large sign promising comedy, tragedy, and inspiration?often all in the same play. Lines of people wait outside the box offices, and periodically a large crowd emerges from a theater, heatedly discussing the play that has just ended.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;&lt;strong&gt;Theaters&lt;/strong&gt;&lt;br /&gt;

&lt;a href="/wikis/Queen%27s%20Theater/new" class="create-wiki-page-link"&gt;Queen&amp;#8217;s Theater&lt;/a&gt;&lt;p&gt;

&lt;p&gt;&lt;a href="/wikis/Grand%20Theater%2C%20Temple%20of%20Rocheron/new" class="create-wiki-page-link"&gt;Grand Theater, Temple of Rocheron&lt;/a&gt;&lt;p&gt;

&lt;p&gt;&lt;a href="/wikis/The%20Imperial%20Theater/new" class="create-wiki-page-link"&gt;The Imperial Theater&lt;/a&gt;&lt;p&gt;

&lt;p&gt;&lt;strong&gt;Temples&lt;/strong&gt;&lt;br /&gt;

Olidamarra</p>

<p><strong>Lodging</strong></p>

<p>Average Inn 1</p>

<p>Average Inn 2</p>

<p>Poor Inn 1</p>

<p>Poor Inn 2</p>

<p>Poor Inn 3</p>

<p>Poor Inn 4</p>

<p>Poor Inn 5</p>

<p>Poor Inn 6</p>

<p>Poor Inn 7</p>

<p><strong>Food</strong></p>

<p>Average Tavern</p>

<p>Poor Tavern 1</p>

<p>Poor Tavern 2</p>

<p>Poor Tavern 3</p>

<p>Poor Tavern 4</p>

<p>Poor Tavern 5</p>

<p><strong>Services, Average</strong></p>

<p>Messenger</p>

<p><strong>Services, Poor</strong></p>

<p>Boater</p>

<p>Fence 1</p>

<p>Fence 2</p>

<p>Gambling Hall 1</p>

<p>Porter 1</p>

<p>Porter 2</p>

&lt;p&gt;Carter 1&lt;/p&gt;

&lt;p&gt;Carter 2&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/bridgeport-map" class="wiki-page-link"&gt;Bridgeport map&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1600141</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-black-lake</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;The Black Lake&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;The darkest and most remote corner of the Glitterhame?s cavern system, the Black Lake is a large, winding cavern &lt;br /&gt;

filled with waters draining from the Dark Mere through a long, submerged siphon. From the lake, the subterranean river flows west through the Sinkhole, the bottom of the chasm in area &lt;a href="/wikis/FF%203/new" class="create-wiki-page-link"&gt;FF 3&lt;/a&gt;, and then an additional 5 miles until it emerges at the surface again. The dwarves of Khundrukar never settled these caverns, although Durgeddin had his followers begin work &lt;br /&gt;

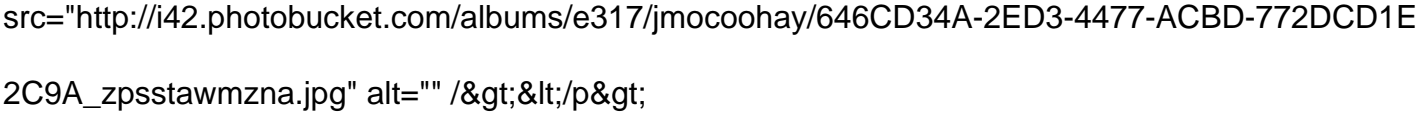
on an escape route through the depths.&lt;br /&gt;

The Black Lake is now the domain of Nightscale, a &lt;br /&gt;

young black dragon. Nightscale has slowly collected most of the remaining loot from Khundrukar, beginning her hoard. From here, Nightscale can swim to the Sinkhole, climb up the stairs to the Glitterhame, or fly up to the Foundry. The troglodytes fear and worship Nightscale, while the duergar have negotiated an uneasy truce with the dragon, paying her a modest amount of tribute to &lt;br /&gt;

leave them alone with their work at the forges.&lt;br /&gt;

If the party enters via the Dark Mere, start at area [FF 54](/wikis/ff-54).



[FF 50](/wikis/ff-50)

[FF 51](/wikis/ff-51)

[FF 52](/wikis/ff-52)

[FF 53](/wikis/ff-53)

[FF 54](/wikis/ff-54)

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[Back to \[Khundrukar\]\(/wikis/khundrukar\)](/wikis/khundrukar)

[https://mark-1.obsidianportal.com/wiki\\_pages/1600797](https://mark-1.obsidianportal.com/wiki_pages/1600797)

[https://mark-1.obsidianportal.com/wiki\\_pages/ff-50](https://mark-1.obsidianportal.com/wiki_pages/ff-50)

**50.** The Cascade

The stream in area [FF 38](/wikis/ff-38) flows into the chasm and pours down to this chamber, more than 10 feet down. Any character who climbs (or falls) down the chasm ends up here.

A thundering spray of water fills this small chamber, pooling and flowing out to join a larger river to the north. The air is damp and the roaring of the waterfall is deafening. A broad ledge
---



heads north toward the river and then turns out of sight to the east. The muddy banks of the pool look like footprints or tracks of some kind might have disturbed them.

The tracks are dragon tracks; allow Wilderness Lore checks (DC 13) to identify them as the footprints of a Medium-size reptilian creature with four feet and a long tail. The tracks come from the hard stone of the ledge to the north (where they can't be seen anymore) and disappear at the water's edge.

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Back to The Black Lake

[https://mark-1.obsidianportal.com/wiki\\_pages/1600952](https://mark-1.obsidianportal.com/wiki_pages/1600952)

[https://mark-1.obsidianportal.com/wiki\\_pages/ff-51](https://mark-1.obsidianportal.com/wiki_pages/ff-51)

**51. Dwarf Bridges**

Durgeddin's followers built this bridge when they were contemplating expanding into this level. The chain ladder from the north ledge of area [FF 38](/wikis/ff-38) descends to a point just south of the bridge.

A fast-moving underground river roars under an old dwarven bridge, moving from east to west. On the south bank a rusted old chain ladder leads up into
--

darkness, while on the other side of the bridge, the ledge continues to the east. A second bridge seems to cross the river again about 40 or 50 feet to the east, but you'd first have to cross the river here to reach it.

The first bridge is perfectly safe, but the second bridge (the one to the east) is not. It's settled alarmingly, and

the stone blocks lean precariously outwards. The stone itself has a curiously pitted appearance to it, as well,

which was caused by acid from Nightscale. Characters can make **Search** checks (DC 20) to determine that, despite appearances, it would be safe for all but the heaviest characters. (They may guess that acid has caused the pitting, but don't tell them that up front.) If any Medium-size character in heavy armor crosses the bridge, the arch fails, cascading stonework and any characters on the span into the water unless they succeed at **Reflex saves** (DC 16) to catch themselves on the ledge. The fall inflicts 2d6 points of damage due to timbers and stones falling on top of the victim, and the current then sweeps away the character in the water at

a rate of 60 feet per round. Characters in the water must attempt a **Swim** check each round (DC 15) or sustain 1d3 points of subdual damage. Those who achieve a success of 20 or better can pull themselves out. Otherwise, they are swept 60 feet further downstream. The stream submerges completely

at the west end of area **FF 50**, and it travels for about 120 feet before resurfacing at the east end of area **FF 33** in the Sinkhole. The roper in that room is more than happy to pull a PC out of the water.

<hr />

<p>Back to <a href="/wikis/the-black-lake" class="wiki-page-link">The Black Lake</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1601005</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/swim</link>

<content gm\_only="false" format="textile">"Swim":http://www.dandwiki.com/wiki/SRD:Swim\_Skill</content>

<content gm\_only="true" format="html"><p><a href="http://www.dandwiki.com/wiki/SRD:Swim\_Skill">Swim</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1601020</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-52</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1601021</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/nightscale</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1601069</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/nightscale-2</link>

<content gm\_only="true" format="html"><p><strong>Nightscale</strong>: <br />

Juvenile black dragon; &lt;br /&gt;

&lt;strong&gt;CR&lt;/strong&gt; 6 ; &lt;br /&gt;

Medium-size dragon; &lt;br /&gt;

&lt;strong&gt;HD&lt;/strong&gt; 13d12+26; &lt;br /&gt;

&lt;strong&gt;hp&lt;/strong&gt; 110; &lt;br /&gt;

&lt;strong&gt;Init&lt;/strong&gt; + 4 (Improved Initiative); &lt;br /&gt;

&lt;strong&gt;Spd&lt;/strong&gt; 60 ft., fly 150 ft. (poor), swim 60 ft.; &lt;br /&gt;

&lt;strong&gt;AC 22 (+ 12 natural), touch 10, flat-footed 22&lt;/strong&gt;; &lt;br /&gt;

&lt;strong&gt;Atk&lt;/strong&gt; + 16/ + 11/ + 11/ + 11&lt;br /&gt;

melee (1d8 + 3/19?20/x2 crit, bite; 1d8 + 1, 2 claws; 1d4 + 1, wings);&lt;br /&gt;

&lt;strong&gt;SA&lt;/strong&gt; Breath weapon, Darkness; &lt;br /&gt;

&lt;strong&gt;SQ&lt;/strong&gt; Acid immunity, water breathing, dragon&lt;br /&gt;

immunities, 90-ft. blindsight, keen senses, 300-ft. darkvision;&lt;br /&gt;

&lt;strong&gt;SV&lt;/strong&gt; Fort +10, Ref +8, Will +8; &lt;br /&gt;

&lt;strong&gt;Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10.&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Skills and Feats&lt;/strong&gt;: Bluff +7, Climb +10, Hide +7, Listen +15,

Move Silently +11, Search +13, Sense Motive +6, Spot +15, Swim +7;&lt;/p&gt;

&lt;p&gt;Improved Initiative, Power Attack, Improved Critical (bite).&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Special Attacks&lt;/strong&gt;:&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Breath Weapon&lt;/ins&gt;: 60 ft. Line; Causes 8d4 acid damage (Reflex half DC 18).&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;&lt;a href="/wikis/darkness"

class="wiki-page-link"&gt;Darkness&lt;/a&gt;&lt;/ins&gt; 40 ft.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Special Qualities&lt;/strong&gt;: &lt;br /&gt;

&lt;ins&gt;Water Breathing&lt;/ins&gt;: Can breathe underwater and use breath weapon, spells, and other abilities while underwater. &lt;ins&gt;Dragon Immunities&lt;/ins&gt;: Immune to sleep and paralysis effects.&lt;br /&gt;

&lt;ins&gt;Keen Senses&lt;/ins&gt;: Sees four times as well a human in low-light conditions and twice as well in normal light.&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1601073</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/darkness</link>

<content gm\_only="false" format="textile">"Darkness":http://www.dandwiki.com/wiki/SRD:Darkness</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="http://www.dandwiki.com/wiki/SRD:Darkness"&gt;Darkness&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1601095</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-53</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;53. Nightscale?s Hoard&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;The dragon keeps her treasure on this small island in the lake. If the party avoided attracting her attention in area &lt;a href="/wikis/ff-51" class="wiki-page-link"&gt;FF 51&lt;/a&gt; or &lt;a href="/wikis/ff-52" class="wiki-page-link"&gt;FF 52&lt;/a&gt;, the dragon dozes here. Allow Nightscale a &lt;strong&gt;&lt;a href="/wikis/listen" class="wiki-page-link"&gt;Listen&lt;/a&gt; check against the party?s worst &lt;a href="/wikis/move-silently" class="wiki-page-link"&gt;Move Silently&lt;/a&gt;&lt;/strong&gt; &lt;br /&gt;

result to see if she wakes when the characters reach the south shore opposite her island. If not, the party may surprise her in the first round (she?s not a helpless defender, but she can be caught

flat-footed).

In the center of the lake sits a small islet, about 30

feet across. Stalagmites thrust needle-sharp points at the ceiling above, and the dark waters lap quietly at

its shores. Gold and steel glimmer in the darkness?a great hoard of coins and arms carefully have been gathered together on the rocky island!

As one might expect, the dragon's hoard is quite a find. Even a young dragon like Nightscale can accumulate a fair amount of wealth.

**Treasure**: Scattered in tidy piles and stacks are 6,200 sp; 1,430 gp; two garnets worth 20 gp each; a black pearl worth 50 gp; a wand of magic missiles (3rd-level

caster) with 32 charges; a +2 dwarven waraxe bearing Durgeddin's personal smith's mark; a large steel +1 shield; a potion of cure light wounds; and a potion of levitation.

Back to [The Black Lake](/wikis/the-black-lake)

<id>https://mark-1.obsidianportal.com/wiki\_pages/1601099</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ff-54</link>

<content gm\_only="true" format="html">54. The Dragon's Passage

This small pool contains an underwater passage linking the Black Lake to the Dark Mere on the east

side of the Stone Tooth. The passage is approximately 700 feet  
long (all submerged). Nightscale can negotiate it easily enough, but air-breathing characters find it much more difficult.

[Back to The Black Lake](/wikis/the-black-lake)

[https://mark-1.obsidianportal.com/wiki\\_pages/1601529](https://mark-1.obsidianportal.com/wiki_pages/1601529)

[https://mark-1.obsidianportal.com/wiki\\_pages/potion-dealer](https://mark-1.obsidianportal.com/wiki_pages/potion-dealer)

[https://mark-1.obsidianportal.com/wiki\\_pages/1601532](https://mark-1.obsidianportal.com/wiki_pages/1601532)

[https://mark-1.obsidianportal.com/wiki\\_pages/blanderics-potions](https://mark-1.obsidianportal.com/wiki_pages/blanderics-potions)

West of a monolith of rune-carved stone, the street outside is filled with strange languages and accents. The shop is a single storey timber framed building, with a smooth stone floor. It is dimly lit by a few candles and fairly shabby.

Gp limit: 15,000

[Blanderic](/characters/blanderic)

Sp Lev/Cst Lev

&lt;/tr&gt;



<tr>

<td>1/1</td>

<td>Potion of <a href="/wikis/sanctuary"

class="wiki-page-link">Sanctuary</a></td>

<td>50</td>

</tr>

<tr>

<td>1/1</td>

<td>Potion of <a href="/wikis/hide-from-undead" class="wiki-page-link">Hide From

Undead</a></td>

<td>50</td>

</tr>

<tr>

<td>2/3</td>

<td>Potion of <a href="/wikis/eagles-splendor"

class="wiki-page-link">Eagle&#217;s Splendor</a></td>

<td>300</td>

</tr>

<tr>

<td>2/3</td>

<td>Potion of <a href="/wikis/Protection%20From%20Arrows%2010%2C%20Magic/new"

class="create-wiki-page-link">Protection From Arrows 10, Magic</a></td>

<td>300</td>

</tr>

<tr>

<td>2/3</td>

<td>Potion of <a href="/wikis/owls-wisdom" class="wiki-page-link">Owl&#217;s

Wisdom	
300	
2/3	
Potion of <a class="wiki-page-link" href="/wikis/bulls-strength">Bull&amp;#8217;s Strength</a>	
300	
2/3	
Potion of <a class="create-wiki-page-link" href="/wikis/Invisibilty/new">Invisibilty</a>	
300	
3/5	
Potion of <a class="create-wiki-page-link" href="/wikis/Heroism/new">Heroism</a>	
750	
3/5	
Potion of <a class="wiki-page-link" href="/wikis/remove-curse">Remove Curse</a>	
750	

</table>

<hr />

<p>Back to <a href="/wikis/sylvandale-civic-district" class="wiki-page-link">Civic District</a>&#8212;<a href="/wikis/sylvandale-trades-exotic" class="wiki-page-link">Sylvandale Trades (Exotic)</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1601952</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/thrinarvs-wondrous-apothecary</link>

<content gm\_only="true" format="html"><table>

<tr>

<td>This narrow shop has a stone facade with an antique sign. Inside, the well worn fine wooden floor creaks beneath your feet. The air is scented with the complex aroma of many herbs</td>

</tr>

</table>

<p></p>

<p>Gp limit: 15,000</p>

<table>

<tr>

<th>Item</th>

<th>Price (gp)</th>

</tr>

<tr>

<a class="wiki-page-link" href="/wikis/potion-of-cure-light-wounds">Potion of Cure Light Wounds</a> (5)	
50	
	<a class="wiki-page-link" href="/wikis/thrinarvs-healing-ointment">Thrinarv's Healing Ointment</a>
40 (save on qty)	
	<a class="wiki-page-link" href="/wikis/thrinarvs-sanitizer">Thrinarv's Sanitizer</a>
25	
	<a class="wiki-page-link" href="/wikis/thrinarvs-powder-of-purification">Thrinarv's Powder of Purification</a>
12	
	<a class="wiki-page-link" href="/wikis/thrinarvs-tincture-of-purification">Thrinarv's Tincture of Purification</a>
35	
	<a class="wiki-page-link" href="/wikis/thrinarvs-philter-of-purification">Thrinarv's Philter of Purification</a>

<content gm\_only="true" format="html">&lt;p&gt;&amp;#8220;To disinfect area, add to hot water

and wash thoroughly&#8221;</p>
<p>Flask contains enough sanitizer to wash a single limb 10 times or bathe twice</p>
<p>Price: 25 gp<br />
\_\_\_\_\_<br />
Back to <a href="/wikis/thrinarvs-wondrous-apothecary"
class="wiki-page-link">Thrinarv&#8217;s Wondrous
Apothecary</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1603461</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/thrinarvs-powder-of-purification</link>

<content gm\_only="true" format="html"><p>&#8220;For the purification of drinking
water&#8221;</p>
This pouch contains enough powder to purify 8 gallons of water. Doesn&#8217;t need to be
used all at once.

<p>Price: 12 gp</p>
<hr />
<p>Back to <a href="/wikis/thrinarvs-wondrous-apothecary"
class="wiki-page-link">Thrinarv&#8217;s Wondrous
Apothecary</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1603473</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/thrinarvs-tincture-of-purification</link>

<content gm\_only="true" format="html"><p>&#8220;A spoonful to ease digestion. A shot

to aid in neutralizing imbibed poisons. For best results, drink immediately&#8221;&lt;/p>

&lt;p>Bottle of 4 doses: 35 gold&lt;/p>

&lt;hr />

&lt;p>Back to &lt;a href="/wikis/thrinarvs-wondrous-apothecary"

class="wiki-page-link">Thrinarv&#8217;s Wondrous

Apothecary&lt;/a>&lt;/p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1603496</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/thrinarvs-philter-of-purification</link>

<content gm\_only="true" format="html">&lt;p>&#8220;Inhale once deeply to improve respiratory ailments.&#8221;&lt;/p>

&lt;p>This can be used to safely breathe foul air for a short time.&lt;/p>

&lt;p>Price: 65 gp&lt;/p>

&lt;hr />

&lt;p>Back to &lt;a href="/wikis/thrinarvs-wondrous-apothecary"

class="wiki-page-link">Thrinarv&#8217;s Wondrous

Apothecary&lt;/a>&lt;/p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1603534</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/thrinarvs-cure-all-elixir</link>

<content gm\_only="true" format="html">&lt;p>&#8220;Apply directly to flesh wounds for quick healing. Imbibe for aid with digestion. Add to bath to sanitize. Boil and inhale for relief of respiratory ailments.&#8221;&lt;/p>

&lt;p&gt;Bottle contains 5 doses.&lt;/p&gt;

&lt;p&gt;applying to skin: 1 dose Drinking it: 2 doses&lt;br /&gt;

Washing: 2 doses per gallon of water used&lt;br /&gt;

Steam: 3 doses&lt;/p&gt;

&lt;p&gt;Price: 100 gp&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/thrinarvs-wondrous-apothecary"

class="wiki-page-link"&gt;Thrinarv&#8217;s Wondrous

Apothecary&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1603539</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/thrinarvs-all-purpose-ointment</link>

<content gm\_only="true" format="html">&lt;p&gt;&#8220;For the general improvement of life.

Safe for internal use. Use responsibly&#8221;&lt;/p&gt;

&lt;p&gt;Price: 30 gp&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/thrinarvs-wondrous-apothecary"

class="wiki-page-link"&gt;Thrinarv&#8217;s Wondrous

Apothecary&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1603551</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/thrinarvs-healing-ointment</link>

<content gm\_only="true" format="html">&lt;p&gt;&#8220;Apply generously to wound for



quicker healing&#8221;</p>
<p>Heals hp amount hourly based on heal check.</p>
<p>Price: <br />
single application jar: 40 gp <br />
3 application jar: 110 gp<br />
5 application jar: 175 gp</p>
<hr />

<p>Back to <a href="/wikis/thrinarvs-wondrous-apothecary"
class="wiki-page-link">Thrinarv&#8217;s Wondrous
Apothecary</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1603602</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-stats</link>

<content gm\_only="true" format="html"><p></p>
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<p>Back to <a href="/wikis/bridgeport"
class="wiki-page-link">Bridgeport</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1603965</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-15-warehouse-district</link>

<content gm\_only="true" format="html"><table>

<tr>

<td>The massive warehouses that<br />

give this district its name dominate the landscape. The streets are devoid of life except for the occasional delivery wagon and the guards who stand watch at some warehouse doors.</td>

</tr>

</table>

<p><strong>Services, Poor</strong><br />

Teamster</p>

<p>Carter</p>

<p>Fence</p>

<hr />

<p>Back to <a href="/wikis/bridgeport-map" class="wiki-page-link">Bridgeport map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1603967</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-18-warehouse-district</link>

<content gm\_only="true" format="html"><table>

<tr>

<td>The massive warehouses that<br />

give this district its name dominate the landscape. The streets are devoid of life except for the occasional delivery wagon and the guards who stand watch at some warehouse doors.</td>

</tr>

</table>

<p><strong>Services, Poor</strong><br />

Boater</p>

<p>Carter</p>  
<p>Porter</p>  
<hr />  
<p>Back to <a href="/wikis/bridgeport-map" class="wiki-page-link">Bridgeport  
map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1603968</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-22-warehouse-district</link>

<content gm\_only="true" format="html"><table>  
<tr>  
<td>The massive warehouses that  
give this district its name dominate the landscape. The streets are devoid of life except for the  
occasional delivery wagon and the guards who stand watch at some warehouse doors.</td>  
</tr>  
</table>  
<p><strong>Services, Poor</strong><br />  
Fence 1</p>  
<p>Fence 2</p>  
<p>Fence 3</p>  
<hr />  
<p>Back to <a href="/wikis/bridgeport-map" class="wiki-page-link">Bridgeport  
map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1603970</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-17-garrison</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1604796</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-20-garrison</link>

<content gm\_only="true" format="html">&lt;table&gt;  
 &lt;tr&gt;  
 &lt;td&gt;Some soldiers march to and fro in groups, while others stand at attention, and still others  
drill for combat. Shouted commands and marching songs fill the air.&lt;/td&gt;  
 &lt;/tr&gt;  
&lt;/table&gt;  
  
&lt;p&gt;&lt;strong&gt;Temples&lt;/strong&gt;&lt;br /&gt;  
Temple of &lt;a href="/wikis/rynn" class="wiki-page-link"&gt;Rynn&lt;/a&gt;&lt;/p&gt;  
  
&lt;p&gt;&lt;strong&gt;Lodging&lt;/strong&gt;&lt;br /&gt;  
Inn&lt;/p&gt;  
  
&lt;p&gt;Poor Inn&lt;/p&gt;  
  
&lt;p&gt;&lt;strong&gt;Food&lt;/strong&gt;&lt;br /&gt;  
Tavern 1&lt;/p&gt;  
  
&lt;p&gt;Tavern 2&lt;/p&gt;  
  
&lt;p&gt;&lt;strong&gt;Services, Average&lt;/strong&gt;&lt;br /&gt;  
Healer&lt;/p&gt;  
  
&lt;hr /&gt;  
  
&lt;p&gt;Back to &lt;a href="/wikis/bridgeport-map" class="wiki-page-link"&gt;Bridgeport  
map&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1607053</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-17-civic</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Robed bureaucrats scurry&lt;br /&gt;

from appointment to appointment, and nobles travel&lt;br /&gt;

with their retinues. The main building is a stately struc-&lt;br /&gt;

ture with plenty of statuary and inscriptions.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;&lt;strong&gt;Temples&lt;/strong&gt;&lt;br /&gt;

Temple of Heironeous&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Lodging&lt;/strong&gt;&lt;br /&gt;

&lt;a href="/wikis/The%20Golden%20Mug/new" class="create-wiki-page-link"&gt;The Golden  
Mug&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Inn 2&lt;/p&gt;

&lt;p&gt;Inn 3&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Food&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Tavern&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Trades, Exotic&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Magic Armor Dealer&lt;/p&gt;

&lt;p&gt;Magic Weapon Dealer&lt;/p&gt;

&lt;p&gt;Potion Dealer&lt;/p&gt;

&lt;p&gt;Scroll Merchant&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Trades, Average&lt;/strong&gt;&lt;br /&gt;

Outfitter&lt;/p&gt;

<p><strong>Services, Fine</strong><br />  
Sage</p>  
<p><strong>Other</strong></p>  
<p><a href="/wikis/bridgeport-arcane-academy" class="wiki-page-link">Arcane  
Academy</a></p>  
<hr />  
<p>Back to <a href="/wikis/bridgeport-map" class="wiki-page-link">Map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1607054</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-9-civic</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1607073</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-17-professionals</link>

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<tr>  
<td>This district features row upon row of quiet shops and offices. Their signs advertise  
everything from translation services to wilderness guides to architectural design. </td>  
</tr>  
</table>  
<p><strong>Temples</strong></p>  
<p>Temple of <a href="/wikis/hibus" class="wiki-page-link">Hibus</a></p>  
<p>Shrine of <a href="/wikis/zuvhena" class="wiki-page-link">Zuvhena</a></p>  
<p><strong>Lodging</strong></p>

<p>Inn 1</p>

<p>Inn 2</p>

<p>Inn 2</p>

<p>&strong>Food</strong></p>

<p>Tavern 1</p>

<p>Tavern 2</p>

<p>&strong>Trades, Exotic</strong></p>

<p>&a href="/wikis/the-nagas-alchemy" class="wiki-page-link">The Naga&#8217;s Alchemy</a></p>

<p>&strong>Trades, Average</strong></p>

<p>Bowyer</p>

<p>&strong>Services, Fine</strong></p>

<p>Spellcaster for Hire (divine)</p>

<p>&strong>Services, Average</strong><br />

Guide 1</p>

<p>Guide 2</p>

<p>Stable</p>

<hr />

<p>Back to &a href="/wikis/bridgeport-map" class="wiki-page-link">Map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1607097</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-9-civic-district</link>

<content gm\_only="true" format="html">&table>

&tr>

<td>Robed bureaucrats scurry<br />

from appointment to appointment, and nobles travel with their retinues. The main building is a stately structure with plenty of statuary and inscriptions.</td>

</tr>

</table>

<p><strong>Temples</strong><br />

Temple of <a href="/wikis//new" class="create-wiki-page-link"></a></p>

<p><strong>Lodging</strong><br />

<a href="/wikis/The%20Golden%20Mug/new" class="create-wiki-page-link">The Golden Mug</a></p>

<p>Inn 2</p>

<p>Inn 3</p>

<p><strong>Food</strong></p>

<p>Tavern</p>

<p><strong>Trades, Exotic</strong></p>

<p>Magic Armor Dealer 3 <a href="/wikis/zirin-and-gaisas-armory" class="wiki-page-link">Zirin and Gaisa's Armory</a></p>

<p>Magic Weapon Dealer 17<br />

<a href="/wikis/the-dragons-blades" class="wiki-page-link">The Dragon's Blades</a></p>

<p>Potion Dealer 5 <a href="/wikis/orbeds-potions" class="wiki-page-link">Orbed's Potions</a></p>

<p>Scroll Merchant 10 <a href="/wikis/venas-scriptorium" class="wiki-page-link">Vena's Scriptorium</a></p>

<p><strong>Trades, Average</strong><br />

Outfitter</p>

<p><strong>Services, Fine</strong><br />



Sage

Other

[Arcane Academy](/wikis/bridgeport-arcane-academy)

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[Map](/wikis/bridgeport-map)

[https://mark-1.obsidianportal.com/wiki\\_pages/1607131](https://mark-1.obsidianportal.com/wiki_pages/1607131)

[https://mark-1.obsidianportal.com/wiki\\_pages/sage](https://mark-1.obsidianportal.com/wiki_pages/sage)

[https://mark-1.obsidianportal.com/wiki\\_pages/1607478](https://mark-1.obsidianportal.com/wiki_pages/1607478)

[https://mark-1.obsidianportal.com/wiki\\_pages/bridgeport-districts-8-park-district](https://mark-1.obsidianportal.com/wiki_pages/bridgeport-districts-8-park-district)

[https://mark-1.obsidianportal.com/wiki\\_pages/1607480](https://mark-1.obsidianportal.com/wiki_pages/1607480)

[https://mark-1.obsidianportal.com/wiki\\_pages/bridgeport-districts-8-park-district-0](https://mark-1.obsidianportal.com/wiki_pages/bridgeport-districts-8-park-district-0)

Clusters of trees, landscaped flowerbeds, and lawns of trimmed grass dominate the landscape. The air smells fresher here than it does elsewhere in the city.
--

Temple of [Eone](/wikis/eone)

Druid Circle

**Food**

Fine Tavern 1

Fine Tavern 2

Fine Tavern 3

Fine Tavern 4

Fine Tavern 5

**Trades, Exotic**

Alchemist 5 [The Unicorn&#8217;s Alchemy](/wikis/the-unicorns-alchemy)

Magic Item Dealer (General) 9 [Salay&#8217;s Vault](/wikis/salays-vault)

**Trades, Fine**

Map Vendor

**Services, Fine**

Spellcaster For Hire 1

Spellcaster For Hire 2

---

[Back to Bridgeport map](/wikis/bridgeport-map)

<tr>

<td>Children play in the streets of this district, and the younger ones are often chased by older siblings. Neat rows of houses line the thoroughfares.</td>

</tr>

</table>

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<p>Back to <a href="/wikis/bridgeport-map" class="wiki-page-link">Bridgeport map</a></p></content>

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<tr>

<td>This district features row upon row of quiet shops and offices. Their signs advertise everything from translation services to wilderness guides to architectural design.</td>

</tr>

</table>

<p><strong>Temples</strong><br />

Temple of <a href="/wikis/hibus" class="wiki-page-link">Hibus</a></p>

<p>Shrine of <a href="/wikis/rocheron" class="wiki-page-link">Rocheron</a></p>

<p><strong>Lodging</strong><br />

Inn 1</p>

<p>Inn 2</p>

<p><strong>Food</strong><br />

Tavern 1</p>

&lt;p&gt;Tavern 2&lt;/p&gt;

&lt;p&gt;Tavern 3&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Trades, Exotic&lt;/strong&gt;&lt;br /&gt;

Alchemist 5 &lt;a href="/wikis/guilures-alchemy" class="wiki-page-link"&gt;Guilure&amp;#8217;s  
Alchemy&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Trades, Average&lt;/strong&gt;&lt;br /&gt;

Blacksmith&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Services, Fine&lt;/strong&gt;&lt;br /&gt;

Sage&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Services, Average&lt;/strong&gt;&lt;br /&gt;

Guide&lt;/p&gt;

&lt;p&gt;Healer 1&lt;/p&gt;

&lt;p&gt;Healer 2&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/bridgeport-map" class="wiki-page-link"&gt;Bridgeport  
map&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/healer</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;span class="caps"&gt;WBGB&lt;/span&gt;:  
Healer: A character who knows something about the healing arts (in other words, the Healing  
non-weapon proficiency). Rural healers tend to be wise women or hedge wizards, but larger towns  
may support more skilled healers.&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/services-average" class="wiki-page-link"&gt;services

(average)&lt;/a>&amp;#8212;-&lt;a href="/wikis/building-and-business-descriptions" class="wiki-page-link"&gt;Building and Business Descriptions&lt;/a>&lt;/p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-24-inn-district</link>

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&lt;tr&gt;

&lt;td&gt;Music and laughter wafts from the open doors of half a dozen inns and commonhouses. Each offers the promise of food, drink, dancing, or perhaps even more exotic diversions.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;&lt;strong&gt;Lodging&lt;/strong&gt;&lt;br /&gt;

Average Inn 1&lt;/p&gt;

&lt;p&gt;Average Inn 2&lt;/p&gt;

&lt;p&gt;Poor Inn 1&lt;/p&gt;

&lt;p&gt;Poor Inn 2&lt;/p&gt;

&lt;p&gt;Poor Inn 3&lt;/p&gt;

&lt;p&gt;Poor Inn 4&lt;/p&gt;

&lt;p&gt;Poor Inn 5&lt;/p&gt;

&lt;p&gt;Poor Inn 6&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/bridgeport-map" class="wiki-page-link"&gt;Bridgeport map&lt;/a>&lt;/p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-districts-26-necropolis</link>

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  &lt;tr&gt;  
    &lt;td&gt;This district is quiet and&lt;br /&gt;  
orderly. Rows of tombstones and crypts stand silent guard over the dead.&lt;/td&gt;  
  &lt;/tr&gt;  
&lt;/table&gt;  
  
&lt;p&gt;&lt;strong&gt;Temples&lt;/strong&gt;&lt;/p&gt;  
  
&lt;p&gt;Temple of &lt;a href="/wikis/ebarus" class="wiki-page-link"&gt;Ebarus&lt;/a&gt;&lt;/p&gt;  
  
&lt;p&gt;Shrine of &lt;a href="/wikis/nagoth" class="wiki-page-link"&gt;Nagoth&lt;/a&gt;  
(secret)&lt;/p&gt;  
  
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map&lt;/a&gt;&lt;/p&gt;</content>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1613659</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/skinfernal-powder</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/salays-vault</link>

<content gm\_only="true" format="html">&lt;p&gt;8 Park District&lt;/p&gt;

&lt;p&gt;Magic Item Dealer (General) 9&lt;/p&gt;

&lt;p&gt;Description &lt;br /&gt;

The shop is a two-storey building of polished marble, with a yellow tile roof and tall elf-wrought wooden shelves. It is protected by magical guards and wards.&lt;br /&gt;

Shopkeeper &lt;br /&gt;

The shopkeeper is a young male elf named Salay.&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;th&gt;Item &lt;/th&gt;

&lt;th&gt;Price (gp)&lt;/th&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;&lt;a href="/wikis/elixir-of-truth" class="wiki-page-link"&gt;Elixir of Truth&lt;/a&gt;&lt;/td&gt;

&lt;td&gt;500&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;&lt;a href="/wikis/bracers-of-armor-plus-1" class="wiki-page-link"&gt;Bracers of Armor +1&lt;/a&gt;&lt;/td&gt;

&lt;td&gt;1000&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;&lt;a href="/wikis/elixir-of-fire-breath" class="wiki-page-link"&gt;Elixir of Fire Breath&lt;/a&gt;&lt;/td&gt;

&lt;td&gt;1,100&lt;/td&gt;

<a class="wiki-page-link" href="/wikis/eyes-of-the-eagle">Eyes of the Eagle</a>	
2,500	
<a class="wiki-page-link" href="/wikis/scarab-golembane">Scarab, Golembane</a>	
2,500	
<a class="wiki-page-link" href="/wikis/figurine-of-wondrous-power-silver-raven">Figurine of Wondrous Power, Silver Raven</a>	
3,800	
<a class="wiki-page-link" href="/wikis/horseshoes-of-a-zephyr">Horseshoes of a Zephyr</a>	
6,000	

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Back to [8 Park District](/wikis/bridgeport-districts-8-park-district-0)



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&lt;p&gt;&lt;strong&gt;Potion Dealer 5&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Description&lt;/strong&gt;&lt;br /&gt;

The shop is a single storey stone-walled building, with a tiled mosaic floor. It is dimly lit by a few candles and fairly shabby.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Shopkeeper&lt;/strong&gt;&lt;br /&gt;

The shopkeeper is a thin male human named Orbed. He is particularly interested in potions and alchemy of enchantment.&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;th&gt;Item&lt;/th&gt;

&lt;th&gt;Price (gp)&lt;/th&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;&lt;a href="/wikis/cure-light-wounds-0" class="wiki-page-link"&gt;Cure Light Wounds&lt;/a&gt; (potion) x3&lt;/td&gt;

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(oil)	
	<a class="wiki-page-link" href="/wikis/endure-elements">Endure Elements</a>
(potion)	
	<a class="create-wiki-page-link" href="/wikis/Protection%20From%20Chaos/new">Protection From Chaos</a>
(potion)	
	<a class="create-wiki-page-link" href="/wikis/Bless%20Weapon/new">Bless Weapon</a>
(oil)	
	<a class="wiki-page-link" href="/wikis/delay-poison">Delay Poison</a>

<a class="wiki-page-link" href="/wikis/bulls-strength-0">Bulls Strength</a>	
(potion)	
300	
<a class="wiki-page-link" href="/wikis/resist-energy">Resist Energy</a> (fire) 10	
(potion)	
300	
<a class="wiki-page-link" href="/wikis/misdirection">Misdirection</a>	
(potion)	
300	
<a class="wiki-page-link" href="/wikis/resist-energy">Resist Energy</a> (cold)	
10 (potion)	
300	
<a class="wiki-page-link" href="/wikis/invisibility-0">Invisibility</a>	
(potion)	
300	
<a class="wiki-page-link" href="/wikis/bears-endurance-0">Bears Endurance</a> (potion)	

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Temple of Synphion&lt;/p&gt;

&lt;p&gt;3 Slums&lt;br /&gt;

Temple of Axion&lt;/p&gt;

&lt;p&gt;4 Professionals&lt;br /&gt;

Temple of Farus&lt;/p&gt;

&lt;p&gt;Shrine of Hibus&lt;/p&gt;

&lt;p&gt;5 Waterfront&lt;br /&gt;

Temple of Itune&lt;/p&gt;

&lt;p&gt;6 Castle Calithor&lt;br /&gt;

Chapel of Rynn&lt;/p&gt;

&lt;p&gt;8 Park District&lt;br /&gt;

Temple of Eone&lt;/p&gt;

&lt;p&gt;Druid Circle&lt;/p&gt;

&lt;p&gt;9 Civic District&lt;br /&gt;

Temple of Rynn

10 Professionals

Temple of Hureus

Shrine of Gellarn

13 Shops

Temple of Rynn

Shrine of Hibus

14 Tavern/Theater District

Temple of Rocheron

16 Marketplace

Temple of Modes

17 Professionals

Temple of Hibus

Shrine of Zuvhena

20 Garrison

Temple of Rynn

21 Professionals

Temple of Hibus

Shrine of Rocheron

23 Slums

Shrine of Ardona

26 Necropolis

Temple of Ebarus

Shrine of Nagoth (secret)

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Magic Items Dealer (General) 5 &lt;a href="/wikis/gweir-and-zelstines-oddities" class="wiki-page-link"&gt;Gweir and Zelstine&#8217;s Oddities&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;8 Park District&lt;br /&gt;

Alchemist 5 &lt;a href="/wikis/the-unicorns-alchemy" class="wiki-page-link"&gt;The Unicorn&#8217;s Alchemy&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Magic Item Dealer (General) 9 &lt;a href="/wikis/salays-vault" class="wiki-page-link"&gt;Salay&#8217;s Vault&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;9 Civic District&lt;br /&gt;

Magic Armor Dealer 3 &lt;a href="/wikis/zirin-and-gaisas-armory" class="wiki-page-link"&gt;Zirin and Gaisa&#8217;s Armory&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Magic Weapon Dealer 17&lt;br /&gt;

&lt;a href="/wikis/the-dragons-blades" class="wiki-page-link"&gt;The Dragon&#8217;s Blades&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Potion Dealer 5 &lt;a href="/wikis/orbeds-potions" class="wiki-page-link"&gt;Orbed&#8217;s Potions&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Scroll Merchant 10 &lt;a href="/wikis/venas-scriptorium" class="wiki-page-link"&gt;Vena&#8217;s Scriptorium&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;10 Professionals&lt;br /&gt;

Alchemist 5 &lt;a href="/wikis/dafinas-oils-and-elixirs" class="wiki-page-link"&gt;Dafina&#8217;s Oils and Elixirs&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;13 Shops&lt;br /&gt;

[The Sphinx's Apothecary](/wikis/the-sphinxs-apothecary)

16 Marketplace

[The Dryad's Elixers](/wikis/The%20Dryad%27s%20Elixers/new) 10

Art Dealer

Pet Store

17 Professionals

[The Naga's Alchemy](/wikis/the-nagas-alchemy)

21 Professionals

Alchemist 5 [Guilure's Alchemy](/wikis/guilures-alchemy)

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Back to [Places of Interest](/wikis/bridgeport-places)

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`<link>https://mark-1.obsidianportal.com/wiki_pages/bridgeport-trades-fine</link>`

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4 Professionals 19 [Vedasto Del Bene](/wikis/Vedasto%20Del%20Bene/new)

8 Park District 4

13 Shops 4

16 Marketplace 8



&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/bridgeport-places" class="wiki-page-link"&gt;Places of Interest&lt;/a&gt;&lt;/p&gt;</content>

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Sage 5&lt;/p&gt;

&lt;p&gt;8 Park District&lt;br /&gt;

Spellcaster For Hire 1&lt;/p&gt;

&lt;p&gt;Spellcaster For Hire 2&lt;/p&gt;

&lt;p&gt;9 Civic District&lt;br /&gt;

Sage 5&lt;/p&gt;

&lt;p&gt;10 Professionals&lt;br /&gt;

Spellcaster For Hire (arcane)&lt;/p&gt;

&lt;p&gt;11 Guildhall district&lt;br /&gt;

Sage 3&lt;/p&gt;

&lt;p&gt;16 Marketplace&lt;br /&gt;

Sage 3&lt;/p&gt;

&lt;p&gt;17 Professionals&lt;br /&gt;

Spellcaster for Hire (divine)&lt;/p&gt;

&lt;p&gt;21 Professionals&lt;br /&gt;

Sage 16&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/bridgeport-places" class="wiki-page-link"&gt;Places of

Interest

[https://mark-1.obsidianportal.com/wiki\\_pages/1613970](https://mark-1.obsidianportal.com/wiki_pages/1613970)

[https://mark-1.obsidianportal.com/wiki\\_pages/zirin-and-gaisas-armory](https://mark-1.obsidianportal.com/wiki_pages/zirin-and-gaisas-armory)

9 Civic District

Magic Armor Dealer 3

Description

The shop is a single storey stone-walled building, with dwarf-wrought iron furnishings. The surrounding yard is filled with scorch marks and craters.

Shopkeeper

The shopkeeper is a tall female dwarf. She will purchase items for one-third value, no questions asked.

+1 Shield, Heavy, Steel (2)

1,170

+1 Hide

1,165

<tr>

<td>+1 Glamered Full Plate</td>

<td>5,350</td>

</tr>

</table>

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<p>Back to <a href="/wikis/bridgeport-districts-9-civic-district" class="wiki-page-link">9

Civic District</a></p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/the-topaz-axe</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/landmarks-etc</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1613988</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-west-road</link>

<content gm\_only="true" format="html"><p><strong>West Road</strong></p>

<p>10 miles away: Hilly land gives way to flat, fertile soil. Farms dot the landscape up until the

last half mile.</p>

<p>Ellothial River, West Bank: The last half mile before the west bank is packed with various using the force of the river to power many massive waterwheels up and down the river. Some warehouses serve to temporarily store both processed and unprocessed goods on their way in and out of the mills. The mills are bustling with low class commoners, with an occasional middle classed foreman supervising their work and barking out orders.</p>

<hr />

<p>Back to <a href="/wikis/bridgeport-landmarks-etc" class="wiki-page-link">Landmarks, Etc</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1613992</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-landmarks-etc</link>

<content gm\_only="true" format="html"><p><a href="/wikis/bridgeport-west-road" class="wiki-page-link">West Road</a><br />

\_\_\_\_\_<br />

Back to <a href="/wikis/bridgeport-places" class="wiki-page-link">Places of Interest</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1614057</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/magic-items-dealer-general</link>

<content gm\_only="true" format="html"><p><a href="/wikis/Magic%20Itemes%20Dealer%20%28General%29/new" class="create-wiki-page-link">Magic Itemes Dealer (General)</a></p></content>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1614067</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/freyjah</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1615031</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/gweir-and-zelstines-oddities</link>

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&lt;th&gt;Item&lt;/th&gt;

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&lt;/tr&gt;

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&lt;td&gt;&lt;a href="/wikis/Elixir%20of%20Swimming/new" class="create-wiki-page-link"&gt;Elixir of Swimming&lt;/a&gt;&lt;/td&gt;

&lt;td&gt;250&lt;/td&gt;

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&lt;td&gt;300&lt;/td&gt;

<a class="create-wiki-page-link" href="/wikis/Quaal%27s%20Feather%20Token%2C%20Tree/new">Quaal&amp;#8217;s Feather Token, Tree</a>	
400	
<a class="create-wiki-page-link" href="/wikis/Boots%20of%20the%20Winterlands/new">Boots of the Winterlands</a>	
2,500	
<a class="create-wiki-page-link" href="/wikis/Bottle%20of%20Air/new">Bottle of Air</a>	
7,250	

<id>https://mark-1.obsidianportal.com/wiki\_pages/1615149</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-unicorns-alchemy</link>

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&lt;th&gt;Price (gp)&lt;/th&gt;

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&lt;td&gt;&lt;a href="/wikis/acid-flask" class="wiki-page-link"&gt;Acid (flask)&lt;/a&gt;&lt;/td&gt;

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&lt;td&gt;&lt;a href="/wikis/thunderstone" class="wiki-page-link"&gt;Thunderstone&lt;/a&gt;&lt;/td&gt;

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&lt;td&gt;&lt;a href="/wikis/antitoxin-vial" class="wiki-page-link"&gt;Antitoxin

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<a class="wiki-page-link" href="/wikis/everburning-torch-0">Everburning Torch</a>	150
<a class="wiki-page-link" href="/wikis/temperant-paste-wood">Temperant Paste, Wood</a>	312

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Back to [8 Park District](/wikis/bridgeport-districts-8-park-district-0) &#8212; [Bridgeport Trades, Exotic](/wikis/bridgeport-trades-exotic)

<id>https://mark-1.obsidianportal.com/wiki\_pages/1615160</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/temperant-paste-wood</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1616082</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bracers-of-armor-plus-1</link>

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href="http://www.dandwiki.com/wiki/SRD:Bracers\_of\_Armor">Bracers of Armor  
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<link>https://mark-1.obsidianportal.com/wiki\_pages/elixir-of-truth</link>

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Breath</a></p></content>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1616095</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/scarab-golembane</link>

<content gm\_only="false" format="textile">"Scarab, Golembane":http://www.dandwiki.com/wiki/SRD:Golembane\_Scarab</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/figurine-of-wondrous-power-silver-raven</link>

<content gm\_only="false" format="textile">"Figurine of Wondrous Power, Silver Raven":http://www.dandwiki.com/wiki/SRD:Figurine\_of\_Wondrous\_Power</content>

[Figurine of Wondrous Power, Silver Raven](http://www.dandwiki.com/wiki/SRD:Figurine_of_Wondrous_Power)

[https://mark-1.obsidianportal.com/wiki\\_pages/1616106](https://mark-1.obsidianportal.com/wiki_pages/1616106)

[https://mark-1.obsidianportal.com/wiki\\_pages/horseshoes-of-a-zephyr](https://mark-1.obsidianportal.com/wiki_pages/horseshoes-of-a-zephyr)

Horseshoes of a Zephyr: [http://www.dandwiki.com/wiki/SRD:Horseshoes\\_of\\_a\\_Zephyr](http://www.dandwiki.com/wiki/SRD:Horseshoes_of_a_Zephyr)

[Horseshoes of a Zephyr](http://www.dandwiki.com/wiki/SRD:Horseshoes_of_a_Zephyr)

[https://mark-1.obsidianportal.com/wiki\\_pages/1619309](https://mark-1.obsidianportal.com/wiki_pages/1619309)

[https://mark-1.obsidianportal.com/wiki\\_pages/the-emerald-candle-inn](https://mark-1.obsidianportal.com/wiki_pages/the-emerald-candle-inn)

Low, wide building. Dark interior. At night, illusory green flames are lit on candles in the windows.

Back to [Civic District](/wikis/sylvandale-civic-district)

[https://mark-1.obsidianportal.com/wiki\\_pages/1619447](https://mark-1.obsidianportal.com/wiki_pages/1619447)

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-cult-of-tsaag-nalta-quest</link>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1620496</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-os-pythones</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;History&lt;/strong&gt;&lt;br /&gt;A secretive brotherhood of necromancers and sages. Agents of a distant, uncaring and imperceptible power. Keepers and seekers of lost knowledge, particularly of occult and the dark arts.&lt;/p&gt;&lt;p&gt;Formed in secret by refugees of &lt;a href="/wikis/the-pythian-cleansing" class="wiki-page-link"&gt;The Pythian Cleansing&lt;/a&gt; to keep alive the Pythian culture and the ancient arcane secrets of their Luxian ancestors.&lt;/p&gt;&lt;p&gt;Led by spell weavers?&lt;/p&gt;&lt;p&gt;MM IV: Necrosis Carnex (3)&lt;/p&gt;&lt;p&gt;&lt;strong&gt;Motives&lt;/strong&gt;&lt;br /&gt;To recover lost artifacts and knowledge for their lich lords who seek to master new and ancient ways

of channelling negative energy. In return, the elite among them are given the necessary knowledge to become liches themselves.

**Structure**

[Os Pythones Initiate](/wikis/os-pythones-initiate)

1st White skull

[Os Pythones Yellow Skull](/wikis/os-pythones-yellow-skull)

4th

[Os Pythones Green Skull](/wikis/Os%20Pythones%20Green%20Skull/new)

8th

**Scale**

**Affiliation Score Criteria**

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Criterion
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Affiliation Score Mod
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undead III\*, vampiric touch

4th Level: Animate dead, bestow curse, contagion, death ward, dispel magic, enervation, Evard's black tentacles, fear, giant vermin, inflict critical wounds, phantasmal killer, poison, summon undead IV\*

5th Level: Blight, cloudkill, cure in the blood\*, greater dispel magic, insect plague, lesser planar binding, magic jar, mass inflict light wounds, nightmare, oath of blood\*, slay living, summon undead V\*, undeath to death, unhallow, waves of fatigue

6th Level: Acid fog, circle of death, create undead, eyebite, geas/quest, harm, mass inflict moderate wounds, planar binding, waves of exhaustion

7th Level: Control undead, destruction, finger of death, greater harm\*, mass inflict serious wounds, song of discord, vile death\*

8th Level: Create greater undead, horrid wilting, mass inflict critical wounds, symbol of death

9th Level: Energy drain, imprison soul\*, mass harm\*, plague of undead\*, wail of the banshee

\*New spell (see Dread Magic, starting page 125).

Back to [Groups](/wikis/faladon-groups) & #8212; [Groups](/wikis/sylvandale-groups)

<link>https://mark-1.obsidianportal.com/wiki\_pages/sylvandale-gangs</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;img src="https://i.pinimg.com/originals/8e/52/9e/8e529e06b5e19616284ab2d919bcfc88.jpg" alt="" /&gt;&lt;/p&gt;&lt;p&gt;&lt;span style="color:yellow;"&gt;1.&lt;/span&gt; &lt;a href="/wikis/the-united-front" class="wiki-page-link"&gt;The United Front&lt;/a&gt;&lt;/p&gt;&lt;p&gt;&lt;span style="color:purple;"&gt;2.&lt;/span&gt; &lt;a href="/wikis/the-crimson-fangs" class="wiki-page-link"&gt;The Crimson Fangs&lt;/a&gt;&lt;/p&gt;&lt;p&gt;&lt;span style="color:blue;"&gt;3.&lt;/span&gt; &lt;a href="/wikis/the-nightblades-sylvandale" class="wiki-page-link"&gt;The Nightblades (Sylvandale)&lt;/a&gt;&lt;/p&gt;&lt;p&gt;&lt;a href="/wikis/Sylvandale%20Minor%20Gangs/new" class="create-wiki-page-link"&gt;Minor Gangs&lt;/a&gt;&lt;/p&gt;&lt;hr /&gt;&lt;p&gt;Back to &lt;a href="/wikis/sylvandale-groups" class="wiki-page-link"&gt;Groups&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1620627</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-ruby-cup-inn</link>

<content gm\_only="true" format="html">&lt;table&gt;&lt;tr&gt;&lt;td&gt;Two story building cross the street from the brewer&#8217;s guildhall. Weather worn stone walls. Single row of bushes to either side of the front door. Shutters and front door are painted bright red. Front door gives way to a large, open bar and dining hall. Ancient looking wood floors and tables. &lt;/td&gt;



</tr>

</table>

<p><a href="/wikis/victim-1-ruby-cup" class="wiki-page-link">Victim 1 Ruby Cup</a></p>

<hr />

<p>Back to <a href="/wikis/sylvandale-guildhall-district" class="wiki-page-link">Guildhall District</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1633896</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/galados</link>

<content gm\_only="true" format="html"><p></p>

<p><strong>Cities</strong><br />

<a href="/wikis/Torefleur/new" class="create-wiki-page-link">Torefleur</a>??<strong><a href="/wikis/Etenneron/new" class="create-wiki-page-link">Etenneron</a></strong>??<a href="/wikis/Londefleur/new" class="create-wiki-page-link">Londefleur</a>??<a href="/wikis/Dallegate/new" class="create-wiki-page-link">Dallegate</a></p>

<p><strong>Small Communities</strong><br />

<a href="/wikis/Cat-les-beuf/new" class="create-wiki-page-link">Cat-les-beuf</a>??<a href="/wikis/Martot/new" class="create-wiki-page-link">Martot</a>??<a href="/wikis/Letanbourg/new" class="create-wiki-page-link">Letanbourg</a>??<a href="/wikis/Yvefleur/new" class="create-wiki-page-link">Yvefleur</a>??<a href="/wikis/Sauxhomme/new" class="create-wiki-page-link">Sauxhomme</a>??<a



<p><strong>Races</strong>:</p>  
<p><strong>Religion</strong>:</p>  
<p><strong>Military</strong>:</p>  
<p><strong>Technology</strong>:</p>  
<p><strong>Magic</strong>:</p>  
<p><strong>Trade</strong>:</p>  
<p><strong>Groups</strong>:<a href="/wikis/the-old-order" class="wiki-page-link">The Old Order</a>,, <a href="/wikis/the-druids-of-avralor" class="wiki-page-link">The Druids of Avralor</a>,, <a href="/wikis/arcane-academy" class="wiki-page-link">Arcane Academy</a>,, <a href="/wikis/the-os-pythones" class="wiki-page-link">The Os Pythones</a></p>  
<hr />  
<p>Back to <a href="/wikis/avralor" class="wiki-page-link">Avralor</a></p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/elsir-vale</link>

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<p><a href="/wikis/elsir-vale-settlements" class="wiki-page-link">Settlements</a></p>  
<p><a href="/wikis/elsir-vale-groups" class="wiki-page-link">Groups</a></p>  
<p>https://mark-1.obsidianportal.com/wiki\_pages/1633909</id>

[https://mark-1.obsidianportal.com/wiki\\_pages/tristor-gatehouse](https://mark-1.obsidianportal.com/wiki_pages/tristor-gatehouse)

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<content gm_only="true" format="html">&lt;table&gt;
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|

&lt;td&gt;A tall gatehouse constructed from the same lumber as the hamlet ?s stockade wall ls marks Tristor?s main gate. To each side of the gate, the Tristorans have painted large blue full moons partially eclipsed by a smaller, waxing moon. The paint is fresh, its scent carried in the crisp spring air.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&#x2014;Civilized PCs recognize the moons as the symbol of Pholtus of the Blinding Light, deity of light, resolution, order, inflexibility, and the sun and moons, patron of the&#x2014;

## Theocracy of the Pale.<br />

Unless the PCs caused a great deal of commotion with Maccabin the Hunter (see above), the town gates remain closed. A detachment of town guards stand watch on the roof of the gatehouse and call down to the party, asking<br />

them their business in Tristor. If Gaeren Aramis is with the group, or if the adventurers come up with a non-threatening reason for their visit, the guards open the gates.&lt;/p>

<<strong>NPCs</strong>: Tristor's guards are nervous about the goblin attacks and have been ordered by their sergeant to vigorously search any strangers entering the town.

If&lt;br /&gt;

Gaeren Aramis is not present, the guards demand to search the party. The guards confiscate the orcish map recovered at the Aramis farmstead, and any religious paraphernalia (holy symbols, religious tracts, etc.) related to any deity other than Pholtus. The guards do not know much about religion, but they do not appreciate heretics, and will play it safe ?just in case.? If the&lt;br /&gt; PCs balk at this, the guards allow them to keep their religious trappings (but not the map), warning the PCs&lt;br /&gt; not to cause trouble in Tristor.&lt;br /&gt;

The guards will, of course, have questions about the goblin map. If the heroes cannot explain the map to the&lt;br /&gt; guards? satisfaction, they place the party under arrest and escort them to the jail (see Go Directly to Jail, below).&lt;br /&gt;

The guards are on edge, and are not afraid to fight. The guards explain that all contraband can be collected from the sergeant on the following morning, assuming Athone decides it does not threaten Tristor.&lt;br /&gt;

&lt;a href="/wikis/Tristor%20%20Guards/new" class="create-wiki-page-link"&gt;Tristor Guards&lt;/a&gt; (humans) (4): hp 7, 5, S, 4; 8 gp.&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/tristor-map" class="wiki-page-link"&gt;Tristor Map&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1633912</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/tristor-garrison</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1633920</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/tristor-jail</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1633921</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/go-directly-to-jail</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1633923</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-sogenford-inn</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1634049</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sogenford-inn-farmers</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1634244</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sogenford-inn-men-in-leather</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Two young human men dressed in leather armor sit around a large table, feasting on beef stew. Their loud, boasting voices dominate the common room.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;These toughs, Rennit and Stiv, are more trouble than they are worth. Bullies from a neighboring village, they&lt;br /&gt;

heard about the reward offered by Constable Parsons and decided to try their hands at the hero

business. Far from heroes, the men are petty, provincial, and rude.<br />

Their attempts to solve the mystery, however, have not gone completely to waste. The larger of the two, Rennit, picked up a trail near the site of one of the most<br />

recent mutilations. He thought for sure the tracks were those of a bear, but something happened that caused<br />

him to doubt his conclusion. If the PCs buy the men a round of drinks, Rennit explains that, after about a half-<br />

mile, the tracks simply vanished, as if the bear simply flew away. In fact, the bear did not fly away.

Rennit simply lost the trail. He's too proud (and arrogant) to admit his failure, however.<br />

If the PCs seem particularly friendly (or particularly inexperienced), Rennit and Stiv offer to join the party for an equal share of the reward. They will not risk their lives for any of the PCs, and will in fact turn on the group if it appears as though it will do them financial good to do so.</p>

<p><a href="/wikis/rennit" class="wiki-page-link">Rennit</a>: hp 16.<br />

<a href="/wikis/stiv" class="wiki-page-link">Stiv</a>: hp 11.</p>

<hr />

<p>Back to <a href="/wikis/the-sogenford-inn" class="wiki-page-link">The Sogenford Inn</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1634252</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sogenford-inn-drunken-halfling</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1634502</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sogenford-inn-soldiers</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1634507</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/jagadis-deadknife</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1635460</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/legend-of-the-fearless-mountains</link>

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&lt;p&gt;&lt;a href="/wikis/tale-2" class="wiki-page-link"&gt;Tale 2&lt;/a&gt;; &lt;strong&gt;The Lost Mine&lt;/strong&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/tale-3" class="wiki-page-link"&gt;Tale 3&lt;/a&gt; &lt;strong&gt;Stories of the Knights? Lost Gold Vein&lt;/strong&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/the-uxabhi" class="wiki-page-link"&gt;The Uxabhi&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/tale-2</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;The Lost Mine&lt;/strong&gt;&lt;/p&gt;  
&lt;p&gt;This tale involves two Tausch men, Holger Schaus (or Scheis, Shautzer, Shautz, Schaurzer, Schaltz, et cetera) and Ansgar Scheurer. However, Clare argued that there is a strong likelihood that there never was a second man named Scheurer, but rather that a single person named Schaus (or a variant thereof) was, over the years, turned into two men as the legend of the lost mine evolved. Clare contended that this story can be divided into



&#8220;hawk&#8221; and &#8220;dove&#8221; versions, depending on whether the Tausch are said to behave violently or peacefully. In most versions of the tale, Schaus and/or Scheurer located a rich gold mine in the Fearless Mountains (in many versions of the story, they rescue or help a member of the Paskenta family and are rewarded by being told the location of the mine). Scheurer is attacked and wounded (whether by marauding Uxabhi or by a greedy Schauss), but survives at least long enough to tell a man called Brother Stokley about the mine. Schauss is also said to make a deathbed confession to Thalia Goodwin, and draws or describes a crude map to the gold mine.</p>

<p>&#8220;My mine is in a canyon running north and south. Across from my mine is my cave. The afternoon sun shines in my cave. From my cave I can see The Sentinel. My shaft goes down on a vein 18 in thick. I watered my mule at the old water hole. I covered my mine from all miners.&#8221; He was also rummored to have told an associate,&#8220;Don&#8217;t Follow me&#8221; and&quot; I&#8217;ll never lead anyone to my mine&quot;.&quot;</p>

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<p>Back to <a href="/wikis/legend-of-the-fearless-mountains" class="wiki-page-link">Legend of The Fearless Mountains</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1635478</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/fallholt</link>

<content gm\_only="true" format="html"><p>(Possibly Red Rock)</p>

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<p>Back to <a href="/wikis/legend-of-the-fearless-mountains" class="wiki-page-link">Legend of The Fearless Mountains</a></p></content>

<id>[https://mark-1.obsidianportal.com/wiki\\_pages/1635479](https://mark-1.obsidianportal.com/wiki_pages/1635479)</id>

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<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Lost Uxabhi Gold or Brother Elman&#8217;s Story&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;In this story (actually two interconnected stories), members of the Uxabhi tribe are said to have a very rich gold mine located in the Fearless Mountains. Famed Uxabhi Yacxultha is sometimes mentioned in relation to this story. In most variants of the story, the family of a man called Mano Paskenta discovered the mine and began mining the gold there, only to be attacked or massacred by Uxabhi in about 880 in the supposed Paskenta massacre. Years later, a man called Brother Elman Holt treats an ailing or wounded Uxabhi (often alleged to be a chieftain) and is rewarded with a trip to a rich gold mine. He is blindfolded and taken there by a circuitous route, and is allowed to take as much gold ore as he can carry before again being escorted blindfolded from the site by the Uxabhi. Brother Elman is said to be either unwilling or unable to relocate the mine.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;The truth about the Paskenta Mine&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Clare insisted that the Paskenta portion of the story is unreliable, writing: &#8220;The operation of a gold mine in the Fearless Mountains by a Paskenta family is a contrivance of 10th century writers&#8221;. A man named Mano Paskenta and his family did operate a successful mine in the 890&#8217;s ? but near Galados, not in the Elsir Vale. The mine was quite profitable. According to Clare, unusually so for such a small gold mine to earn in such a relatively brief period. As of 944, ruins of the Paskenta mine were standing.&lt;/p&gt;

&lt;p&gt;However, the Paskenta Mine eventually became unprofitable and after the money was gone Mano Paskenta turned to fraud. Sir Jarvis Blakemore paid Paskenta a small fortune for the mining rights for an enormous swath of land ? about 3,000,000 acres (12,000 km<sup>2</sup>) in the Elsir Vale and Northern Faladon ? based on a land title originally granted by the kingdom of Adratha in the 8th

century. Trouble came after Blakemore learned that the title was entirely bogus. Despite his efforts, Blakemore was never able to recover the money he gave to Paskenta. These titles led to the basis of the Titus Reeves land swindle.<br />

Clare argued that this Paskenta story (well known to Elsir Vale residents) was eventually incorporated in the lost mine's story, in a severely distorted version, following the renewed interest in recent years.</p>

<p><strong>The Truth About Brother Elman</strong></p>

<p>Another detail which casts doubt on the story is the fact that, according to Clare, there was never any Brother Elman in the employ of the Army or indeed of the King in the .<sup class="footnote" id="fnr10"><a href="#fn10">10</a></sup> According to Clare, the origin of this story can be traced to a priest named Elman who traveled Faladon in the 890's. Elman claimed that he was taken captive by barbarians in 886, and that during his captivity he had discovered a rich gold vein. Elman related his claims to three Galadian knights in about 890. The three knights set out to find the gold, but without success. Over the decades, this true tale was gradually absorbed into the lost mine's story.</p>

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<p>Back to <a href="/wikis/legend-of-the-fearless-mountains" class="wiki-page-link">Legend of The Fearless Mountains</a></p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/tale-3</link>

<content gm\_only="true" format="html"><p><strong>Stories of the Knights' Lost Gold Vein</strong></p>

<p>In yet another version of the tale, two (or more) Galadian knights are said to have discovered a vein of almost pure gold in or near the Fearless Mountains. The knights are alleged to

have presented some of the gold, but to have been killed or to have vanished soon after.</p>  
<p>This account is usually dated to about 900. According to Clare, the story may have its roots in the efforts of three Galadian knights to locate gold in an area of northern Faladon, based on an allegedly true story related to them by Brother Elman of Faladon; see above.</p>

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<p>Back to a href="/wikis/legend-of-the-fearless-mountains" class="wiki-page-link">Legend of The Fearless Mountains</a></p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/elsir-vale-settlements</link>

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<p><strong>Cities</strong></p>

[Brindol](/wikis/brindol)

[Dennovar](/wikis/dennovar)

**Towns**

[Drellin&#8217;s Ferry](/wikis/drellins-ferry)

[Elsircross](/wikis/elsircross)

[Hammerfist Holds](/wikis/hammerfist-holds)

[Marthton](/wikis/marthton)

[Red Rock](/wikis/red-rock)

[Talar](/wikis/Talar/new)

[Terrelton](/wikis/Terrelton/new)

**Villages**

[Dauth](/wikis/Dauth/new)

[Tristor](/wikis/tristor)

[Hillwatch](/wikis/Hillwatch/new)

[Nimon Gap](/wikis/Nimon%20Gap/new)

[Prosser](/wikis/Prosser/new)

[Witchcross](/wikis/Witchcross/new)

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[Elsir Vale](/wikis/elsir-vale)

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&lt;p&gt;1 square = 400 miles&lt;/p&gt;  
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&lt;p&gt;Southern Continent: Isura&lt;/p&gt;  
&lt;p&gt;Others: Estria Eruan Eadros Isura Erus Aelogias&lt;/p&gt;  
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&lt;p&gt;4. &lt;a href="/wikis/north-central" class="wiki-page-link"&gt;North Central&lt;/a&gt; Russian,  
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&lt;p&gt;5. &lt;a href="/wikis/karapesh" class="wiki-page-link"&gt;Karapesh&lt;/a&gt;

Romanian/Transylvanian

6. [South Central](/wikis/south-central)

7. [The Far Kingdoms](/wikis/the-far-kingdoms)

8. [Suder](/wikis/Suder/new)

9. [Lux](/wikis/lux); Spanish

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[Elaurien](/wikis/elaurien)

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[Planetology](/wikis/planetology)

[Fantastic Locations](/wikis/fantastic-locations)

Veth, Osicuria, Ixaebe, Xoterra, Othiria, Uturia, Seogia, Xaer, Ilintis, Ixithia, Emuria, Iseron, Ctheria,

Gratavian, Talerian, Thiredian, Kailithian, Lerithian, Lareskian, Alerian (Alerran), Bralian, Sulian, Doresssea, Barasea, Arlonia, Argolis, Menosea, Tirastir, Tirisea

Idica Epira Iben Ulia Imora Igira Alari Omoria Idathia Edora Viliria Etaxia Termaria Thermia

Caleria Actaria Tanidia Sinacia Tarioch Kyramea Golgaria Eridia Adastria &lt;br /&gt;  
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&lt;p&gt;Population&lt;/p&gt;

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<content gm\_only="true" format="html"&gt;Red Rock: Rich copper veins in the high foothills of the  
Giantsshield Mountains eventually gave rise to the rough-and-tumble mining town of Red Rock. In



addition to the copper mines, Red Rock also serves as a trading post for trappers, hunters, and prospectors who wander all over the southern flank of the mountains. A number of dwarves and half-orcs live here, with no small amount of bad blood between them.

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<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;A small path leads from the edge of the Yol River to a dense copse of pine trees within Tristor's walls. A small shack stands in the shadows at the end of the path. Animal skins stretched on racks are situated around the shack. Animal skulls have been nailed to the shack's walls, their jaws open in ghastly grins. The rank stench of rotten meat mixed with tree pine hangs heavy in the air.&lt;/td&gt;

</tr>

</table>

<p>This is the home of Jagadis Deadknife, easily Tristor's least popular resident. A hunter by trade and an alienator of the common man by hobby, Jagadis prefers his solitude and possesses an almost sixth sense for trespassers. If the PCs

approach the front door of the shack, read the following:</p>

<p>|The door opens and a tall, robed figure emerges. He stops and pulls back his hood. The man is middle-aged, his skin weathered by the sun. He holds a curved  
dagger in his left hand, and brushes his long hair out of his face with his right , revealing a deep scar that runs from the top of his head, through a jaundiced eye, to his jawline. "What can I do for you?" he rasps. "I am

Jagadis Deadknife, and you are trespassers."</p>

<p><strong><span class="caps">NPC</span></strong>: Jagadis is willing to talk to the PCs for a while. He thinks a bear is responsible for the animal deaths but  
will not willingly provide the heroes with that information. He tracks the beast for a while after each mutilation, but it seems it can cover its trail. If asked directly about bears, Jagadis discusses the subject with a mixture of respect and enthusiasm. He knows a great deal about fighting bears. A bear caused the scar on his face. "A bear tries to drag you off, kicking and  
screaming," he says, "burying you alive with a scream of death on your face."<br>Deadknife works alone and is certain he will discover the creature killing the local animals. "If anyone gets in my way," he warns, "their heads will adorn the side of  
my house."<br>

If the heroes ask him too many questions, Jagadis

warns them away from Tristor and goes inside his house. He does not come out again. Jagadis does not know anything about the hanging tree or Rhennee, having lived in Tristor only five years. If the heroes met Jagadis at the inn, then came here,<br>

Jagadis will not accuse them of trespassing, but he will be no friendlier, either.<br>

To hunt in the evening without being arrested for violating the martial law, Jagadis bribes the gate watchmen.

[Jagadis Deadknife](/wikis/jagadis-deadknife): hp 60.

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<link>https://mark-1.obsidianportal.com/wiki\_pages/orc-0</link>

<content gm\_only="false" format="textile">"Orc":http://www.dandwiki.com/wiki/SRD:Orc

[[FATOrc]]

TLCOB: ==CR 1/2; SZ M [Orc]; HD 1d8+1; hp

5 each; Init +0; Spd 30 ft.; AC 13, touch 10,

flat-footed 13; BAB/Grap +1/+4; Atk +4 melee

(1d12+3, greataxe, crit X3), or +1 ranged (1d6+3,

javelin, range 30 ft.); SQ darkvision (60 ft.), light

sensitivity; AL CE; SV Fort +3, Ref +0, Will -2;

Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills: Listen +1, Spot +1. Feats: Alertness.==

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href="http://www.dandwiki.com/wiki/SRD:Orc"&gt;Orc&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/fatorc" class="wiki-page-link"&gt;FATOrc&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;span class="caps"&gt;TLCOB&lt;/span&gt;; CR 1/2; SZ M [Orc]; HD 1d8+1; hp  
5 each; Init +0; Spd 30 ft.; AC 13, touch 10,  
flat-footed 13; BAB/Grap +1/+4; Atk +4 melee  
(1d12+3, greataxe, crit X3), or +1 ranged (1d6+3,  
javelin, range 30 ft.); SQ darkvision (60 ft.), light  
sensitivity; AL CE; SV Fort +3, Ref +0, Will -2;  
Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.  
Skills: Listen +1, Spot +1. Feats: Alertness.&lt;/p&gt;</content>

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&lt;tr&gt;

&lt;td&gt;At last the hamlet of Tristor comes into view. Perhaps forty whitewashed, thatch-roofed  
structures stand&lt;br /&gt;

protected by a simple wooden stockade. The buildings are dominated by two tall structures, a  
threestory peak-roofed dwelling that appears to be an inn, and a large wooden temple with a tall  
steeple. A slow-moving stream flows through the village from&lt;br /&gt;

the north, emerging from the east wall . The road to Tristor winds down a small hill, past a lone oak  
tree, to the town gate.&lt;br /&gt;

Due to fear of attack, the folk of Tristor do not dispatch guards outside the stockade.&lt;/td&gt;

&lt;/tr&gt;

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&lt;p&gt;&lt;a href="/wikis/the-hanging-tree" class="wiki-page-link"&gt;The Hanging  
Tree&lt;/a&gt;&lt;/p&gt;

<p><a href="/wikis/the-hunter" class="wiki-page-link">The Hunter</a></p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/the-hunter</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1638674</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/tristor</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1638680</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/tristor-map</link>

<content gm\_only="true" format="html"><p></p>

<p><a href="https://mark-1.obsidianportal.com/maps/66709">Map</a></p>

<p>1. <a href="/wikis/tristor-gatehouse" class="wiki-page-link">The Gatehouse</a> (EL 2)</p>



<p>2. <a href="/wikis/tristor-garrison" class="wiki-page-link">The Garrison</a></p>  
<p>3. <a href="/wikis/tristor-jail" class="wiki-page-link">Jail</a></p>  
<p>4. <a href="/wikis/the-sogenford-inn" class="wiki-page-link">The Sogenford Inn</a></p>  
<p>5. <a href="/wikis/tristor-stables" class="wiki-page-link">Stables</a></p>  
<p>6. <a href="/wikis/baug-s-brewery" class="wiki-page-link">Baug&#217;s Brewery</a></p>  
<p>7. <a href="/wikis/tristor-trader" class="wiki-page-link">Trader</a></p>  
<p>8. <a href="/wikis/tristor-blacksmith" class="wiki-page-link">Blacksmith</a></p>  
<p>9. <a href="/wikis/tristor-temple" class="wiki-page-link">Tristor Temple</a></p>  
<p>10. <a href="/wikis/the-home-of-jagadis-deadknife" class="wiki-page-link">The Home of Jagadis Deadknife</a></p>  
<p>11. <a href="/wikis/druids-abode" class="wiki-page-link">Druid?s Abode</a></p>  
<p>12. <a href="/wikis/tristor-mill" class="wiki-page-link">Mill</a></p>  
<hr />  
<p>Back to <a href="/wikis/tristor" class="wiki-page-link">Tristor</a>&#212;-<a href="/wikis/current-developments-2" class="wiki-page-link">Current Developments 2</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1638781</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-endless-plains</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Scale&lt;/strong&gt;:&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Capital&lt;/strong&gt;:&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Government&lt;/strong&gt;:&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Races&lt;/strong&gt;:&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Religion&lt;/strong&gt;:&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Military&lt;/strong&gt;:&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Technology&lt;/strong&gt;:&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Magic&lt;/strong&gt;:&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Trade&lt;/strong&gt;:&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Groups&lt;/strong&gt;:&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/tribes-of-rhest" class="wiki-page-link"&gt;Tribes of Rhest&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;North of the mountains at the edge of Elsir Vale lies a great windblown sea of dry grass, stretching for hundreds of miles east, north, and west. The planes aren't truly featureless; the land has a fair amount of rise and fall, and low-lying creek beds choked with undergrowth and briars cut deep gullies through the grassland. Lonely stands of tall, hardy trees dot the savannah-land. Nomadic human barbarians, tribes &lt;br /&gt;

of gnolls, and bands of wild centaurs roam the Endless Plains.&lt;br /&gt;

The Plains Way is a road crossing the plains north and south. The road has been falling into ruin for some time. Some stretches are best travelled by using a worn path next to the road. &lt;br /&gt;

The road is mostly avoided by the tribes of Rhest.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/muskhorn" class="wiki-page-link"&gt;Muskhorn&lt;/a&gt; (CC)&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/Quaraphon/new" class="create-wiki-page-link"&gt;Quaraphon&lt;/a&gt; (MM3)&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/Indricothere/new" class="create-wiki-page-link"&gt;Indricothere&lt;/a&gt; (FF)&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/the-farms-of-tristor</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/the-selford-farm" class="wiki-page-link"&gt;The Selford Farm&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/investigating-the-barn" class="wiki-page-link"&gt;Investigating the Barn&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/the-bull" class="wiki-page-link"&gt;The Bull&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/moving-on" class="wiki-page-link"&gt;Moving On&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/the-bosko-farm" class="wiki-page-link"&gt;The Bosko Farm&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/following-the-bear-tracks" class="wiki-page-link"&gt;Following the Bear Tracks&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/the-cullen-farm" class="wiki-page-link"&gt;The Cullen Farm&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/jagadis-deadknife-2" class="wiki-page-link"&gt;Jagadis Deadknife 2&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/revenge" class="wiki-page-link"&gt;Revenge&lt;/a&gt;&lt;/p&gt;  
&lt;hr /&gt;  
&lt;p&gt;Back to &lt;a href="/wikis/current-developments-2" class="wiki-page-link"&gt;Current Developments 2&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1639197</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/investigating-the-barn</link>

<content gm\_only="true" format="html">&lt;p&gt;Reuven resolved to begin his attacks on the residents of Tristor with a bang. Using a fireball scroll he picked up in the Bandit Kingdoms, the

Uxabhi immolated the Selford barn, leaving the remaining walls extremely unstable. If these walls are touched, the entire barn collapses. Anyone inside the structure suffers 1d6 points of damage from

falling debris, **Reflex save (DC 15)** for half damage.

The barn's interior smells of burnt wood, animal hair, and meat. The remains of several animals can be found within. A few minutes after the PCs enter the barn, they hear the whining of a small calf that has been trapped

under a fallen beam. The creature is badly wounded, and requires magical healing.

To release the calf, the heroes must lift the beam—a feat that requires a successful **Strength check (DC 25, up**

to three characters may cooperate). Anyone with **skills** relevant to carpentry or architecture may make a skill

check (DC 15) to realize that the beam supports a pile of rubble that in turn supports the bulk of one of the barn's damaged walls, and that moving it might further destabilize the damaged barn. In fact, the entire barn collapses one minute after the beam has been moved, dealing 2d6 points of damage to all within (as above). If the calf is in the barn at the time of the collapse, it is killed.

If a member of the party casts speak with animals on the calf, it whines about its injuries and asks to be fed. The calf is anxious and confused about the situation.

Through coaxing and friendly conversation, the party can learn the following:

• The calf wandered into the barn after the fire. It was hungry and was looking for food. The beam fell on it and

hurt it.

• The calf saw a large, hairy, four-pawed beast with a mouth as big as farmer Selford's hat and teeth like a pitchfork. When the beast breathed, a horrid smell came out of its mouth. Its eyes glared red.

• The calf thinks the beast killed everything.

The creature attacked without warning. Most of the animals were in the barn. The barn doors were thrown open, the beast charged in, and the calf escaped in the chaos. Later, the barn caught fire.

[Calf](/wikis/Calf/new): hp 4 (currently 1).

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[https://mark-1.obsidianportal.com/wiki\\_pages/1639206](https://mark-1.obsidianportal.com/wiki_pages/1639206)

[https://mark-1.obsidianportal.com/wiki\\_pages/the-selford-farm](https://mark-1.obsidianportal.com/wiki_pages/the-selford-farm)

It takes two hours to reach the Selford farm by foot, traveling on the main road west of Tristor, about half that if the characters are mounted.

|
 A well-worn path diverges north from the main road, over a small hillock. The fields nearby show signs of farming, though the yield looks sickly and small. The outline of a small farmhouse is visible beyond a line of Yarpick trees. The smell of burnt wood and flesh fills the air. ||



The scene is eerily silent, as if the nightbirds have abandoned the farmstead for safer ground. The remains of

the Selford barn, roofless and gutted by fire, lie beyond the empty farmhouse.

Though signs of fire are evident within the barn itself, the ground around the structure shows no sign of flames, suggesting that the fire in the barn was intensely hot, and did not last long enough to spread.<br />

The fresh corpses of chickens, ducks, and cows are strewn about the yard, both inside the animals' grazing pen and around the barn and farmhouse. The necks of<br /> these creatures have been savagely mutilated.<br />

The farmhouse is intact, fully furnished, and seemingly untouched by whatever killed the animals.<br />

PCs making a successful <strong><a href="/wikis/search" class="wiki-page-link">Search</a> check (DC 10)</strong> of the soft earth surrounding the barn discover animal tracks.<br />

A successful <strong><a href="/wikis/wilderness-lore" class="wiki-page-link">Wilderness Lore</a> check (DC 10)</strong> identifies<br /> the tracks as those of a large bear. Human tracks leading from the farmhouse to the barn are present, as well, though it is impossible to tell who left them.</p>

<p><a href="/wikis/investigating-the-barn" class="wiki-page-link">Investigating the Barn</a><br />

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Back to <a href="/wikis/the-farms-of-tristor" class="wiki-page-link">The Farms of Tristor</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1639401</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-bull</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1639413</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/moving-on</link>

<content gm\_only="true" format="html">&lt;p&gt;The bear tracks surrounding the barn lead to the east, through the Selford fields and into the nearby woods. Should the PCs follow the trail, they eventually emerge upon a neighboring farmstead (see &lt;a href="/wikis/the-bosko-farm" class="wiki-page-link"&gt;The Bosko Farm&lt;/a&gt;, &lt;br /&gt;

below). If they decide to return to Tristor to report to Constable Parsons, proceed to &lt;a href="/wikis/jagadis-deadknife" class="wiki-page-link"&gt;Jagadis Deadknife&lt;/a&gt;, below.&lt;/p&gt;

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&lt;p&gt;Back to &lt;a href="/wikis/the-farms-of-tristor" class="wiki-page-link"&gt;The Farms of Tristor&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1639419</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-bosko-farm</link>

<content gm\_only="true" format="html">&lt;p&gt;If the PCs follow the bear trail from the Selford farm, they emerge from a light woods onto the property of Surd&lt;br /&gt;

Bosko and his wife, which has just been hit by Reuven and his bear. The bodies of the Boskos and animals are fresh.&lt;br /&gt;

As you get closer you can see that the barn is untouched, but the animals are dead. The house has been broken into, as the front door hangs loosely on its hinges.&lt;br /&gt;

All of the animals: cows, chickens, and ducks have been killed, apparently all by a bear. If the PCs investigate the tracks, they can tell that only a few of the animals tried&lt;br /&gt;

to run from the bear; most did not put up a fight. All of the animals were dragged outside of the barn.&lt;br /&gt;



The back door of the house also has been torn off its hinges.<br />

Bear tracks can be found <strong>(DC 10)</strong> in the yard, in and around the barn, and going up to the front and back doors of the house. Deep claw marks score the front and back doors, indicating that the bear tore the doors off<br />

their hinges. Inside the house, furniture has been overturned, cupboards opened, and pillows and mattresses slashed. However, no claw marks exist inside the house, and it is obvi<br />

ous that the beddings were slashed with a knife. not claws.<br />

Items strewn about inside the house include men's and women's clothing. Under a bed is a large painting of an old man and woman. Under another bed is the body<br />

of the woman in the painting. The woman's body has a broken-off metal prong lodged in its back. (The prong is a broken tine from the metal claws Reuven wears while on his revenge missions.)<br />

Heroes making successful Search check (DC 10) discover numerous tracks in the ground outside the house.<br />

Human tracks, possibly belonging to the Boskos, are present, as well as strange marks that suggest something<br />

heavy was dragged from just outside the house to a line of trees nearby.<br />

If the PCs follow the drag marks, they discover a man's body half-buried in a crudely dug hole (the bear buried the man, planning to return and eat him at a later time).<br />

The old man has been mauled. The bones of his ribcage have been crushed, and his neck is broken.<br />

Suffering from cuts inflicted by farmer Bosko and Cedric the bull, Reuven's bear left a bloody trail, allowing PCs making a successful <strong><a href="/wikis/search" class="wiki-page-link">Search</a></strong> check (DC 10)</strong> to follow it to the east. PCs with the <a href="/wikis/track" class="wiki-page-link">Track</a> feat may make a check <strong>(DC 20)</strong> to notice very light human bootprints next to the bear's trail.</p>
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&lt;p&gt;&lt;a href="/wikis/following-the-bear-tracks" class="wiki-page-link"&gt;Following the Bear Tracks&lt;/a&gt;&lt;/p&gt;

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&lt;p&gt;Back to &lt;a href="/wikis/the-farms-of-tristor" class="wiki-page-link"&gt;The Farms of Tristor&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1639455</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/following-the-bear-tracks</link>

<content gm\_only="true" format="html">&lt;p&gt;If the heroes follow the tracks, they find that they lead to another nearby farm. The tracks circle the farm, but they do not go to the house or the barn. Regardless of the PCs' tracking skill, they lose the trail at this site&lt;br /&gt;

(Reuven, suspicious that they might be leaving a trail, imbibed a potion of pass without trace, feeding a similar&lt;br /&gt;elixir to Tasptaddle.)&lt;/p&gt;

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&lt;p&gt;Back to &lt;a href="/wikis/the-farms-of-tristor" class="wiki-page-link"&gt;The Farms of Tristor&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1639464</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-cullen-farm</link>

<content gm\_only="true" format="html">&lt;p&gt;A small, two-story farmhouse stands at the center of a yard ringed by a low stone wall. An animal pen beyond the home lies empty, its tall wooden door creaking quietly as it swings open and shut in the wind. Faint candlelight emerges from closed

shutters on the first floor windows of the farmhouse.<br />

The farm is owned by Zebble Cullen, a grouchy, middle-aged gnome who became angered at the animal mutilations, slaughtered his own animals, and took the carcasses to market. He plans to restock his herd when the threat of the killer has passed.<br />

Cullen's grouchiness may have saved his life. Because no animals were present, Reuven ordered his bear onward, deciding to put an end to the evening's violence.<br />

If the PCs approach the farmhouse, continue with<br />

the following:</p></div>
<table>
<tr>
<td>As you approach, the front door of the farmhouse swings open quickly, and a wrinkled
runt of a gnome charges out of the house, brandishing a rusty halfspear.<br />
'What are you doing on my land?' the farmer asks<br />
with a scowl. 'Ain't seen you around here. <br />
If you're animal killers you're out of luck. I already killed my stock and sold the meat. Beat you to
it, I did.'</td>
</tr>
</table>
<p><strong>NPC</strong>: This is Zebble
(Zeb) Cullen. Though he puts up a good show of defiance, he is a coward at heart, and does not
wish to fight the PCs.<br />
If the heroes tell Zeb they are investigating the animal mutilations, he warms up to them a little and
begins asking them what they have learned.<br />
If the heroes take a few moments to talk to Zeb, he tells them that last night while cleaning the barn
he heard movement in the trees nearby. He became a little frightened, fearing that the sounds might
be the animal killer. The noise persisted and Zeb hurried into the<br />
house. He thought he heard something growling in the<br />

trees, but he could not swear to it. He locked his house up tight and sat by the front door with his spear until he fell asleep early this morning.<br />

Zeb does not know that the Boskos and Selfords were killed. If the heroes tell him about the murders, he shakes his head. "I told those Boskos," he says. "I told

them not to keep their animals. I told them to slaughter them and sell them and restock after this is all over. But they wouldn't listen. They thought someone was going to play the part of a hero and get what's killing the animals. They should have listened to me."

[Zebble Cullen](/wikis/Zebble%20%20Cullen/new) (gnome): hp 4; halfspear, 22 gp, four 10-gp gems buried near outhouse.

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1639485</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/jagadis-deadknife-2</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1639502</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/revenge</link>

<content gm\_only="true" format="html"><p>Given Jagadis' comments about the constable waiting for the party near the copse of trees nearby, most parties<br />probably approach the location. If they do so, they can find the constable's horse tethered to a tree off the eastern edge of the road.<br />

PCs making a successful <strong><a href="/wikis/search" class="wiki-page-link">Search</a> check (DC 10)</strong> discover the constable's

tracks in the soft earth just off the

road. Apparently, Parsons paced a good deal before leaving his horse and moving quickly east, into the woods. The tracks are not difficult to follow, as they lead past

broken branches and fallen leaves. The trail leads several hundred yards before emerging in a field of high grass. Constable Parsons lies, wounded and dying, 100 yards east of the edge of the copse, deep within the field of grass.

While waiting for the PCs, Parsons was approached by Reuven, who lured him into the underbrush, claiming to be a woodsman with information about the animal attacks. While the pair walked, the Rhennee signaled the bear by whistle. It crashed through the brush and

scared the Constable, who began running. The bear overcame him, slashed at him, and was called off by Reuven. The Uxabhi cut off the Constable's fingers as a

warning to the residents of Tristor.

**NPC:** Constable Parsons is delirious, within moments of death, and needs to be taken to the clerics in Tristor.

Any curing abilities of the party will help him, but will not do anything to combat the emotional trauma associated with his disfigurement.

As the PCs see to his wounds, Constable Parsons mutters, "Help me, help me. The Burrens! The Burrens!"

Parsons heard Reuven mention that the Burrens' farm would be next, but he is too incoherent because of the pain to elaborate on his statement.

Unless the PCs thought to have one of the Tristor residents map out the region (including farm names) prior to their investigation, the group must return to Tristor to gain more information regarding Reuven's next target.

PCs with the [Track](/wikis/track) feat may attempt a check (DC 25) to note that the tracks of a large bear and humanoid companion lead to the north, away from Tristor. The trail leads on for hours, eventually becoming

impossible to follow.<br />

Reuven stole Parsons' magical potions (which he has used), his gold, and the ruby reward. Ironically, the PCs will have to get their payment from their quarry himself</p>

<p><a href="/wikis/constable-ebben-parsons" class="wiki-page-link">Constable Ebben Parsons</a>: hp 34 (currently 0); masterwork bastard sword, mighty (Str 16) masterwork composite longbow, full plate, large steel shield, 20 arrows.</p>

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<p>Back to <a href="/wikis/the-farms-of-tristor" class="wiki-page-link">The Farms of Tristor</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1639656</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/track</link>

<content gm\_only="false" format="textile">"Track":http://www.dandwiki.com/wiki/SRD:Track</content>

<content gm\_only="true" format="html"><p><a href="http://www.dandwiki.com/wiki/SRD:Track">Track</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1639662</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/return-to-tristor</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1639673</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/first-night-in-tristor</link>

<content gm\_only="true" format="html">&lt;p&gt;On the first night after the PCs arrive at Tristor, Reuven and his trained circus bear strike to the west of the town, at the farm of Tarn Selford. Whether the PCs sleep at the Sogenford Inn or at the mill, the sound of Tristorans congregating by the gatehouse rouses them from their slumber.&lt;br /&gt;

By the time the PCs arrive on the scene, the area near the gatehouse is crowded with townspeople. A young&lt;br /&gt;

human boy, his shirt besmirched by a spray of drying blood, stands at the center of the throng. He does his best to keep cool while surrounded by the villagers, and relates the following tale.&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;?My dad heard our cow bellowing out in the barn.&lt;br /&gt;

When he got there the barn just seemed to explode. I heard the noise and ran outside. My dad was near the back of the barn and was tore up something awful. I took him to the chapel. I hope they can help him. My ma?s hysterical. She says if dad gets better we?re moving. Our farm?s destroyed. All of the animals are dead.?&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;The townspeople surround the PCs and begin appealing to them to save them from whatever is killing the animals.&lt;br /&gt;

If the heroes insist, they can talk to the young Selford lad. However, he has already told everything he knows.&lt;br /&gt;

He did not see the barn explode. He just heard it.&lt;br /&gt;

Mrs. Selford is at the church, watching over her grievously wounded husband. She has no helpful information,&lt;br /&gt;

but if the PCs can convince the clerics to let them get a glimpse of Tarn Selford, they see that his body is covered&lt;br /&gt;

with burns, and that his chest bears deep scratches.<br />

At some point during the evening, Constable Ebben Parsons, who has just arrived from his tour of  
orc-ravaged farms to the east, contacts the PCs.</p>

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Developments 2</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1639821</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-constable</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1640149</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-burrens-farm</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1640159</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-attack</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1640219</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/exit-jagadis</link>

<content gm\_only="true" format="html"><table>

<tr>

<td>The bear and human tracks continue through the cold northland for several miles,  
eventually emerging in a small clearing near a stream. The remains of a roan horse lie near the



stream. A broken longbow lies across the horse. The ground is spattered with  
blood. The tracks lead through the camp and into the woods beyond.

The tracks continue to a grove of sablewood trees, where the ground is saturated with more blood. The body of

Jagadis Deadknife lies in a nearby shrub. In their flight from the Burren farm, Reuven and Tasp-

taddle stumbled into the camp of Jagadis Deadknife.

During the ensuing battle, the bear killed the horse and wounded the hunter. Jagadis wounded Tasptaddle, and pursued the bear rather than worry about his own

health. He caught up with the bear in the grove and was killed by Reuven, whom he did not notice.

If the PCs [Search](/wikis/search) the ground around the grove (DC 10), they discover that Jagadis apparently was tracking the bear when someone came out of the brush behind the hunter and murdered him. A successful use of the [Track](/wikis/track) feat (DC 14) reveals that the bear and human tracks continue, this time to the west, in the direction of Tristor. Increasingly worried about pursuers and wounded from the battle with Jagadis, Reuven took time to cover his trail. The trail leads three miles

west, cuts north for a mile, and then seven miles northeast to the Cave of the Forester, Reuven's lair, described in the Fright at Tristor section (below).

**Treasure:** Reuven hurried away from the scene of butchery, leaving Ripper, Jagadis' +2 keen kukri, for the taking.

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Developments 2</a></p></content>

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<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;An imposing figure in a dull brown hooded cloak&lt;br /&gt;

sits at a small table in a secluded corner of the&lt;br /&gt;

common room. He sips sparingly from a goblet,&lt;br /&gt;

silently observing everyone in the room.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;The hooded figure is Jagadis Deadknife, a demented hunter who came to Tristor f ive years ago, attracted by the strange game native to the Troll Fens. The man?s face bears a frightening scar on the left side, running from the hairline, through a jaundiced eye, to the jaw. He wears a large curved knife on his belt, and his mouth seems set in a perpetual sneer. Unfriendly in the extreme, Jagadis is not interested in the PCs? company If approached, he spits out a warning,&lt;br /&gt; telling the PCs that ?only women gossip in this place.? If the heroes press the matter, he tells them to visit him in his home near the river at some time in the future. He then asks them to leave him be, so he can listen to the tavern?s idle chatter.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/jagadis-deadknife" class="wiki-page-link"&gt;Jagadis Deadknife&lt;/a&gt;;:hp 60.&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/the-sogenford-inn" class="wiki-page-link"&gt;The Sogenford Inn&lt;/a&gt;&lt;/p&gt;</content>

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&lt;p&gt;Territory: inner slums&lt;/p&gt;

&lt;p&gt;Income: robbing the nobility, Nine Lives Gaming House and other legitimate businesses, protection money, black market, mercenaries,&lt;/p&gt;

&lt;p&gt;Motives: to foster public resentment against &lt;a href="/wikis/the-crimson-fangs" class="wiki-page-link"&gt;The Crimson Fangs&lt;/a&gt;. To gain recruits and support from the slums residents through policing and improving the area.&lt;/p&gt;

&lt;p&gt;Friends: &lt;a href="/characters/bromley-nine-lives" class="wiki-content-link"&gt;Bromley Nine Lives&lt;/a&gt;,, some Nightblades, many of the city watch&lt;/p&gt;

&lt;p&gt;Enemies: Sylvandale upper class&lt;/p&gt;

&lt;p&gt;Contacts: &lt;a href="/characters/thorndyke" class="wiki-content-link"&gt;Thorndyke&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/characters/jonalus-abernathy" class="wiki-content-link"&gt;Jonalus Abernathy&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Quests&lt;/ins&gt;&lt;/p&gt;

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&lt;p&gt;Notable Memembers: &lt;a href="/characters/reed-the-con" class="wiki-content-link"&gt;Reed the Con&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Territory: below slums, sewer network &lt;a href="/wikis/crimson-fangs-hideout" class="wiki-page-link"&gt;Crimson Fangs Hideout&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Income: burglarizing wealthy merchants, raiding merchant caravans protection money, corrupt nobles, black market (drugs), slumlords, forced labor, slave trade, assassins&lt;/p&gt;

&lt;p&gt;Motives: &lt;br /&gt;

overtake &lt;a href="/wikis/the-united-front" class="wiki-page-link"&gt;The United Front&lt;/a&gt; for control of the slums using political connections who back them financially in exchange for keeping the old city ruined and lawless.&lt;/p&gt;

&lt;p&gt;Friends: corrupt bureaucrats, nobles, and watchmen, &lt;a href="/wikis/the-os-pythones" class="wiki-page-link"&gt;The Os Pythones&lt;/a&gt;, &lt;a href="/wikis/the-cult-of-tsaag-nalta" class="wiki-page-link"&gt;The Cult of Tsaag-Nalta&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Enemies: &lt;a href="/wikis/the-united-front" class="wiki-page-link"&gt;The United Front&lt;/a&gt;, &lt;a href="/wikis/the-nightblades-sylvandale" class="wiki-page-link"&gt;The Nightblades (Sylvandale)&lt;/a&gt;, &lt;a href="/wikis/sylvandale-city-watch" class="wiki-page-link"&gt;Sylvandale City Watch&lt;/a&gt;&lt;/p&gt;

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&lt;p&gt;Territory: Outer slums&lt;/p&gt;

&lt;p&gt;Income: smuggling, black market, extortion, blackmail, mercenaries&lt;/p&gt;

&lt;p&gt;Motives: to ensure that the proper dues are paid to the Nightblades&lt;/p&gt;

&lt;p&gt;Friends:&lt;a href="/wikis/The%20Nightblades/new" class="create-wiki-page-link"&gt;The Nightblades&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Enemies: Sylvandale Merchants&lt;/p&gt;

&lt;p&gt;Contact: &lt;a href="/characters/jonalus-abernathy" class="wiki-content-link"&gt;Jonalus Abernathy&lt;/a&gt;&lt;/p&gt;

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&lt;p&gt;Back to &lt;a href="/wikis/sylvandale-gangs" class="wiki-page-link"&gt;Sylvandale Gangs&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/city-guard-rookie</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;CR&lt;/strong&gt; 1/2&lt;br /&gt;Male or female human warrior 1&lt;br /&gt;LG, LN, LE, NG, or N Medium humanoid&lt;br /&gt;&lt;strong&gt;Init&lt;/strong&gt; + 4&lt;br /&gt;

<strong>Senses</strong> Listen + 2, Spot + 2<br />

<strong>Languages</strong> Common<br />

<strong>AC</strong> 14, <br />

touch 10<br />

flat-footed 14 (+ 4 armor)<br />

<strong>hp</strong> 6 (1 HD)<br />

<strong>Fort + 3, Ref + 0, Will + 0</strong><br />

<strong>Speed</strong> 30 ft. (6 squares)</p>

<p><strong>Attacks</strong><br />

Melee halberd + 2 (1d10+1×3) or<br />

Melee longsword + 2 (1d8+ 1/19?20)</p>

<p>Ranged light crossbow + 1 (1d8/19?20)</p>

<p><strong>Base Atk</strong> + 2<br />

<strong>Grp</strong> + 2<br />

<strong>Abilities Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8</strong></p>

<p><strong>Feats</strong> Alertness, Improved Initiative</p>

<p><strong>Skills</strong> Climb + 2, Intimidate + 2, Jump + 2, Listen + 2, Ride + 3,

Spot + 2</p>

<p><strong>Possessions</strong> longsword, halberd, light crossbow, chain shirt,

<br />

guard tabard</p>

<p><strong>Nonhuman Rookies</strong>: Remove 1 rank each from Climb,

Intimidate, Jump, and Ride (changing the modifiers to Climb + 1, <br />

Intimidate + 1, Jump + 1, Ride + 2). Remove Improved Initiative <br />

(changing initiative modifier to + 0).</p>

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Guards</a></p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/city-guards</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/city-guard-soldier</link>

<content gm\_only="true" format="html"><p><strong>CR</strong> 4<br />Male or female human warrior 5<br />LG, LN, LE, NG, or N Medium humanoid<br /><strong>Init</strong> + 4; <br /><strong>Senses</strong> Listen + 3, Spot + 3<br /><strong>Languages</strong> Common<br /><strong>AC</strong> 15, touch 10, flat-footed 15 (+5 armor)<br />

<strong>hp</strong> 28 (5 HD) <br />

<strong>Fort</strong> + 5, <strong>Ref</strong> + 1,  
<strong>Will</strong> + 1<br />

<strong>Speed</strong> 30 ft. (6 squares)</p>

<p><strong>Melee</strong><br />

+ 1 halberd + 9 (1d10+ 4/x3) or<br />

mwk longsword + 8 (1d8 + 2/19?20)</p>

<p><strong>Ranged</strong><br />

mwk light crossbow + 6 (1d8/19?20)</p>

<p><strong>Base Atk</strong> + 5; <br />

<strong>Grp</strong> + 7</p>

<p><strong>Abilities</strong> <br />

Str 15, Dex 10, Con 12, Int 10, Wis 10, Cha 8</p>

<p><strong>Feats</strong> Alertness, Improved Initiative, Weapon Focus  
(halberd)</p>

<strong>Skills</strong> Climb + 6, Intimidate + 4, Jump + 6, Listen + 3, Ride + 5,

<p>Spot + 3</p>

<p><strong>Possessions</strong> + 1 halberd, masterwork longsword, masterwork  
<br />

light crossbow with 10 bolts, + 1 chain shirt, guard tabard</p>

<p><strong>Nonhuman Soldiers</strong>: Remove 2 ranks each from Climb,  
Intimidate, Jump, and Ride (changing the modifier to Climb + 4, <br />

Intimidate + 2, Jump + 4, Ride + 3). Remove Improved Initiative (changing initiative modifier to +  
0).</p>

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<p>Back to <a href="/wikis/city-guards" class="wiki-page-link">City  
Guards</a></p></content>

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Male or female human warrior 10&lt;br /&gt;

LG, LN, LE, NG, or N Medium humanoid (human)&lt;br /&gt;

&lt;strong&gt;Init&lt;/strong&gt; + 4; &lt;br /&gt;

&lt;strong&gt;Senses&lt;/strong&gt; Listen + 4, Spot + 4&lt;br /&gt;

&lt;strong&gt;Languages&lt;/strong&gt; Common&lt;br /&gt;

&lt;strong&gt;AC&lt;/strong&gt; 17, touch 11, flat-footed 17 (+ 6 armor, + 1 deflection)&lt;br /&gt;

&lt;strong&gt;hp&lt;/strong&gt; 55 (10 HD) &lt;br /&gt;

&lt;strong&gt;Fort&lt;/strong&gt; + 8, &lt;strong&gt;Ref&lt;/strong&gt; + 3,

&lt;strong&gt;Will&lt;/strong&gt; + 3&lt;br /&gt;

&lt;strong&gt;Speed&lt;/strong&gt; 30 ft. (6 squares)&lt;p&gt;

&lt;p&gt;&lt;strong&gt;Melee&lt;/strong&gt; &lt;br /&gt;

halberd + 2 + 15/+ 10 (1d10 + 5/x3) or&lt;br /&gt;

mwk longsword + 8 (1d8+ 2/19?20) or&lt;p&gt;

&lt;p&gt;&lt;strong&gt;Ranged&lt;/strong&gt;&lt;br /&gt;

mwk light crossbow + 11 (1d8/19?20)&lt;p&gt;

&lt;p&gt;&lt;strong&gt;Base Atk&lt;/strong&gt; + 10; &lt;br /&gt;

&lt;strong&gt;Grp&lt;/strong&gt; + 12&lt;p&gt;

&lt;p&gt;&lt;strong&gt;Abilities&lt;/strong&gt;&lt;br /&gt;

Str 14, Dex 10, Con 12, Int 10, Wis 10, Cha 10&lt;p&gt;

&lt;p&gt;&lt;strong&gt;Feats&lt;/strong&gt;&lt;br /&gt;

Alertness, Improved Initiative, Quick Draw, Run, Weapon Focus (halberd)&lt;p&gt;



<p><strong>Skills</strong><br />

Climb + 9, Intimidate + 7, Jump + 9, Listen + 4, Ride +7 , Spot + 4</p>

<p><strong>Possessions</strong> <br />

+ 2 halberd, masterwork longsword, masterwork <br />

light crossbow with 10 bolts, + 2 chain shirt, ring of protection <br />

+ 1, guard tabard<br />

Nonhuman Veterans: Remove 3 ranks each from Climb, Intimi-<br />

date, and Jump; remove 4 ranks from Ride (changing the <br />

modifiers to Climb + 6, Intimidate + 4, Jump + 6, Ride + 3). <br />

Remove Improved Initiative (changing initiative modifier</p>

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<p>Back to <a href="/wikis/city-guards" class="wiki-page-link">City

Guards</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1647529</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/street-thugs</link>

<content gm\_only="true" format="html"><p><a href="/wikis/street-thug-rookie"

class="wiki-page-link">Street Thug Rookie</a></p>

<p><a href="/wikis/street-thug-soldier" class="wiki-page-link">Street Thug

Soldier</a></p>

<p><a href="/wikis/street-thug-veteran" class="wiki-page-link">Street Thug

Veteran</a></p>

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<p>Back to <a href="/wikis/cityscape-creatures" class="wiki-page-link">Cityscape

Creatures</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1647535</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/street-thug-rookie</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;CR&lt;/strong&gt; 1/2&lt;br /&gt;

Male or female human warrior 1&lt;br /&gt;

N, NE, CN, or CE.&lt;br /&gt;

Medium humanoid&lt;br /&gt;

&lt;strong&gt;Init&lt;/strong&gt; + 4;&lt;br /&gt;

&lt;strong&gt;Senses&lt;/strong&gt; Listen + 2, Spot + 2&lt;br /&gt;

&lt;strong&gt;Languages&lt;/strong&gt; Common&lt;br /&gt;

&lt;strong&gt;AC&lt;/strong&gt; 14, &lt;br /&gt;

touch 10&lt;br /&gt;

flat-footed 14 (+ 4 armor)&lt;br /&gt;

&lt;strong&gt;hp&lt;/strong&gt; 6 (1 HD)&lt;br /&gt;

&lt;strong&gt;Fort + 3, Ref + 0, Will + 0&lt;/strong&gt;&lt;br /&gt;

&lt;strong&gt;Speed&lt;/strong&gt; 30 ft. (6 squares)&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Attacks&lt;/strong&gt;&lt;br /&gt;

Melee greatclub + 2 (1d10+1×3) or&lt;br /&gt;

Melee longsword + 2 (1d8+ 1/19?20)&lt;/p&gt;

&lt;p&gt;Ranged light crossbow + 1 (1d8/19?20)&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Base Atk&lt;/strong&gt; + 2&lt;br /&gt;

&lt;strong&gt;Grp&lt;/strong&gt; + 2&lt;br /&gt;

&lt;strong&gt;Abilities Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Feats&lt;/strong&gt; Power Attack, Improved Initiative&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Skills&lt;/strong&gt; Climb + 2, Intimidate + 2, Jump + 2, Listen + 2, Ride + 3,

Spot + 2

**Possessions** longsword, greatclub, light crossbow, chain shirt

**Nonhuman Rookies**: Remove 1 rank each from Climb, Intimidate, Jump, and Ride (changing the modifiers to Climb + 1, Intimidate + 1, Jump + 1, Ride + 2). Remove Improved Initiative (changing initiative modifier to + 0).

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[https://mark-1.obsidianportal.com/wiki\\_pages/1647542](https://mark-1.obsidianportal.com/wiki_pages/1647542)

[https://mark-1.obsidianportal.com/wiki\\_pages/street-thug-soldier](https://mark-1.obsidianportal.com/wiki_pages/street-thug-soldier)

**CR** 4

Male or female human warrior

N, NE, CN, or CE

Medium humanoid

**Init** + 4

**Senses** Listen + 3, Spot + 3

**Languages** Common

**AC** 15, touch 10, flat-footed 15 (+5 armor)

**hp** 28 (5 HD)

**Fort** + 5, **Ref** + 1,

**Will** + 1

**Speed** 30 ft. (6 squares)

<p><strong>Melee</strong><br />

+ 1 greatclub + 9 (1d10+ 4/x3) or<br />

mwk longsword + 8 (1d8 + 2/19?20)</p>

<p><strong>Ranged</strong><br />

mwk light crossbow + 6 (1d8/19?20)</p>

<p><strong>Base Atk</strong> + 5; <br />

<strong>Grp</strong> + 7</p>

<p><strong>Abilities</strong> <br />

Str 15, Dex 10, Con 12, Int 10, Wis 10, Cha 8</p>

<p><strong>Feats</strong> Power Attack, Improved Initiative, Weapon Focus  
(greatclub)</p>

<strong>Skills</strong> Climb + 6, Intimidate + 4, Jump + 6, Listen + 3, Ride + 5,

<p>Spot + 3</p>

<p><strong>Possessions</strong> + 1 greatclub, masterwork longsword, masterwork  
<br />

light crossbow with 10 bolts, + 1 chain shirt,</p>

<p><strong>Nonhuman Soldiers</strong>: Remove 2 ranks each from Climb,  
Intimidate, Jump, and Ride (changing the modifier to Climb + 4, <br />

Intimidate + 2, Jump + 4, Ride + 3). Remove Improved Initiative (changing initiative modifier to +  
0).</p>

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<p>Back to <a href="/wikis/street-thugs" class="wiki-page-link">Street  
Thugs</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1647544</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/street-thug-veteran</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;CR&lt;/strong&gt; 9&lt;br /&gt;

Male or female human warrior 10&lt;br /&gt;

N, NE, CN, or CE&lt;br /&gt;

Medium humanoid (human)&lt;br /&gt;

&lt;strong&gt;Init&lt;/strong&gt; + 4; &lt;br /&gt;

&lt;strong&gt;Senses&lt;/strong&gt; Listen + 4, Spot + 4&lt;br /&gt;

&lt;strong&gt;Languages&lt;/strong&gt; Common&lt;br /&gt;

&lt;strong&gt;AC&lt;/strong&gt; 17, touch 11, flat-footed 17 (+ 6 armor, + 1 deflection)&lt;br /&gt;

&lt;strong&gt;hp&lt;/strong&gt; 55 (10 HD) &lt;br /&gt;

&lt;strong&gt;Fort&lt;/strong&gt; + 8, &lt;strong&gt;Ref&lt;/strong&gt; + 3,

&lt;strong&gt;Will&lt;/strong&gt; + 3&lt;br /&gt;

&lt;strong&gt;Speed&lt;/strong&gt; 30 ft. (6 squares)&lt;p&gt;

&lt;p&gt;&lt;strong&gt;Melee&lt;/strong&gt; &lt;br /&gt;

greatclub + 2 + 15/+ 10 (1d10 + 5/x3) or&lt;br /&gt;

mwk longsword + 8 (1d8+ 2/19?20) or&lt;p&gt;

&lt;p&gt;&lt;strong&gt;Ranged&lt;/strong&gt;&lt;br /&gt;

mwk light crossbow + 11 (1d8/19?20)&lt;p&gt;

&lt;p&gt;&lt;strong&gt;Base Atk&lt;/strong&gt; + 10; &lt;br /&gt;

&lt;strong&gt;Grp&lt;/strong&gt; + 12&lt;p&gt;

&lt;p&gt;&lt;strong&gt;Abilities&lt;/strong&gt;&lt;br /&gt;

Str 14, Dex 10, Con 12, Int 10, Wis 10, Cha 10&lt;p&gt;

&lt;p&gt;&lt;strong&gt;Feats&lt;/strong&gt;&lt;br /&gt;

Power Attack, Improved Initiative, Cleave, Improved Bull Rush, Weapon Focus (greatclub)&lt;p&gt;

&lt;p&gt;&lt;strong&gt;Skills&lt;/strong&gt;&lt;br /&gt;

Climb + 9, Intimidate + 7, Jump + 9, Listen + 4, Ride +7 , Spot + 4&lt;p&gt;

&lt;p&gt;&lt;strong&gt;Possessions&lt;/strong&gt; &lt;br /&gt;

+ 2 greatclub, masterwork longsword, masterwork light crossbow with 10 bolts, + 2 chain shirt, ring of protection + 1

Nonhuman Veterans: Remove 3 ranks each from Climb, Intimidate, and Jump; remove 4 ranks from Ride (changing the modifiers to Climb + 6, Intimidate + 4, Jump + 6, Ride + 3). Remove Improved Initiative (changing initiative modifier to +4)

Back to [Street Thugs](/wikis/street-thugs)

[https://mark-1.obsidianportal.com/wiki\\_pages/1647555](https://mark-1.obsidianportal.com/wiki_pages/1647555)

[https://mark-1.obsidianportal.com/wiki\\_pages/secret-cultists](https://mark-1.obsidianportal.com/wiki_pages/secret-cultists)

[https://mark-1.obsidianportal.com/wiki\\_pages/1647560](https://mark-1.obsidianportal.com/wiki_pages/1647560)

[https://mark-1.obsidianportal.com/wiki\\_pages/cult-initiate](https://mark-1.obsidianportal.com/wiki_pages/cult-initiate)

**CR 1/2**  
Male or female human adept 1  
Any alignment (but rarely good) Medium humanoid  
**Init** 0;  
**Senses** Listen + 1, Spot + 1  
**Languages** Common  
**AC** 10, touch 10, flat-footed 10; **Dodge**  
**hp** 4 (1 HD)  
**Fort** + 0, **Ref** + 0,

<strong>Will</strong> + 5<br />

<strong>Speed</strong> 30 ft. (6 squares)</p>

<p><strong>Melee</strong> <br />

club + 0 (1d6)</p>

<p><strong>Ranged</strong><br />

dart + 0 (1d4)<br />

Base Atk + 0; Grp + 0<br />

Combat Gear club, darts</p>

<p><strong>Adept Spells Prepared (CL 1st):</strong></p>

<p>\*1st\*<a href="/wikis/command" class="wiki-page-link">command</a> (DC 12),

<a href="/wikis/sleep" class="wiki-page-link">sleep</a> (DC 12)</p>

<p>\*0\*<a href="/wikis/detect-magic-0" class="wiki-page-link">detect magic</a>, <a

href="/wikis/ghost-sound" class="wiki-page-link">ghost sound</a> (DC 11), <a

href="/wikis/touch%20of%20fatigue/new" class="create-wiki-page-link">touch of fatigue</a>

(+0 <br />

melee touch, DC 11)</p>

<p><strong>Abilities</strong><br />

Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10</p>

<p><strong>Feats</strong><br />

Dodge, Iron Will<br />

Skills Concentration +3, Knowledge (local) +3, Knowledge (religion) +3, Spellcraft +3</p>

<p><strong>Possessions</strong><br />

club, 5 darts, holy symbol, elixir of hiding, elixir of sneaking, <a href="/wikis/potion%20of%20cure%20moderate%20wounds/new"

class="create-wiki-page-link">potion of cure moderate wounds</a></p>

<p>Nonhuman Cult Initiates: Remove all ranks in Knowledge (local); <br />

remove 1 rank from Concentration (changing the modifier to +2). Remove Iron Will (changing Will

save to +3).

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[https://mark-1.obsidianportal.com/wiki\\_pages/1647570](https://mark-1.obsidianportal.com/wiki_pages/1647570)

[https://mark-1.obsidianportal.com/wiki\\_pages/cult-member](https://mark-1.obsidianportal.com/wiki_pages/cult-member)

**CR** 4

Male or female human adept 5

Any alignment (but rarely good) Medium humanoid

**Init** 0;

**Senses** Listen + 3, Spot + 3

**Languages** Common, empathic link

**AC** 10, touch 10, flat-footed 10;

Dodge

**hp** 18 (5 HD)

**Fort** +1, **Ref** +1,

**Will** +9

**Speed** 30 ft. (6 squares)

**Melee** club +2 (1d6)

**Ranged** dart +2 (1d4)

**Base Atk** + 2;

**Grp** + 2

**Adept Spells Prepared (CL 5th)**

**2nd** [?a href="/wikis/invisibility-0"](/wikis/invisibility-0)



[Invisibility](/wikis/scorching-ray-0), [Scorching Ray](/wikis/scorching-ray-0)   
 (+2 ranged touch)   
  
[1st](/wikis/command-0) [Command](/wikis/command-0) (DC 14), [Cure Light Wounds](/wikis/cure-light-wounds-0), [Sleep](/wikis/sleep-0) (DC 14)   
  
[0](/wikis/detect-magic) [Detect Magic](/wikis/detect-magic), [Ghost Sound](/wikis/ghost-sound-0) (DC 13), [Touch of Fatigue](/wikis/touch-of-fatigue) (+0   
 melee touch, DC 13)   
  
**Abilities** Str 10, Dex 10, Con 10, Int 10, Wis 16, Cha 10   
  
**SQ** familiar, share spells   
  
**Feats** Alertness   
 (if familiar within 5 ft.; modifiers not included   
 in skills, below),   
 Deceptive Spell, Dodge, Iron Will   
  
**Skills**   
 Appraise +3, Concentration +6, Gather Information   
 +2, Knowledge (local) +6, Knowledge (religion) +6, Spellcraft +6   
  
**Possessions** club, 5 darts, holy symbol, periapt of Wisdom +2,   
  
[potion of cure moderate wounds](/wikis/potion%20of%20cure%20moderate%20wounds/new)   
  
**Nonhuman Cult Members:** Remove all ranks in Knowledge

(local); remove 1 rank from Concentration, changing the <br />

modifier to +5. Remove Iron Will (changing Will save <br />

to +7).</p>

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<p>Back to <a href="/wikis/secret-cultists" class="wiki-page-link">Secret Cultists</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1647577</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/cult-leader</link>

<content gm\_only="true" format="html"><p><strong>CR</strong> 9<br />

Male or female human adept 10<br />

Any alignment (but rarely good) Medium humanoid<br />

<strong>Init</strong> 0; <br />

<strong>Senses</strong> Listen + 3, Spot + 3<br />

<strong>Languages</strong> Common, empathic link<br />

<strong>AC</strong> 14, touch 11, flat-footed 14; Dodge<br />

(+ 3 armor, + 1 deflection)<br />

<strong>hp</strong> 35 (10 HD) <br />

<strong>Fort</strong> + 3, <strong>Ref</strong> + 3,

<strong>Will</strong> + 12<br />

<strong>Speed</strong> 30 ft. (6 squares)</p>

<p><strong>Melee</strong> <br />

club +5 (1d6)</p>

<p><strong>Ranged</strong><br />

dart +5 (1d4)</p>

<p><strong>Base Atk</strong> + 5; Grp + 5</p>

<p><strong>Adept Spells Prepared (CL 10th):</strong><br />

\*3rd\*<a href="/wikis/bestow%20curse/new" class="create-wiki-page-link">bestow  
curse</a> (DC 16), <a href="/wikis/lightning%20bolt/new" class="create-wiki-page-link">lightning bolt</a> (DC 16)</p>

<p><strong>2nd</strong> <a href="/wikis/invisibility" class="wiki-page-link">invisibility</a>,<br><a href="/wikis/scorching-ray" class="wiki-page-link">scorching ray</a> (+ 2 ranged touch), <a href="/wikis/web/new" class="create-wiki-page-link">web</a></p>

<p><strong>1st</strong> <a href="/wikis/command" class="wiki-page-link">command</a> (DC 14), <a href="/wikis/cure-light-wounds" class="wiki-page-link">cure light wounds</a>,<br>[[protection from <br>(appropriate alignment), <a href="/wikis/sleep" class="wiki-page-link">sleep</a> (DC 14)</p>

<p><strong>0</strong> <a href="/wikis/detect-magic-0" class="wiki-page-link">detect magic</a>,<br><a href="/wikis/ghost-sound" class="wiki-page-link">ghost sound</a> (DC 13), <a href="/wikis/touch%20of%20fatigue/new" class="create-wiki-page-link">touch of fatigue</a> (+ 0 <br>melee touch, DC 13)</p>

<p><strong>Abilities</strong><br />

Str 10, Dex 10, Con 10, Int 10, Wis 16, Cha 11</p>

<p><strong>SQ</strong> familiar, share spells</p>

<p><strong>Feats</strong> Alertness<br />

(if familiar within 5 ft.; modifiers not included <br />

in skills, below), Deceptive Spell, Dodge, Iron Will, Silent Spell, Still Spell</p>

<p><strong>Skills</strong> Appraise +3, Concentration +10, Gather Information <br>

/&gt;

+2, Knowledge (local) +10, Knowledge (religion) +10, Spellcraft +9&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Possessions&lt;/strong&gt; club, 5 darts, holy symbol, bracers of armor +3,

&lt;br /&gt;

ring of protection +1, periapt of Wisdom +2, &lt;a

href="/wikis/potion%20of%20cure%20moderate%20wounds/new"

class="create-wiki-page-link"&gt;potion of cure moderate wounds&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Nonhuman Cult Leaders: Remove all ranks in Knowledge &lt;br /&gt;

(local); remove 1 rank from each of the other skills (chang&lt;br /&gt;

ing the modifiers to Concentration +9, Knowledge [religion] &lt;br /&gt;

+9, Spellcraft +8). Remove Iron Will (changing Will save &lt;br /&gt;

to +10).&lt;br /&gt;

Note: While cult members and leaders are capable of calling &lt;br /&gt;

familiars, most choose not to. Being seen communing with an animal could give away their mystical abilities or cult affiliation.&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/secret-cultists" class="wiki-page-link"&gt;Secret Cultists&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1647584</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/thieves</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/sneak-thief" class="wiki-page-link"&gt;Sneak Thief&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/burgler" class="wiki-page-link"&gt;Burgler&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/master-thief" class="wiki-page-link"&gt;Master Thief&lt;/a&gt;&lt;/p&gt;

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<p>Back to <a href="/wikis/cityscape-creatures" class="wiki-page-link">Cityscape Creatures</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1647585</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sneak-thief</link>

<content gm\_only="true" format="html"><p><strong>CR</strong> 1<br />

Male or female human rogue 1<br />

N, NE, CN, or CE Medium humanoid<br />

<strong>Init</strong> + 5; <br />

<strong>Senses</strong> Listen + 2, Spot + 2<br />

<strong>Languages</strong> Common, Halfling<br />

<strong>AC</strong> 13, touch 11, flat-footed 12<br />

(+ 1 Dex, + 2 armor)<br />

<strong>hp</strong> 6 (1 HD) <br />

<strong>Fort</strong> + 0, <strong>Ref</strong> + 3, \*Wil\*I + 0<br />

<strong>Speed</strong> 30 ft. (6 squares)</p>

<p><strong>Melee</strong> <br />

short sword + 0 (1d6/19?20)</p>

<p><strong>Ranged</strong><br />

light crossbow + 1 (1d8/19?20)</p>

<p><strong>Base Atk</strong> + 0; <br />

<strong>Grp</strong> + 0<br />

<strong>Atk Options</strong> sneak attack + 1d6</p>

<p><strong>Abilities</strong><br />

Str 10, Dex 13, Con 10, Int 12, Wis 10, Cha 8

**SQ** trapfinding

**Feats** Improved Initiative, Stealthy

**Skills** Appraise + 3, Balance + 3, Bluff + 1, Climb + 2, Disable Device

+ 3, Escape Artist + 3, Forgery + 3, Gather Information +1, Hide

+5, Intimidate + 1, Jump + 2, Knowledge (local) + 3, Listen + 2,

Move Silently + 5, Open Lock +3, Search + 3, Sense Motive

+ 2, Sleight of Hand + 3, Spot + 2, Tumble + 3.

**Possessions** short sword, light crossbow with 20 bolts, leather armor, thieves' tools

**Nonhuman Sneak Thief**: Remove all ranks in Appraise and Sleight of Hand (changing the modifier to Appraise + 1,

because of Intelligence; Sleight of Hand becomes unusable because the character is untrained in it). Remove Improved

Initiative (changing Initiative modifier to + 1).

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1647624</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/burgler</link>

<content gm\_only="true" format="html">**CR**5  
Male or female human rogue 5

N, NE, CN, or CE Medium humanoid&lt;br /&gt;

&lt;strong&gt;Init&lt;/strong&gt; + 7; &lt;br /&gt;

&lt;strong&gt;Senses&lt;/strong&gt; Listen + 4, Spot + 4&lt;br /&gt;

&lt;strong&gt;Languages&lt;/strong&gt; Common, Halfling&lt;br /&gt;

&lt;strong&gt;AC&lt;/strong&gt; 15, touch 13, flat-footed 12; uncanny dodge (+3 Dex, +2 armor)&lt;br /&gt;

&lt;strong&gt;hp&lt;/strong&gt; 20 (5 HD)&lt;br /&gt;

Resist evasion&lt;br /&gt;

Fort +1, Ref +7, Will +1&lt;br /&gt;

Speed 30 ft. (6 squares)&lt;br /&gt;

Melee short sword +6 (1d6/19?20) &lt;br /&gt;

Ranged light crossbow +6 (1d8/19?20)&lt;br /&gt;

Base Atk +3; Grp +0&lt;br /&gt;

Atk Options sneak attack +3d6&lt;br /&gt;

Abilities Str 10, Dex 16, Con 10, Int 12, Wis 10, Cha 8&lt;br /&gt;

SQ trap? nding, trap sense +1&lt;br /&gt;

Feats Improved Initiative, Stealthy, Weapon Finesse&lt;br /&gt;

Skills Appraise +5, Balance +7, Bluff +3, Climb +4, Disable &lt;br /&gt;

Device +5, Escape Artist +7, Forgery +5, Gather Information &lt;br /&gt;

+3, Hide +9, Intimidate +3, Jump +4, Knowledge (local) +5, &lt;br /&gt;

Listen +4, Move Silently +9, Open Lock +7, Search +5, Sense &lt;br /&gt;

Motive +4, Sleight of Hand +7, Spot +4, Tumble +7.&lt;br /&gt;

Possessions short sword, light crossbow with 20 bolts, leather &lt;br /&gt;

armor, gloves of Dexterity +2 (4000 gp), thieves? tools&lt;/p&gt;

&lt;p&gt;Nonhuman Burglar: Remove all ranks in Appraise and Sleight &lt;br /&gt;

of Hand (changing the modi? er to Appraise +1, because of &lt;br /&gt;

Intelligence; Sleight of Hand becomes unusable because &lt;br /&gt;

the character is untrained in it). Remove Improved Initiative &lt;br /&gt;

(changing initiative modifier to +3).&lt;/p>

&lt;hr /&gt;

&lt;p>Back to &lt;a href="/wikis/thieves"

class="wiki-page-link"&gt;Thieves&lt;/a>&lt;/p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1647980</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/master-thief</link>

<content gm\_only="true" format="html">&lt;p>&lt;strong>CR&lt;/strong> 10&lt;br /&gt;

Male or female human rogue 10&lt;br /&gt;

N, NE, CN, or CE Medium humanoid&lt;br /&gt;

&lt;strong>Init&lt;/strong> + 6; Senses Listen + 6, Spot + 6&lt;br /&gt;

&lt;strong>Languages&lt;/strong> Common, Halfling&lt;br /&gt;

&lt;strong>AC&lt;/strong> 19, touch 13, flat-footed 16; Dodge, uncanny dodge, &lt;br /&gt;

improved uncanny dodge&lt;br /&gt;

(+ 3 Dex, + 6 armor)&lt;br /&gt;

&lt;strong>hp&lt;/strong> 38 (10 HD)&lt;br /&gt;

Resist evasion, improved evasion&lt;br /&gt;

&lt;strong>Fort&lt;/strong> + 3, &lt;strong>Ref&lt;/strong> + 10,

&lt;strong>Will&lt;/strong> + 3&lt;br /&gt;

&lt;strong>Speed&lt;/strong> 30 ft. (6 squares)&lt;/p>

&lt;p>&lt;strong>Melee&lt;/strong> mwk short sword &lt;ins>10&lt;/ins>5

(1d6/19?20)&lt;/p>

&lt;p>&lt;strong>Ranged&lt;/strong> mwk light crossbow +10 (1d8/19?20)&lt;/p>

&lt;p>&lt;strong>Base Atk&lt;/strong> + 7; &lt;br /&gt;



<strong>Grp</strong> + 0</p>

<p><strong>Atk Options</strong><br />

sneak attack + 5d6</p>

<p><strong>Abilities</strong><br />

Str 10, Dex 17, Con 10, Int 12, Wis 10, Cha 8</p>

<p><strong>SQ</strong><br />

trapfinding, trap sense + 2</p>

<p><strong>Feats</strong><br />

Dodge, Improved Initiative, Quick Draw, Stealthy, Weapon Finesse</p>

<p><strong>Skills</strong><br />

Appraise + 7, Balance + 11, Bluff + 5, Climb + 7, Diplomacy + 3, Disable Device + 8, Escape Artist + 10, Forgery + 7, Gather Information + 7, Hide + 12, Intimidate + 7, Jump <br />

+ 9, Knowledge (local) + 7, Listen + 6, Move Silently + 12, Open Lock + 12, Search + 8, Sense Motive + 6, Sleight of <br />

Hand + 12, Spot + 6, Tumble + 12, Use Rope + 3 (+ 5 with <br />

bindings).</p>

<p><strong>Possessions</strong> masterwork short sword, masterwork light crossbow with 20 bolts, +3 studded leather armor, gloves of <br />

dexterity +2, masterwork thieves' tools</p>

<p>Nonhuman Master Thief: Remove all ranks in Appraise and Sleight of Hand (changing the modifier to Appraise + 1, <br />

because of Intelligence; Sleight of Hand becomes unusable because the character is untrained in it).

Remove <br />

Quick Draw.</p>

<hr />

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class="wiki-page-link">Thieves</a></p></content>

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&lt;p&gt;Lesser Elder demon/ demigod&lt;/p&gt;

&lt;p&gt;Seen as a faceless shaman with a spear, long claws and a tail.&lt;/p&gt;

&lt;p&gt;Against civilization, particularly individualism. Humans are a part of nature as much as animals. Animals don&#8217;t strive to set themselves apart from one another. Civilization is a lie perpetrated by false gods who call themselves rulers and it only serves to sever man&#8217;s ties with the spirits of the ancestors.&lt;/p&gt;

&lt;p&gt;worshipped by primitive humans of &lt;a href="/wikis/avralor" class="wiki-page-link"&gt;Avralor&lt;/a&gt; during &lt;a href="/wikis/the-age-of-dreams" class="wiki-page-link"&gt;The Age of Dreams&lt;/a&gt;. Still actively worshipped among some of the more savage tribes dwelling in places where civilization hasn&#8217;t yet reached.&lt;/p&gt;

&lt;p&gt;The false gods must be executed. Their cities must be destroyed from within. Only then will mankind be saved from the shameful corruption and vanity they have learned to pursue.&lt;br /&gt;  
\_\_\_\_\_&lt;br /&gt;

Back to &lt;a href="/wikis/elder-gods" class="wiki-page-link"&gt;Elder Gods&lt;/a&gt;???&lt;a href="/wikis/the-cult-of-tsaag-nalta" class="wiki-page-link"&gt;The Cult of Tsaag-Nalta&lt;/a&gt;&lt;/p&gt;</content>

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City Records

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[https://mark-1.obsidianportal.com/wiki\\_pages/the-cult-of-tsaag-nalta-artifacts](https://mark-1.obsidianportal.com/wiki_pages/the-cult-of-tsaag-nalta-artifacts)

[COTN Artifacts](/wikis/cotn-artifacts)

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[leerstrom-estate](/wikis/leerstrom-estate)

[Leerstrom Estate](#)

[Nine Lives Gaming House](/wikis/nine-lives-gaming-house)

[COTN Victims](/wikis/cotn-victims)

[Sylvandale Sewers](/wikis/sylvandale-sewers)

[Bexley Estate](/wikis/bexley-estate)

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[Finding Unknown Victim Map](/wikis/uv-map)

[The Os Pythones Excavation](/wikis/the-os-pythones-excavation)

[Crimson Fangs Hideout](/wikis/crimson-fangs-hideout)

[Reed&#8217;s HQ](/wikis/Reed%27s%20HQ/new)

The Ritual

[The Cult of Tsaag-Nalta Hideout](/wikis/the-cult-of-tsaag-nalta-hideout)

[The Cult of Tsaag-Nalta Burial Mounds](/wikis/the-cult-of-tsaag-nalta-burial-mounds)

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[The Cult of Tsaag-Nalta](/wikis/the-cult-of-tsaag-nalta)

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&lt;p&gt;&lt;strong&gt;DC 10&lt;/strong&gt; the citizens of Sylvandale are frightened and growing increasingly angry with the authorities who can&#8217;t seem to stop the murders.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;DC 15&lt;/strong&gt; the murders all involve an execution style stab to the heart with a dagger, three slashes to the victim&#8217;s face (after death), and strange symbols painted around the body in the victim&#8217;s blood.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;DC 15&lt;/strong&gt; &lt;a href="/wikis/cotn-city-watch" class="wiki-page-link"&gt;Cotn City watch&lt;/a&gt;&lt;/p&gt;

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class="caps"&gt;COTN&lt;/span&gt; Victims&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;DC 20&lt;/strong&gt; The murders resemble those of the blood prophet of the old city about 60 years ago&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;DC 20&lt;/strong&gt; 1st someone was captured for the murders already.&lt;/p&gt;

&lt;p&gt;?They say he was a demon. Killed 3 guards before he was restrained.&lt;/p&gt;

&lt;p&gt;?Somehow committed suicide. The murders didn't stop.&lt;/p&gt;



<p><strong>DC 20</strong> The victims seem to be chosen at random</p>  
<p>DC20 general</p>  
<p>DC 22 1 or 2 specific facts</p>  
<p>1d3:</p>  
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<p>2 <a href="/wikis/victim-2-medyr-glasco" class="wiki-page-link">Victim 2 Medyr Glasco</a></p>  
<p>3 <a href="/wikis/victim-3-lideni-kithleigh" class="wiki-page-link">Victim 3 Lideni Kithleigh</a></p>  
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<p><a href="/characters/giliam-sone" class="wiki-content-link">Captain Giliam Sone</a></p>  
<p><a href="/characters/bromley-nine-lives" class="wiki-content-link">Bromley Nine Lives</a></p>  
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Pythones Excavation

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https://mark-1.obsidianportal.com/wiki\_pages/zythria

Theory: The Isles of Zythria were once the mountaintops of a more ancient continent

Theory: The isles of Zythria floated in the sky and were made of exotic rock with reverse gravity piled with earth above

Theory: Zythria was the first kingdom of men

[Regions](/wikis/zythrian-regions)

[Cities](/wikis/zythrian-cities)

[History](/wikis/zythrian-history)

[Names](http://www.fantasynamgenerators.com/phoenician-names.php#.WPzoN4b3aEc)

[Place Names](http://www.fantasynamgenerators.com/ancient-greek-town-names.php#.WPzppob3aEc)

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[Os Pythones Green Skull](/wikis/Os%20Pythones%20Green%20Skull/new)

[Halos the Deseerator](/characters/halos-the-deseerator)

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<https://forums.giantitp.com/showthread.php?384349-Dread-Necromancer-remake-PEACH>

<https://www.dndbeyond.com/subclasses/249855-dread-necromancer>

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can rebuke or command undead creatures by channeling negative energy through her  
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Player?s Handbook.</content>

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can rebuke or command undead creatures by channeling negative energy through her &lt;br /&gt;  
body. See the cleric class &lt;br /&gt;  
feature described on &lt;a  
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<p>Brindol: One of the largest settlements in the vale, Brindol is a prosperous farming community and caravan stopover located along the Dawn Way on the south bank of the Elsir River.  
<br />

Orchards of apple and pear trees follow the river's winding shores, while broad grain fields and farmlands surround the town for miles in all directions. Brindol is the home of Lord Kerden Jarmaath, and his small keep and the city walls are the only fortifications of note this side of Dennovar.</p>

<p>Brindol is the place where the folk of the vale attempt their stand against the Red Hand horde. The town's exterior walls are in poor repair, but Lord Jarmaath sets about improving them as

soon as word of the oncoming horde reaches him. The more  
time the heroes can buy, the better the town's defenses when the attack finally comes.

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Back to [Elsir Vale Settlements](/wikis/elsir-vale-settlements)

<id>https://mark-1.obsidianportal.com/wiki\_pages/1661369</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/brindol-stats</link>

<content gm\_only="true" format="html"><p><strong>Brindol</strong> (Small City):  
Conventional, nonstandard; AL NG, LE; <br />  
15,000 gp limit; Assets 6,300,000 gp; Population 8,400; Mixed (81% <br />  
human, 8% halfling, 5% dwarf, 3% half-orc, 2% gnome, 1% elf).<br />  
<strong>Authority Figures</strong>: Lord Kerden Jarmaath (NG male human <br />  
fighter 8), Lord of Brindol; Lady Verrasa Kaal (LE female human <br />  
rogue 9), leader of mercantile House Kaal, to whom everyone seems to owe money or favors. <br />  
<strong>Important Characters</strong>: Captain Lars Ulverth (LG male human fighter 7),  
leader of the Lion Guard; Immerstal the Red (CG male human wizard 9), foremost wizard of the  
town; Rillor Paln (NE male human rogue 11), master of the Black Knives, a gang of highwaymen  
and cutthroats based in Brindol and secretly allied with House Kaal; Eldremma Axenhaft (LN female  
dwarf fighter <br />  
4/rogue 3), a merchant and provisioner who hires mercenaries out as caravan guards; Shining  
Servant Tredora Goldenbrow (LG female aasimar cleric 8 of Pelor), most prominent cleric in  
town.</p><br /></content>

[Back to \[Brindol\]\(/wikis/brindol\)](/wikis/brindol)

[https://mark-1.obsidianportal.com/wiki\\_pages/1661439](https://mark-1.obsidianportal.com/wiki_pages/1661439)

[https://mark-1.obsidianportal.com/wiki\\_pages/adratha](https://mark-1.obsidianportal.com/wiki_pages/adratha)

**Demonyms**  
Adrathian

[http://fantasynamengenerators.com/hispanic\\_names.php#.V3CdKF\\_3anM](http://fantasynamengenerators.com/hispanic_names.php#.V3CdKF_3anM) Names

**Scale**: **Small Kingdom**

**Capital**:  
**Government**:  
Duke: El Hidalgo  
Knight: El Caballero

**Races**:  
**Religion**:  
**Military**:  
**Technology**:  
**Magic**:  
**Trade**:  
**Groups**: [Balarines de Sombra](/wikis/balarines-de-sombra), [Knights of Avralor](/wikis/knights-of-avralor), [the Old Order](/wikis/the-old-order)

[The Old Order](#)

[Geography](#)

[History](#)

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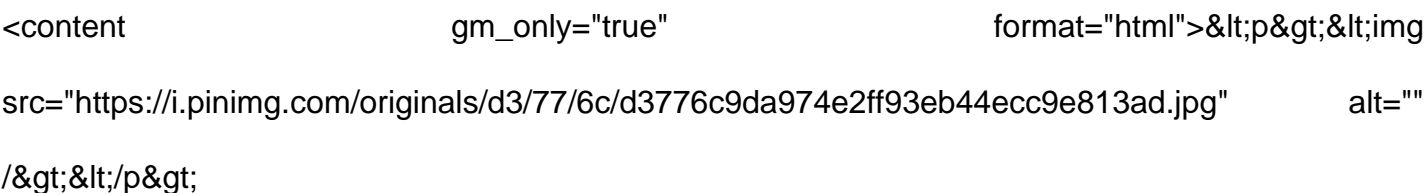
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[https://mark-1.obsidianportal.com/wiki\\_pages/brindol-map](https://mark-1.obsidianportal.com/wiki_pages/brindol-map)



1. [City Gates](#)

2. [The Stone Wyvern](#)

3. [Axenhaf Security](#)

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<p>19. <a href="/wikis/Haskinar%20Mansion/new" class="create-wiki-page-link">Haskinar Mansion</a></p>  
<p>20. <a href="/wikis/Brindol%20Cemetery/new" class="create-wiki-page-link">Brindol Cemetery</a></p>  
<p>21. <a href="/wikis/Brindol%20Temple%20of%20Ebarus/new" class="create-wiki-page-link">Temple of Ebarus</a></p>  
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<p>1. <a href="/wikis/the-black-sheep-inn" class="wiki-page-link">The Black Sheep Inn</a>???2. <a href="/wikis/heavens-gate" class="wiki-page-link">Heaven&#8217;s Gate</a>???3. <a href="/wikis/gaspar-family-estate" class="wiki-page-link">Gaspar Family Estate</a>???4. <a href="/wikis/endhome-governors-mansion" class="wiki-page-link">Governor&#8217;s Mansion</a></p><p>5. <a href="/wikis/the-pulanti-family-estate" class="wiki-page-link">Pulanti Family Estate</a>???6. <a href="/wikis/quinchino-family-estate" class="wiki-page-link">Quinchino Family Estate</a>???7. <a href="/wikis/endhome-temple-of-xuna" class="wiki-page-link">Temple of Xuna (vacant)</a>???8. <a href="/wikis/endhome-temple-of-hibus" class="wiki-page-link">Temple of Hibus</a></p><p>9. <a href="/wikis/endhome-temple-of-axion" class="wiki-page-link">Temple of Axion</a>???10. <a href="/wikis/the-lions-side-inn" class="wiki-page-link">The Lion&#8217;s Side Inn</a>???11. <a href="/wikis/endhome-the-trading-post" class="wiki-page-link">The Trading Post</a>???12. <a href="/wikis/the-ramshackle" class="wiki-page-link">The Ramshackle</a></p>



<p>13. <a href="/wikis/albins-armory" class="wiki-page-link">Albin&#8217;s Armory</a></p>  
<p>????????????????????????????????????<br />  
<a href="/wikis/endhome-the-city-gates" class="wiki-page-link">Trader&#8217;s Gate</a>??<a href="/wikis/endhome-government-district" class="wiki-page-link">Government District</a>??<a href="/wikis/endhome-the-northern-warehouses" class="wiki-page-link">Northern Warehouses</a>??<a href="/wikis/endhome-the-trading-district" class="wiki-page-link">Trading District</a></p>  
<p><a href="/wikis/Masino/new" class="create-wiki-page-link">Masino</a>??<a href="/wikis/endhome-the-wizards-academy" class="wiki-page-link">Wizard&#8217;s Academy</a>??<a href="/wikis/Artne%20Row/new" class="create-wiki-page-link">Artne Row</a>??<a href="/wikis/King%27s%20Gate/new" class="create-wiki-page-link">King&#8217;s Gate</a></p>  
<p><a href="/wikis/endhome-shantytown" class="wiki-page-link">Shantytown</a>??<a href="/wikis/endhome-fishing-village" class="wiki-page-link">Fishing Village</a>??<a href="/wikis/endhome-the-docks" class="wiki-page-link">Docks</a>??<a href="/wikis/the-nobles-district" class="wiki-page-link">Noble Estates</a></p>  
<p><a href="/wikis/Vesuna/new" class="create-wiki-page-link">Vesuna</a>??<a href="/wikis/southern-warehouses-and-slums" class="wiki-page-link">Southern Warehouses and Slums</a>??<a href="/wikis/Southwall/new" class="create-wiki-page-link">Southwall</a>??<a href="/wikis/endhome-the-bazaar" class="wiki-page-link">Bazaar</a></p>  
<p><a href="/wikis/Savarian%20Hill/new" class="create-wiki-page-link">Savarian Hill</a>??<a href="/wikis/endhome-the-barracks" class="wiki-page-link">Barracks</a>??<a href="/wikis/Salodurum/new" class="wiki-page-link">Salodurum</a></p>



and so on; these houses are the most predominant in the district. Lastly there are a few houses owned by very powerful individuals that deal only that merchant's goods.<br />

In addition to the trading houses, the Trading District is home to Endhome's two finest Inns (see below). No less than 3 patrols keep watch over this area at all times.</p>

<p><strong>NPCs</strong>:<a href="/wikis/ranlan-pool" class="wiki-page-link">Ranlan Pool</a> and <a href="/wikis/kilgore-spink" class="wiki-page-link">Kilgore Spink</a>,<a href="/wikis/lurton-and-amelia-gaspar" class="wiki-page-link">Lurton and Amelia Gaspar</a>,<a href="/wikis/fernando-quinchino" class="wiki-page-link">Fernando Quinchino</a>.<br />

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<a href="/wikis/the-black-sheep-inn" class="wiki-page-link">The Black Sheep Inn</a></p>

<p><a href="/wikis/heavens-gate" class="wiki-page-link">Heaven&#8217;s Gate</a></p>

<p><a href="/wikis/kilkarin-trading-house" class="wiki-page-link">Kilkarin Trading House</a></p>

<p>Temple</p>

<p>Magic Item Dealer (General)</p>

<p>Map Vendor</p>

<p>Cartographer</p>

<p>Stable</p>

<p>Veterinarian</p>

<p>Moneylender</p>

<p>Gambling Hall</p>

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<p>Back to <a href="/wikis/endhome-map" class="wiki-page-link">Endhome Map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1666638</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-black-sheep-inn</link>

<content gm\_only="true" format="html">&lt;p&gt;This swank inn is known for its massive wine cellar and popularity among the city?s wealthiest locals. The upper dining room serves a six-course meal every night for the cost of 4 gp per person, and includes a fish course, a game course, fresh oysters, and two desserts. Less extravagant fair can be had in the ?lower dining room? for 1 gp per person. This second dining area includes a 40-foot long bar from which all drinks are served in silver or crystal. Rooms here begin a 3 gp per person and go as high 10 gp per person in the King?s Suite. The Inn is run by the Gaspar Family (&lt;a href="/wikis/gaspar-family-estate" class="wiki-page-link"&gt;Gaspar Family Estate&lt;/a&gt;) and employs approximately 100 men and women.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;NPCs&lt;/strong&gt;: &lt;a href="/wikis/lurton-and-amelia-gaspar" class="wiki-page-link"&gt;Lurton and Amelia Gaspar&lt;/a&gt;, &lt;a href="/wikis/stylus-kant" class="wiki-page-link"&gt;Stylus Kant&lt;/a&gt;, &lt;a href="/wikis/ranlan-pool" class="wiki-page-link"&gt;Ranlan Pool&lt;/a&gt; and &lt;a href="/wikis/kilgore-spink" class="wiki-page-link"&gt;Kilgore Spink&lt;/a&gt;.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Adventures&lt;/strong&gt;: &lt;a href="/wikis/The%20Greentree%20Bandits/new" class="create-wiki-page-link"&gt;The Greentree Bandits&lt;/a&gt; (Fell Tarmick is spotted in dining room; see The Greentree Bandits in the Wilderness chapter).&lt;/p&gt;

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&lt;p&gt;Back to &lt;a href="/wikis/endhome-the-trading-district" class="wiki-page-link"&gt;The Trading District&lt;/a&gt;???&lt;a href="/wikis/endhome-map" class="wiki-page-link"&gt;Map&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/heavens-gate</link>

<content gm\_only="true" format="html">&lt;p&gt;As the grandiosity of the inn&#8217;s name suggests, Heaven's Gate provides the most opulent and decadent lodging on the continent. The inn of favor for the wealthiest merchants and traders as well visiting royalty, it boasts 40 rooms all complete four-poster, canopy beds, duck down pillows, fireplaces, and everburning candles. It's dining room serves its meals on the on the finest plates, and its chef is world renowned for his innovation and flair. Heaven's Gate employs its own private security force of 5 foot soldiers and 2 sergeants, though many of its privileged guests travel with one or two bodyguards of their own. Since many of the guests also travel with handmaids, squires, and other servants, there is a Servants House in a separate building. Rooms here start at 8 gp per&lt;br /&gt; person, and go all the way to 50 gp per night&lt;br /&gt; for the Emperor's Suite, which includes a maid&lt;br /&gt; to draw a bath, a bodyguard, and a four-course breakfast in bed. Heaven's Gate is owned by the Quinchino family and employs 150 men and women.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;NPCs&lt;/strong&gt;: &lt;a href="/wikis/fernando-quinchino" class="wiki-page-link"&gt;Fernando Quinchino&lt;/a&gt;, &lt;a href="/wikis/Phillipi%20Quinchino/new" class="create-wiki-page-link"&gt;Phillipi Quinchino&lt;/a&gt;,&lt;br /&gt;

&lt;a href="/wikis/stylus-kant" class="wiki-page-link"&gt;Stylus Kant&lt;/a&gt;, &lt;a href="/wikis/ranlan-pool" class="wiki-page-link"&gt;Ranlan Pool&lt;/a&gt; and &lt;a href="/wikis/kilgore-spink" class="wiki-page-link"&gt;Kilgore Spink&lt;/a&gt;.&lt;/p&gt;

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&lt;p&gt;Back to &lt;a href="/wikis/endhome-the-trading-district" class="wiki-page-link"&gt;The

Trading District[Map](/wikis/endhome-map)

[The Wererat Warren](/wikis/the-wererat-warren)

1st-3rd

[The Slaving Priestess](/wikis/the-slaving-priestess)

2nd-4th

[The Renegade Wizard](/wikis/the-renegade-wizard)

3rd-5th

[The Pulanti Estate](/wikis/the-pulanti-estate)

3rd-6th

[Finding Fenton](/wikis/finding-fenton)

Any

[The Lost Treasure Map](/wikis/the-lost-treasure-map)

Any

[Reward for the Greentree Bandits](/wikis/reward-for-the-greentree-bandits)

Any; climax for 3rd-5th

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[Endhome](#)

[https://mark-1.obsidianportal.com/wiki\\_pages/1667741](https://mark-1.obsidianportal.com/wiki_pages/1667741)

[https://mark-1.obsidianportal.com/wiki\\_pages/the-slaving-princess](https://mark-1.obsidianportal.com/wiki_pages/the-slaving-princess)

[The Slaving Priestess](#)

[The Slaving Priestess](#)

[https://mark-1.obsidianportal.com/wiki\\_pages/1667748](https://mark-1.obsidianportal.com/wiki_pages/1667748)

[https://mark-1.obsidianportal.com/wiki\\_pages/the-wererat-warren](https://mark-1.obsidianportal.com/wiki_pages/the-wererat-warren)

[Background](#)

[Background](#)

[Background](#)

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[Adventure Hooks](#)

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[How to Run](#)

[The Players](#)

[The Players](#)

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Back to <a href="/wikis/adventures-in-endhome" class="wiki-page-link">Adventures in Endhome</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1667755</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-the-wererat-warren-background</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1667780</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-the-wererat-warren-adventure-hooks</link>

<content gm\_only="true" format="html"><p><strong>Gather info DC 10</strong> in slums: people are very careful going out at night. More and more people are vanishing.</p><p><a href="/wikis/endhome-the-temple-of-st-cuthbert" class="wiki-page-link">The Temple of St. Cuthbert</a></p>

<p><a href="/wikis/kilkarins-missing-person-poster" class="wiki-page-link">Kilkarins Missing Person Poster</a></p>

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<p>Back to <a href="/wikis/the-wererat-warren" class="wiki-page-link">The Wererat Warren</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1669554</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/endhome-government-district</link>

<content gm\_only="true" format="html"><table>



&lt;tr&gt;

&lt;td&gt;First Impression: Robed bureaucrats scurry from appointment to appointment, and nobles travel with their retinues. The main building is a stately structure with plenty of statuary and inscriptions.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;&lt;a href="/wikis/civic-district" class="wiki-page-link"&gt;Civic District&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Technically, Endhome is a Republic. The governmental body is made up of 50 senators and one governor. Every six years the senators vote to either allow the current governor to continue another term, or to replace him, in which case they elect one of their members to the governor's seat. Governors are rarely unseated, however, since the governor gets to decide who fills senatorial seats when they come empty. Over the years, however, governors have been particularly inept or the senate particularly restless, and a "coup" as they are always referred, occurs. The crossshaped building in the northeast of the district is the senate itself; the smaller buildings surrounding it house the hundreds of bureaucrats who process requests for permits and generally seek to maintain the smooth, money-making operation that is Endhome. Because of the high concentration of both nobility and wealth (all collected taxes are brought here) an elite guard is permanently stationed in the Government District. This guard consists of 20 elite foot soldiers (treat as sergeants), a captain (Nearwell), a 6th-level sorcerer (for his magic&lt;br /&gt;missiles and fireballs), and a 5th level priest (for&lt;br /&gt;his healing ability). Nearwell is fiercely loyal to the senate and absolutely incorruptible.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;NPCs&lt;/strong&gt;:&lt;a href="/wikis/nearwell" class="wiki-page-link"&gt;Nearwell&lt;/a&gt;, &lt;a href="/wikis/ranlan-pool" class="wiki-page-link"&gt;Ranlan Pool&lt;/a&gt; and &lt;a href="/wikis/kilgore-spink" class="wiki-page-link"&gt;Kilgore Spink&lt;/a&gt;,&lt;br /&gt;&lt;a href="/wikis/stylus-kant" class="wiki-page-link"&gt;Stylus Kant&lt;/a&gt;.&lt;/p&gt;

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[https://mark-1.obsidianportal.com/wiki\\_pages/endhome-the-city-gates](https://mark-1.obsidianportal.com/wiki_pages/endhome-the-city-gates)

All three city gates, known, simply, as the North, South, and West gates, are more or less identical: Stout, iron bound double doors capable of being closed and barred at a moment's notice, and manned by 2 foot soldiers. Caravans must pay an entrance tax of 1 gp per cart, or 3 sp per beast of burden.

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[https://mark-1.obsidianportal.com/wiki\\_pages/1669558](https://mark-1.obsidianportal.com/wiki_pages/1669558)

[https://mark-1.obsidianportal.com/wiki\\_pages/endhome-the-barracks](https://mark-1.obsidianportal.com/wiki_pages/endhome-the-barracks)

[https://mark-1.obsidianportal.com/wiki\\_pages/1669559](https://mark-1.obsidianportal.com/wiki_pages/1669559)

[https://mark-1.obsidianportal.com/wiki\\_pages/endhome-the-wizards-academy](https://mark-1.obsidianportal.com/wiki_pages/endhome-the-wizards-academy)

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;The massive warehouses that&lt;br /&gt;

give this district its name dominate the landscape. The streets are devoid of life except for the occasional delivery wagon and the guards who stand watch at some warehouse doors.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;&lt;a href="/wikis/warehouse-district" class="wiki-page-link"&gt;Warehouse district&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;With all the trade and shipping that goes on in Endhome, warehouses are necessary to store the goods to be sold in the local markets. Some of the warehouses are owned entirely by one merchant, and some are divided between several. All the warehouses are guarded by one or two foot soldiers, and one patrol is always on duty in this district.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;NPCs&lt;/strong&gt;: &lt;a href="/wikis/father-beamus" class="wiki-page-link"&gt;Father Beamus&lt;/a&gt;, &lt;a href="/wikis/elan-kanto" class="wiki-page-link"&gt;Elan Kanto&lt;/a&gt;.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Adventures&lt;/strong&gt;: &lt;a href="/wikis/the-slaving-priestess" class="wiki-page-link"&gt;The Slaving Priestess&lt;/a&gt; (the PCs spot Elan Kanto ?helping? the homeless).&lt;/p&gt;

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&lt;p&gt;Back to &lt;a href="/wikis/endhome-map" class="wiki-page-link"&gt;Map&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/southern-warehouses-and-slums</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/the-ramshackle</link>

<content gm\_only="true" format="html">&lt;p&gt;This flophouse is no place for the thin-skinned&lt;br /&gt;

or genteel. The proprietor, Treebok (Male Human Com4, Str 16, Atk &lt;ins&gt;5 melee [1d6&lt;/ins&gt;3, club]) sells mutton stew, rum, and hard cider-nothing else. There is a communal sleeping area upstairs where a traveler or sailor can throw his blanket for a night at the cost of 2 sp. Arguments, fights, and all-out brawls are commonplace here, as both the sailors from the docks, as well as the roughnecks from the slums come to the Ramshackle to rid&lt;br /&gt; themselves of what few coppers they have pieced&lt;br /&gt; together.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;NPCs&lt;/strong&gt;: &lt;a href="/wikis/The%20Evil%20Adventuring%20Party/new" class="create-wiki-page-link"&gt;The Evil Adventuring Party&lt;/a&gt;. &lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Adventures&lt;/strong&gt;: &lt;a href="/wikis/the-lost-treasure-map" class="wiki-page-link"&gt;The Lost Treasure Map&lt;/a&gt; (The PCs&lt;br /&gt; discover the treasure map in a loose floorboard).&lt;/p&gt;

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<p>Back to <a href="/wikis/endhome-map" class="wiki-page-link">Map</a>???<a href="/wikis/southern-warehouses-and-slums" class="wiki-page-link">Southern Warehouses and Slums</a></p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/joramy</link>

<content gm\_only="true" format="html"><p>Joramy<br />

Lesser goddess (Neutral)<br />

Known as The Shrew, Joramy is known for her fiery temper. Her clerics are fierce debaters who urge their followers to <br />

take action and never back down from a struggle. Those who <br />

live near volcanoes engage in all manner of sacrifices and rites to appease Joramy's anger.<br />

Portfolio: Volcanoes, wrath.<br />

Domains: Competition\*, Destruction, Fire, War.<br />

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Back to <a href="/wikis/Standard%20Pantheon/new" class="create-wiki-page-link">Standard Pantheon</a></p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/leerstrom-time-clue</link>

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&lt;p&gt;Back to &lt;a href="/characters/thamas-leerstrom" class="wiki-content-link"&gt;Thamas Leerstrom&lt;/a&gt;&lt;/p&gt;</content>

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&lt;p&gt;&lt;a href="/wikis/leerstrom-time-clue" class="wiki-page-link"&gt;Leerstrom Time Clue&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/leerstrom-place-clue</link>

<content gm\_only="true" format="html"&gt;&lt;p&gt;Ritual will most likely be conducted at either the place where LaCroix ended his life: &lt;a href="/wikis/Cult%20HQ/new" class="create-wiki-page-link"&gt;Cult HQ&lt;/a&gt; or the place where he received his first vision: &lt;a href="/wikis/cotn-burial-mounds" class="wiki-page-link"&gt;&lt;span class="caps"&gt;COTN&lt;/span&gt; Burial Mounds&lt;/a&gt;&lt;/p&gt;  
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&lt;p&gt;Back to &lt;a href="/characters/thamas-leerstrom" class="wiki-content-link"&gt;Thamas Leerstrom&lt;/a&gt;&lt;/p&gt;</content>

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[The Elori](/wikis/the-elori). They are believed by some to have descended from the fey of the forests. They tame the primeval forests. They destroy the last monstrous civilizations inhabiting the fertile lands allowing. They are aloof toward the other races of good. Over time, some groups migrate southward. The elves of each region evolve differently.

[The Elori](/wikis/the-elori) who remained in the north become known as [The Ennore](/wikis/the-ennore). They inhabit the northern plains, grasslands, and forests. They dwell in wondrous cities of magically shaped stone.

[The Elori](/wikis/the-elori) who went southward become dominant in the lower lands and form an empire known as [Ilallia](/wikis/the-ilallia). This empire so stable and unchanging that some of the gods fear the reemergence of Chaos. They cause the offspring of these elves to have varying appearances. The haughty ruling class called [The Nylren](/wikis/the-nylren) become so separate and elitist that they are soon opposed in a series of revolutionary wars known as the [Wars of Exclusion](/wikis/wars-of-exclusion). These wars drag out over two thousand years. Magical weapons of remarkable power were created at this time in a massive arms race between the warring Elven kingdoms. Eventually, [The Nylren](/wikis/the-nylren) are overthrown. Those who escape are hunted. Some escape to far-off lands. These are known as [The Nyathar](/wikis/the-nyathar). Others go into hiding deep underground. There they continue to grow darker in appearance and more evil at heart. These dark elves are now known as [The Drow](/wikis/maleatha).

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Back to [Elven](/wikis/elven-history)

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<p><a href="/wikis/the-andar" class="wiki-page-link">The Andar</a> form the first civilization in the still habitable north.</p>

<p><a href="/wikis/the-nabak" class="wiki-page-link">The Nabak</a> in the jungles that once dominated the southern lands. Maintain a primitive lifestyle. Later, they are joined or conquered by waves of <a href="/wikis/obrec" class="wiki-page-link">Obrec</a> migrating south.</p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1690874</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ope-story</link>

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[3. Supply Rooms](/wikis/OPE%203/new)

[https://mark-1.obsidianportal.com/wiki\\_pages/1695645](https://mark-1.obsidianportal.com/wiki_pages/1695645)

[https://mark-1.obsidianportal.com/wiki\\_pages/dornwich-keep](https://mark-1.obsidianportal.com/wiki_pages/dornwich-keep)

[https://mark-1.obsidianportal.com/wiki\\_pages/1695714](https://mark-1.obsidianportal.com/wiki_pages/1695714)

[https://mark-1.obsidianportal.com/wiki\\_pages/giant-owl](https://mark-1.obsidianportal.com/wiki_pages/giant-owl)

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?woodsmen (lumberjacks, hunters, etc&#8230;) complain of a demon attacking from above in a certain stretch of woods/forest

?town Druid/ranger has gone missing. \_\_\_\_ offers reward for clearing woods/forest

?Exploring woods/forest PCs find cave w/ skeleton visible within? Displacer beasts

?PCs find dead giant owl and three dead men. The remains have been picked mostly clean by scavengers. The men were armed with hunting bows and killed by great slashing wounds. The owl had several arrows stuck in it.

? [Search](/wikis/search) DC ?>: human tracks leading (direction)

?after PCs move on, they are attacked by [itrax](/wikis/itrax). He has two broken off arrow shafts in him.

?Knowledge Nature DC 15: giant owls can speak

\_\_\_\_

?&quot;We fought them but there were too many. They killed Soretha. They took our young . I

could not move to stop them.&quot;&lt;/p>  
&lt;p>?They were&#8230; man&#8230; things like you. I returned from my hunt when I heard her call for help. We fought them together for a moment before she was struck down. I was hit by these and I fell to the ground. When I awoke, she was&#8230;gone. I could not hear our young. More man things come. I fight them off. I will live as we have always lived. I will kill man things. But&#8230;you&#8230; you have been kind to me. I do not understand&#8230;&lt;br />  
\_\_\_\_\_&lt;br />

If PCs heal him, &lt;a href="/wikis/itrax" class="wiki-page-link"&gt;itrax&lt;/a> will join them to attack the hunters&lt;/p>

&lt;p>&lt;a href="/wikis/hunter-camp" class="wiki-page-link"&gt;Hunter Camp&lt;/a>&lt;/p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1696321</id>

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"wiki":http://www.dandwiki.com/wiki/SRD:Giant\_Owl

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Back to [[Giant Owl]]</content>

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`<link>https://mark-1.obsidianportal.com/wiki_pages/hunter-camp</link>`

`<content gm_only="false" format="textile">"Warrior":http://www.dandwiki.com/wiki/SRD:Human</content>`

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`<link>https://mark-1.obsidianportal.com/wiki_pages/the-nobles-district</link>`

`<content gm_only="true" format="html">&lt;table&gt;&lt;tr&gt;&lt;td&gt;This district is quieter and cleaner than the rest of the city. Servants scurry about on their errands, and nobles travel by carriage to call on their genteel counterparts.&lt;/td&gt;&lt;/tr&gt;</content>`

</table>

<p><a href="/wikis/noble-estates" class="wiki-page-link">Noble estates</a></p>

<p>13. <a href="/wikis/gaspar-family-estate" class="wiki-page-link">Gaspar Family Estate</a></p>

<p>14. <a href="/wikis/endhome-governors-mansion" class="wiki-page-link">Governor&#8217;s Mansion</a></p>

<p>15. <a href="/wikis/the-pulanti-family-estate" class="wiki-page-link">The Pulanti Family Estate</a></p>

<p>16. <a href="/wikis/quinchino-family-estate" class="wiki-page-link">Quinchino Family Estate</a></p>

<hr />

<p>Back to <a href="/wikis/endhome-map" class="wiki-page-link">Map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1699847</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/endhome-fishing-village</link>

<content gm\_only="true" format="html"><table>

<tr>

<td>The smell of fish hangs heavily in the air here, mingled with the tang of saltwater and sea air. Rough-looking sailors lurch from ship to pier to tavern.</td>

</tr>

</table>

<p><a href="/wikis/anglers-wharf" class="wiki-page-link">Anglers wharf</a></p>

<p>?Village? is a kind title for this little collection of driftwood shacks and mud huts. Most of the<br />



fishermen who work the river from this spot catch<br />  
just enough to support themselves and their families. Those that do particularly well attempt to sell  
their surplus in town.</p>  
<hr />  
<p>Back to <a href="/wikis/endhome-map" class="wiki-page-link">Map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1699848</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/endhome-shantytown</link>

<content gm\_only="true" format="html"><table>  
<tr>  
<td>Lean-tos, smoky fires, and makeshift hovels crowd in among the debris and rubble of the  
dirty, destitute streets.</td>  
</tr>  
</table>  
<p><a href="/wikis/shantytown" class="wiki-page-link">Shantytown</a></p>  
<p>The poorest of the regions poor squat in this<br />  
pathetic assemblage of lean-tos and shacks made from broken boards and other refuse. Death and  
disease are commonplace here, as are murder and famine. Many of shantytown residents beg along  
King's Road from the merchants going in and out of Endhome. If their numbers grow too large and  
obtrusive, however, a patrol is sent out to break up the group. Shantytown has been growing of late,  
and is a great concern to the current governor.</p>  
<p><strong>NPCs</strong>: <a href="/wikis/elan-kanto" class="wiki-page-link">Elan Kanto</a>, <a href="/wikis/durgan-procuro" class="wiki-page-link">Durgan Procuro</a>.</p>

[Adventures](/wikis/the-slaving-priestess): [The Slaving Priestess](/wikis/the-slaving-priestess) (The PCs spy Elan Kanto and Durgan looking for some lost souls).

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[Back to Map](/wikis/endhome-map)

[https://mark-1.obsidianportal.com/wiki\\_pages/1699942](https://mark-1.obsidianportal.com/wiki_pages/1699942)

[https://mark-1.obsidianportal.com/wiki\\_pages/albins-armory](https://mark-1.obsidianportal.com/wiki_pages/albins-armory)

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[https://mark-1.obsidianportal.com/wiki\\_pages/kilkarins-missing-person-poster](https://mark-1.obsidianportal.com/wiki_pages/kilkarins-missing-person-poster)

gm\_only="true" format="html" Reward 400 gold

For the whereabouts of Cenfus Kilkarin

&lt;p&gt;Last seen in Southern Slums/Warehouse district&lt;/p&gt;

&lt;p&gt;Kilkarin Trading House&lt;br /&gt;

\_\_\_\_\_&lt;br /&gt;

Back to &lt;a href="/wikis/the-the-wererat-warren-adventure-hooks" class="wiki-page-link"&gt;The

The Wererat Warren Adventure Hooks&lt;/a&gt;&amp;#8212;&lt;a

href="/wikis/kilkarin-trading-house" class="wiki-page-link"&gt;Kilkarin Trading

House&lt;/a&gt;&lt;/p&gt;&lt;/content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1703541</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/kilkarin-trading-house</link>

<content gm\_only="true" format="html">&lt;p&gt;Kilkarin Trading House (The Trading District)&lt;/p&gt;

&lt;p&gt;You find your way to one of the smaller trading houses in the district. Inside, there are tables and stalls, each with a merchant. Some groups of men stroll from table to table, others stand listening to enthusiastic descriptions of goods. Hand crafted furniture, lamp oil, exotic rugs, etc&amp;#8230;&lt;/p&gt;

&lt;p&gt;Asking around, PCs are pointed in the direction of the Kilkarins&lt;/p&gt;

&lt;p&gt;Making your way through the haggling and sales pitches, you find your way to the far wall. All the tables in this section are covered in samples of cut stone tiles varying in shade, shape, and size. Merchants man each table. Two are currently engaged in business with would be customers. One group of potential buyers looks to be nobility, judging from their dress. The merchant talking with them is being backed up by a tall, lanky man dressed in fine garments. Not as fancy as those of the nobles, but far more expensive looking than that of the other merchants. He is smiling and he appears to be interjecting bits here and there into what the lesser merchant is explaining. He appears to be very well spoken.&lt;/p&gt;

&lt;p&gt;Godefrid&#8217;s smile instantly drops. But only for a moment. It returns as he turns back to the nobles. &#8220;I beg your forgiveness my friends. I have a matter to attend to which cannot wait. I will leave you in the capable hands of this good man. I trust he can handle the final details of our transaction.&#8221; To you he gestures to a door in the back wall. &#8220;Please. This way&#8221;&lt;/p&gt;

&lt;p&gt;You are lead through a room with several clerks at desks writing and sorting through parchment. &lt;br /&gt;

Talking to one of them is a finely dressed man. He is clearly related to Godefrid, though not as tall, and with a medium build. Godefrid says &#8220;Brother. The reward&#8221; and gestures toward you. &lt;br /&gt;

Aelwin looks at Godefrid for just a moment. Then realization hits him and he looks at you. You see a severity briefly come across his features as he appears to size you up. He turns to an idle servant nearby. &quot;You. Fetch Maeric. Tell him the shipment can wait. It&#8217;s about the reward &quot;. He speaks with natural authority.&lt;/p&gt;

&lt;p&gt;Small sitting room upstairs. Sparse but fine decorations. A hearth of dark stone masterfully inlaid with dark blue and green tiles forming a symmetrical patterns. You sit at a round table Aelwin is quiet and appears troubled&lt;/p&gt;

&lt;p&gt;Godefrid: our younger brother will be with us shortly. Ah! Forgive me. This is my eldest brother Aelwin. I am Godefrid. Our younger brother Maerec will be will be joining us shortly. &lt;br /&gt;

And you are?&lt;/p&gt;

&lt;p&gt;May I offer you any refreshments?&lt;/p&gt;

&lt;p&gt;Are you mercenaries?&lt;/p&gt;

&lt;p&gt;After an awkward silence you hear fast, heavy &lt;br /&gt;  
footsteps approaching.&lt;/p&gt;

&lt;p&gt;Godefrid: Maerec..&lt;/p&gt;

&lt;p&gt;You all jump as a burly man bursts into the room and looks from you to the brothers then

back to you. &#8220;You&#8217;re here to search for our brother?&#8221;&lt;/p>  
&lt;p>Of the three brothers, Maeric&#8217;s family resemblance is the hardest to see. He appears to have taken after a different family member than the other two. He is shorter than both but powerfully built with hairy arms. His features are more crude than the others, his mannerisms more exaggerated. But you can see the same confidence in his eyes.&lt;/p>

&lt;p>&#8220;Good. good.&#8221; He turns to Aelwin. &#8220;You see? These are no common street thugs, that much is obvious.&#8221;&lt;/p>

&lt;p>Aelwin responds: &#8220;Good. It&#8217;ll likely take far more than street thugs to get to the bottom of this&#8221; to you he says &#8220;no offense&#8221; then back to Maeric: &quot;they are as likely to find him face down in a gutter&lt;/p>

&lt;p>Tile merchants&lt;/p>

&lt;p>Patriarch:&lt;br /&gt;

Albion Kilkarin&lt;br /&gt;

A reclusive artist and philosopher who applied pleasing yet simple aesthetics to tile design. Family had risen in prominence due to his work on several monuments and memorials around Endhome&lt;/p>

&lt;p>Brothers:&lt;/p>

&lt;p>Aelwin&lt;/p>

&lt;p>Average build. Commanding&lt;br /&gt;

Piercing eyes, quiet, greedy&lt;/p>

&lt;p>Leader&lt;br /&gt;

coordinates carding and trading&lt;/p>

&lt;p>Disliked Cenfus. Felt he would&#8217;ve taxed the family&#8217;s resources.

May grumble over the size of the reward, but grudgingly allows it&lt;/p>

&lt;p>Maerec&lt;/p>

&lt;p>Burly, hairy arms&lt;br /&gt;

gung-ho&lt;/p>

&lt;p&gt;Head crafter Favored by Albion&lt;/p&gt;

&lt;p&gt;Figures Cenfus is dead. Angry over the &lt;br /&gt;

disappearance. Feels Cenfus would&#8217;ve turned out just fine. Very happy to share info and give reward. Chastises Aelwin&#8217;s greed. Offers to throw in an extra hundred gold if the PCs bring proof that they have exacted revenge on whoever is responsible.&lt;/p&gt;

&lt;p&gt;Godefrid&lt;/p&gt;

&lt;p&gt;Tall, lanky&lt;br /&gt;

Polished, well-spoken&lt;br /&gt;

Devout worshipper of Joramy.&lt;/p&gt;

&lt;p&gt;Oversees trade&lt;/p&gt;

&lt;p&gt;Very critical of Cenfus&#8217;s conduct. Feels that Cenfus should have fought his problems and that his drunkenness was a cowardly response. Acts like he was a lost cause, though PCs can just tell that he is just covering up his frustration&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/endhome-the-trading-district" class="wiki-page-link"&gt;The Trading District&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1703567</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-wererat-warren-note</link>

<content gm\_only="true" format="html">&lt;p&gt;Tousice, &lt;br /&gt;

We must urge you to take greater care in choosing who you bring to us. One of the recent batch was a member of an up an coming merchant family. They have stirred up considerable attention including missing persons posters throughout the city. We understand that he was a drunkard and likely appeared to be a common street urchin. We are quite comfortable with the present arrangement, so we urge you to proceed with great discretion.&lt;/p&gt;

&lt;p&gt;T&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/the-wererat-warren" class="wiki-page-link"&gt;The Wererat Warren&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/nine-lives-gaming-house-npcs</link>

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&lt;p&gt;&lt;a href="/characters/mariel" class="wiki-content-link"&gt;Mariel&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/characters/reed-the-con" class="wiki-content-link"&gt;Reed the Con&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/characters/thorndyke" class="wiki-content-link"&gt;Thorndyke&lt;/a&gt;&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/nine-lives-gaming-house" class="wiki-page-link"&gt;Nine Lives Gaming House&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/boardgames</link>

<content gm\_only="true" format="html">&lt;p&gt;Main skill: knowledge: history&lt;/p&gt;

&lt;p&gt;Secondary skills: Bluff, Sense Motive, Spot&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/games-of-skill" class="wiki-page-link"&gt;Games of

Skill

[https://mark-1.obsidianportal.com/wiki\\_pages/1706588](https://mark-1.obsidianportal.com/wiki_pages/1706588)

[https://mark-1.obsidianportal.com/wiki\\_pages/dice](https://mark-1.obsidianportal.com/wiki_pages/dice)

<content gm\_only="true" format="html"><p>Learn the basics. Regular street craps is played with two dice, which are used by a single player in each game, though the game can be played by any number of onlookers.</p>

<p>?Players will first roll the dice to determine who will roll for that particular game, and then all the participants will place bets on whether or not the person rolling will &#8220;pass&#8221; on the first roll (by rolling a 7 or 11), or &#8220;crap out&#8221; (by rolling a 2, 3, or a 12). If one of those values is reached on the first roll, the game is over and the bets are distributed accordingly.</p>

<p>?The player shooting the dice is the first to bet and the other players must at least match his bet before the game can continue. If the bet cannot be matched, the shooter can either lower the bet to accommodate the other players, or handicap the odds. Once the shooter&#8217;s bet has been matched, the other players may place side bets.</p>

<p>Learn the rules of the point. If the shooter neither passes nor craps out on the first roll, then the number rolled becomes the &#8220;point.&#8221; Now, the only two values that matter on the roll are that point value and 7.</p>

<p>?The player must continue rolling until either the point or 7 is reached. All bets that the shooter would &#8220;pass&#8221; are now bets that the shooter will re-roll the value of the point before rolling a 7, and all bets to the contrary are bets that 7 will be rolled first.</p>

<p>?If the game goes to point, as soon as the shooter rolls the point or 7, the game is over and the bets are awarded accordingly.</p>

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<p>Back to <a href="/wikis/games-of-chance" class="wiki-page-link">Games of Chance</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1707779</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/cloughs-gold-and-silver</link>

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Back to <a href="/wikis/sylvandale-tannery-district" class="wiki-page-link">Tannery District</a>&#8212;<a href="/wikis/sylvandale-services-poor" class="wiki-page-link">Sylvandale Services (Poor)</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1708003</id>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1708271</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/transport</link>

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!http://gallery.burrowowl.net/index.php?q=/image/30875.jpeg!

!http://www.dnd-wiki.org/w/images/a/a1/03\_Stormwrack\_150\_ppi\_vmn20.jpg!

Table: Transport

Item	Cost	Weight
[[Carriage]]	100 gp	600 lb.
[[Cart]]	15 gp	200 lb.
[[Galley]]	30,000 gp	?
[[Keelboat]]	3,000 gp	?
[[Longship]]	10,000 gp	?
[[Rowboat]]	50 gp	100 lb.
[[Oar]]	2 gp	10 lb.
[[Sailing ship]]	10,000 gp	?
[[Sled]]	20 gp	300 lb.
[[Wagon]]	35 gp	400 lb.
[[Warship]]	25,000 gp	?

[[Expanded Ships]]

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&lt;td&gt;100 gp&lt;/td&gt;
&lt;td&gt;600 lb.&lt;/td&gt;
&lt;/tr&gt;
&lt;tr&gt;
&lt;td&gt;&lt;a href="/wikis/Cart/new" class="create-wiki-page-link"&gt;Cart&lt;/a&gt;&lt;/td&gt;
&lt;td&gt;15 gp&lt;/td&gt;
&lt;td&gt;200 lb.&lt;/td&gt;
&lt;/tr&gt;
```

&lt;tr&gt;

&lt;td&gt;&lt;a href="/wikis/galley" class="wiki-page-link"&gt;Galley&lt;/a&gt;&lt;/td&gt;

&lt;td&gt;30,000 gp &lt;/td&gt;

&lt;td&gt;?&lt;/td&gt;

&lt;/tr&gt;

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&lt;td&gt;&lt;a href="/wikis/keelboat" class="wiki-page-link"&gt;Keelboat&lt;/a&gt;&lt;/td&gt;

&lt;td&gt;3,000 gp&lt;/td&gt;

&lt;td&gt;?&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;&lt;a href="/wikis/Longship/new"

class="create-wiki-page-link"&gt;Longship&lt;/a&gt;&lt;/td&gt;

&lt;td&gt;10,000 gp&lt;/td&gt;

&lt;td&gt;?&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;&lt;a href="/wikis/Rowboat/new"

class="create-wiki-page-link"&gt;Rowboat&lt;/a&gt;&lt;/td&gt;

&lt;td&gt;50 gp&lt;/td&gt;

&lt;td&gt;100 lb.&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;&lt;a href="/wikis/Oar/new" class="create-wiki-page-link"&gt;Oar&lt;/a&gt;&lt;/td&gt;

&lt;td&gt;2 gp&lt;/td&gt;

&lt;td&gt;10 lb.&lt;/td&gt;

&lt;/tr&gt;

|
|  |

[Sailing ship](/wikis/Sailing%20ship/new)

 10,000 gp |

	<td>?</td>
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&lt;/tr&gt;

|

&lt;td&gt;&lt;a href="/wikis/Sled/new" class="create-wiki-page-link"&gt;Sled&lt;/a&gt;&lt;/td&gt;

 20 gp |

300 lb.
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&lt;/tr&gt;

|

&lt;td&gt;&lt;a href="/wikis/Wagon/new" class="create-wiki-page-link"&gt;Wagon&lt;/a&gt;&lt;/td&gt;

	<td>35 gp</td>
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400 lb.
---------

&lt;/tr&gt;

|

25,000 gp
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 <td>?</td> |

&lt;/tr&gt;

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class="wiki-page-link">Equipment</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1708291</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/galley</link>

<content gm\_only="false" format="textile">Galley

cost: 30,000 gp

weight:?

This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

"Wikipedia":http://en.wikipedia.org/wiki/Galley

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<content gm\_only="true" format="html">&lt;p&gt;Galley&lt;/p&gt;

&lt;p&gt;cost: 30,000 gp &lt;br /&gt;

weight: ?&lt;/p&gt;

&lt;p&gt;This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This

ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

<http://en.wikipedia.org/wiki/Galley>;Wikipedia

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[Cost](#)

[Tonnage](#)

[Cargo](#)

[Length](#)

[HP](#)

[Speed](#)

[Crew](#)

[Small Galley\\*](#)

[5](#)

[60](#)

[40](#)

[120](#)

[15](#)

[6](#)

[90](#)

[Dromon\\*](#)

[25](#)

350&lt;br /&gt;

100&lt;br /&gt;

175&lt;br /&gt;

36&lt;br /&gt;

4&lt;br /&gt;

170&lt;br /&gt;

Gallegas\* &lt;br /&gt;

35&lt;br /&gt;

500&lt;br /&gt;

300&lt;br /&gt;

200&lt;br /&gt;

40&lt;br /&gt;

4&lt;br /&gt;

300&lt;br /&gt;

Longship\*&lt;br /&gt;

30&lt;br /&gt;

400&lt;br /&gt;

90&lt;br /&gt;

125&lt;br /&gt;

30&lt;br /&gt;

6&lt;br /&gt;

70&lt;br /&gt;

Knarr\*&lt;br /&gt;

5.5&lt;br /&gt;

60&lt;br /&gt;

50&lt;br /&gt;

70&lt;br /&gt;



15&lt;br /&gt;

5&lt;br /&gt;

15&lt;br /&gt;

River Barge\*&lt;br /&gt;

2&lt;br /&gt;

50&lt;br /&gt;

90&lt;br /&gt;

60&lt;br /&gt;

12&lt;br /&gt;

3&lt;br /&gt;

20&lt;br /&gt;

Boat\*&lt;br /&gt;

.5&lt;br /&gt;

10&lt;br /&gt;

1&lt;br /&gt;

30&lt;br /&gt;

6&lt;br /&gt;

2&lt;br /&gt;

4&lt;br /&gt;

Cog&lt;br /&gt;

5&lt;br /&gt;

150&lt;br /&gt;

125&lt;br /&gt;

100&lt;br /&gt;

20&lt;br /&gt;

4&lt;br /&gt;

20&lt;br /&gt;

Great Cog&lt;br /&gt;

10&lt;br /&gt;

300&lt;br /&gt;

250&lt;br /&gt;

120&lt;br /&gt;

30&lt;br /&gt;

4&lt;br /&gt;

40&lt;br /&gt;

Dhow&lt;br /&gt;

6&lt;br /&gt;

100&lt;br /&gt;

80&lt;br /&gt;

90&lt;br /&gt;

18&lt;br /&gt;

5&lt;br /&gt;

15&lt;br /&gt;

Boum&lt;br /&gt;

8.5&lt;br /&gt;

200&lt;br /&gt;

180&lt;br /&gt;

120&lt;br /&gt;

22&lt;br /&gt;

4&lt;br /&gt;

30&lt;br /&gt;

Caravel&lt;br /&gt;

13&lt;br /&gt;

100&lt;br /&gt;

90<br />

120<br />

25<br />

4<br />

30<br />

Carrack/Nau<br />

18<br />

650<br />

550<br />

125<br />

34<br />

4<br />

80<br />

Melnibonean Battle Barge\*<br />

400<br />

3500<br />

200<br />

500<br />

350<br />

3<br />

2,000</p>

<ul>

<li>Vessel capable of being rowed.</li>

</ul>

<p>Cost = Median price in thousands of gold pieces of an average tonnage ship of this class.</p>

<p>Tonnage = Average size of a ship of this class. Vessels can range up to 30% smaller or

larger. Each ton smaller reduces the cost by 25 gp, each ton larger increases it by 25 gp. Cargo space and hull points are reduced or increased proportionately by percentage.</p>

<p>Cargo = Dedicated cargo room weighed by thousands of pounds.</p>

<p>Length = Average length in feet of the ship from stern to bowsprit.</p>

<p>HP = Hull Points, the ability of the vessel to hold up to damage before sinking. Up to two hull points can be added (superior, seasoned lumber and other fittings) at a cost of 1,000 gp per hp.</p>

<p>Speed = Average hourly sailing or rowing speed under normal conditions.</p>

<p>Crew = Minimum number of crew. All vessels over 50 tons must have a captain. All seafaring vessels must have a navigator.</p>

<hr />

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1708320</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/keelboat</link>

<content gm\_only="false" format="textile">\*Keelboat\*

cost: 3,000 gp

weight: ?

This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves

about 1 mile per hour.

See Also: "Wikipedia":<http://en.wikipedia.org/wiki/Keelboat>

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**Keelboat**

cost: 3,000 gp

weight: ?

This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

See Also: <http://en.wikipedia.org/wiki/Keelboat> Wikipedia

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class="wiki-page-link"&gt;Creatures&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1709902</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/skill-challenge-gambling</link>

<content gm\_only="true" format="html">&lt;p&gt;Low stakes: Each hour PC rolls vs. table&#8217;s results. If PC wins, PC has chance at skill check DC 15 to get into high stakes tables.&lt;/p&gt;

&lt;p&gt;High Stakes:&lt;/p&gt;

&lt;p&gt;The DC to improve Thorndyke&#8217;s attitude is 25.&lt;/p&gt;

&lt;p&gt;Each hour PC&#8217;s do better than Thorndyke gains them a +2 bonus to improve his attitude.&lt;/p&gt;

&lt;p&gt;4 hours make him friendly automatically&lt;/p&gt;

&lt;p&gt;Thorndyke gambles until 12 midnight and drinks until 2 AM&lt;br /&gt;

\_\_\_\_&lt;/p&gt;

&lt;p&gt;Each player&lt;/p&gt;

&lt;p&gt;Average 2 rolls:&lt;/p&gt;

&lt;p&gt;1st deal: 1d20&lt;/p&gt;

&lt;p&gt;Call, raise, or fold&lt;/p&gt;

&lt;p&gt;2. skill + bonus from secondary skill(s)&lt;/p&gt;

&lt;p&gt;Result&lt;/p&gt;

&lt;p&gt;1 hand = 5 minutes&lt;/p&gt;

<p>1 hour = 12 hands</p>

<table>

<tr>

<td>Low Stakes</td>

<td>5 cp</td>

<td>60 cp</td>

</tr>

<tr>

<td>High Stakes</td>

<td>10 gp</td>

<td>120 gp</td>

</tr>

</table>

<p>Main skill: Bluff</p>

<p>Secondary skills: Sense Motive, Spot, Diplomacy, Intimidate<br />

<br />

1d3+3 other players at table.</p>

<p>Low stakes:</p>

<table>

<tr>

<td>01-20 </td>

<td>Com1</td>

<td>+0</td>

</tr>

<tr>

<td>21-33</td>

<td>Com3</td>

	+2
34-48	
War1	
	+0
49-59	
War3	
	+2
60-74	
Exp1	
	+2
75-85	
Exp3	
	+4
86-96	
Rog1	
	+4

<tr>

<td>97-100</td>

<td>Rog3</td>

<td>+6</td>

</tr>

</table>

<p>High stakes:</p>

<table>

<tr>

<td>01-08</td>

<td>Ari1</td>

<td>+2</td>

</tr>

<tr>

<td>09-28</td>

<td>Ari3</td>

<td>+4</td>

</tr>

<tr>

<td>29-51</td>

<td>Ari5</td>

<td>+6</td>

</tr>

<tr>

<td>52-56</td>

<td>Ari9</td>

<td>+14</td>

57-79	
Exp5	
+6	
80-84	
Exp9	
+14	
85-95	
Rog5	
+14	
96-100	
Rog7	
+18	

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&lt;hr /&gt;  
&lt;p&gt;Back to &lt;a

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class="create-wiki-page-link">Flowchart</a></p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/mm</link>

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<td>81-85</td>

<td>Gambling den</td>

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<td>86-100</td>

<td>Drug den</td>

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Ruined, squatters	

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Gambling den	

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[https://mark-1.obsidianportal.com/wiki\\_pages/cotn-uv-2c](https://mark-1.obsidianportal.com/wiki_pages/cotn-uv-2c)

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78-80	Ruined, squatters
81-85	
	Gambling den
86-100	
	Drug den

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[https://mark-1.obsidianportal.com/wiki\\_pages/cotn-uv-3c](https://mark-1.obsidianportal.com/wiki_pages/cotn-uv-3c)

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[https://mark-1.obsidianportal.com/wiki\\_pages/cotn-uv-5a](https://mark-1.obsidianportal.com/wiki_pages/cotn-uv-5a)

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	Gambling den
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	Drug den

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[https://mark-1.obsidianportal.com/wiki\\_pages/1717957](https://mark-1.obsidianportal.com/wiki_pages/1717957)

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[The Road To Tristor](/wikis/the-road-to-tristor)

[The Heroes](/wikis/the-heroes-who-came-to-dinner)

Who Came To Dinner</a></p>

<p><a href="/wikis/to-tristor" class="wiki-page-link">To Tristor!</a></p>

<p><a href="/wikis/tristor" class="wiki-page-link">Tristor</a></p>

<p><a href="/wikis/first-night-in-tristor" class="wiki-page-link">First Night in Tristor</a></p>

<p><a href="/wikis/the-constable" class="wiki-page-link">The Constable</a></p>

<p><a href="/wikis/the-farms-of-tristor" class="wiki-page-link">The Farms of Tristor</a></p>

<p><a href="/wikis/return-to-tristor" class="wiki-page-link">Return to Tristor</a></p>

<p><a href="/wikis/the-burrens-farm" class="wiki-page-link">The Burrens Farm</a></p>

<p><a href="/wikis/the-attack" class="wiki-page-link">The Attack</a></p>

<p><a href="/wikis/exit-jagadis" class="wiki-page-link">Exit Jagadis</a></p>

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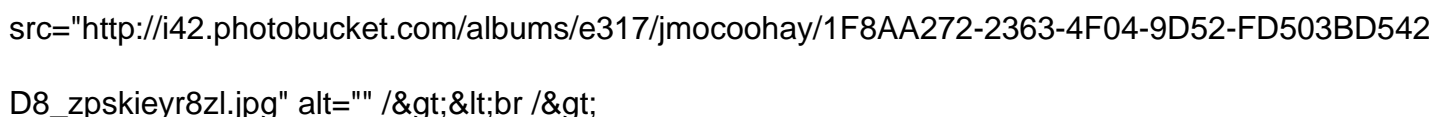


[The Pulante Estate Background](#)

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[Area 15-1 Front Gates and Wall](#)

[Area 15-2 The Grounds](#)

[Area 15-3 Sewer Entrance](#)

[Area 15-4 Front Door](#)

[Area 15-5 Foyer \(EL 1\)](#)

[Area 15-6 Dining Room](#)

[Area 15-7 Sitting Room \(EL 1\)](#)

[Area 15-8 Library](#)

[Area 15-9 Ballroom \(EL 5\)](#)

[Area 15-10 Grand Hall](/wikis/area-15-10-grand-hall)

[Area 15-11 Master Bedroom \(EL 2\)](/wikis/area-15-11-master-bedroom-el-2)

[Area 15-12 Forgotten Secret Chamber](/wikis/area-15-12-forgotten-secret-chamber)

[Area 15-13 Kitchen](/wikis/area-15-13-kitchen)

[Area 15-14 Pantry](/wikis/area-15-14-pantry)

[Area 15-15 Guest Rooms](/wikis/area-15-15-guest-rooms)

[Area 15-16 Kurants Room \(EL 4\)](/wikis/area-15-16-kurants-room-el-4)

[Area 15-17 Osmonds Bedroom \(EL 3\)](/wikis/area-15-17-osmonds-bedroom-el-3)

[Area 15-18 Sunroom](/wikis/area-15-18-sunroom)

[The Pulanti Estate Sublevel](/wikis/the-pulanti-estate-sublevel)

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[Adventures in Endhome](/wikis/adventures-in-endhome)

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1718301</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/area-15-2-the-grounds</link>

<content gm\_only="true" format="html">&lt;p&gt;A weed-choked gravel walkway lined with dying trees leads to the front doors of the estate. The grounds surrounding the house are filled with high, over-grown grass, swaying wildflowers, and&lt;br /&gt;  
rats. There are three statues on either side of the trees lining the pathway. Each statue is six-feet tall and depicts a man in chain armor holding a broadsword in both hands. The statues face all different directions and radiate a faint divination magic if&lt;br /&gt;  
detected for. &lt;a href="/wikis/thelonus-pulanti" class="wiki-page-link"&gt;Thelonus Pulanti&lt;/a&gt; can use his special crystal ball to see through the statues' eyes; by this means he can see anything or anyone not hidden or invisible in the southern portion of the grounds.&lt;/p&gt;  
&lt;hr /&gt;

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[https://mark-1.obsidianportal.com/wiki\\_pages/1718311](https://mark-1.obsidianportal.com/wiki_pages/1718311)

[https://mark-1.obsidianportal.com/wiki\\_pages/area-15-3-sewer-entrance](https://mark-1.obsidianportal.com/wiki_pages/area-15-3-sewer-entrance)

Hidden beneath some bushes ([Search](/wikis/search) DC 12 is a heavy iron trapdoor ([Str check DC 10](/wikis/endhome-map) to open). The trapdoor leads to a chute as described in the Sewers section, above. This sewer entrance is marked S16 on the [Endhome Map](/wikis/endhome-the-sewers) and [The Sewers](/wikis/endhome-the-sewers).

Lightning Bolt Trap: CR 4; magic device; proximity trigger (alarm, when trapdoor is touched); automatic reset; spell effect (lightning bolt, 5th-level wizard, straight down, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. Cost: 7,500 gp, 600 XP

[Falling](/wikis/falling)

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[https://mark-1.obsidianportal.com/wiki\\_pages/1718316](https://mark-1.obsidianportal.com/wiki_pages/1718316)

[https://mark-1.obsidianportal.com/wiki\\_pages/area-15-4-front-door](https://mark-1.obsidianportal.com/wiki_pages/area-15-4-front-door)

A short set of stone steps ascend to two large

/&gt;

oak doors with brass handles and a gold door&lt;br /&gt;

knocker shaped like a perched vulture. If the PCs scale the wall or gate and for some reason decide to knock on the door, Gaston answers it immediately and insists they leave the grounds at once or be forced off the grounds. If they do not leave, he attempts to run to &lt;a href="/wikis/area-15-9-ballroom-el-5" class="wiki-page-link"&gt;Area 15-9 Ballroom (EL 5)&lt;/a&gt; and fetch &lt;a href="/wikis/Gilbert/new" class="create-wiki-page-link"&gt;Gilbert&lt;/a&gt; and &lt;a href="/wikis/Klurk/new" class="create-wiki-page-link"&gt;Klurk&lt;/a&gt;.&lt;br /&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/area-15-5-foyer-el-1</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1718476</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/area-15-6-dining-room</link>

<content gm\_only="true" format="html">&lt;p&gt;This grand chamber once saw many elegant feasts before the Pulantis retreated from Endhome&lt;br /&gt;

society. Two 20-foot long oak tables lined by a total of 50 sturdy, high-back chairs dominate the center of the room. An enormous hutch stands&lt;br /&gt;

against the western wall filled with china, silverware and crystal to serve 60. In addition to the place settings there is a gold serving bowl and&lt;br /&gt;

ladle, two silver tea sets, six crystal decanters, and&lt;br /&gt;

10 gold serving platters. A set of tall French doors  
stand in the middle of the north wall leading to the patio; these doors are obscured by heavy, wool  
curtain.

**Treasure**: The contents of the hutch, in their  
entirety, are worth 600 gp. This haul is incredibly  
bulky, however, weighing 200 pounds and requiring  
a vessel capable of transporting 4 cubic feet of goods.  
\_\_\_\_\_

[Back to The Pulanti Estate](/wikis/the-pulanti-estate)

[https://mark-1.obsidianportal.com/wiki\\_pages/1718480](https://mark-1.obsidianportal.com/wiki_pages/1718480)

[https://mark-1.obsidianportal.com/wiki\\_pages/area-15-7-sitting-room-el-1](https://mark-1.obsidianportal.com/wiki_pages/area-15-7-sitting-room-el-1)

[https://mark-1.obsidianportal.com/wiki\\_pages/1718491](https://mark-1.obsidianportal.com/wiki_pages/1718491)

[https://mark-1.obsidianportal.com/wiki\\_pages/area-15-8-library](https://mark-1.obsidianportal.com/wiki_pages/area-15-8-library)

The walls of this room are lined with bookshelves,  
all approximately half-filled with dusty tomes. A close examination of the books (**Search**) reveals that  
[Search](/wikis/search) DC 10 reveals that  
many have never been opened.

The Pulantis as a family have zero interest in the  
written word, but wished, for a time, to give off the  
appearance of being literate and cultured. Thus, they had these shelves built and stocked with  
books which then went almost entirely unread.

&lt;p&gt;&lt;strong&gt;Treasure&lt;/strong&gt;: One of the books is actually a spell&lt;br /&gt;  
book (it is newer and so therefore somewhat&lt;br /&gt;  
less dusty than the others (&lt;strong&gt;&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; DC 13&lt;/strong&gt;) containing the following spells:  
0-all; 1st&lt;a href="/wikis/comprehend-languages" class="wiki-page-link"&gt;Comprehend  
Languages&lt;/a&gt;; &lt;a href="/wikis/identify" class="wiki-page-link"&gt;Identify&lt;/a&gt;; &lt;a  
href="/wikis/mage-armor-0" class="wiki-page-link"&gt;Mage Armor&lt;/a&gt;; &lt;a  
href="/wikis/magic-missile" class="wiki-page-link"&gt;Magic Missile&lt;/a&gt;; &lt;a  
href="/wikis/shield" class="wiki-page-link"&gt;Shield&lt;/a&gt;; &lt;a href="/wikis/sleep-0"  
class="wiki-page-link"&gt;Sleep&lt;/a&gt;; 2nd&lt;a href="/wikis/arcane-lock"  
class="wiki-page-link"&gt;Arcane Lock&lt;/a&gt;; &lt;a href="/wikis/bulls-strength-0"  
class="wiki-page-link"&gt;Bulls Strength&lt;/a&gt;;&lt;br /&gt;  
&lt;a href="/wikis/invisibility-0" class="wiki-page-link"&gt;Invisibility&lt;/a&gt;; &lt;a  
href="/wikis/levitate" class="wiki-page-link"&gt;Levitate&lt;/a&gt;; &lt;a href="/wikis/web"  
class="wiki-page-link"&gt;Web&lt;/a&gt;; 3rd&lt;a href="/wikis/fireball"  
class="wiki-page-link"&gt;Fireball&lt;/a&gt;; &lt;a href="/wikis/haste"  
class="wiki-page-link"&gt;Haste&lt;/a&gt;; &lt;a href="/wikis/stinking-cloud"  
class="wiki-page-link"&gt;Stinking Cloud&lt;/a&gt;. There are also several arcane scrolls&lt;br /&gt;  
stuffed between the pages of the book: 2 &lt;a href="/wikis/magic-missile"  
class="wiki-page-link"&gt;Magic Missile&lt;/a&gt; (3rd level and 5th level), &lt;a href="/wikis/shield"  
class="wiki-page-link"&gt;Shield&lt;/a&gt; (5th level), &lt;a href="/wikis/mage-armor-0"  
class="wiki-page-link"&gt;Mage Armor&lt;/a&gt; (1st level), and &lt;a href="/wikis/halt-undead"  
class="wiki-page-link"&gt;Halt Undead&lt;/a&gt; (7th level). The spellbook and scrolls belonged to a  
traveling mage named Arcruss, one of the Pulanti?s recent victims.&lt;p&gt;  
&lt;hr /&gt;  
&lt;p&gt;Back to &lt;a href="/wikis/the-pulanti-estate" class="wiki-page-link"&gt;The Pulanti  
Estate&lt;/a&gt;&lt;p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1718505</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bulls-strength-0</link>

<content gm\_only="false" format="textile">"Wiki":http://www.dandwiki.com/wiki/SRD:Bull's\_Strength</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="http://www.dandwiki.com/wiki/SRD:Bull&#39;s\_Strength"&gt;Wiki&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/stinking-cloud</link>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1718518</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/area-15-9-ballroom-el-5</link>

<content gm\_only="true" format="html">&lt;p&gt;A 150 pound crystal chandelier hangs from the middle of the ceiling of this huge chamber. The floor is made of polished stone, and dozens of fine wooden chairs line the walls. A small stage is set up against the eastern wall.&lt;br /&gt;

This was once a grand ballroom, but its occupants have since filled it with trash and waste. &lt;a href="/wikis/gilbert-and-klerk" class="wiki-page-link"&gt;Gilbert and Klerk&lt;/a&gt;, 2 Ogre Ghouls who act as guards for the estate, rest here. Like Gaston, they are fed&lt;br /&gt;

rats, cats, dogs, and the flesh of the vampire?s&lt;br /&gt;

blood-drained victims.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/gilbert-and-klerk" class="wiki-page-link"&gt;Gilbert and Klerk&lt;/a&gt;, Male Ogre Ghouls: CR 3;&lt;br /&gt;

hp 38, 34 ; see &lt;span class="caps"&gt;NPC&lt;/span&gt; Appendix.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Tactics&lt;/strong&gt;: These two undead lugheads obey all&lt;br /&gt;

commands issued by the vampires or &lt;a href="/wikis/gaston" class="wiki-page-link"&gt;Gaston&lt;/a&gt;.&lt;br /&gt;

Normally, they are used as front line fighters to&lt;br /&gt;

engage and paralyze the toughest-looking PCs.&lt;br /&gt;

Left to their own devices they charge into combat&lt;br /&gt;

fearlessly, always hoping to kill some fresh meat.&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/the-pulanti-estate" class="wiki-page-link"&gt;The Pulanti Estate&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1718519</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/area-15-10-grand-hall</link>

<content gm\_only="true" format="html">&lt;p&gt;The two large oak doors leading to areas 15-10&lt;br /&gt;  
and &lt;a href="/wikis/15-11%20Master%20Bedroom%20%28EL%20%29/new" class="create-wiki-page-link"&gt;15-11 Master Bedroom (EL 2)&lt;/a&gt; are both unlocked. The window in the east, though still covered with a heavy curtain, is broken, and its shattered glass lays scattered beneath the windowsill. The French doors in the west are covered in heavy curtains. A close&lt;br /&gt;  
inspection of the walls (&lt;strong&gt;&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; DC 15&lt;/strong&gt;) reveals four large squares where the dust is lighter. Two burglars (actually the wealthy but bored sons of a neighboring nobleman) broke into the house&lt;br /&gt;  
recently and stole four portraits-one of each family member-that used to hang here. Neither the vampires nor their servants have yet to notice the broken window or the missing paintings.&lt;/p&gt;  
&lt;hr /&gt;  
&lt;p&gt;Back to &lt;a href="/wikis/the-pulanti-estate" class="wiki-page-link"&gt;The Pulanti Estate&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1718524</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/area-15-11-master-bedroom-el-2</link>

<content gm\_only="true" format="html">&lt;p&gt;This room is so large and lavishly furnished that it is almost hard to recognize as a bedroom. In addition to the massive, four-poster canopy king-sized bed against the northern wall flanked by two teak nightstands, there is a grand piano, two harps,&lt;br /&gt;  
a harpsichord, and a cello against the western&lt;br /&gt;

wall; two seven-foot high, four-foot wide wardrobes; four dressers; an oak table with four chairs; two eight-foot tall paintings (one of [, the other of \[\\) in gold inlaid frames hanging on facing walls; an end table with a silver tea service; and two suits of half-plate mail holding halberds standing on either side of the door.<br />\]\(/wikis/Esmerelda/new\)](/wikis/Thelonious/new)

Everything is covered in dust and cobwebs, and<br />

rat and mice droppings can be seen here and<br />

there.<br />

There is a secret trapdoor beneath one of the wardrobes on the western wall. The trapdoor is actually hidden inside the wardrobe, and it is trapped. Beneath the trapdoor is a set of stairs<br />

leading to Area 15-25 below.</p>

<p><strong>Ghoul Touch Trapped Secret Door</strong>; CR 3; 1<br />

in. thick; hardness 3; HP 20; <strong><a href="/wikis/search" class="wiki-page-link">Search</a> (door) (DC<br />

20)</strong>; magic device; touch trigger; automatic reset;<br />

spell effect (<a href="/wikis/ghoul-touch" class="wiki-page-link">Ghoul Touch</a>, 3rd level wizard, <strong>DC 13<br />

Fortitude save negates</strong>; <strong><a href="/wikis/search" class="wiki-page-link">Search</a> (trap) (DC 27)</strong>;<br />

<strong><a href="/wikis/disable-device" class="wiki-page-link">Disable Device</a> (DC 27)</strong>; Cost: 3,000 gp + 240 xp.</p>

<p><strong>Treasure</strong>: The instruments, including the grand piano, are all masterwork, and in good shape, though badly out of tune; the frames for the painting, while heavy (25 pounds each) are worth 35 gp apiece; the tea service is worth 20 gp; the suits of half-plate mail are both man-sized and wearable (the halberds are ornamental); a thorough<br />

[Search](/wikis/search) of the dressers (DC 22) turns up a forgotten gold earring worth 30 gp, a pearl necklace worth 45 gp, and two gold cufflinks worth 10 gp each.

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[https://mark-1.obsidianportal.com/wiki\\_pages/1718530](https://mark-1.obsidianportal.com/wiki_pages/1718530)

[https://mark-1.obsidianportal.com/wiki\\_pages/area-15-12-forgotten-secret-chamber](https://mark-1.obsidianportal.com/wiki_pages/area-15-12-forgotten-secret-chamber)

This small secret room used to house some of

the Pulanti's most prized valuables. Most were

moved down to the catacombs once they were finished, but a few were left behind and forgotten.

The room contains two old, empty chests, one of

whose lids has come off its hinges, a sack of coal,

and, in a secret compartment in the floor ([Search](/wikis/search) DC 20) a pouch containing 6 uses of [Dust of Dryness](/wikis/dust-of-dryness), another pouch containing 10 uses of [Dust of Illusion](/wikis/dust-of-illusion), and small box containing a [Stone of Alarm](/wikis/stone-of-alarm).

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1718532</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dust-of-dryness</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/dust-of-illusion</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/area-15-13-kitchen</link>

<content gm\_only="true" format="html">&lt;p&gt;Though large and well-stocked, this kitchen has&lt;br /&gt;

gone unused for so long that it is covered in dirt,&lt;br /&gt;

dust, and grease and has begun to fall into disre&lt;br /&gt;

pair. A set of stairs in the northwest descends to&lt;br /&gt;

the wine room (&lt;a href="/wikis/pulanti-area-15-20" class="wiki-page-link"&gt;Pulanti Area 15-20&lt;/a&gt;) below.Anyone need&lt;br /&gt;

ing cutlery, pots, pans, or any other kind of cook&lt;br /&gt;

ware can find it here; otherwise there is nothing of value in this room.&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/the-pulanti-estate" class="wiki-page-link"&gt;The Pulanti Estate&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1718541</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/area-15-14-pantry</link>

<content gm\_only="true" format="html">&lt;p&gt;All the moldy meats, grains, herbs, cheeses,&lt;br /&gt;

fruits, legumes, and vegetables that were stored here have gone bad. Rats and bats have eaten whatever may have been edible.</p>

<hr />

<p>Back to <a href="/wikis/the-pulanti-estate" class="wiki-page-link">The Pulanti Estate</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1718543</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/area-15-15-guest-rooms</link>

<content gm\_only="true" format="html"><p>All three of these rooms contains a bed, a dresser, a wardrobe, and a side table. The rooms are dust-covered and, in fact, have never been used.</p>

<hr />

<p>Back to <a href="/wikis/the-pulanti-estate" class="wiki-page-link">The Pulanti Estate</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1718546</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/area-15-16-kurants-room-el-4</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/area-15-17-osmonds-bedroom-el-3</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/area-15-18-sunroom</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;cleared&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;This room contains two over-turned wicker love&lt;br /&gt;

seat, a smashed coffee table, and two over-turned wooden chairs. The floor is smeared with very old dried blood. A close examination of the blood (Track or Wisdom check DC 15) establishes that the smears lead to the secret door in the northeast.&lt;br /&gt;

Two years ago, a couple adventurers decided to&lt;br /&gt;

break into the estate. At that time, six dire rats were running free on the property. They came upon the adventurers just as the adventurers were discovering the secret doors. While the rats were slain, the adventurers were badly wounded and retreated to the secret room where they all died.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Secret Door&lt;/strong&gt;: 1 in. thick; Hardness 2; hp 10;&lt;br /&gt;

&lt;strong&gt;&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; (DC 18)&lt;/strong&gt;. &lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Treasure&lt;/strong&gt;: The secret chamber contains the&lt;br /&gt;

decomposed, skeletal remains of the adventurers. On their persons are: two suits of damaged &lt;a href="/wikis/leather-armor" class="wiki-page-link"&gt;Leather armor&lt;/a&gt;, a &lt;a href="/wikis/sword-short" class="wiki-page-link"&gt;Sword, short&lt;/a&gt;, a &lt;a href="/wikis/longsword" class="wiki-page-link"&gt;Longsword&lt;/a&gt;, two &lt;a href="/wikis/crossbow-light" class="wiki-page-link"&gt;Crossbow, light&lt;/a&gt; (one masterwork), 3 &lt;a href="/wikis/crossbow-bolts-10-0" class="wiki-page-link"&gt;Crossbow bolts (10)&lt;/a&gt;, 2 &lt;a href="/wikis/holy-water-flask" class="wiki-page-link"&gt;Holy water (flask)&lt;/a&gt;, 50 feet of hemp rope, a hooded lantern, a &lt;a href="/wikis/acid-flask" class="wiki-page-link"&gt;Acid (flask)&lt;/a&gt;, and two potions of &lt;a href="/wikis/negative-energy-protection" class="wiki-page-link"&gt;Negative Energy Protection&lt;/a&gt; (5th level).&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/the-pulanti-estate" class="wiki-page-link"&gt;The Pulanti

Estate</a></p></content>

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class="caps"&gt;TLCOB&lt;/span&gt; NPCs&lt;/a&gt;&lt;/p&gt;</content>

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&lt;p&gt;&lt;a href="/wikis/endhome-adventures" class="wiki-page-link"&gt;Endhome Adventures&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/tlcob-wilderness-npcs" class="wiki-page-link"&gt;&lt;span class="caps"&gt;TLCOB&lt;/span&gt; Wilderness NPCs&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/barakus-npcs" class="wiki-page-link"&gt;Barakus NPCs&lt;/a&gt;&lt;/p&gt;  
&lt;hr /&gt;  
&lt;p&gt;Back to &lt;a href="/wikis/the-lost-city-of-barakus" class="wiki-page-link"&gt;The Lost City of Barakus&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1718741</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-pulanti-estate-npcs</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/gaston" class="wiki-page-link"&gt;Gaston&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/gilbert-and-klerk" class="wiki-page-link"&gt;Gilbert and Klerk&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/thelonius-pulanti" class="wiki-page-link"&gt;Thelonius Pulanti&lt;/a&gt;&lt;/p&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1718795</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/gaston</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1718873</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/gilbert-and-klerk</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1718890</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/thelonius-pulanti</link>

<content gm\_only="true" format="html"><p>Male Human <a href="/wikis/vampire" class="wiki-page-link">Vampire</a><br />

Ari5: <br />

<strong>CR</strong> 6; <br />

<strong>SZ</strong> M Undead; <br />

<strong>HD</strong> 5d12; <br />

<strong>hp</strong> 33; <br />

<strong>Init</strong> + 7 (Dex, Improved Initiative); <br />

<strong>Spd</strong> 30 ft.; <br />

<strong>AC</strong> 19 (+ 3 Dex, + 6 Natural), touch 13, flat-footed 16; <br />

<strong><span class="caps">BAB</span>/Grap</strong> + 3/+ 7; <br />

<strong>Atk</strong> + 7 melee (1d6 + 4, slam plus energy drain);</p><p><strong>SA</strong> blood drain (1d4 perm Con drain), children of the night, dominate (Will [DC 17], range 30 ft.), energy drain (Fortitude [DC 17] to recover), create spawn;</p><p><strong>SQ</strong> alternate form, damage reduction (10/silver and magic),<br /><br />fast healing (5), gaseous form, resistance to cold<br /><br />and electricity (10), turn resistance (+ 4), undead<br /><br />traits; <br /><br /><strong>AL</strong> CE; <br /><br /><strong>SV</strong> <strong>Fort</strong> + 3, <strong>Ref</strong> + 6, <strong>Will</strong> + 6; <br /><br /><strong>Str 18, Dex 16, Con-, Int 14, Wis 14, Cha 16.</strong><br /><br /><strong>Skills</strong>: Bluff +19, Diplomacy +7, Hide +11,<br /><br />Intimidate +5, Knowledge (local history) +13,<br /><br />Knowledge (ancient history) +13, Listen +20,<br /><br />Move Silently +11, Search +18, Sense Motive<br /><br />+19, Sleight of Hand +5, Spot +20. <br /><br /><strong>Feats</strong>: Alertness, Combat Reflexes, Dodge, Great Fortitude,<br /><br />Improved Initiative, Lightning Reflexes, Skill<br /><br />Focus (Knowledge [local history]), Skill Focus<br /><br />(Knowledge [ancient history]).</p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1718897</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-sewers-npcs</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1719270</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-lost-city-of-barakus</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1719303</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-pulanti-family-estate</link>

<content gm\_only="true" format="html">&lt;p&gt;No family is older and more enigmatic than the mysterious Pulanti Clan. Their estate has sat, in one form or another, on the banks of the Gaelon River as far as any written history of Endhome can trace. Unlike the other local movers-and-shakers who grew to power through vigorous trading and merchandizing, the Pulantis have no discernable source of income. In fact, they rarely venture out of their walled estate, preferring to keep to themselves and shunning visitors. Some say their family suffers from hereditary madness, others believe them to be a clan of vampires, while still others believe they have demonic ties. Nearly everyone in Endhome is certain the Pulanti fortune was ill-gotten.

The Pulantis are in fact, vampires.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/the-pulanti-estate" class="wiki-page-link"&gt;The Pulanti Estate&lt;/a&gt;&lt;br /&gt;

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Back to &lt;a href="/wikis/the-nobles-district" class="wiki-page-link"&gt;The Nobles&#8217; District&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1719310</id>



<link>https://mark-1.obsidianportal.com/wiki\_pages/governors-mansion</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1719315</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/quinchino-family-estate</link>

<content gm\_only="true" format="html">&lt;p&gt;Compared to the Gaspar and Pulanti families, the Quinchinos are relative newcomers to Endhome. Philippi Quinchino, still clinging to life at age 105, was born Angelo Killkar. Angelo&lt;br /&gt; was a particularly clever and ruthless bandit who made his living preying on the merchant wagons coming in and out of Endhome. Angelo was also incredibly elusive, and try as the local authorities might, they were unable to find his hideout and put an end to his raids. Finally,Angelo approached the authorities of Endhome and offered to put a halt to the banditry under one condition: they allow him to join the community under the name Philippi Quinchino. In addition to ceasing his&lt;br /&gt; thieving ways, he also agreed to build a lavish&lt;br /&gt; hotel (Heaven?s Gate) with some of his ill-gotten&lt;br /&gt; booty. The then acting governor agreed. Since moving the Endhome, the Quinchinos have not gone entirely straight. They keep close ties with some of the gangs in the slums, and they own several brothels within Endhome. They do, however, run a smashing good hotel, and that business, completely on the level, has provided the family with a steady and healthy stream of gold over the decades.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;NPCs&lt;/strong&gt;: &lt;a href="/wikis/fernando-quinchino" class="wiki-page-link"&gt;Fernando Quinchino&lt;/a&gt;, &lt;a href="/wikis/Phillipi%20Quinchino/new" class="create-wiki-page-link"&gt;Phillipi Quinchino&lt;/a&gt;.&lt;/p&gt;

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[Back to The Nobles District](/wikis/the-nobles-district); [Endhome Map](/wikis/endhome-map)

[https://mark-1.obsidianportal.com/wiki\\_pages/1719317](https://mark-1.obsidianportal.com/wiki_pages/1719317)

[https://mark-1.obsidianportal.com/wiki\\_pages/gaspar-family-estate](https://mark-1.obsidianportal.com/wiki_pages/gaspar-family-estate)

Owners of [The Black Sheep Inn](/wikis/the-black-sheep-inn) as well as a number of shipping and importing ventures, the Gaspar family is one of the oldest in Endhome. Over the centuries two of their heirs have served as Governors. Presently, the oldest son, Verian Gaspar, is a Senator, and his sister, Felicia Gaspar, is a promising student at the Wizard's Academy. Lurton Gaspar, the patriarch of the family, and his wife Amelia are both influential figures in Endhome. Four privately employed foot soldiers guard their home.

**NPCs:** [Lurton and Amelia Gaspar](/wikis/lurton-and-amelia-gaspar).

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[https://mark-1.obsidianportal.com/wiki\\_pages/1719367](https://mark-1.obsidianportal.com/wiki_pages/1719367)

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-trading-post</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1719395</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/endhome-governors-mansion</link>

<content gm\_only="true" format="html">&lt;p&gt;This three story marble building has been home to the city?s governors for the last 150 years.

Though the residents of Endhome pride themselves on being ?monarchy free,? their governors? lifestyles have for many years born a suspicious resemblance to that of royalty. Paintings and sculptures by the land?s finest artists line the walls and hallways of the mansion, and a legion of cooks, handmaids, butlers, and stable boys see to every need of the acting governor. Entrance to the governor?s mansion is strictly by invitation only, and 5 elite guards (see Area 7, above) keep watch over the mansion at all times. It is not unusual, however, for the Governor to throw a lavish party from time to time, and though the guest list usually only includes wealthy merchants and visiting royalty, it is not unheard for renowned adventurers to be asked to attend as well.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;NPCs&lt;/strong&gt;: &lt;a href="/wikis/ranlan-pool" class="wiki-page-link"&gt;Ranlan Pool&lt;/a&gt;, &lt;a href="/wikis/kilgore-spink" class="wiki-page-link"&gt;Kilgore Spink&lt;/a&gt;, &lt;a href="/wikis/lurton-and-amelia-gaspar" class="wiki-page-link"&gt;Lurton and Amelia Gaspar&lt;/a&gt;, &lt;a href="/wikis/fernando-quinchino" class="wiki-page-link"&gt;Fernando Quinchino&lt;/a&gt;, &lt;a href="/wikis/Phillipi%20Quinchino/new" class="create-wiki-page-link"&gt;Phillipi Quinchino&lt;/a&gt;.&lt;/p&gt;

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&lt;p&gt;Back to &lt;a href="/wikis/the-nobles-district" class="wiki-page-link"&gt;The

Nobles&#8217; District&#8212; href="/wikis/endhome-map" class="wiki-page-link">Endhome Map&#8212;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1719432</id>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1719564</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-lions-side-inn</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1719566</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/endhome-the-trading-post</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1719572</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-kings-road-inn</link>

<content gm\_only="true" format="html">&#8212;More commonly referred to simply as ?Kings,? this large inn is a popular gathering place for travelers and adventurers. Most nights its tables are filled with transients and treasure hunters looking for work or eager to swap stories, truthful or otherwise, about their exploits. Barnky, the innkeeper and bartender, is always up on the current scuttlebutt (Male Human Comm3, Cha 14, Gather&#8212;&#8212;

Information +8, Knowledge [local history] +7, Knowledge [local politics] +7), and with a little bribe might be able to provide the PCs with some useful information (make a relevant skill check with an appropriate DC).&#8212;&#8212;

Rooms at King?s are 8 sp per night, meals are 3&#8212;&#8212;

sp. Horses can be stabled at the cost of 2 sp per night.&#8212;&#8212;

&lt;p&gt;&lt;strong&gt;NPCs:&lt;/strong&gt; The &lt;a href="/wikis/Evil%20Adventuring%20Party/new" class="create-wiki-page-link"&gt;Evil Adventuring Party&lt;/a&gt;, &lt;a href="/wikis/curly-barns" class="wiki-page-link"&gt;Curly Barns&lt;/a&gt;,&lt;br /&gt;

&lt;a href="/wikis/moorrin" class="wiki-page-link"&gt;Moorrin&lt;/a&gt;,&lt;a href="/wikis/kytor-the-red" class="wiki-page-link"&gt;Kytor the Red&lt;/a&gt;,&lt;a href="/wikis/Penelope%20Barney/new" class="create-wiki-page-link"&gt;Penelope Barney&lt;/a&gt;.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Adventures&lt;/strong&gt;: &lt;a href="/wikis/finding-fenton" class="wiki-page-link"&gt;Finding Fenton&lt;/a&gt; (Penelope&lt;br /&gt; approaches the PCs and beseeches them to find&lt;br /&gt; her husband Fenton); &lt;a href="/wikis/Green%20Tree%20Bandits/new" class="create-wiki-page-link"&gt;Green Tree Bandits&lt;/a&gt; (FellTarmick is spotted trying to slip out of the inn).&lt;/p&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1719575</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/roadside-inn</link>

<content gm\_only="true" format="html">&lt;p&gt;This is more of a merchant?s inn than an adventurer?s. A little cleaner and less rowdy than King?s, the Roadside Inn serves meals for 4 sp and rooms are 1 gp. Occasionally adventurers will hang out at the Roadside hoping to score some work with a merchant in need of strong arms to guard him&lt;br /&gt; on his way home. Should the DM wish to take his&lt;br /&gt;

campaign to some far off place, this inn might be  
the perfect starting place for such a storyline.

**NPCs:** [Curly Barns](/wikis/curly-barns), [Moorin](/wikis/Moorin/new), [Penelope Barmey](/wikis/Penelope%20Barmey/new), [Finding Fenton](/wikis/finding-fenton) (Penelope approaches the PCs and beseeches them to find her husband Fenton); [Green Tree Bandits](/wikis/Green%20Tree%20Bandits/new) (Fell Tarmick is spotted trying to slip out of the inn)

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1719582</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/endhome-farms</link>

<content gm\_only="true" format="html">These are all small family farms. Each farm tends to a number of staple crops and keeps several herd animals. The farmland extends for miles north, west, and south of Endhome. Most of the farmers working the fertile Gaelon riverbed sell their surplus in Endhome. Because the land is so good, and the profit margins so high in Endhome, this region has attracted hundreds of farmers who keep spreading further west along the river.

**NPCs:** [Gilda Waynetrop](/wikis/gilda-waynetrop).

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1719584</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/endhome-grain-silo</link>

<content gm\_only="true" format="html"><p>This silo serves the farmers in the immediate<br />

vicinity. There are many such silos dotting the<br />

countryside.</p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/endhome-major-npcs</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1720652</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/endhome-npcs</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Major NPCs of Endhome&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/curly-barns" class="wiki-page-link"&gt;Curly Barns&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/bragger-bondhome" class="wiki-page-link"&gt;Bragger Bondhome&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/da-leek-ahats-du" class="wiki-page-link"&gt;Da-Leek Ahats Du&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/lurton-and-amelia-gaspar" class="wiki-page-link"&gt;Lurton and Amelia Gaspar&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/gilgar" class="wiki-page-link"&gt;Gilgar&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/kytor-the-red" class="wiki-page-link"&gt;Kytor the Red&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/stylus-kant" class="wiki-page-link"&gt;Stylus Kant&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/moorrin" class="wiki-page-link"&gt;Moorrin&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/governor-ranlan-pool" class="wiki-page-link"&gt;Governor Ranlan Pool&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/kilgore-spink" class="wiki-page-link"&gt;Kilgore Spink&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/fernando-quinchino" class="wiki-page-link"&gt;Fernando Quinchino&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/high-priest-thaban" class="wiki-page-link"&gt;High Priest Thaban&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/dagon-ziss" class="wiki-page-link"&gt;Dagon Ziss&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Endhome&lt;br /&gt;Soldiers&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Guard = Foot Soldier&lt;/p&gt;



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[Archer](/wikis/archer)

[Cavalryman](/wikis/cavalryman)

[Engineer](/wikis/engineer)

[Foot Soldier](/wikis/foot-soldier)

[Nearwell](/wikis/nearwell)

[Sergeant](/wikis/sergeant)

**The Slums**

[Gang Member](/wikis/gang-member)

[Pickpocket](/wikis/pickpocket)

[Thief](/wikis/thief)

[Thug](/wikis/thug)

[Tough Thug](/wikis/tough-thug)

[Wererat](/wikis/wererat)

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[https://mark-1.obsidianportal.com/wiki\\_pages/cavalryman](https://mark-1.obsidianportal.com/wiki_pages/cavalryman)

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<link>https://mark-1.obsidianportal.com/wiki\_pages/pickpocket</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/thief</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1720685</id>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1720691</id>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/wererat</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/curly-barns</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1720697</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bragger-bondhome</link>

<content gm\_only="true" format="html">&lt;p&gt;Bragger is the only demihuman to hold a seat of authority in Endhome. Bondhome has served as captain of the guard for the past 20 years, and given his dwarven longevity will likely continue to do so for at least another 30.&lt;/p&gt;

[Bragger](/wikis/bragger-bondhome)

Bondhome

see NPC Appendix.

**Personality**: Bragger has been the leader of men for so long he's nearly forgotten what life

would be like if he didn't have to give orders. He

wears his beard neatly trimmed and his armor is

always in perfect repair. He commands immediate attention and respect when he enters a room, and his booming baritone demands to be heard when he speaks. Occasionally, after a half-dozen pints or so at The Trading Post, he has been known to wax nostalgic about life in the mountains amongst his fellow dwarves. He does not, however, make a

special effort to seek other dwarves' company, as he knows his place now is amongst men, and he does not want jeopardize their trust.

Male Dwarf Ftr8: CR

8; SZ M; HD 8d10+24; hp 74; Init +5 (Dex,

Improved Initiative); Spd 20 ft.; AC 20/23 (+1

Dex, +3 shield, +6 chainmail or +9 full plate),

touch 11, flat-footed 19/22; BAB/Grap +8/+12;

Atk +15 melee (1d10+9, +1 dwarven waraxe,

crit 19-20/x3), or +14 melee (1d6+4, masterwork

short sword, crit 19-20); Full Atk +15/+10 melee

(1d10+9, +1 dwarven waraxe, crit 19-20/x3), or

+14/+9 melee (1d6+4, masterwork short sword,

crit 19-20); SA dwarven racial fighting and skill

bonuses; SQ darkvision (60 ft.), stonecunning,

stability (+4 vs. bull rush or trip), weapon famil-

ilarity (dwarven waraxe), dwarven blood; AL LG;

SV Fort +9 (+11 vs. poison), Ref +3, Will +3 (+5 vs. spells and spell-like effects); Str 18, Dex 13, Con 16, Int 14, Wis 12, Cha 11.

Skills: Bluff +5, Climb +5 (+4 w/plate), Craft (armorsmith) +8, Craft (weaponsmith) +13, Diplomacy +2, Intimidate +13, Listen +1, Sleight of Hand -2 (-3 w/plate), Spot +1. Feats: Blind-Fight, Greater Weapon Focus (dwarven waraxe), Greater Weapon Specialization (dwarven waraxe), Improved Critical (dwarven waraxe), Improved Initiative, Power Attack, Weapon Focus (dwarven waraxe), Weapon Focus (short sword), Weapon Specialization (dwarven waraxe).

Possessions: +1 dwarven waraxe, masterwork short sword, +1 chainmail, +1 full plate, +1 heavy steel shield.

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<link>https://mark-1.obsidianportal.com/wiki\_pages/da-leek-ahats-du</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/lurton-gaspar</link>

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<content gm\_only="true" format="html">&lt;p&gt;The most highly respected clergyman in Endhome, High Priest Thaban oversees the doings at the Temple of Axion and also serves as an advisor &lt;br /&gt;

of sorts to noblemen, the governor and senators.&lt;/p&gt;

&lt;p&gt;High Priest Thaban, Male Human Cler9 &lt;br /&gt;

(Axion): hp 45; see &lt;span class="caps"&gt;NPC&lt;/span&gt; Appendix.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Personality&lt;/strong&gt;: High Priest Thaban has come to enjoy his respected position in the Endhome community. He regularly makes the rounds with the well to-do of the city, raising money for his already well-appointed church. When not schmoozing, he occasionally ministers to his flock, but mostly he leaves this to his acolytes.&lt;/p&gt;

&lt;p&gt;==Male Human Cler9&lt;br /&gt;

(Axion): CR 9; SZ M; HD 9d8; hp 45; Init &lt;ins&gt;1&lt;/ins&gt;&lt;br /&gt;

Spd 30 ft.; AC 11 (&lt;/ins&gt;1 Dex), touch 11, flat-footed&lt;br /&gt;

10; &lt;span class="caps"&gt;BAB&lt;/span&gt;/Grap &lt;ins&gt;6&lt;/ins&gt;7; Atk &lt;ins&gt;8  
melee (1d6&lt;/ins&gt;2, &lt;ins&gt;1&lt;/ins&gt;&lt;br /&gt;

light mace); Full Atk +8&lt;/ins&gt;3 melee (1d6+2, +1&lt;br /&gt;

light mace); SA spells; SQ aura, turn undead; AL&lt;br /&gt;

CG; SV Fort +6, Ref +4, Will +9; Str 12, Dex 13,&lt;br /&gt;

Con 11, Int 14, Wis 17, Cha 14.&lt;br /&gt;

Skills: Diplomacy +14, Heal +15, Knowledge&lt;br /&gt;

(religion) +14, Knowledge (local history) +14,&lt;br /&gt;

Profession (herbalist) +15. Feats: Brew Potion,&lt;br /&gt;

Extra Turning, Leadership, Scribe Scroll.&lt;br /&gt;

Divine Spells Prepared: (6/5/5/4/2/1; base DC&lt;br /&gt;

16 + spell level): 0-create water, cure minor&lt;br /&gt;

wounds (x2), detect magic, mending, purify food&lt;br /&gt;

and drinks; 1st-bless water, comprehend lan-&lt;br /&gt;

guages, detect undead, remove fear, sanctuary;&lt;br /&gt;

2nd-consecrate, delay poison, eagle?s splendor,&lt;br /&gt;

enthrall, lesser restoration; 3rd-create food and&lt;br /&gt;

water, remove blindness/deafness, remove curse,&lt;br /&gt;

remove disease; 4th-divination, restoration; 5th-&lt;br /&gt;

raise dead.&lt;/p&gt;

&lt;p&gt;Domain Spells (Good, Healing): 1st-cure light&lt;br /&gt;

wounds; 2nd-cure moderate wounds; 3rd-cure&lt;br /&gt;

serious wounds; 4th-cure critical wounds; 5th-&lt;br /&gt;

mass cure light wounds.&lt;br /&gt;

Granted Powers: Clerics of Freya cast healing&lt;br /&gt;

and good spell at +1 caster level.&lt;br /&gt;

Possessions: +1 light mace, numerous divine&lt;br /&gt;

scrolls of 1st through 4th level (not for sale), per-&lt;br /&gt;

sonal wealth worth approximately 3,500 gp.==&lt;/p&gt;

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Back to &lt;a href="/wikis/endhome-npcs" class="wiki-page-link"&gt;Endhome



NPCs&lt;/a&gt;???&lt;a href="/wikis/endhome-temple-of-axion" class="wiki-page-link"&gt;Endhome Temple of Axion&lt;/a&gt;</content>

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&lt;p&gt;&lt;a href="/wikis/father-beamus" class="wiki-page-link"&gt;Father Beamus&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/slaving-priestess-guard" class="wiki-page-link"&gt;Slaving Priestess Guard&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/elan-kanto" class="wiki-page-link"&gt;Elan Kanto&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/durgan-procuro" class="wiki-page-link"&gt;Durgan Procuro&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/thug-leader" class="wiki-page-link"&gt;Thug Leader&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/thug-common" class="wiki-page-link"&gt;Thug (Common)&lt;/a&gt;&lt;/p&gt;  
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<content gm\_only="true" format="html">&lt;p&gt;Male Human Clr2 (&lt;a href="/wikis/hureus" class="wiki-page-link"&gt;Hureus&lt;/a&gt;): &lt;br /&gt;  
&lt;strong&gt;CR 2&lt;/strong&gt;;&lt;br /&gt;  
&lt;strong&gt;SZ&lt;/strong&gt; M; &lt;br /&gt;  
&lt;strong&gt;HD&lt;/strong&gt; 2d8 + 2; &lt;br /&gt;  
&lt;strong&gt;hp&lt;/strong&gt; 14; &lt;br /&gt;  
&lt;strong&gt;Init&lt;/strong&gt; + 0; &lt;br /&gt;  
&lt;strong&gt;Spd&lt;/strong&gt; 30 ft. (20 ft.in armor); &lt;br /&gt;  
&lt;strong&gt;AC&lt;/strong&gt; 10/16? (+ 4 scale male, + 2 shield), touch 10, flat-footed 10/16?;  
&lt;br /&gt;  
&lt;strong&gt;&lt;span class="caps"&gt;BAB&lt;/span&gt;/Grap&lt;/strong&gt; + 1/+ 3;&lt;br /&gt;  
&lt;strong&gt;Atk&lt;/strong&gt; + 4 melee (1d8 + 3 ( + 2 if using shield), mastework heavy mace) or  
&lt;br /&gt;  
+ 1 ranged (1d4, sling, range&lt;br /&gt;  
50 ft.); &lt;br /&gt;  
&lt;strong&gt;SA&lt;/strong&gt; spells; &lt;br /&gt;  
&lt;strong&gt;SQ&lt;/strong&gt; aura, rebuke undead; &lt;br /&gt;  
&lt;strong&gt;AL&lt;/strong&gt; LE;&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;SV&lt;/strong&gt; Fort + 4, Ref + 0,Will + 5;&lt;/p&gt;  
&lt;p&gt;Str 14, Dex 11, Con 13, &lt;br /&gt;  
Int 8,Wis 15, Cha 12.&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Skills&lt;/strong&gt;: , Craft + 9, Diplomacy +3, Intimidate +3, Knowledge  
(religion) +4, Concentration + 4&lt;/p&gt;

<p><strong>Feats</strong>: Scribe Scroll, Spell Focus (Enchantment)</p>

<p><strong>SA</strong>-</p>

<p><strong>SQ</strong>-</p>

<p><strong>Unholy Spell Prepared (4/3)</strong>:</p>

<p><strong>0 (DC 12)</strong>-<a href="/wikis/cure-minor-wounds"

class="wiki-page-link">Cure Minor Wounds</a>,, <a href="/wikis/guidance"

class="wiki-page-link">Guidance</a>,, <a href="/wikis/read-magic-0"

class="wiki-page-link">Read Magic</a>,, <a href="/wikis/resistance"

class="wiki-page-link">Resistance</a>;</p>

<p><strong>1st (DC 13)</strong>-<a href="/wikis/cure-light-wounds-0"

class="wiki-page-link">Cure Light Wounds</a>,, <a href="/wikis/doom"

class="wiki-page-link">Doom</a>,, <a href="/wikis/shield-of-faith"

class="wiki-page-link">Shield of Faith</a>.</p>

<p><strong>Domain Spells</strong> (<a href="/wikis/domination-domain"

class="wiki-page-link">Domination Domain</a>,, <a href="/wikis/artifice-domain"

class="wiki-page-link">Artifice Domain</a>): <strong>1st</strong>-<a

href="/wikis/command-0" class="wiki-page-link">Command</a> (save DC 14)</p>

<p>Granted Powers: Gain + 4 bonus on Craft checks. The character casts conjuration (creation) spells at + 1 caster level. (Those with access to both the Artifice and Creation domains cast conjuration (creation) spells at + 3 caster level.); You gain Spell Focus (Enchantment) as a bonus feat.</p>

<p><strong>Possessions</strong>: masterwork heavy mace, heavy wooden shield, scale mail, scroll of <a href="/wikis/cure-light-wounds-0" class="wiki-page-link">Cure Light Wounds</a> (1st level), scroll of <a href="/wikis/command-0" class="wiki-page-link">Command</a> (1st level).</p>

<p><strong>Note</strong>: ? value while wearing armor.</p>

<hr />

Back to [The Slaving Priestess The Players](/wikis/the-slaving-priestess-the-players) [The Slaving Priestess Locations](/wikis/the-slaving-priestess-locations)

**Female Human Clr2** ([lthyx](/wikis/ithyx)):

**CR 2**;

**SZ**; M;

**HD**; 2d8 + 2;

**hp**; 14;

**Init**; + 0;

**Spd**; 30 ft. (20 ft.in armor);

**AC**; 10/16? (+ 4 scale male, + 2 shield), touch 10, flat-footed 10/16?;

**BAB**; **Grap**; + 1/+ 3;

**Atk**; + 4 melee (1d8 + 3 ( + 2 if using shield), mastework heavy mace) or

+ 1 ranged (1d4, sling, range

50 ft.);

**SA**; spells;

**SQ**; aura, rebuke undead;

**AL**; CE;

**SV**; Fort + 4, Ref + 0, Will + 5;

**Str** 14, **Dex** 11, **Con** 13,

**Int** 8, **Wis** 15, **Cha** 12.

**Skills**; ==, Bluff + 9, Diplomacy +3, Intimidate +3, Knowledge (religion) +4, Sleight of Hand +1/-5?, ==

<p><strong>Feats</strong>: Scribe Scroll, Skill Focus (Bluff)</p>

<p><strong>SA</strong>-</p>

<p><strong>SQ</strong>-Bonus Skills: As a priestess of Ithyx, the acolytes gains Bluff, Disguise, and Hide as class <br />

skills</p>

<p><strong>Unholy Spell Prepared (4/3)</strong>:</p>

<p><strong>0 (DC 12)</strong>-<a href="/wikis/cure-minor-wounds" class="wiki-page-link">Cure Minor Wounds</a>,, <a href="/wikis/guidance" class="wiki-page-link">Guidance</a>,, <a href="/wikis/read-magic-0" class="wiki-page-link">Read Magic</a>,, <a href="/wikis/resistance" class="wiki-page-link">Resistance</a>;</p>

<p><strong>1st (DC 13)</strong>-<a href="/wikis/cure-light-wounds-0" class="wiki-page-link">Cure Light Wounds</a>,, <a href="/wikis/doom" class="wiki-page-link">Doom</a>,, <a href="/wikis/shield-of-faith" class="wiki-page-link">Shield of Faith</a>.</p>

<p><strong>Domain Spells</strong> (<a href="/wikis/evil-domain" class="wiki-page-link">Evil Domain</a>,, <a href="/wikis/trickery-domain" class="wiki-page-link">Trickery Domain</a>): <strong>1st</strong>-<a href="/wikis/protection-from-good" class="wiki-page-link">Protection from Good</a> (+1 caster level)</p>

<p>Granted Powers: You cast evil spells at +1 caster level. Add Bluff, Disguise, and Hide to your list of cleric class skills.</p>

<p><strong>Possessions</strong>: masterwork heavy mace, heavy wooden shield, scale mail, scroll of <a href="/wikis/cure-light-wounds-0" class="wiki-page-link">Cure Light Wounds</a> (1st level), scroll of <a href="/wikis/command-0" class="wiki-page-link">Command</a> (1st level).</p>

<p><strong>Note</strong>: ? value while wearing armor.</p>

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Back to <a href="/wikis/the-slaving-priestess-the-players" class="wiki-page-link">The Slaving Priestess The Players</a>???<a href="/wikis/the-slaving-priestess-locations" class="wiki-page-link">The Slaving Priestess Locations</a></content>

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<content gm\_only="true" format="html"><p>Male Human War1: <br />

<strong>CR</strong> 1/2; <br />

<strong>SZ</strong> M; <br />

HD 1d8+1; <strong>hp</strong> 5 each; <br />

<strong>Init</strong> <ins>0</ins> <br />

<strong>Spd</strong> 30 ft.; <br />

<strong>AC</strong> 15 (</ins>3 studded leather, <ins>2 shield), touch 10, flat-footed 15; <strong><span class="caps">BAB</span>/Grap</strong> +1</ins>3; <br />

<strong>Atk</strong> <ins>4</ins> melee (1d8</ins>2, longsword, crit 19-20), or <br />

+1 ranged (1d8, longbow, crit x3, range 100 ft.); <br />

<strong>AL</strong> LE;</p>

<p><strong>SV</strong> Fort +3, Ref +0, Will +0;</p>

&lt;p&gt;Str 14, Dex 11, Con 12,&lt;br /&gt;

Int 8,Wis 10, Cha 10.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Skills&lt;/strong&gt;: Listen +4, Spot +4.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Feats&lt;/strong&gt;: Alertness,&lt;br /&gt;

Weapon Focus (longsword).&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Possessions&lt;/strong&gt;: longsword, longbow, arrows (x10),&lt;br /&gt;

studded leather armor, heavy wooden shield, 25&lt;br /&gt;

sp.&lt;/p&gt;

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Back to &lt;a href="/wikis/the-slaving-priestess" class="wiki-page-link"&gt;The Slaving Priestess&lt;/a&gt;</content>

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<content gm\_only="true" format="html"&gt;&lt;p&gt;Female Human Clr5 (&lt;a href="/wikis/ithyx" class="wiki-page-link"&gt;lthyx&lt;/a&gt;):&lt;br /&gt;

&lt;strong&gt;CR&lt;/strong&gt; 5; &lt;br /&gt;

&lt;strong&gt;SZ&lt;/strong&gt; M; &lt;br /&gt;

&lt;strong&gt;HD&lt;/strong&gt; 5d8 + 5; &lt;br /&gt;

&lt;strong&gt;hp&lt;/strong&gt; 32; &lt;br /&gt;

&lt;strong&gt;Init&lt;/strong&gt; + 0; &lt;br /&gt;

&lt;strong&gt;Spd&lt;/strong&gt; 30 ft.; &lt;br /&gt;

&lt;strong&gt;AC&lt;/strong&gt; 10/15\* (+ 5 chain shirt), touch 10, flat-footed 10/15?&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;&lt;span class="caps"&gt;BAB&lt;/span&gt;/Grap&lt;/strong&gt; + 3/+ 4; &lt;br /&gt;





[Cure Serious](/wikis/cure-serious-wounds)

Wounds

**Domain Spells (Evil, Trickery): 1st**

[Protection from Good](/wikis/protection-from-good)

(+1 Caster Level);

**2nd** [Invisibility](/wikis/invisibility-0)

**3rd** [Nondetection](/wikis/nondetection)

**Granted Powers:**

You cast evil spells at +1 caster level. Add Bluff, Disguise, and Hide to your list of cleric class skills.

**Possessions:** + 1 quarterstaff, + 1 chain shirt, sling, potion of bull's strength, potion of cure serious wounds (2 doses);

Note: ? indicates value while chainmail is

worn.

Back to [The Slaving](/wikis/the-slaving-priestess)

[The Slaving Priestess The Players](/wikis/the-slaving-priestess-the-players)

[SP 17G](/wikis/sp-17g)

[SP Warehouse](/wikis/sp-warehouse)

**Female Human Clr5** ([Hureus](/wikis/hureus));

**CR** 5;

**SZ** M;

**HD** 5d8 + 5;

<strong>hp</strong> 32; <br />

<strong>Init</strong> + 0; <br />

<strong>Spd</strong> 30 ft.; <br />

<strong>AC</strong> 10/15\* (+ 5 chain shirt), touch 10, flat-footed 10/15?</p>

<p><strong><span class="caps">BAB</span>/Grap</strong> + 3/+ 4; <br />

<strong>Atk</strong> + 5 (1d6 + 2, + 1 quarterstaff), or <br />

+ 3 ranged (1d4+1, sling, range 50 ft.); <br />

<strong>SA</strong> spells; <br />

<strong>SQ</strong> aura, rebuke undead; <br />

<strong>AL</strong> LE;</p>

<p><strong>SV</strong> Fort + 5, Ref + 1, Will + 7; <br />

St 13, Dex 10, Con 12, <br />

Int 12, Wis 17, Cha 16.</p>

<p><strong>Skills</strong>: Bluff + 14, Concentration + 9, Diplomacy + 5, Intimidate + 5, Knowledge (religion) + 9, Sleight of Hand +3/-2\*, Spot +7.</p>

<p><strong>Feats</strong>: Brew Potion, Scribe Scroll, Skill Focus (Bluff).</p>

<p><strong>Unholy Spell Prepared</strong> (5/4/3/2; <strong>base DC 13 + spell level</strong>): <br />

<strong>0</strong>- <a href="/wikis/cure-minor-wounds" class="wiki-page-link">Cure Minor Wounds</a>, <a href="/wikis/detect-magic" class="wiki-page-link">Detect Magic</a>, <a href="/wikis/guidance" class="wiki-page-link">Guidance</a>, <a href="/wikis/read-magic-0" class="wiki-page-link">Read Magic</a>, <a href="/wikis/resistance" class="wiki-page-link">Resistance</a>; <strong>1st</strong>- <a href="/wikis/command-0" class="wiki-page-link">Command</a>, <a href="/wikis/cure-light-wounds-0" class="wiki-page-link">Cure Light Wounds</a>, <a href="/wikis/doom

[Shield of Faith](/wikis/shield-of-faith); [Cure Moderate Wounds](/wikis/cure-moderate-wounds); [Enthrall](/wikis/enthrall); [Hold Person](/wikis/hold-person); [Bestow Curse](/wikis/bestow-curse); [Cure Serious Wounds](/wikis/cure-serious-wounds).

**Domain Spells (Domination, Competition):**

- 1st:** [Command](/wikis/command-0)
- 2nd:** [Darkness](/wikis/darkness)
- 3rd:** [Prayer](/wikis/prayer)

**Granted Powers:**

You gain Spell Focus (Enchantment) as a bonus feat.. You gain a +1 bonus on opposed checks you make.

**Possessions:** + 1 quarterstaff, + 1 chain shirt, sling, potion of bull's strength, potion of cure serious wounds (2 doses).

Note: ? indicates value while chainmail is worn.

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Back to [The Slaving Priestess](/wikis/the-slaving-priestess); [The Slaving Priestess The Players](/wikis/the-slaving-priestess-the-players); [SP 17G](/wikis/sp-17g); [SP Warehouse](/wikis/sp-warehouse)

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<content gm\_only="true" format="html">&lt;p&gt;Male Human Ftr2: &lt;br /&gt;  
&lt;strong&gt;CR 2&lt;/strong&gt;;&lt;br /&gt;  
&lt;strong&gt;SZ&lt;/strong&gt; M; &lt;br /&gt;  
&lt;strong&gt;HD&lt;/strong&gt; 2d10 + 4; &lt;br /&gt;  
&lt;strong&gt;hp&lt;/strong&gt; 19; &lt;br /&gt;  
&lt;strong&gt;Init&lt;/strong&gt; + 6 (Dex, Improved Initiative); &lt;br /&gt;  
&lt;strong&gt;Spd&lt;/strong&gt; 20 ft.; &lt;br /&gt;  
&lt;strong&gt;AC&lt;/strong&gt; 19 (+ 2 Dex, + 5 breast-  
plate, + 2 shield), touch 12, flat footed 17; &lt;br /&gt;  
&lt;strong&gt;&lt;span class="caps"&gt;BAB&lt;/span&gt;/Grap&lt;/strong&gt;  
&lt;ins&gt;2&lt;/ins&gt;4&lt;br /&gt;  
&lt;strong&gt;Atk&lt;/strong&gt; + 6 (1d10 + 2, masterwork  
bastard sword, crit 19-20), or  
+ 4 ranged (1d10, heavy crossbow, crit 19-20, range 120 ft.);&lt;br /&gt;  
&lt;strong&gt;AL&lt;/strong&gt; LE;&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;SV&lt;/strong&gt; Fort + 5, Ref + 2, Will &#8211; 1;&lt;/p&gt;  
&lt;p&gt;Str 15, Dex 14, Con 15, &lt;br /&gt;  
Int 8, Wis 9, Cha 12.&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Skills&lt;/strong&gt;: Bluff + 3, Intimidate + 2, Climb + 3.&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Feats&lt;/strong&gt;: Dodge, Exotic Weapon Proficiency (bastard sword),  
&lt;br /&gt;  
Improved Initiative, Weapon Focus (bastard sword).&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Possessions&lt;/strong&gt;: masterwork bastard sword, heavy crossbow, 15 bolts, breastplate, heavy steel shield, potion of bull's strength.&lt;/p&gt;

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&lt;strong&gt;CR&lt;/strong&gt; 2;&lt;br /&gt;

&lt;strong&gt;SZ&lt;/strong&gt;: M; &lt;br /&gt;

&lt;strong&gt;HD&lt;/strong&gt; 2d6 + 2 plus 1d8 + 1; &lt;br /&gt;

&lt;strong&gt;hp&lt;/strong&gt; 18; &lt;br /&gt;

&lt;strong&gt;Init&lt;/strong&gt; + 6 (Dex, Improved Initiative); &lt;br /&gt;

&lt;strong&gt;Spd&lt;/strong&gt; 30 ft.; &lt;br /&gt;

&lt;strong&gt;AC 17&lt;/strong&gt; (+ 2 Dex, + 3 armor, + 2 shield), touch 12, flat-footed 15;&lt;br /&gt;

&lt;strong&gt;&lt;span class="caps"&gt;BAB&lt;/span&gt;/Grap&lt;/strong&gt; + 2/+ 4;&lt;br /&gt;

&lt;strong&gt;Atk&lt;/strong&gt; + 5 melee (1d6 + 2, scimitar,crit 18-20), or &lt;br /&gt;

+ 4 ranged (1d8, light crossbow, crit 19-20, range 80 ft.); &lt;br /&gt;

&lt;strong&gt;SA&lt;/strong&gt; sneak attack (+ 1d6); &lt;br /&gt;

&lt;strong&gt;SQ&lt;/strong&gt; evasion, trapfinding; &lt;br /&gt;

&lt;strong&gt;AL&lt;/strong&gt; LE;&lt;/p&gt;

<p><strong>SV</strong> <br />

Fort +3, Ref +5, Will -1;</p>

<p>Str 14, Dex 15, Con 12, <br />

Int 8, Wis 9, Cha 11.</p>

<p><strong>Skills</strong>: Bluff + 5, Climb + 5, Diplomacy + 2, Disguise + 5, Gather Information +5, Hide +4, Intimidate +10, Move Silently +4, Profession (thug) +5,

Sleight of Hand +1.</p>

<p><strong>Feats</strong>: Improved Initiative,<br />

Skill Focus (Intimidate), Weapon Focus (scimitar).</p>

<p><strong>Possessions</strong>: scimitar, light crossbow, bolts (x15), studded leather armor, heavy steel shield, potion of cat's grace, 80 gp.</p>

<hr />

Back to <a href="/wikis/the-hired-thugs" class="wiki-page-link">The Hired Thugs</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1720725</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/thug-common</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1720745</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/finding-fenton</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1720749</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-lost-treasure-map</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1720752</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/reward-for-the-greentree-bandits</link>

<content      gm\_only="true"      format="html">&lt;p&gt;&lt;a      href="/wikis/bragger-bondhome" class="wiki-page-link"&gt;Bragger Bondhome&lt;/a&gt; (see NPCs of Endhome,&lt;br /&gt; above) has offered a reward of 500 gp for the head&lt;br /&gt; of the leader of the Green Tree Bandits, who have begun to sufficiently annoy the local merchants coming in and out of Endhome to have officially made themselves a public nuisance. The PCs can learn of this either through a Bardic Knowledge or Gather Information check (see Getting to Know Endhome, in the Endhome chapter, above), or by spotting a Wanted Poster in the Bazaar. There are several such posters nailed to walls and posts around the bazaar, and most merchants there have heard stories about the bandits and their escapes. The posters direct interested bounty hunters to Bragger in the barracks.

See      &lt;a      href="/wikis/ehw-area-b"      class="wiki-page-link"&gt;&lt;span class="caps"&gt;EHW&lt;/span&gt; Area B&lt;/a&gt; in the Wilderness Locations chapter for more details on the Green Tree Bandits.&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/adventures-in-endhome" class="wiki-page-link"&gt;Adventures in Endhome&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1720754</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/tlcob-wilderness</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/tlcob-wilderness-overview</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721023</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/farmlands-grasslands-and-riverbed</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721077</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/penprie-forest</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721107</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ehw-area-a</link>

<content gm\_only="true" format="html">&lt;p&gt;Gilda is a half-elven druid who lives on the outskirts of the Penprie Forest with her wolf companions Rinn and &lt;del&gt;Rann&lt;/del&gt; Flynn. Her parents were both&lt;br /&gt;farmers, and she had grown up assuming she would marry a farm boy and settle into the life of farm wifedom. Then one night she heard a wolf howling, and, dream-like, followed that sound into the woods. She never found the wolf, but, exhausted from her travels, she fell asleep in a cluster of tall oaks. When she awoke, she knew that her life lay amid the woodland creatures.&lt;/p&gt;



[Gilda Waynetrop](/wikis/gilda-waynetrop),  
Female Half-Elf Drd2; CR

hp 12; see NPC Appendix.

Personality: Gilda's father was elven, her mother human. She inherited her father's enduring patience, but also her mother's fierce temper. Thus, it takes quite a bit to anger her, but once set off, woe betide the fool who so pushed her too far.

[Rinn and Flynn](/wikis/rinn-and-flynn), Male  
Wolves: CR 1; hp

14, 12; see NPC Appendix.

**Development:** For whatever reason, this particular region is noticeably short of druids. Thus, when Gilda decided to pursue the way of the woods she traveled to a large neighboring forest (DM's choice) and consulted with Drimm, a male druid who served as her mentor for several years. Eventually he sent her back to Endhome to look after the Penprie Forest. This she has been doing to the best of her ability ever since, but, being only 2nd level, is somewhat limited in her effect. If the PCs are good, she is willing to give them some information about the woods. She has met the aranea in [EHW Area C](/wikis/ehw-area-c), though she only thinks they're rather strange elves. She is aware that there is a tribe of gibbons in the west. She is also aware of

the Green Tree Bandits, but unsure of their exact hideout. She is willing to accompany the PCs if they are seeking to rid the forest of any of these evil neighbors. She is not interested in exploring dank caverns or underground cities however, nor in general any adventure that would take her from her beloved forest.

#### Gilda's Hut

Her cabin is sparsely furnished with a wooden table for eating, two chairs, a rug, and a large fireplace. The room's four windows all have heavy curtains to keep out the cold in the winter. Gilda has a simple bed piled high with blankets once the fall comes. Under her bed she keeps a trunk with spare clothing and her treasure.</p>

<p><strong>Treasure</strong>: 100 gp, scroll of cure light wounds (1st level), scroll of entangle (1st level).

Gilda also has a reading room where she goes to bone up on her druidic knowledge. The walls are lined with bookshelves filled with tomes on nature, both flora and fauna.</p>

<p><strong>Treasure</strong>: Pressed into one large book (Search DC 15) is a scroll of detect snares and pits (1st level).</p>

<p><strong>Development</strong>: Should the PCs find themselves in a tight spot in or very near the Penprie Forest, Gilda could show up at an opportune time to assist

either with healing or even combat.

Back to [Penprie Forest](/wikis/penprie-forest) [&span class="caps">TLCOB Wilderness](/wikis/tlcob-wilderness)

[https://mark-1.obsidianportal.com/wiki\\_pages/1721111](https://mark-1.obsidianportal.com/wiki_pages/1721111)

[https://mark-1.obsidianportal.com/wiki\\_pages/tlcob-wilderness-npcs](https://mark-1.obsidianportal.com/wiki_pages/tlcob-wilderness-npcs)

[https://mark-1.obsidianportal.com/wiki\\_pages/1721112](https://mark-1.obsidianportal.com/wiki_pages/1721112)

[https://mark-1.obsidianportal.com/wiki\\_pages/bandit](https://mark-1.obsidianportal.com/wiki_pages/bandit)

[https://mark-1.obsidianportal.com/wiki\\_pages/1721114](https://mark-1.obsidianportal.com/wiki_pages/1721114)

[https://mark-1.obsidianportal.com/wiki\\_pages/grump-berger](https://mark-1.obsidianportal.com/wiki_pages/grump-berger)

[https://mark-1.obsidianportal.com/wiki\\_pages/1721116](https://mark-1.obsidianportal.com/wiki_pages/1721116)

[https://mark-1.obsidianportal.com/wiki\\_pages/girda](https://mark-1.obsidianportal.com/wiki_pages/girda)

[https://mark-1.obsidianportal.com/wiki\\_pages/1721134](https://mark-1.obsidianportal.com/wiki_pages/1721134)

[https://mark-1.obsidianportal.com/wiki\\_pages/garland-franks](https://mark-1.obsidianportal.com/wiki_pages/garland-franks)

[https://mark-1.obsidianportal.com/wiki\\_pages/1721136](https://mark-1.obsidianportal.com/wiki_pages/1721136)

<link>https://mark-1.obsidianportal.com/wiki\_pages/silvat</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721144</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/fell-tarmick</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721145</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/thuss</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721146</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/gilda-waynetrop</link>

<content gm\_only="true" format="html">&lt;p&gt;Female Half-Elf Drd2: &lt;br /&gt;

&lt;strong&gt;CR&lt;/strong&gt; 2; &lt;br /&gt;

&lt;strong&gt;SZ&lt;/strong&gt; M; &lt;br /&gt;

&lt;strong&gt;HD&lt;/strong&gt; 2d8; &lt;br /&gt;

&lt;strong&gt;hp&lt;/strong&gt; 12; &lt;br /&gt;

&lt;strong&gt;Init&lt;/strong&gt; &lt;ins&gt;2; &lt;br /&gt;

&lt;strong&gt;Spd&lt;/strong&gt; 30 ft.;&lt;br /&gt;

&lt;strong&gt;AC&lt;/strong&gt; 16 (&lt;/ins&gt;2 Dex, &lt;ins&gt;2 leather, +2 shield), touch 12,  
flat-footed 14; &lt;strong&gt;&lt;span class="caps"&gt;BAB&lt;/span&gt;/Grap&lt;/strong&gt;  
+1&lt;/ins&gt;2;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Atk&lt;/strong&gt; &lt;br /&gt;

&lt;ins&gt;2 melee (1d6&lt;/ins&gt;1, scimitar, crit 18-20), or &lt;br /&gt;

&ins&3 ranged (1d4&/ins&1, sling, range 50 ft.);&/p&

&p&&strong&SA&/strong& spells; &br /&

&strong&SQ&/strong& animal companion, elven blood, nature sense, immune&br /&

to sleep spells, low-light vision, wild empathy, woodland stride; &strong&AL&/strong&

NG;&/p&

&p&&strong&SV&/strong& Fort &ins&3, Ref +2, Will +6 (&/ins&8 vs.

Enchantments);&/p&

&p&&strong&Str 12, Dex 15, Con 10, &br /&

Int 12,Wis 16, Cha 10.&/strong&&/p&

&p&&strong&Skills&/strong&: Concentration +5, Diplomacy +2, Gather Information +2,

Handle Animal +8, Heal +8, Knowledge (nature) +6, Listen +4, Search +2, Spot +2, Survival +8.&/p&

&p&&strong&Feats&/strong&: Scribe Scroll.&/p&

&p&&strong&Divine Spells Prepared&/strong& (4/3; base DC 13 + spell&br /&

level): &strong&0&/strong&-&a href="/wikis/cure-minor-wounds"

class="wiki-page-link"&Cure Minor Wounds&/a&, &a href="/wikis/detect-poison"

class="wiki-page-link"&Detect Poison&/a&, &a href="/wikis/mending"

class="wiki-page-link"&Mending&/a&, &a href="/wikis/purify-food-and-drink"

class="wiki-page-link"&Purify Food and Drink&/a&; &strong&1st&/strong&-&a

href="/wikis/cure-light-wounds-0" class="wiki-page-link"&Cure Light Wounds&/a&, &a

href="/wikis/entangle" class="wiki-page-link"&Entangle&/a&, &a href="/wikis/obscuring-mist"

class="wiki-page-link"&Obscuring Mist&/a&.&/p&

&p&&strong&Possessions&/strong&: scimitar, leather armor, heavy wooden shield,  
scroll of cure light wounds, scroll&br /&

of detect snares and pits, scroll of calm animals.&/p&

&p&&a href="/wikis/rinn-and-flynn" class="wiki-page-link"&Rinn and

Flynn&/a&.&/p&

**Personality**: Gilda's father was elven, her mother human. She inherited her father's enduring patience, but also her mother's fierce temper. Thus, it takes quite a bit to anger her, but once set off, woe betide the fool who so pushed her too far.

Gilda is a half-elven druid who lives on the outskirts of the Penprie Forest with her wolf companions Rinn and Rann. Her parents were both farmers, and she had grown up assuming she would marry a farm boy and settle into the life of farm wifedom. Then one night she heard a wolf howling, and, dream-like, followed that sound into the woods. She never found the wolf, but, exhausted from her travels, she fell asleep in a cluster of tall oaks. When she awoke, she knew that her life lay amid the woodland creatures.

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Back to [EHW Area A](/wikis/ehw-area-a)

[https://mark-1.obsidianportal.com/wiki\\_pages/1721155](https://mark-1.obsidianportal.com/wiki_pages/1721155)

[https://mark-1.obsidianportal.com/wiki\\_pages/ehw-area-b](https://mark-1.obsidianportal.com/wiki_pages/ehw-area-b)

[https://mark-1.obsidianportal.com/wiki\\_pages/1721182](https://mark-1.obsidianportal.com/wiki_pages/1721182)

<link>https://mark-1.obsidianportal.com/wiki\_pages/gt-area-b1</link>

<content gm\_only="true" format="html">&lt;p&gt;Fell Tarmick?s Tent (EL 3)&lt;/p&gt;

&lt;p&gt;This small tent is equipped with a simple cot, some blankets, several rugs made of thick animal

hides, and a small wooden table and two chairs.

There is also a small flat stone upon which stand

carvings of forest animals (deer, woodchucks,

squirrels, and so on).When not out with his men

in the camp, Fell spends his time in here whit-

tling.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/fell-tarmick" class="wiki-page-link"&gt;Fell Tarmick&lt;/a&gt;, Male Human

Rng2/Rog1: CR&lt;br /&gt;

3; hp 19; see &lt;span class="caps"&gt;NPC&lt;/span&gt; Appendix.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Tactics&lt;/strong&gt;: Fell has absolutely no intention of

taking on several intruders alone. If the PCs some-

how manage to surprise him in his tent, the ban-

dits? leader does everything possible to escape,

including Tumbling past the intruders or cutting a

hole in the tent. If completely cornered, he fights

to the death.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Treasure&lt;/strong&gt;: ==Buried beneath the rugs ==(&lt;strong&gt;&lt;a

href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; DC&lt;br /&gt;

15&lt;/strong&gt;) is a small locked chest (Hardness 5; hp 20;&lt;br /&gt;

&lt;strong&gt;&lt;a href="/wikis/open-lock" class="wiki-page-link"&gt;Open Lock&lt;/a&gt; [DC

22]&lt;/strong&gt;, Break [DC 25]) containing

what remains of the bandits? plunder, currently

330 sp, and 16 pieces of jewelry worth a total of 160 gp. The rugs themselves are worth 40 gp if cleaned up, and a masterwork lyre lies forgotten in the corner. Four kegs of fine ale (50 gallons each) lifted from a local merchant, and 2 cases of fine wine (worth 60 gp per case) are stacked in the corner.

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[Back to EHW Area B](/wikis/ehw-area-b)

[https://mark-1.obsidianportal.com/wiki\\_pages/1721196](https://mark-1.obsidianportal.com/wiki_pages/1721196)

[https://mark-1.obsidianportal.com/wiki\\_pages/gt-area-b2](https://mark-1.obsidianportal.com/wiki_pages/gt-area-b2)

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Grump and Garland's Tent (EL 3)

Fell's two right hand men sleep here. There's

not much of value in the tent, just two bedrolls, a

flagon of ale, and a tree stump being used as a sur-

face for playing cards. Both Grump and Garland

spend little time here.

[Garland Franks](/wikis/garland-franks), Male

Human Brd2: CR 2; hp 10; see NPC Appendix.

[Grump Berger](/wikis/grump-berger), Male

Dwarf Ftr1: CR 1; hp

12; see NPC Appendix.

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[Back to \[Area B\]\(/wikis/ehw-area-b\)](/wikis/ehw-area-b)

[https://mark-1.obsidianportal.com/wiki\\_pages/1721204](https://mark-1.obsidianportal.com/wiki_pages/1721204)

[https://mark-1.obsidianportal.com/wiki\\_pages/gt-area-b3](https://mark-1.obsidianportal.com/wiki_pages/gt-area-b3)

**Lean-tos and Tarps (EL Varies)**

The remainder of the bandits, 10 in all, sleep

beneath lean-tos, tarps, or pieces of wood. Within

this cover are bedrolls and the occasional spare

sword or broken arrow but little else of value.

At any given time 1d4+1 bandits are resting,

unarmored, within some of these areas (DM's

choice).

[Bandit](/wikis/bandit), Male Human War1: CR

1/2; hp 5; see

**NPC** Appendix.

[Back to \[Area B\]\(/wikis/ehw-area-b\)](/wikis/ehw-area-b)

[https://mark-1.obsidianportal.com/wiki\\_pages/1721212](https://mark-1.obsidianportal.com/wiki_pages/1721212)

[https://mark-1.obsidianportal.com/wiki\\_pages/gt-area-b4](https://mark-1.obsidianportal.com/wiki_pages/gt-area-b4)

**Camp** (EL

varies)</strong></p>

<p>This is where most of the bandits can be found- grousing, gambling, spitting, drinking, and arguing. Meals are prepared over an open fire, often some wild game hunted down by Fell or occasionally something good plundered from a merchant's caravan. The ground around the campfire is strewn with broken cutlery, bones, dried fat, and even a copper or two.</p>

<p><strong>Tactics</strong>: Fell keeps three guards, one at each ?G? on the map, on look-out at all times. At the first sign of trouble the guards give a call and the rest of the camp springs into action. Fell has made it abundantly clear to his men that they are now famous highway robbers (still a bit of an exaggeration, but it keeps morale high), and as such they should expect reprisals eventually from the locals. If the alarm is sounded, every bandit grabs his bow or crossbow and positions himself by one of the trees on the perimeter of the camp, with Fell, Garland, and Grump by the campfire to give commands. The bandits use missile weapons for as long as possible, and so prefer to fire then move, fire then move, etc.... Fell uses his bow first against arcane spell casters, then his Tumble and sneak attack in melee. If possible, Garland casts sleep before singing and then using

his crossbow. Grump prefers hand-to-hand, and  
once melee is joined, he charges into combat fear-  
lessly.</p>

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<p>Back to <a href="/wikis/ehw-area-b" class="wiki-page-link"><span class="caps">EHW</span> Area B</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721477</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-pulanti-estate-sublevel</link>

<content gm\_only="true" format="html"><p></p>

<p><a href="/wikis/pulanti-area-15-19" class="wiki-page-link">Pulanti Area 15-19</a>::  
Tasting Room</p>

<p><a href="/wikis/pulanti-area-15-20" class="wiki-page-link">Pulanti Area 15-20</a>::  
Red Wine Cellar</p>

<p><a href="/wikis/pulanti-area-15-21" class="wiki-page-link">Pulanti Area 15-21</a>::  
White Wine Cellar</p>

<p><a href="/wikis/pulanti-area-15-22" class="wiki-page-link">Pulanti Area 15-22</a>::  
<br />

Chamber of Blood (EL 2)</p>

<p><a href="/wikis/pulanti-area-15-23-0" class="wiki-page-link">Pulanti Area  
15-23</a>: <br />

Osmond?s Coffin (EL 4)</p>

<p><a href="/wikis/pulanti-area-15-24" class="wiki-page-link">Pulanti Area 15-24</a>::

&lt;br /&gt;

Kurant's Coffin (EL 4)&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/pulanti-area-15-25" class="wiki-page-link"&gt;Pulanti Area 15-25&lt;/a&gt;:

Thelonius and &lt;br /&gt;

Esmerelda's Coffins (EL 7)&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/pulanti-area-15-26" class="wiki-page-link"&gt;Pulanti Area 15-26&lt;/a&gt;:

&lt;br /&gt;

Treasure Room (EL 10)&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/pulanti-area-15-27" class="wiki-page-link"&gt;Pulanti Area 15-27&lt;/a&gt;:

Body Parts (EL 2)&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/pulanti-area-15-28" class="wiki-page-link"&gt;Pulanti Area 15-28&lt;/a&gt;:

Rat Warren (EL 5)&lt;br /&gt;

\_\_\_\_&lt;/p&gt;

&lt;p&gt;The Pulantis have sequestered themselves within

the dark recesses of this cellar these many years.

For reasons of their own, they rarely venture from

the dark confines of their coffins except to drink

from the pool of blood fed by the many victims

provided them by the wererats.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Standard Features&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Most of this level is a standard basement, built

of mortared stone with low, eight-foot high ceil-

ings. Dust and rat droppings are everywhere. The

southern portion of this level contains some natu-

ral caves that have lower ceilings (six to seven-

feet high). All the non-cave areas contain wall

sconces, though none contain torches. The secret doors all have the same stats (2 in. thick;

Hardness 5; hp 30; Search DC 25).

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[Back to The Pulanti Estate](/wikis/the-pulanti-estate)

[https://mark-1.obsidianportal.com/wiki\\_pages/1721478](https://mark-1.obsidianportal.com/wiki_pages/1721478)

[https://mark-1.obsidianportal.com/wiki\\_pages/pulanti-area-15-19](https://mark-1.obsidianportal.com/wiki_pages/pulanti-area-15-19)

The stairs from the kitchen (Area 15-13) descend to this small room that contains only a wooden table and two chairs. On the table are a decanter and two crystal tasting glasses. Except for copious rat droppings, the room is empty. The decanter is full of human blood.

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[Back to The Pulanti Estate Sublevel](/wikis/the-pulanti-estate-sublevel)

[https://mark-1.obsidianportal.com/wiki\\_pages/1721479](https://mark-1.obsidianportal.com/wiki_pages/1721479)

[https://mark-1.obsidianportal.com/wiki\\_pages/pulanti-area-15-20](https://mark-1.obsidianportal.com/wiki_pages/pulanti-area-15-20)

The bigger of the two cellars, this large room could easily hold 2,000 bottles. At the moment, there are only about 150. Anyone making a successful **Int check** or an appropriate Knowledge

of Profession check (DC 15)</strong> realizes that some of the wines are quite valuable. In all there are

20 bottles worth 10 gp each, and 2 bottles worth

50 gp each (to an interested and knowledgeable

buyer, of course, such as, say, the managers of

Heaven's Gate or the Black Sheep Inn).</p>

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<p>Back to <a href="/wikis/the-pulanti-estate-sublevel" class="wiki-page-link">The Pulanti Estate Sublevel</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721480</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/pulanti-area-15-21</link>

<content gm\_only="true" format="html"><p>This smaller cellar is capable of storing 1,000 bottles, but currently holds less than 50, none of

which is particularly valuable. With a successful <strong><a href="/wikis/track" class="wiki-page-link">Track</a> check (DC 15)</strong> the PCs notice humanoid footprints (wererat, to be exact) heading to the secret door in the east.</p>

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<p>Back to <a href="/wikis/the-pulanti-estate-sublevel" class="wiki-page-link">The Pulanti Estate Sublevel</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721486</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/pulanti-area-15-22</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721488</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/pulanti-area-15-23</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721492</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/pulanti-area-15-24</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721498</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/pulanti-area-15-25</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721500</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/pulanti-area-15-23-0</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721502</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/pulanti-area-15-26</link>

<content gm\_only="true" format="html">&lt;p&gt;The threshold to this small chamber is guarded by a dangerous trap. Any good creature passing over it is automatically has 2 life energy levels drained. This trap can be found and disarmed as usual by a rogue (a successful search means the rogue notices tiny runes on the floor and above

the archway).

[Energy Drain](/wikis/energy-drain); Trap: CR 10; magic device; proximity trigger; automatic reset; Atk +8 ranged touch; spell effect (energy drain, 17th level wizard, 2 negative levels for 24 hours, DC 23 fortitude save negates); [Search](/wikis/search) (DC 35); [Disable Device](/wikis/disable-device) (DC 35);

Market price: 124,000 gp +7280 xp.

**Treasure**: This room contains what remains of the Pulanti fortune. Stored in old trunks and chests are 10,000 sp, 5,500 gp, and assorted heirlooms and trinkets worth 5,000 gp.

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[Back to The Pulanti Estate Sublevel](/wikis/the-pulanti-estate-sublevel)

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721504</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/pulanti-area-15-27</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721506</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/pulanti-area-15-28</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721516</id>



<id>https://mark-1.obsidianportal.com/wiki\_pages/1721523</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/abyssal-orc</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721524</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/allip</link>

<content gm\_only="false" format="textile">\_The creature that floats before you is like a thing out of nightmare. It has a vaguely humanoid shape, but it?s a shape without features that has been distorted and bristles with madness. From the waist down, it trails away into vaporous nothingness, leaving a faint trace of fog behind it as it moves.\_

"Wiki":https://www.dandwiki.com/wiki/SRD:Allip

==CR 3: SZ M Undead [Incorporeal]; HD

4d12; hp 26; Init +5; Spd fly 30 ft. (perfect); AC

15, touch 15, flat-footed 14; BAB/Grap +2/-; Atk

+3 melee (1d4 permanent Wis damage, incorpo-

real touch); SA babble, wisdom damage, mad-

ness; SQ undead, incorporeal, turn resistance

(+2); AL NE; SV Fort +1, Ref +4, Will +4; Str -,

Dex 12, Con -, Int 11, Wis 11, Cha 18.

Skills: Hide +8, Intimidate +7, Listen +7, Search

+4, Spot +7, Survival +0. Feats: Improved Initiative, Lightning Reflexes.

The creature that floats before you is like a thing out of nightmare. It has a vaguely humanoid shape, but it's a shape without features that has been distorted and bristles with madness. From the waist down, it trails away into vaporous nothingness, leaving a faint trace of fog behind it as it moves.

CR 3: SZ M Undead [Incorporeal]; HD 4d12; hp 26; Init +5; Spd fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; BAB/Grap +2/-; Atk +3 melee (1d4 permanent Wis damage, incorporeal touch); SA babble, wisdom damage, madness; SQ undead, incorporeal, turn resistance (+2); AL NE; SV Fort +1, Ref +4, Will +4; Str -, Dex 12, Con -, Int 11, Wis 11, Cha 18.

Skills: Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0. Feats: Improved Initiative, Lightning Reflexes.

[https://mark-1.obsidianportal.com/wiki\\_pages/1721527](https://mark-1.obsidianportal.com/wiki_pages/1721527)

[https://mark-1.obsidianportal.com/wiki\\_pages/assassin-vine](https://mark-1.obsidianportal.com/wiki_pages/assassin-vine)

gm\_only="false" format="textile">"Wiki":[https://www.dandwiki.com/wiki/SRD:Assassin\\_Vine](https://www.dandwiki.com/wiki/SRD:Assassin_Vine)</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/barghest-greater</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/basilisk</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721533</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bee-giant</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;CR&lt;/strong&gt; 1; &lt;br /&gt;  
&lt;strong&gt;SZ&lt;/strong&gt; M Vermin; &lt;br /&gt;  
&lt;strong&gt;HD&lt;/strong&gt; 3d8;&lt;br /&gt;  
&lt;strong&gt;hp&lt;/strong&gt; 13; &lt;br /&gt;  
&lt;strong&gt;Init&lt;/strong&gt; &lt;ins&gt;2; &lt;br /&gt;  
&lt;strong&gt;Spd&lt;/strong&gt; 20 ft., fly 80 ft. (good); &lt;br /&gt;  
&lt;strong&gt;AC&lt;/strong&gt; 14, touch 12, flat-footed 12; &lt;strong&gt;&lt;span class="caps"&gt;BAB&lt;/span&gt;&lt;/strong&gt;  
&lt;ins&gt;2;&lt;/ins&gt;&lt;/p&gt;  
&lt;p&gt;Atk &lt;br /&gt;  
+2 melee (1d4, sting plus poison);&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;SA&lt;/strong&gt; poison (Fort DC 11, 1d4/1d4 Con); &lt;br /&gt;

&lt;strong&gt;SQ&lt;/strong&gt; &lt;a href="/wikis/vermin-traits" class="wiki-page-link"&gt;Vermin Traits&lt;/a&gt;; &lt;br /&gt;

&lt;strong&gt;AL&lt;/strong&gt; N;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;SV&lt;/strong&gt; &lt;br /&gt;

Fort +3, Ref +3, Will +2;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Str 11, Dex 14, Con 11, &lt;br /&gt;

Int -, Wis 12, Cha 9.&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Skills&lt;/strong&gt;: Spot +5, Survival +1\*.&lt;/p&gt;

&lt;p&gt;Although many times larger, growing to a length of about 5 feet, giant bees behave generally the same as their smaller cousins. Giant bees are usually not aggressive except when defending themselves or their hive.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Poison (Ex):&lt;/strong&gt; Injury, Fortitude DC 11, initial and secondary damage 1d4 Con. The save DC is Constitution-based. A giant bee that successfully stings another creature pulls away, leaving its stinger in the creature. The bee then dies.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Skills&lt;/strong&gt;: Giant bees have a +4&lt;br /&gt;

racial bonus on Spot checks. \*They also have a +4 racial bonus on Survival checks to orient themselves&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721534</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bugbear</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721537</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/centipede-medium-monstrous</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/medium-monstrous-centipede" class="wiki-page-link"&gt;Medium Monstrous Centipede&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721538</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/choker</link>

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"Wiki":http://www.dandwiki.com/wiki/SRD:Choker

==CR 2; SZ S Aberration; HD 3d8+3;  
hp 16; Init +6; Spd 20 ft.; AC 17, touch 13,  
flat-footed 15; BAB/Grap +2/+5; Atk +6 melee  
(tentacle [x2], 1d3+3); Reach 10 ft.; SA haste,  
improved grab, constrict (1d3+3); AL CE; SV  
Fort +2, Ref +5,Will +4; Str 16, Dex 14, Con 13,  
Int 4,Wis 13, Cha 7.  
Skills: Climb +13, Hide +10, Move Silently +6.  
Feats: Improved Initiative, Lightning Reflexes,  
Stealthy.==</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;img src="https://i.redditmedia.com/Tz2NfmqoPPYAKXGfHL-L4ONUqcH3ZZTsTDgxb4xUVxA.jpg?w=320& s=b5f82feb6ed9ecddf6dbd6c22fea97b0" alt="" /&gt;&lt;/p&gt;

<p><a href="http://www.dandwiki.com/wiki/SRD:Choker">Wiki</a></p>

<p>CR 2; SZ S Aberration; HD 3d8+3;

hp 16; Init +6; Spd 20 ft.; AC 17, touch 13,

flat-footed 15; BAB/Grap +2/+5; Atk +6 melee

(tentacle [x2], 1d3+3); Reach 10 ft.; SA haste,

improved grab, constrict (1d3+3); AL CE; SV

Fort +2, Ref +5, Will +4; Str 16, Dex 14, Con 13,

Int 4, Wis 13, Cha 7.

Skills: Climb +13, Hide +10, Move Silently +6.

Feats: Improved Initiative, Lightning Reflexes,

Stealthy.</p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721539</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/cloaker</link>

<content gm\_only="false" format="textile">\_A long black cloak hangs from the cave wall. Suddenly, the cloak slips

from the wall and catches a breeze moving through the cavern. Then

it unfolds, the cloak becoming dark wings and a bony, whiplike tail unfurl-

ing to stretch out behind it. It flies forward, revealing a toothy maw and

piercing red eyes deep in the shadows of its raylike body\_

"Wiki":https://www.dandwiki.com/wiki/SRD:Cloaker

==CR 5; SZ L Aberration; HD 6d8+18;

hp 45; Init +7; Spd 10 ft., fly 40 ft. (average); AC

19, touch 12, flat-footed 16; BAB/Grap +4/+13;  
Atk +8 melee (1d6+5, tail slap), and +3 melee  
(1d4+2, bite); SA moan, engulf; SQ shadow shift;  
AL CN; SV Fort +5, Ref +5, Will +7; Str 21, Dex  
16, Con 17, Int 14, Wis 15, Cha 15.  
Skills: Hide +8, Listen +13, Move silently +12,  
Spot +13. Feats: Alertness, Combat Reflexes,  
Improved Initiative.==

</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;em&gt;A long black cloak hangs from the cave  
wall. Suddenly, the cloak slips &lt;br /&gt;  
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piercing red eyes deep in the shadows of its raylike body&lt;/em&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="https://www.dandwiki.com/wiki/SRD:Cloaker"&gt;Wiki&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;CR 5; SZ L Aberration; HD 6d8+18;  
hp 45; Init +7; Spd 10 ft., fly 40 ft. (average); AC  
19, touch 12, flat-footed 16; BAB/Grap +4/+13;  
Atk +8 melee (1d6+5, tail slap), and +3 melee  
(1d4+2, bite); SA moan, engulf; SQ shadow shift;  
AL CN; SV Fort +5, Ref +5, Will +7; Str 21, Dex  
16, Con 17, Int 14, Wis 15, Cha 15.  
Skills: Hide +8, Listen +13, Move silently +12,  
Spot +13. Feats: Alertness, Combat Reflexes,  
Improved Initiative.&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721541</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/cockatrice</link>

<content gm\_only="false" format="textile">"Wiki":http://www.dandwiki.com/wiki/SRD:Cockatrice

|This avian creature is about the size of a large goose or turkey. It has the head and body of a cockerel, bat wings, and the long tail of a lizard. Its eyes glow with a dangerous-looking crimson sheen.|</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="http://www.dandwiki.com/wiki/SRD:Cockatrice"&gt;Wiki&lt;/a&gt;&lt;/p&gt;&lt;table&gt;&lt;tr&gt;&lt;td&gt;This avian creature is about the size of a large goose or turkey. It has the head and body of a cockerel, bat wings, and the long tail of a lizard. Its eyes glow with a dangerous-looking crimson sheen.&lt;/td&gt;&lt;/tr&gt;&lt;/table&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721544</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dire-ape</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1721547</id>



<link>[https://mark-1.obsidianportal.com/wiki\\_pages/dire-ape-fiendish](https://mark-1.obsidianportal.com/wiki_pages/dire-ape-fiendish)</link>

<id>[https://mark-1.obsidianportal.com/wiki\\_pages/1721548](https://mark-1.obsidianportal.com/wiki_pages/1721548)</id>

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<link>[https://mark-1.obsidianportal.com/wiki\\_pages/dire-bat](https://mark-1.obsidianportal.com/wiki_pages/dire-bat)</link>

<id>[https://mark-1.obsidianportal.com/wiki\\_pages/1721555](https://mark-1.obsidianportal.com/wiki_pages/1721555)</id>

<link>[https://mark-1.obsidianportal.com/wiki\\_pages/dire-rat](https://mark-1.obsidianportal.com/wiki_pages/dire-rat)</link>

<content gm\_only="false" format="textile">"wiki":[http://www.dandwiki.com/wiki/SRD:Dire\\_Rat](http://www.dandwiki.com/wiki/SRD:Dire_Rat)

![https://vignette1.wikia.nocookie.net/dungeonsdragons/images/f/fa/Dire\\_Rat.jpg/revision/latest?cb=20120422024316](https://vignette1.wikia.nocookie.net/dungeonsdragons/images/f/fa/Dire_Rat.jpg/revision/latest?cb=20120422024316)!

[This enormous rat looks bigger and more vicious than most dogs. It has coarse, spiky fur, malevolent eyes, and a long, naked tail.]

==CR 1/3; SZ S Animal; HD 1d8+1; hp

5 each; Init +3; Spd 40 ft., climb 20 ft.; AC 15,

touch 14, flat-footed 12; BAB/Grp +0/-4;Atk +4

melee (1d4, bite plus disease); SA disease; SQ

scent; AL N; SV Fort +3, Ref +5,Will +3; Str 10,

Dex 17, Con 12, Int 1;Wis 12, Cha 4.

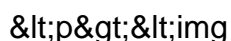
Skills: Climb +11, Hide +8, Listen +4, Move

Silently +4, Spot +4, Swm +11. Feats: Alertness,

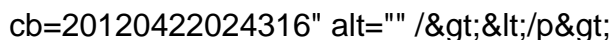
Weapon Finesse.

[http://www.dandwiki.com/wiki/SRD:Dire\\_Rat](http://www.dandwiki.com/wiki/SRD:Dire_Rat)









This enormous rat looks bigger and more vicious than most dogs. It has coarse, spiky fur, malevolent eyes, and a long, naked tail.

CR 1/3; SZ S Animal; HD 1d8+1; hp

5 each; Init +3; Spd 40 ft., climb 20 ft.; AC 15,

touch 14, flat-footed 12; BAB/Grap +0/-4;Atk +4

melee (1d4, bite plus disease); SA disease; SQ

scent; AL N; SV Fort +3, Ref +5,Will +3; Str 10,

Dex 17, Con 12, Int 1;Wis 12, Cha 4.

Skills: Climb +11, Hide +8, Listen +4, Move

Silently +4, Spot +4, Swm +11. Feats: Alertness,

Weapon Finesse.

[https://mark-1.obsidianportal.com/wiki\\_pages/1721556](https://mark-1.obsidianportal.com/wiki_pages/1721556)

<link>https://mark-1.obsidianportal.com/wiki\_pages/dire-weasel</link>

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<content gm\_only="false" format="textile">"wiki":https://www.dandwiki.com/wiki/SRD:Dire\_Wolf

|This immense gray wolf seems as big as a horse. It has fiery eyes and a thick coat of fur.|

!https://i.pinimg.com/736x/f5/63/84/f56384c0aa4174710ccd58cb2f4d36f3.jpg!

==CR 3; SZ L Animal; HD 6d8+18;  
hp 45; Init +2, Spd 50 ft.; AC 14, touch 11, flat-footed 12; BAB/Grap +4/+15; Atk +11 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SA trip, SQ scent; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.  
Skills: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2. Feats: Alertness, Run, Track, Weapon Focus (bite).==</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="https://www.dandwiki.com/wiki/SRD:Dire\_Wolf"&gt;wiki&lt;/a&gt;&lt;/p&gt;&lt;table&gt;

<tr>

<td>This immense gray wolf seems as big as a horse. It has fiery eyes and a <br />  
thick coat of fur.</td>

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</table>

<p></p>

<p>CR 3; SZ L Animal; HD 6d8+18;

hp 45; Init +2, Spd 50 ft.; AC 14, touch 11, flat-

footed 12; BAB/Grap +4/+15; Atk +11 melee

(1d8+10, bite); Space/Reach 10 ft./5 ft.; SA trip,

SQ scent; AL N; SV Fort +8, Ref +7, Will +6; Str

25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +0, Listen +7, Move Silently +4,

Spot +7, Survival +2. Feats: Alertness, Run,

Track, Weapon Focus (bite).</p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/drow-fighter</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/vampire</link>

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 Creature | Environment | Alignment | CR |

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 Temperate Hills | Often chaotic good |

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&lt;td&gt;Elemental Plane of Fire&lt;/td&gt;

 Always lawful neutral |

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[Barghest](/wikis/Barghest/new)

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<td>Bleak Eternity of Gehenna</td>
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 Always lawful evil |

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&lt;td&gt;Warm hills&lt;/td&gt;	
&lt;td&gt;Often neutral&lt;/td&gt;	
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2&lt;/td&gt;	
&lt;td&gt;Cold hills&lt;/td&gt;	
&lt;td&gt;Usually lawful evil&lt;/td&gt;	
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Cultures&lt;/a&gt;&lt;/p&gt;
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&lt;p&gt;&lt;a      href="/wikis/gnomish-religion"      class="wiki-page-link"&gt;Gnomish
```



Religion

[Gnomish Names](/wikis/gnomish-names)

[Gnomish Motiffs](/wikis/Gnomish%20Motiffs/new)

Children with artistic talent are taken to Maester for testing to determine which area their true talent lies, then sent to a Maester who offers instruction in that subject. Usually the closest Maester who offers instruction in that subject. Those children with particularly promising talent or those whose

parents are wealthy might be sent abroad to study with a prestigious master

**Apprentice** receives instruction from Maester

At least a decade Plain robes

**Journeyman** assists

his maester in whatever

fashion the maester desires given time to work on their own projects culminates in the journeyman's maester thesis

gnomes lived in burrows and dug-out homes akin to those used by badgers, foxes, or rabbits and as such were fond of these small animals, feeling a sense of natural kinship with them. And, like these animals, gnomes had an aversion to danger that made gnomes naturally inclined to hide away if they were able and many gnomish homes were carefully hidden by magic or other methods.

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[Back to Races](/wikis/races)

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<link>https://mark-1.obsidianportal.com/wiki\_pages/halflings</link>

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<th>Name</th>	
<th>Regions</th>	
<th>Racial Abilities</th>	
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<td>Moon Elves</td>	
<td><a href="/wikis/ariesti" class="wiki-page-link">Ariesti</a></td>	
<td>1, 2, 4</td>	
<td>+2 Dex, ?2 Con</td>	
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<td>Sun Elves</td>	
<td><a href="/wikis/shaathitae" class="wiki-page-link">Shaathitae</a></td>	
<td>3, 4, 5, (1, 6, 9)</td>	
<td>+2 Int, -2 Con</td>	
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<tr>	
<td>Wild Elves</td>	
<td><a href="/wikis/nimlasae" class="wiki-page-link">Nimlasae</a></td>	
<td>6, 7, 8, 9</td>	
<td>+2 Dex, -2 Int</td>	
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<tr>	
<td>Wood Elves</td>	
<td><a href="/wikis/saethori" class="wiki-page-link">Saethori</a></td>	
<td>1, 4, 5, 6, 9</td>	

+2 Str and Dex, -2 Con, Int, Cha
Gray Elves
<a class="wiki-page-link" href="/wikis/ennore">Ennore</a>
remote mountains
+2 Dex, Int, -2 Str, Con
Drow
<a class="wiki-page-link" href="/wikis/maleatha">Maleatha</a>
Underdark
+2 Dex, Int, Cha, -2 Con; LA +2

**Archaic Elven Races**

[Elori](/wikis/eleri)  
[Selarians](/wikis/selarians)

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[Back to \[Elves\]\(/wikis/elves\)](/wikis/elves)

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[UV West \(South\)](/wikis/UV%20West%20%28South%29/new)

[UV West Streets \(South\)](/wikis/UV%20West%20Streets%20%28South%29/new)

[UV East](/wikis/UV%20East/new)

[UV East \(South\)](/wikis/UV%20East%20%28South%29/new)

[UV Fork](/wikis/UV%20Fork/new)

[UV Sewer Entrance 1](/wikis/UV%20Sewer%20Entrance%201/new)

[UV Sewer Entrance 2](/wikis/UV%20Sewer%20Entrance%202/new)

[UV Sewer Entrance 3](/wikis/UV%20Sewer%20Entrance%203/new)

[UV Sewer Entrance 4](/wikis/UV%20Sewer%20Entrance%204/new)

[UV Ruined Building](/wikis/UV%20Ruined%20Building/new)

[UV Hideout](/wikis/UV%20Hideout/new)

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Elf&amp;#8221;&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Wild Elves&lt;/strong&gt;&lt;br /&gt;  
The very rare wild elves are rarely seen by others, because they live  
in the heart of thick forests and they have incredible skill at keeping hidden. Also called green elves,  
their skin tends to be dark brown,  
and their hair ranges from black to light brown, lightening to silvery white with age.&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Racial Abilities&lt;/strong&gt;&lt;br /&gt;  
? +2 Dexterity, ?2 Intelligence. Wild elves are hardier than other  
elves, but favor physical action and feats of athleticism instead of  
learning to solve problems.&lt;/p&gt;  
&lt;p&gt;? Favored class: Sorcerer&lt;/p&gt;  
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&lt;p&gt;&amp;#8220;Silver Elves&amp;#8221;&lt;/p&gt;

&lt;p&gt;Moon Elves&lt;/p&gt;

&lt;p&gt;Moon elves are the most common sort of elves in Avralor. Also

called silver elves, they have fair skin (sometimes tinged with

blue) and hair of silver-white, black, or blue (Humanlike colors are rare, but possible). Their eyes are

blue or green, with gold flecks. They are the elven subrace most tolerant of humankind, and most

half-elves are descended from moon elves.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Racial Abilities&lt;/strong&gt;&lt;br /&gt;

+2 Dexterity, ?2 Constitution: Elves are graceful but frail. An elf?s

grace makes her naturally better at stealth and archery.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Regions&lt;/strong&gt;&lt;br /&gt;

Found mostly in the central and western regions of the northern lands.&lt;/p&gt;

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<content gm\_only="true" format="html">&lt;p&gt;&amp;#8220;Loved by the Sun&amp;#8221;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Sun Elves&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Sun elves are less common near the kingdoms of man than moon elves, because most live on &lt;a href="/wikis/Elurien/new" class="create-wiki-page-link"&gt;Elurien&lt;/a&gt;, where nonelves are not allowed. Also called

gold elves, they have bronze skin, golden blond, copper, or red

hair, and green or gold eyes. These are seen as the most civilized and

haughty elves, preferring to remain separate from nonelven races.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Regions&lt;/strong&gt;: Aside from &lt;a href="/wikis/elaurien" class="wiki-page-link"&gt;Elaurien&lt;/a&gt;, where they are most common,

sun elves can be found in remote forests and woodlands of the southern continents and in the western portion of the northern continent.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/shaathitae-history" class="wiki-page-link"&gt;Sha&amp;#8217;athitae History&lt;/a&gt; &lt;br /&gt;

&lt;strong&gt;Racial Abilities&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;? +2 Intelligence, ?2 Constitution. Sun elves value study and contemplation over the feats of agility learned by most other elves.&lt;/p&gt;

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/>&lt;/p>

&lt;p>An elven paradise. The island of eternal spring. Most surface dwelling elves feel a calling at some point in their long lives which fills them with the urge to return to the land from whence all elves originated. Elaurien is the first step on that journey. Though it is said to have once been a material place, it is now unreachable to all but the elves who feel its pull. A utopian kingdom exists there consisting of all races of elves including a small number belonging to elven races lost to the

world.

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Back to [Elven Races](/wikis/elven-races)

[https://mark-1.obsidianportal.com/wiki\\_pages/1725658](https://mark-1.obsidianportal.com/wiki_pages/1725658)

[https://mark-1.obsidianportal.com/wiki\\_pages/shaathitae-history](https://mark-1.obsidianportal.com/wiki_pages/shaathitae-history)

[https://mark-1.obsidianportal.com/wiki\\_pages/1726245](https://mark-1.obsidianportal.com/wiki_pages/1726245)

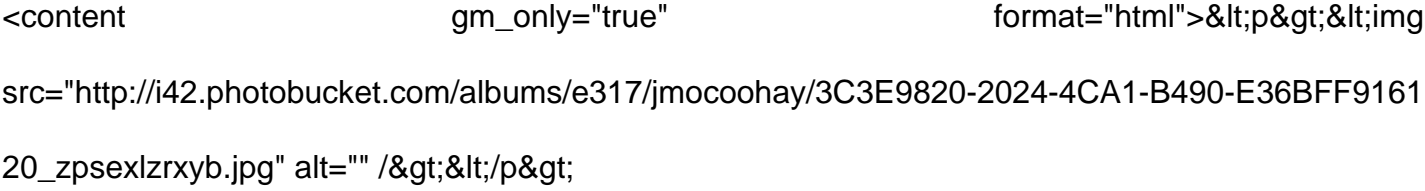
[https://mark-1.obsidianportal.com/wiki\\_pages/home-of-laric-la-croix](https://mark-1.obsidianportal.com/wiki_pages/home-of-laric-la-croix)

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Back to [Sylvandale Slums](/wikis/sylvandale-slums)

[https://mark-1.obsidianportal.com/wiki\\_pages/1731203](https://mark-1.obsidianportal.com/wiki_pages/1731203)

[https://mark-1.obsidianportal.com/wiki\\_pages/uv-map](https://mark-1.obsidianportal.com/wiki_pages/uv-map)

The image shows a screenshot of a wiki page. At the top, there's a title 'COTN UV Blockage' in a large, bold font. Below the title, there's a paragraph of text that is mostly illegible due to blurring. There are some links and buttons visible, including one that says 'Create Wiki Page' and another that says 'COTN UV Blockage'. The page has a light blue header and a white body.

[COTN UV Blockage](/wikis/COTN%20UV%20Blockage/new)

[COTN UV West](/wikis/COTN%20UV%20West/new)

[COTN UV West Streets](/wikis/COTN%20UV%20West%20Streets/new)

[COTN UV West \(further\)](/wikis/COTN%20UV%20West%20%28further%29/new)

[COTN UV West \(south\)](/wikis/COTN%20UV%20West%20%28south%29/new)

[COTN UV West Streets](/wikis/COTN%20UV%20West%20Streets/new)

[COTN UV East](/wikis/COTN%20UV%20East/new)

[COTN UV East South](/wikis/COTN%20UV%20East%20South/new)

[COTN UV Fork](/wikis/COTN%20UV%20Fork/new)

[COTN UV Sewer Entrance 1](/wikis/COTN%20UV%20Sewer%20Entrance%201/new)

[COTN UV Sewer Entrance 2](/wikis/COTN%20UV%20Sewer%20Entrance%202/new)

[UV Sewer Entrance 3](/wikis/COTN%20UV%20Sewer%20Entrance%203/new)

[UV Sewer Entrance 4](/wikis/COTN%20UV%20Sewer%20Entrance%204/new)

[UV Ruined Building](/wikis/cotn-uv-ruined-building)

[UV Hideout](/wikis/cotn-uv-hideout)

[Undiscovered Victim](/wikis/cotn-undiscovered-victim)

[1A Soup Kitchen](/wikis/COTN%20UV%201A/new)

[1B Cartwright](/wikis/COTN%20UV%201B/new)

[1C Houses](/wikis/cotn-uv-1c)

[1D shelters](/wikis/COTN%20UV%201D/new)

[1E Warehouse](/wikis/COTN%20UV%201E/new)

[1F Ruined Building](/wikis/COTN%20UV%201F/new)

[1G Pottery](/wikis/COTN%20UV%201G/new)

[1H Houses](/wikis/cotn-uv-1h)

[1I Apartment](/wikis/COTN%20UV%201I/new)

Building

[2A Houses](/wikis/cotn-uv-2a)

[2B](/wikis/COTN%20UV%202B/new)

Flophouse

[2C Houses](/wikis/cotn-uv-2c)

[3A Drug](/wikis/COTN%20UV%203A/new)

Den

[3B Houses](/wikis/cotn-uv-3b)

[3C Houses](/wikis/cotn-uv-3c)

[4A Flea](/wikis/COTN%20UV%204A/new)

Market

[4B](/wikis/COTN%20UV%204B/new)

Apartments

[5A Houses](/wikis/cotn-uv-5a)

[5B Houses](/wikis/cotn-uv-5b)

[5C](/wikis/COTN%20UV%205C/new)

Shelters

[5D Ruined Waste](/wikis/COTN%20UV%205D/new)

Dump

[5E Drug](/wikis/COTN%20UV%205E/new)

Manufacturers

[5F](/wikis/COTN%20UV%205F/new)

Brothel

[5G Drug](/wikis/COTN%20UV%205G/new)

Den

Residence

Pawn shop

Low rent tavern<br />  
loan sharks <br />  
food shops<br />  
Flophouse <br />  
Apartment<br />  
Abandoned building<br />  
Soup kitchen<br />  
Whorehouse<br />  
Gambling den<br />  
Butcher<br />  
Slaughterhouse <br />  
Old warehouse<br />  
Drug den<br />  
Flea market<br />  
Junkyard/ waste dump <br />  
Caravan yard<br />

\_\_\_\_\_<br />

Back to <a href="/wikis/finding-unknown-victim" class="wiki-page-link">Finding Unknown  
Victim</a>&#8212;<a href="/wikis/the-cult-of-tsaag-nalta-locations" class="wiki-page-link">Locations</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1731206</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/uv-developments</link>

<content gm\_only="true" format="html"><table>  
<tr>



<th>Outcome</th>

<th><a href="/wikis/the-crimson-fangs" class="wiki-page-link">Fangs</a></th>

<th><a href="/wikis/the-united-front" class="wiki-page-link">Front</a></th>

<th><a href="/characters/thamas-leerstrom" class="wiki-content-link">Leerstrom</a></th>

<th><a href="/wikis/sylvandale-city-watch" class="wiki-page-link">Watch</a></th>

</tr>

<tr>

<td><a href="/wikis/uv-clean" class="wiki-page-link">UV Clean</a></td>

<td>-</td>

<td><a href="/wikis/front-uv1" class="wiki-page-link">Front UV1</a></td>

<td><a href="/wikis/leerstrom-uv1" class="wiki-page-link">Leerstrom UV1</a></td>

<td><a href="/wikis/watch-uv1" class="wiki-page-link">Watch UV1</a></td>

</tr>

<tr>

<td><a href="/wikis/uv-dirty" class="wiki-page-link">UV Dirty</a></td>

<td><a href="/wikis/fangs-uv1" class="wiki-page-link">Fangs UV1</a></td>

<td><a href="/wikis/front-uv2" class="wiki-page-link">Front UV2</a></td>

<td><a href="/wikis/leerstrom-uv1" class="wiki-page-link">Leerstrom UV1</a></td>

<td><a href="/wikis/watch-uv1" class="wiki-page-link">Watch UV1</a></td>

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<tr>

<td><a href="/wikis/uv-captured" class="wiki-page-link">UV Captured</a></td>

<td><a href="/wikis/fangs-uv2" class="wiki-page-link">Fangs UV2</a></td>

[Front UV3](/wikis/front-uv3)

[Leerstrom UV2](/wikis/leerstrom-uv2)

[Watch UV1](/wikis/watch-uv1)

[UV Negotiate](/wikis/uv-negotiate)

[Fangs UV2](/wikis/fangs-uv2)

[Front UV4](/wikis/front-uv4)

[Leerstrom UV2](/wikis/leerstrom-uv2)

[Watch UV1](/wikis/watch-uv1)

[UV Leave](/wikis/uv-leave)

[Front UV1](/wikis/front-uv1)

[Leerstrom UV2](/wikis/leerstrom-uv2)

[Watch UV1](/wikis/watch-uv1)

[Message to Thorndyke](/wikis/message-to-thorndyke)

**Fangs**

[Fangs UV1](/wikis/fangs-uv1)

[Fangs UV2](/wikis/fangs-uv2)

<p><ins><strong>Front</strong></ins></p>

<p><a href="/wikis/front-uv1" class="wiki-page-link">Front UV1</a></p>

<p><a href="/wikis/front-uv2" class="wiki-page-link">Front UV2</a></p>

<p><a href="/wikis/front-uv3" class="wiki-page-link">Front UV3</a></p>

<p><a href="/wikis/front-uv4" class="wiki-page-link">Front UV4</a></p>

<p><ins><strong>City Watch</strong></ins></p>

<p><a href="/wikis/watch-uv1" class="wiki-page-link">Watch UV1</a></p>

<p><ins><strong>Leerstrom</strong></ins></p>

<p><a href="/wikis/leerstrom-uv1" class="wiki-page-link">Leerstrom UV1</a></p>

<p><a href="/wikis/leerstrom-uv2" class="wiki-page-link">Leerstrom UV2</a></p>

<hr />

<p>Back to <a href="/wikis/finding-unknown-victim" class="wiki-page-link">Finding Unknown Victim</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1731209</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/uv-clean</link>

<content gm\_only="true" format="html"><p>Fangs: -<br />

Front: <a href="/wikis/front-uv1" class="wiki-page-link">Front UV1</a><br />

Leerstrom: <a href="/wikis/leerstrom-uv1" class="wiki-page-link">Leerstrom UV1</a><br />

Watch: <a href="/wikis/watch-uv1" class="wiki-page-link">Watch UV1</a></p>

<hr />

<p>Back to <a href="/wikis/uv-developments" class="wiki-page-link">UV

Developments</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1731210</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/uv-dirty</link>

<content gm\_only="true" format="html"><p>Fangs: <a href="/wikis/fangs-uv1" class="wiki-page-link">Fangs UV1</a><br />  
Front: <a href="/wikis/front-uv2" class="wiki-page-link">Front UV2</a><br />  
Leerstrom: <a href="/wikis/leerstrom-uv1" class="wiki-page-link">Leerstrom UV1</a><br />  
Watch: <a href="/wikis/watch-uv1" class="wiki-page-link">Watch UV1</a></p>  
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<p>Back to <a href="/wikis/uv-developments" class="wiki-page-link">UV  
Developments</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1731211</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/uv-captured</link>

<content gm\_only="true" format="html"><p>Fangs: <a href="/wikis/fangs-uv2" class="wiki-page-link">Fangs UV2</a><br />  
Front: <a href="/wikis/front-uv3" class="wiki-page-link">Front UV3</a><br />  
Leerstrom: <a href="/wikis/leerstrom-uv2" class="wiki-page-link">Leerstrom UV2</a><br />  
Watch: <a href="/wikis/watch-uv1" class="wiki-page-link">Watch UV1</a></p>  
<hr />

&lt;p&gt;Back to &lt;a href="/wikis/uv-developments" class="wiki-page-link"&gt;UV Developments&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1731212</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/uv-negotiate</link>

<content gm\_only="true" format="html">&lt;p&gt;Fangs: &lt;a href="/wikis/fangs-uv2" class="wiki-page-link"&gt;Fangs UV2&lt;/a&gt;&lt;br /&gt;  
Front: &lt;a href="/wikis/front-uv4" class="wiki-page-link"&gt;Front UV4&lt;/a&gt;&lt;br /&gt;  
Leerstrom: &lt;a href="/wikis/leerstrom-uv2" class="wiki-page-link"&gt;Leerstrom UV2&lt;/a&gt;&lt;br /&gt;  
Watch: &lt;a href="/wikis/watch-uv1" class="wiki-page-link"&gt;Watch UV1&lt;/a&gt;&lt;/p&gt;  
&lt;hr /&gt;  
&lt;p&gt;Back to &lt;a href="/wikis/uv-developments" class="wiki-page-link"&gt;UV Developments&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1731213</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/uv-leave</link>

<content gm\_only="true" format="html">&lt;p&gt;Fangs: -&lt;br /&gt;  
Front: &lt;a href="/wikis/front-uv1" class="wiki-page-link"&gt;Front UV1&lt;/a&gt;?&lt;br /&gt;  
Leerstrom: &lt;a href="/wikis/leerstrom-uv2" class="wiki-page-link"&gt;Leerstrom UV2&lt;/a&gt;&lt;br /&gt;  
Watch: &lt;a href="/wikis/watch-uv1" class="wiki-page-link"&gt;Watch UV1&lt;/a&gt;&lt;/p&gt;  
&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/uv-developments" class="wiki-page-link"&gt;UV Developments&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1731230</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/front-uv1</link>

<content gm\_only="true" format="html"&gt;&lt;p&gt;PCs have heard info on next theft- Thorndyke offers &lt;a href="/wikis/stop-theft" class="wiki-page-link"&gt;Stop Theft&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1731372</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/leerstrom-uv1</link>

<content gm\_only="true" format="html"&gt;&lt;p&gt;&lt;a href="/wikis/leerstrom-place-clue" class="wiki-page-link"&gt;Leerstrom Place Clue&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1731379</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/watch-uv1</link>

<content gm\_only="true" format="html"&gt;&lt;p&gt;Watch refers PCs to the constable of whichever district they&#8217;re in.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/sylvandale-city-watch" class="wiki-page-link"&gt;Sylvandale City Watch&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;del&gt;-If &lt;a href="/wikis/leerstrom-place-clue" class="wiki-page-link"&gt;Leerstrom Place Clue&lt;/a&gt; or cult hideout location is known: &lt;a href="/wikis/COTN%20Authorities/new"

class="create-wiki-page-link"><span class="caps">COTN</span>  
Authorities</a>.</del>-</p>  
<p><del>-If info on next theft: <a href="/wikis/stop-theft" class="wiki-page-link">Stop  
Theft</a>.</del>-</p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1731395</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/fangs-uv1</link>

<content gm\_only="true" format="html"><p><a  
href="/wikis/Crimson%20Fangs%20Hostile/new" class="create-wiki-page-link">Crimson Fangs  
Hostile</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1731399</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/front-uv2</link>

<content gm\_only="true" format="html"><p><a href="/characters/thorndyke"  
class="wiki-content-link">Thorndyke</a>: <a href="/wikis/Joining%20United%20Front/new"  
class="create-wiki-page-link">Joining United Front</a></p>  
<p><a href="/wikis/stop-theft" class="wiki-page-link">Stop  
Theft</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1731416</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/fangs-uv2</link>

<content gm\_only="true" format="html">&lt;p&gt;Pcs told to wait while the boss is fetched. When he arrives, they are questioned about what they&#8217;re doing in Fangs territory.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/bluff" class="wiki-page-link"&gt;Bluff&lt;/a&gt; vs &lt;a href="/wikis/sense-motive" class="wiki-page-link"&gt;Sense Motive&lt;/a&gt; + 0&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/diplomacy" class="wiki-page-link"&gt;Diplomacy&lt;/a&gt; DC 15-indifferent DC 25- friendly&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/intimidate" class="wiki-page-link"&gt;Intimidate&lt;/a&gt; vs (1d20 + character level or Hit Dice + target?s Wisdom &lt;br /&gt; bonus [if any]) = target becomes friendly as long as in PCs presence&lt;/p&gt;

&lt;p&gt;&lt;a href="/characters/jonalus-abernathy" class="wiki-content-link"&gt;Jonalus Abernathy&lt;/a&gt; stalls execution. PCs overhear info for &lt;a href="/wikis/stop-theft" class="wiki-page-link"&gt;Stop Theft&lt;/a&gt;. Then Jonalus slips PCs a lock pick.&lt;/p&gt;

&lt;p&gt;Or&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/front-uv3" class="wiki-page-link"&gt;Front UV3&lt;/a&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Escape before imprisonment&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1731430</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/front-uv3</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1731447</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/leerstrom-uv2</link>



<content gm\_only="true" format="html">&lt;p&gt;If PCs investigated undiscovered victim: &lt;a href="/wikis/leerstrom-uv1" class="wiki-page-link"&gt;Leerstrom UV1&lt;/a&gt;&lt;/p&gt;&lt;p&gt;If PCs didn&#8217;t investigate:&lt;br /&gt;Leerstrom needs more runes before he can be of any help: &lt;a href="/wikis/UV%20Another%20Murder/new" class="create-wiki-page-link"&gt;UV Another Murder&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1731453</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/front-uv4</link>

<content gm\_only="true" format="html">&lt;p&gt;If PCs give &lt;a href="/characters/thorndyke" class="wiki-content-link"&gt;Thorndyke&lt;/a&gt; stop theft info, he offers &lt;a href="/wikis/Joining%20United%20Front/new" class="create-wiki-page-link"&gt;Joining United Front&lt;/a&gt;.&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1731690</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/stop-theft</link>

<content gm\_only="true" format="html">&lt;p&gt;A group of Crimson Fangs led by &lt;a href="/characters/malia-bexley" class="wiki-content-link"&gt;Malia Bexley&lt;/a&gt; breaks into the home of &lt;a href="/characters/gweir-dywellion" class="wiki-content-link"&gt;Gweir Dywellion&lt;/a&gt; (Possibly while &lt;a href="/characters/thamas-leerstrom" class="wiki-content-link"&gt;Thamas Leerstrom&lt;/a&gt; is researching the final runes) to obtain &lt;a href="/wikis/A%20Record%20of%20The%20Blood%20Prophet/new" class="create-wiki-page-link"&gt;A Record of The Blood Prophet&lt;/a&gt;&lt;/p&gt;</content>

[A Record of The Blood Prophet](#)

If Front is told, [Thorndyke](/characters/thorndyke) will offer to tell the PCs the identity of the buyer in return for the info. The Fangs will bring a Night Blades member to confirm the alliance between the Fangs and the Cult/Murders. Once this is successful, Thorndyke gives PCs info on the buyer and possibly an opportunity at [Joining United Front](/wikis/Joining%20United%20Front/new).

The Blades will lend support to [Jonalus Abernathy](/characters/jonalus-abernathy) in overthrowing Harlan.

[Malia Bexley](/characters/malia-bexley)

[Burgler](/wikis/burgler)

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Back to [The Cult of Tsaag-Nalta Adventure Flowchart](/wikis/The%20Cult%20of%20Tsaag-Nalta%20Adventure%20Flowchart/new)

[https://mark-1.obsidianportal.com/wiki\\_pages/1732760](https://mark-1.obsidianportal.com/wiki_pages/1732760)

[https://mark-1.obsidianportal.com/wiki\\_pages/sylvandale-city-watch](https://mark-1.obsidianportal.com/wiki_pages/sylvandale-city-watch)

**Captain of the Watch**

[Watch Captain Herrick Mance](/characters/herrick-mance)

**Constables**

<p><ins><a href="/characters/giliam-sone" class="wiki-content-link">Constable Giliam Sone</a></ins></p>

<p>1.<a href="/wikis/sylvandale-warehouse-district" class="wiki-page-link">Warehouse District</a>,<br>4.<a href="/wikis/sylvandale-average-residential" class="wiki-page-link">Average Residential</a>,<br>7.<a href="/wikis/sylvandale-marketplace" class="wiki-page-link">Marketplace</a></p>

<p><ins><a href="/characters/constable-morys-binnion" class="wiki-content-link">Constable Morys Binnion</a></ins></p>

<p>2.<a href="/wikis/sylvandale-civic-district" class="wiki-page-link">Civic District</a>,<br>3.<a href="/wikis/sylvandale-noble-estates" class="wiki-page-link">Noble Estates</a>,<br>6.<a href="/wikis/sylvandale-guildhall-district" class="wiki-page-link">Guildhall District</a>,<br>8.<a href="/wikis/sylvandale-wealthy-residential" class="wiki-page-link">Wealthy Residential</a></p>

<p><ins><a href="/characters/constable-kyffin-firth" class="wiki-content-link">Constable Kyffin Firth</a></ins></p>

<p>5.<a href="/wikis/sylvandale-slums" class="wiki-page-link">Slums/ Old City</a></p>

<p><ins><strong>Patrols Only</strong></ins></p>

<p>10.<a href="/wikis/sylvandale-shipwright-district" class="wiki-page-link">Shipwright District</a> (Professionals)</p>

<p>11.<a href="/wikis/sylvandale-tannery-district" class="wiki-page-link">Tannery District</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1734320</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/barakus</link>

```
<content      gm_only="true"      format="html">&lt;p&gt;&lt;strong&gt;The      Upper
Levels&lt;/strong&gt;&lt;/p&gt;
&lt;p&gt;&lt;a      href="/wikis/barakus-level-1"      class="wiki-page-link"&gt;Barakus      Level
1&lt;/a&gt;&lt;/p&gt;
&lt;p&gt;&lt;a      href="/wikis/barakus-level-2"      class="wiki-page-link"&gt;Barakus      Level
2&lt;/a&gt;&lt;/p&gt;
&lt;p&gt;&lt;strong&gt;The Chamber of Fear and Entrance to the Hall of the
Sword&lt;/strong&gt;&lt;/p&gt;
&lt;p&gt;&lt;a      href="/wikis/barakus-level-3a"      class="wiki-page-link"&gt;Barakus      Level
3A&lt;/a&gt;&lt;/p&gt;
&lt;p&gt;&lt;strong&gt;The Halls of Madness and the Gates to Level 5&lt;/strong&gt;&lt;/p&gt;
&lt;p&gt;&lt;a      href="/wikis/barakus-level-3b"      class="wiki-page-link"&gt;Barakus      Level
3B&lt;/a&gt;&lt;/p&gt;
&lt;p&gt;&lt;strong&gt;The Drow and The Ghoul Lord&lt;/strong&gt;&lt;/p&gt;
&lt;p&gt;&lt;a      href="/wikis/barakus-level-4"      class="wiki-page-link"&gt;Barakus      Level
4&lt;/a&gt;&lt;/p&gt;
&lt;p&gt;&lt;strong&gt;The Hall of the Sword&lt;/strong&gt;&lt;/p&gt;
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&lt;p&gt;In any other room:&lt;br /&gt;

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Floor</a></p></content>

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TLCOB:

==CR 1; SZ M Undead; HD 2d12; hp 13;

Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed

12; BAB/Grap +1/+2; Atk +2 melee (1d6+1 plus

paralysis, bite; Full Atk +2 melee (1d6+1 plus

paralysis, bite) and +0 melee (1d3 plus paralysis

[X2], claws); SA ghoul fever, paralysis; SQ dark-

vision 60 ft., undead traits, turn resistance (+2);

SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con

-, Int 13, Wis 14, Cha 12.

Skills: Balance +6, Climb +5, Hide +6, Jump

+5, Move Silently +6, Spot +7. Feats: Multiat-

tack.==</content>

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&lt;p>&lt;span class="caps">TLCOB&lt;/span>:&lt;/p>

&lt;p>CR 1; SZ M Undead; HD 2d12; hp 13;



Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed  
12; BAB/Grap +1/+2; Atk +2 melee (1d6+1 plus  
paralysis, bite; Full Atk +2 melee (1d6+1 plus  
paralysis, bite) and +0 melee (1d3 plus paralysis  
[X2], claws); SA ghoul fever, paralysis; SQ dark-  
vision 60 ft., undead traits, turn resistance (+2);  
SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con  
-, Int 13, Wis 14, Cha 12.

Skills: Balance +6, Climb +5, Hide +6, Jump  
+5, Move Silently +6, Spot +7. Feats: Multiat-  
tack.</p></content>

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Kitchen&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;This room appears to have been a kitchen. A central table was used to prepare food. An iron pot still hangs over the fire pit. There&#8217;s also a large stone oven against the north wall. The floor is littered with small pieces of broken dishes. There are several well used pots and pans on the tables and floor.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;&lt;a href="/wikis/UV%20HO%20GF%20B/new" class="create-wiki-page-link"&gt;UV HO GF B&lt;/a&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Empty shelves line the walls of this room. The floor is littered with smashed crates and toppled barrels. This room appears to have once been used for storage.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;&lt;a href="/wikis/UV%20HO%20GF%20C/new" class="create-wiki-page-link"&gt;UV HO GF C&lt;/a&gt;&lt;br /&gt;

Completely empty&lt;/p&gt;

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&lt;p&gt;&lt;a href="/wikis/UV%20HO%20GF%20D/new" class="create-wiki-page-link"&gt;UV HO
GF D&lt;/a&gt;&lt;br /&gt;
Common Room&lt;/p&gt;

&lt;p&gt;Large hearth on north wall&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/UV%20HO%20GF%20E/new" class="create-wiki-page-link"&gt;UV HO
GF E&lt;/a&gt;&lt;br /&gt;
Tavern/Dining Hall&lt;/p&gt;

&lt;p&gt;2 stone hearths on east wall&lt;/p&gt;

&lt;p&gt;Two tables turned sideways with bolts and arrows stuck into them&lt;/p&gt;

&lt;p&gt;Bar on west wall south of hall. Upturned stools neatly stacked on top&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/UV%20HO%20GF%20F/new" class="create-wiki-page-link"&gt;UV HO
GF F&lt;/a&gt;&lt;br /&gt;
Desk&lt;/p&gt;

&lt;p&gt;Sturdy wooden desk&lt;br /&gt;
Empty rack with hooks for keys&lt;br /&gt;
Small empty safe&lt;br /&gt;
_____&lt;br /&gt;
Back to &lt;a href="/wikis/cotn-uv-hideout" class="wiki-page-link"&gt;&lt;span
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```

<p>A. Lounge</p>

<p>????<br />

<strong>EL 6.4</strong><br />

<strong>XP 523</strong></p>

<p><a href="/wikis/burgler" class="wiki-page-link">Burgler</a><br />

<a href="/wikis/street-thug-rookie" class="wiki-page-link">Street Thug Rookie</a> x3<br

>

<a href="/wikis/sneak-thief" class="wiki-page-link">Sneak Thief</a> x2<br />

????</p>

<p>All: Bed (fits two), Chest,<br />

Dresser, Table with Chairs</p>

<p>B. -</p>

<p>C. Painting of <a href="/wikis/saint-laina" class="wiki-page-link">Saint Laina</a>

(calling on the power of Axion during a battle) worth 70 gp, wardrobe</p>

<p>D. Wardrobe, bookshelf</p>

<p>E. -</p>

<p>F. -</p>

<p>G. -</p>

<p>H. -<a href="/wikis/cotn-undiscovered-victim" class="wiki-page-link"><span

class="caps">COTN</span> Undiscovered Victim</a></p>

<p>I. <strong>Reed&#8217;s Room</strong></p>

<p><strong>Large Net Trap</strong>: CR 2; mechanical; location trigger;

manual<br />

reset; Atk +5 melee (see note); Search DC 20; Disable Device DC<br />

25. Note: Characters in 10-ft. square are grappled by net (Str 18) if<br />

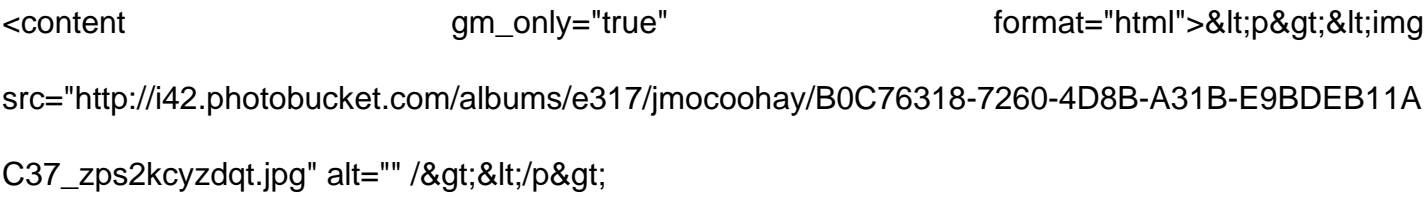
they fail a DC 14 Reflex save. Market Price: 3,000 gp.</p>

<hr />

[Back to \[COTN UV Hideout\]\(/wikis/cotn-uv-hideout\)](/wikis/cotn-uv-hideout)

[https://mark-1.obsidianportal.com/wiki\\_pages/1745270](https://mark-1.obsidianportal.com/wiki_pages/1745270)

[https://mark-1.obsidianportal.com/wiki\\_pages/uv-ho-third-floor](https://mark-1.obsidianportal.com/wiki_pages/uv-ho-third-floor)



All: Bed (fits two), 2 Chests, Dresser, Table with Chairs

A. +3

???

EL 5.2 (or 6 if combined. See [UV RB Roof](/wikis/uv-rb-roof))

[Street Thug Soldier](/wikis/street-thug-soldier)

[Sneak Thief](/wikis/sneak-thief) x2

B.

C.

D.

????

**EL 3.2**

**XP 180**

[Sneak Thief](/wikis/sneak-thief) x3

E.</p>

<p>F. \_\_\_\_\_<br />

Back to <a href="/wikis/cotn-uv-hideout" class="wiki-page-link"><span class="caps">COTN</span> UV Hideout</a></p></content>

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<p>West hallway has</p>

<p><strong>Poison Dart Trap</strong>: CR 1; mechanical; location trigger; manual<br />

reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4

Con plus 1d3 Wis); Search DC 20;<br />  
Disable Device DC 18. Market Price: 700 gp.</p>  
<p>A.</p>  
<p>B.</p>  
<p>C.</p>  
<p>D.</p>  
<p>E.</p>  
<hr />  
<p>Back to <a href="/wikis/cotn-uv-ruined-building" class="wiki-page-link"><span class="caps">COTN</span> UV Ruined Building</a></p></content>

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Marning</p>

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<p>Lighthouse 1</p>

<p>Lighthouse 2</p>

<hr />

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&lt;p&gt;Chest&lt;/p&gt;

&lt;p&gt;Dresser&lt;/p&gt;

&lt;p&gt;1d4-1 of the following:&lt;/p&gt;

&lt;p&gt;1d6:&lt;br /&gt;

1- table with chairs&lt;br /&gt;

2- bookshelf&lt;br /&gt;

3- couch&lt;br /&gt;

4- wardrobe&lt;br /&gt;

5- desk&lt;br /&gt;

6- rug&lt;/p&gt;

&lt;p&gt;Painting: roll 1d4. The painting depicts 1- beautiful outdoor landscape 2- ship at sea 3- religious scene 4- a random person doing random thing&lt;/p&gt;

&lt;p&gt;Bookshelf: 10% chance of some useful book&lt;/p&gt;

&lt;p&gt;Rug: 80% chance it&#8217;s woven 20% bearskin&lt;/p&gt;

<hr />

Back to <a href="/wikis/inn" class="wiki-page-link">Inn</a></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/inn</link>

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<p>Poor accommodations at an inn amount to a place on the floor near the hearth, plus the use of a blanket if the innkeeper likes you and you're not worried about fleas. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow, and the presence of a higher class of company. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.</p>

<p><a href="/wikis/inn-and-tavern" class="wiki-page-link">Inn and Tavern</a> (generators)</p>

<p><a href="/wikis/inn-room-average" class="wiki-page-link">Inn Room (Average)</a></p>

<p><a href="/wikis/inn-room-fine" class="wiki-page-link">Inn Room (Fine)</a></p>

<hr />

<p>Back to <a href="/wikis/lodging" class="wiki-page-link">Lodging</a>???<a href="/wikis/building-and-business-descriptions" class="wiki-page-link">Building and Business Descriptions</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1746524</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/inn-room-fine</link>

<content gm\_only="true" format="html">&lt;p&gt;Bed (fits two)&lt;/p&gt;

&lt;p&gt;2 Chests&lt;/p&gt;

&lt;p&gt;Dresser&lt;/p&gt;

&lt;p&gt;Table with Chairs&lt;/p&gt;

&lt;p&gt;1d4 + 2 of the following:&lt;/p&gt;

&lt;p&gt;1d10:&lt;br /&gt;

1- fine painting&lt;br /&gt;

2- fine bookshelf&lt;br /&gt;

3- couch&lt;br /&gt;

4- wardrobe&lt;br /&gt;

5- desk&lt;br /&gt;

6- fine rug&lt;br /&gt;

7- board game&lt;br /&gt;

8- bathtub &lt;br /&gt;

9- folding screen (for dressing)&lt;br /&gt;

10- potted plant&lt;/p&gt;

&lt;p&gt;Fine Painting: roll 1d4. The painting depicts 1- beautiful outdoor landscape 2- ship at sea 3- religious scene 4- a random person doing random thing&lt;/p&gt;

&lt;p&gt;Fine Bookshelf: 20% chance of some useful book&lt;/p&gt;

&lt;p&gt;Fine Rug: 60% chance it&#8217;s woven of fine materials 20% bearskin 10% sheep, zebra, cow, reindeer&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/inn" class="wiki-page-link"&gt;Inn&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1746952</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/avralor-history-timeline</link>

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&lt;td&gt;&lt;/td&gt;  
&lt;td&gt;&lt;a href="/wikis/asmar" class="wiki-page-link"&gt;Asmar&lt;/a&gt; settlers&lt;/td&gt;  
&lt;td&gt;&lt;/td&gt;  
&lt;/tr&gt;  
&lt;tr&gt;  
&lt;td&gt;10,000?&lt;/td&gt;  
&lt;td&gt;5,000?&lt;/td&gt;  
&lt;td&gt;&lt;/td&gt;  
&lt;td&gt;&lt;a href="/wikis/the-war-of-the-slave-lords" class="wiki-page-link"&gt;The War of the  
Slave Lords&lt;/a&gt;&lt;/td&gt;  
&lt;/tr&gt;  
&lt;tr&gt;  
&lt;td&gt;9,200?&lt;/td&gt;  
&lt;td&gt;4,600?&lt;/td&gt;  
&lt;td&gt;&lt;/td&gt;

	First Cities	
	3,836	
	<strong>Kings I</strong>	
	<a class="wiki-page-link" href="/wikis/caer-dweddyn">Caer Dweddyn</a>	
	3,669	
	<a class="wiki-page-link" href="/wikis/council-of-high-wizardry">Council of High Wizardry</a>	
	6,200-6300?	
	3,100-3,150?	
	<a class="wiki-page-link" href="/wikis/saint-laina">Saint Laina</a> &#8217;s victories establish Galados as a powerful kingdom	
	<a class="create-wiki-page-link" href="/wikis/King%20Galehan/new">King Galehan</a> ,	<a class="create-wiki-page-link" href="/wikis/galehans-wall">King Galehan's Wall</a>

class="wiki-page-link"&gt;Galehan&amp;#8217;s Wall&lt;/a&gt;&lt;/td&gt;

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&lt;td&gt;5,550?&lt;/td&gt;

&lt;td&gt;2,775?&lt;/td&gt;

&lt;td&gt;Luxian Occupation&lt;/td&gt;

&lt;td&gt;Luxians conquer Southern Galados&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;&lt;/td&gt;

&lt;td&gt;2,723&lt;/td&gt;

&lt;td&gt;&lt;/td&gt;

&lt;td&gt;Luxians expand territory, pushing north into the Medwyn kingdom and east into the border of West Faladon&lt;/td&gt;

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&lt;td&gt;3,400&lt;/td&gt;

&lt;td&gt;1,700&lt;/td&gt;

&lt;td&gt;&lt;/td&gt;

&lt;td&gt;Luxians fall back to Southern Galados&lt;/td&gt;

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&lt;td&gt;&lt;/td&gt;

&lt;td&gt;&lt;strong&gt;Kings II&lt;/strong&gt;&lt;/td&gt;

&lt;td&gt;Medwyn kingdom destroyed&lt;/td&gt;

&lt;/tr&gt;



1,849	
924	
1st Sembrian Campaign begins	
1,841	
920	
1st Sembrian Campaign abandoned	
1,767	
883	
2nd Sembrian Campaign	
1,762	
881	
Sembrian Occupation I	
Defeated by Sembrians	
1,755 ? 1,738	
877-869	

	failed uprisings
	1,729
	864
	<a class="wiki-page-link" href="/wikis/belegras">Belegras</a>
	<a class="wiki-page-link" href="/wikis/belegras">Belegras</a> retakes Bridgeport
	1,727
	862
	3rd Sembrian Campaign
	1,726
	861
	Sembrian Occupation II
	City of Bridgeport raised, Fortress reoccupied, capital moved
	1,721
	854
	<a class="wiki-page-link" href="/wikis/varadinum">Varadinum</a>
	Conquered



King Desden vs. Avinegrin & High Priest Caedmon	
(+2 yrs)	
Battle of Crystal River, King Desden Slain, Brancian's Keep, West Falados and East Falados	
49	
Varadinum falls to monstrous horde	
104	
52	
-	
Bridgeport falls to monstrous horde	
0	
<a class="create-wiki-page-link" href="/wikis/2nd%20Cataclysm/new">2nd Cataclysm</a>	

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<tr>  
    <td></td>  
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    <td></td>  
    <td><a href="/wikis/the-weeping-plague" class="wiki-page-link">The Weeping  
Plague</a></td>  
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    <td></td>  
    <td></td>  
    <td>Kings IV</td>  
    <td></td>  
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    <td>250?</td>  
    <td></td>  
    <td></td>  
    <td><a href="/wikis/Durgeddin/new" class="create-wiki-page-link">Durgeddin</a>  
the Black retreats to <a href="/wikis/khundrukar"  
class="wiki-page-link">Khundrukar</a></td>  
</tr>  
<tr>  
    <td>357</td>  
    <td></td>  
    <td></td>  
    <td><a href="/wikis/khundrukar" class="wiki-page-link">Khundrukar</a> is found by

orcs and is conquered

462

Present

Back to [Avralor History](/wikis/avralor-history-0)

[Rou-en-Lon](/wikis/Rou-en-Lon/new)

[https://mark-1.obsidianportal.com/wiki\\_pages/1746955](https://mark-1.obsidianportal.com/wiki_pages/1746955)

[https://mark-1.obsidianportal.com/wiki\\_pages/avralor-historical-figures](https://mark-1.obsidianportal.com/wiki_pages/avralor-historical-figures)

[Jor](/wikis/Jor/new)

(Elori who fell in love with an Andar)

[An-Alon](/characters/an-alon)

[Ashardalon](/wikis/ashardalon)

[Namara](/wikis/namara)

[Ytthar](/wikis/ytthar)

[Belegras](/wikis/belegras)

[Rigos Callion](/wikis/rigos-callion)

[Desden](/wikis/Desden/new)

[Avinegrin](/wikis/Avinegrin/new)

[Bishop Caedmon](/wikis/Bishop%20Caedmon/new)

[King Madruk \(ogre king\)](/wikis/King%20Madruk/new)

[Brancian](/wikis/Brancian/new)

[Alishar](/wikis/Alishar/new)

[Durgeddin](/wikis/Durgeddin/new)

[Bhalthron Brightbeard](/wikis/bhalthron-brightbeard)

[Magnoc Brightbeard](/wikis/magnoc-brightbeard)

[Saint Laina](/wikis/saint-laina)

[Lorga](/wikis/Lorga/new)

[The Red Witch](/wikis/the-red-witch)

[Caedric](/wikis/Caedric/new)

[Felpin](/wikis/Felpin/new)

[Merro](/wikis/Merro/new)

[Frek](/wikis/frek)

[Adratha](/wikis/adratha)

[King](/wikis/king-agraivere)

Agraivere&lt;/a&gt;&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/avralor-history-0" class="wiki-page-link"&gt;Avralor History&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1747155</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/belegras</link>

<content gm\_only="true" format="html">&lt;p&gt;Avralorian warlord who led a briefly successful uprising against the Sembrians. He took Bridgeport in 864 PC. He was killed when the Sembrians returned 2 years later (866 PC) and destroyed Bridgeport. He was remembered as a symbol of Avralorian resiliency.&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/avralor-historical-figures" class="wiki-page-link"&gt;Avralor Historical Figures&lt;/a&gt;&#8212;&lt;a href="/wikis/west-faladon-historical-figures" class="wiki-page-link"&gt;West Faladon Historical Figures&lt;/a&gt;&#8212;&lt;a href="/wikis/bridgeport-history" class="wiki-page-link"&gt;Bridgeport History&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1747156</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bridgeport-history</link>

<content gm\_only="true" format="html">&lt;p&gt;Numerous settlements had already existed on this site by the time the Sembrians arrived (924 PC). Many Faladonian kings had ruled the surrounding countryside from this area, taking advantage of the natural defense and accessibility for trading that



the land between rivers offered. When Faladon surrendered to the [Sembrians](/wikis/sembria) in 881 PC, the existing wooden fortifications were replaced by stone (877 PC). A massive fortress was built (874 PC) in the northern sector of the island where puppet kings were allowed to rule under the watchful eye of a Sembrian advisor. After several failed attempts (877 &#8211; 869 PC), an uprising led by the warlord [Belegras](/wikis/belegras) finally succeeded (864 PC). The Sembrians returned two years later (862 PC) with enough force to conquer Belegras and Bridgeport was left mostly in ruins (861 PC) while the Capitol city was shifted to the Sembrian fortress in The Valley of Kings. Eventually, as peace settled in Faladon, a town sprung up (804 PC) near the fortress at Bridgeport to do business with the garrison. Bridgeport fell under the control of warlords sweeping down en route to Sembria (52 PC). The town became little more than a prison camp. The plague that followed (9 PC) wiped even that out, leaving only a garrison of the dead.

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[Back](/wikis/bridgeport) to [Bridgeport](/wikis/bridgeport)

[https://mark-1.obsidianportal.com/wiki\\_pages/1747160](https://mark-1.obsidianportal.com/wiki_pages/1747160)

[https://mark-1.obsidianportal.com/wiki\\_pages/west-faladon-historical-figures](https://mark-1.obsidianportal.com/wiki_pages/west-faladon-historical-figures)

[An-Alon](/characters/an-alon)

[Belegras](/wikis/belegras)

[Desden](/wikis/Desden/new)

[Avinegrin](/wikis/Avinegrin/new)

[Bishop](/wikis/Bishop%20Caedmon/new)

Caedmon</a></p>

<p><a href="/wikis/King%20Madruk/new" class="create-wiki-page-link">King Madruk</a> (ogre king)</p>

<p><a href="/wikis/Brancian/new" class="create-wiki-page-link">Brancian</a></p>

<p><a href="/wikis/Alishar/new" class="create-wiki-page-link">Alishar</a></p>

<p><a href="/wikis/durgeddin-the-black" class="wiki-page-link">Durgeddin the Black</a></p>

<hr />

<p>Back to <a href="/wikis/west-faladon-history" class="wiki-page-link">West Faladon History</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1747162</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/luxian-empire</link>

<content gm\_only="true" format="html"><p><a href="/wikis/lux" class="wiki-page-link">Lux</a></p></content>

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!https://i.pinimg.com/originals/e2/f5/d0/e2f5d0175d4416d77f890ad21a99ca94.jpg!

## **\*Beginnings\***

?Agriculture and basic technologies develop; villages appear

## **\*Original Civilizations\***

?Large scale architecture, writing, cities, and states appear. Several civilizations arise in their isolated areas

?One is beaten in a conventional war, discovers dark secret, then comes back back and wins the next war with newly gained dark powers.

## **\*Empire\***

## **\*Fall\***

## **\*Post Empire\***

## **\*Legacy\***

[[Luxian Historical Figures]]

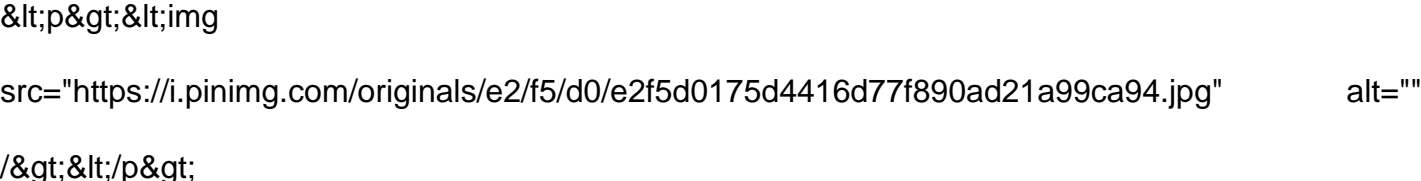
"Necrocacy Reference":<https://tvtropes.org/pmwiki/pmwiki.php/Main/TheNecrocracy>

|\_.Knowledge (History) DC|\_.Facts Discovered|

- |5|Very basic information (|
- |10|Basic information (|
- |15|Uncommon but basic information (|
- |20|Uncommon, obscure knowledge (|
- |25|Rare information (|
- |30+|Extremely obscure information (|

Back to [\[\[Lux\]\]](#) [\[\[History\]\]](#)





**Beginnings**

?Agriculture and basic technologies develop; villages appear

**Original Civilizations**

?Large scale architecture, writing, cities, and states appear. Several civilizations arise in their isolated areas

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**Empire**

**Fall**

**Post Empire**

<p><strong>Legacy</strong></p>

<p><a href="/wikis/luxian-historical-figures" class="wiki-page-link">Luxian Historical Figures</a></p>

<p><a href="https://tvtropes.org/pmwiki/pmwiki.php/Main/TheNecrocracy">Necrocacy Reference</a></p>

Knowledge (History) DC
Facts Discovered
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Very basic information (</td>
10
Basic information (</td>
15
Uncommon but basic information (</td>
20
Uncommon, obscure knowledge (</td>

<td>25</td>

<td>Rare information (</td>

</tr>

<tr>

<td>30+</td>

<td>Extremely obscure information (</td>

</tr>

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<p>Back to <a href="/wikis/lux" class="wiki-page-link">Lux</a>???<a href="/wikis/history" class="wiki-page-link">History</a></p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/lux-geography</link>

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<p><a href="/wikis/luxian-territories" class="wiki-page-link">Territories</a></p>

[Puerta Maris](/wikis/puerta-maris)  
Faladonian: [Evershield Haven](/wikis/evershield-haven)  
Galadian: [Hommage Lien](/wikis/hommage-lien)  
Client tribes closer to colonies.  
A powerful federation of tribes further inland.  
[Luxian Tribes](/wikis/luxian-tribes)  
[Obrenard city](/wikis/Obrenard/new)  
[Edambri](/wikis/edambri) small town  
[Z&#8217;avhi Desert](/wikis/Z%27avhi%20Desert/new)  
[Thir Tharim](/wikis/Thir%20Tharim/new)  

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[Lux](/wikis/lux)

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`<link>https://mark-1.obsidianportal.com/wiki_pages/bethia</link>`

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Back to [[Skills]]</content>

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Back to [[Skills]]</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bluff</link>

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Back to [[Skills]]</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bluff</link>

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Back to [[Skills]]</content>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1747589</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/rivals</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1747760</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/uv-ho-roof</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/spell-focus</link>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1756305</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/message-to-thorndyke</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Send Help&lt;/strong&gt;: &#8220;Stay Put. Wait for help.&#8221;&lt;/p&gt;

Jonalus and one of his men come up through sewer. Jonalus tells PCs that they&#8217;re going to cause a diversion. They should wait until they see/hear signs of fighting out on the street then head in.

&lt;p&gt;????&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Report Stop Theft&lt;/strong&gt;: &#8220;Will get info on robbery. Meet at 9 Lives on 12th&#8221;&lt;/p&gt;

<p><strong>Both: as Send Help</strong></p>  
<hr />  
<p>Back to <a href="/wikis/uv-developments" class="wiki-page-link">UV  
Developments</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1756325</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-rampant-pilgrim-inn</link>

<content gm\_only="true" format="html"><p></p>  
<table>  
<tr>  
<td>From the outside it looks beautiful, cheerful and humble. Plastered walls and marble  
stones make up most of the building&#8217;s outer structure.<br />  
It&#8217;s impossible to see through the curtained windows, but the sounds of dancing and  
singing from within can be felt outside.</td>  
</tr>  
</table>

<p>PCs vaguely remember hearing that the inn is well known for something. Probably its  
talented musicians.</p>  
<table>  
<tr>  
<td>As you enter the tavern through the well-crafted, metal door, you&#8217;re  
welcomed by a pleasant atmosphere and overall happiness.<br />  
The bartender is working up a sweat, but still manages to welcome you with a wave.</td>  
</tr>

</table>

<table>

<tr>

<td>It's as lovely inside as it is on the outside. Squared, wooden beams support the upper floor and the lights attached to them. The walls are packed with all sorts of travel memorabilia, most likely all collected by the owner. The tavern itself is packed. Workers seem to be the primary clientele here, which often means great company. Several long tables are occupied by happy, excited groups of people, some are dancing on the table, while others cheer them on with clapping and yelling. The other, smaller tables are also occupied by people who who seem to be strangers to each other, all sitting here because there are no other seats. Though they all clearly enjoy each other's company. Even most of the stools at the bar are occupied, though nobody seems to mind more company.</td>

</tr>

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<p><a href="/characters/jafalie" class="wiki-content-link">Jafalie</a></p>

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[http://mwtools.thyle.net/sb\\_gen.html](http://mwtools.thyle.net/sb_gen.html)  
NPC Stat Block Generator

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[Back to Creation](/wikis/creation)

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[Cityscape Thieves](/wikis/thieves)

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[Rog3](/wikis/Rog3/new)

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&lt;p&gt;The United Front has heard rumors &lt;del&gt;(maybe the Os Pythones excavation?)&lt;/del&gt; of there being another way into to the Fangs Hideout through a system of catacombs buried centuries ago. The PCs are tasked with exploring the catacombs to see if there is actually a way in.&lt;/p&gt;

&lt;p&gt;Front member was imprisoned here and escaped. Remembers the layout and can point out key locations to PCs.&lt;/p&gt;

&lt;p&gt;Front will lead an attack nearby as a diversion. If PCs have magical means of communication, they are to let the Front attack leader know when they are successful. The Front will then pour into the dungeon overrunning it and using it as a fortification.&lt;/p&gt;

&lt;p&gt;6. 4 foot hole in ceiling leading up to old jail. Refuse dumped here from above, attracting scavengers&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/rogue-eidolon" class="wiki-page-link"&gt;Rogue Eidolon&lt;/a&gt;&lt;/p&gt;&lt;hr /&gt;

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&lt;p&gt;?the veins of mineral/ore in the mine are nearly tapped out ?or? valuable mining equipment was left behind. The dwarf in charge of the mine is now hiring mercenaries to clear out the chamber.&lt;/p&gt;

&lt;p&gt;?a relative of one of the dwarves who died in the battle after surveying the chamber hires the PCs to recover an item carried by the dwarf ?or? to return the remains for a proper burial.&lt;/p&gt;

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&lt;p&gt;&lt;a href="/wikis/night-peddler" class="wiki-page-link"&gt;Night Peddler&lt;/a&gt;&lt;/p&gt;

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<p>2. Etc&#8230;</p>  
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<link>https://mark-1.obsidianportal.com/wiki\_pages/cl-0</link>

<content gm\_only="true" format="html"><p>CL 0: Savage</p>  
<p>Savage domains remain untamed wilderness <br />  
completely untouched by civilization. No technol-<br />  
ogy can be found in these lands, and the only law in effect is survival of the fittest. Savage domains  
imply a lack of sentient creatures and are extremely rare in Ravenloft.<br />  
\_\_\_\_\_<br />

Back to <a href="/wikis/technology" class="wiki-page-link">Technology</a></p></content>

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<content gm\_only="true" format="html">&lt;p&gt;(From Ravenloft 3.5 Core Rulebook)&lt;/p&gt;  
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&lt;strong&gt;&lt;a href="/wikis/cl-1" class="wiki-page-link"&gt;CL 1&lt;/a&gt;: Stone Age  
&lt;br /&gt;  
(10,000 B.C. ? 5000 B.C.)&lt;/strong&gt;&lt;br /&gt;  
&lt;strong&gt;&lt;a href="/wikis/cl-2" class="wiki-page-link"&gt;CL 2&lt;/a&gt;: Bronze Age &lt;br /&gt;  
(5000 B.C. ? 2500 B.C.)&lt;/strong&gt; &lt;br /&gt;  
&lt;strong&gt;&lt;a href="/wikis/cl-3" class="wiki-page-link"&gt;CL 3&lt;/a&gt;: Iron Age (2500 B.C. &#8211; 1 B.C.)&lt;/strong&gt;&lt;br /&gt;  
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&lt;br /&gt;  
(500 A.D. &#8211; 800 A.D.)&lt;/strong&gt;&lt;br /&gt;  
&lt;strong&gt;&lt;a href="/wikis/cl-6" class="wiki-page-link"&gt;CL 6&lt;/a&gt;: Early Medieval &lt;br /&gt;  
(800 A.D. &#8211; 1200 A.D.)&lt;/strong&gt;&lt;br /&gt;  
&lt;strong&gt;&lt;a href="/wikis/cl-7" class="wiki-page-link"&gt;CL 7&lt;/a&gt;: Medieval  
&lt;br /&gt;

(1200 A.D. &#8211; 1400 A.D.)</strong><br />

<strong><a href="/wikis/cl-8" class="wiki-page-link">CL 8</a>: Chivalric

<br />

(1400 A.D. ? 1550 A.D.)</strong><br />

<strong><a href="/wikis/cl-9" class="wiki-page-link">CL 9</a>: Renaissance

<br />

(1550 A.D. &#8211; 1700 A.D.)</strong></p>

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<p>Back to <a href="/wikis/kingdom-template" class="wiki-page-link">Kingdom

Template</a></p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/cl-1</link>

<content gm\_only="true" format="html"><p><strong>CL 1: Stone Age <br />

(10,000 B.C. ? 5000 B.C.)</strong></p>

<p>Stone Age domains represent the most primitive lands that can still claim to possess true

<br />

societies. Stone Age peoples have not yet learned to work metal; weapons and tools are crafted from wood, bone, or stone, such as flint and obsidian. Daggers, clubs, slings, and spears are the most common weapons, with the short bow <br />

representing the most advanced weaponry to be found. Stone Age peoples can hide to create clothing and can create leather armor. <br />

Stone Age life is dictated by the daily demands of survival. Societies usually exist as small, seminomadic tribes, usually able to support <br />

no more than a score of people. These tribes hunt <br />

game or gather edible plants for food, though <br />

some may possess domesticated animals or <br />

limited agricultural skills. The ability to make fire <br />

is considered invaluable. <br />

Stone Age settlements usually take the form of <br />

natural caves or collections of hide tents. Lush lands may boast small villages built from adobe

bricks. Stone Age communities trade exclusively through barter; an adventurer's coins or gems

would be valued only for their decorative worth. <br />

The Stone Age mind is ruled by superstition; <br />

every natural event is given a mystical explana- <br />

tion. Stone Age peoples have not yet developed <br />

any concept of science or written language, nor <br />

have they mastered the arts of magic. Divine <br />

spellcasters are typically adepts or druids, while <br />

arcane magic is found only in the natural talents of sorcerers. <br />

The goblins that roam the wilds of Ravenloft <br />

can be considered a Stone Age society. Although these creatures often wield metal weapons, very

few understand metallurgy. Goblins typically steal <br />

their metal weapons and tools from the isolated <br />

farmsteads they prey on.</p>

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<p>Back to <a href="/wikis/technology"

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1778095</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/cl-2</link>



<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;CL 2: Bronze Age &lt;br /&gt;  
(5000 B.C. ? 2500 B.C.)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;With advances in agriculture, the land can &lt;br /&gt;

now support large, permanent communities, in turn allowing true civilization to take root. Bronze Age societies are defined by the discovery of metalworking. Bronze weapons and tools begin to replace their crude stone or wood equivalents. &lt;br /&gt;

Studded leather becomes the most advanced armor available. As people learn to weave cloth, including cotton and silk, padded armor also appears. &lt;br /&gt;

Bronze Age societies possess pictographic &lt;br /&gt;

written languages and often keep important &lt;br /&gt;

records on clay tablets or scrolls made of crude &lt;br /&gt;

forms of paper or inscribe them in stone. Growing seasons are recorded each year, leading to the creation of early calendars. Other new discoveries include fixed measurements and often sophisticated knowledge of mathematics, &lt;br /&gt;

architecture, astronomy, and herbal medicine. New inventions include the potter's wheel, pulleys, levers, and the plow and may include the wheel. Gems and works of art crafted from precious metals become prized symbols of wealth and power, but most trade still relies on barter. &lt;br /&gt;

Organized religion appears and quickly dominates society. Bronze Age rulers are often clerics, viewed as the direct emissaries of the gods. Sages unlock sorcerers' arcane powers to become the first wizards, and spellcasters learn to enchant &lt;br /&gt;

magic items. Bronze Age peoples can build stone structures for their cities and temples. The size of these structures often seems to be limited only by the available workforce, and large communities may &lt;br /&gt;

construct massive monuments capable of &lt;br /&gt;

outlasting their builders by millennia. These &lt;br /&gt;

architects may also protect their glorious temples and tombs with secret doors and cunning traps,

including hidden pits, swinging blades, and <br />

deadfalls. Ironically, Bronze Age societies have yet to invent the lock and key.</p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/cl-3</link>

<content gm\_only="true" format="html"><p><strong>CL 3: Iron Age (2500 B.C. ? 1 B.C.)</strong></p>

<p>As society continues to advance, metalworkers <br />

eventually learn to forge iron, a metal more durable than bronze and capable of holding a finer <br />

edge. Armed with more reliable materials, Iron <br />

Age domains create new armaments, including the <br />

breastplate, the tower shield, and siege engines <br />

such as the catapult. Their armies now employ <br />

advanced military tactics.</p>

<p>With the Iron Age, early civilization comes<br />

into full bloom. Government has started to distinguish itself from the mandates of the gods. Laws are codified, and societies may even experiment with new forms of rule. Ships can now weather limited ocean travel, and trade becomes more common. Metal coins make their first appearance, as do simple locks. Written language has been refined from complex hieroglyphics to a simple alphabet, spreading <br />

literacy and prompting revolutionary advances in <br />

the realms of knowledge. Libraries are built, and  
writers spread epic tales of adventure or debate  
philosophical truths. Artisans develop glassmaking. Medicine becomes standardized,  
often based on the theory of four "humours"  
regulating health. The sundial and the hourglass allow for more accurate measurement of time. Iron  
Age communities are noteworthy for their ability to reshape the surrounding terrain to  
meet their needs. Iron Age science can create  
water screws, canals, sewers, and aqueducts to  
irrigate fields or supply running water to the  
palaces of the elite, and windmills are built to  
draw power from the sky itself.

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Technology

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**CL 4: Classical (1 A.D. ? 500 A.D.)**

Classical societies represent the apex of early civilization; some have even begun to slide into decadence. Classical domains are primarily  
marked by advances in scientific knowledge,  
philosophy, and theology. Mathematicians refine  
algebra and geometry, and spellcasters lay the  
foundations of alchemy. With the invention of

paper, durable bound books start to replace scrolls, though these books must still be scribed by hand. &lt;br /&gt;

High-quality roads promote increased travel, and the invention of the stirrup and trousers aids &lt;br /&gt;

horsemen, creating the first true cavalry.&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/cl-5</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;CL 5: Dark Age &lt;br /&gt;

(500 A.D. &#8211; 800 A.D.)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Dark Age societies often form in the wake of the slow collapse of a classical culture. The era &lt;br /&gt;

even takes its name from the widespread belief that the &#8220;light&#8221; of civilization has been &lt;br /&gt;

extinguished. Despite their backward reputation, Dark Age domains still produce many scientific advances. Monastic orders form, dedicated to the preservation of knowledge or contemplation of the &lt;br /&gt;

soul. The invention of the astrolabe and advances &lt;br /&gt;

in shipbuilding produce the first reliable ocean &lt;br /&gt;

travel. Large farms, kept fertile through crop rotation, can now supply grain to mechanical mills, sustaining large populations. In these communities artisans jealously guard the secret of creating

porcelain, and tea is often drunk for its medicinal qualities. <br />

Warfare also advances, most notably with the <br />

invention of the crossbow and sturdy new forms of <br />

armor, including banded mail, scale mail, and <br />

splint mail. Magic also advances as arcane <br />

spellcasters refine their theories of the elemental <br />

planes.</p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/cl-6</link>

<content gm\_only="true" format="html"><p><strong>CL 6: Early Medieval <br />

(800 A.D. &#8211; 1200 A.D.)</strong></p>

<p>Early medieval architecture is marked by the appearance of the pointed Gothic arch, an improvement over the curved arches in use since the late Iron Age. Early medieval domains are marked by the construction of motte-and-bailey castles, fortified towers, and large cathedrals decorated with masterful stained-glass windows. <br />

The first merchant guilds appear in larger communities; a few may even go so far as to offer <br />

insurance plans against losses caused by fire or <br />

plague. Healers begin to explore surgical techniques of treatment, and bards form colleges to organize their traditions. Travelers discover the magnetic compass, and ships gain the stern rudder.

Water clocks keep accurate track of time, and warriors use chain mail and the lance.</p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1778132</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/cl-8</link>

<content gm\_only="true" format="html"><p><strong>CL 8: Chivalric  
(1400 A.D. ? 1550 A.D.)</strong></p>

<p>Chivalric domains are marked by the first <br />

appearance of gunpowder, though weapons using powder are usually restricted to large, crude bombards. Warriors can now wield bastard swords and fit themselves out in full plate, but the tradition of <br />

the armored knight is coming to an end, overshadowed by the spreading use of muskets and lighter weapons such as the sabre. <br />

Engineers refine mechanical clocks, making them small enough to appear in the homes of the wealthy. Doctors now understand medicine well enough to order quarantines to control plagues, while governments start to keep careful records of births, marriages, and deaths within their domain. <br />

Some wealthy, populous lands even experiment <br />

with limited postal services.</p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/cl-9</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;CL 9: Renaissance &lt;br /&gt;

(1550 A.D. &#8211; 1700 A.D.)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Renaissance domains represent the most advanced cultures to be found within the Land of Mists, though it seems likely that future centuries will bring further eras of discovery. Firearms and fencing now dominate warfare, and heavy weapons and armor are considered antiquated. The inhabitants of these domains typically view anyone seen wearing heavy armor as a backward brute obviously looking for a fight. Castles have also fallen out of favor, and those built in earlier eras are often renovated into more comfortable &lt;br /&gt;

palaces. &lt;br /&gt;

The invention of the moveable type printing &lt;br /&gt;

press creates an immediate revolution in the realms of art and knowledge. Jaded intellectuals meet in salons, and theater witnesses the first ballets and operas. Early newspapers may even &lt;br /&gt; appear in a few wealthy communities ? typically &lt;br /&gt;

in the form of double-sided handbills. Caravels &lt;br /&gt;

now ply the seas, spreading trade and hunting &lt;br /&gt;

whales for their oil and blubber. Travelers can &lt;br /&gt;

now ride on coach lines that make regular trips &lt;br /&gt;

between large towns. &lt;br /&gt;

Renaissance domains often feature such dizzy-&lt;br /&gt;

ing scientific advances that their inhabitants &lt;br /&gt;

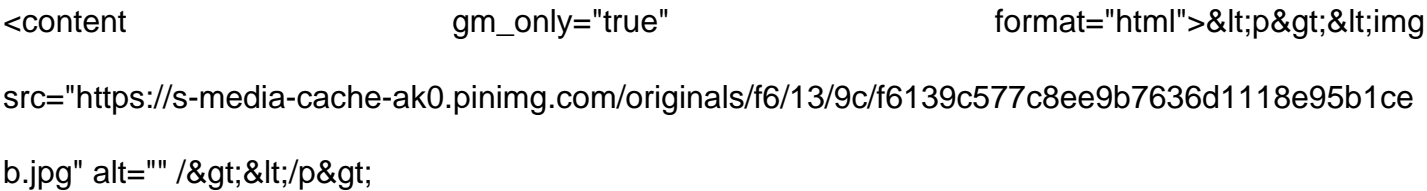
believe that science is slowly and inexorably  
replacing magic in the world. Clockworks are now sophisticated enough to fit in a  
noble's pocket, and metal ore can be purified in blast furnaces.  
Cumbersome machines can now knit wool or add  
figures, while further discoveries in optics produce the microscope and the principles of the camera  
obscura.  
The current century has also seen the appearance  
of the first crude steam engines. Even the most  
jaded denizens of Renaissance domains marvel at the handful of paddleboats that now chug along  
Ravenloft's rivers.

Note: A character who wears heavy armor in CL 9 communities adds a +1 circumstance modifier to her Outcast Rating

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[West King&#8217;s Road 1](/wikis/West%20King%27s%20Road%201/new) [West King&#8217;s Road 2](/wikis/West%20King%27s%20Road%202/new) [West King&#8217;s Road 3](/wikis/West%20King%27s%20Road%203/new) [The Old Galadian Road](/wikis/The%20Old%20Galadian%20Road/new) [The Teallach Road](/wikis/The%20Teallach%20Road/new) [Oakhurst to Seth](/wikis/oakhurst-to-seth)

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<content gm\_only="true" format="html">&lt;p&gt;&lt;span class="caps"&gt;CARYATID&lt;/span&gt;  
&lt;span class="caps"&gt;COLUMN&lt;/span&gt;&lt;br /&gt;  
Medium Construct&lt;br /&gt;  
&lt;strong&gt;Hit Dice:&lt;/strong&gt; 5d10 + 20 (47 hp)&lt;br /&gt;  
&lt;strong&gt;Initiative:&lt;/strong&gt; &#8211; 1&lt;br /&gt;  
&lt;strong&gt;Speed:&lt;/strong&gt; 20 ft. (4 squares)&lt;br /&gt;  
&lt;strong&gt;Armor Class:&lt;/strong&gt; 14 (-1 Dex, + 5 natural), touch 9, flat-footed 14&lt;br /&gt;  
&lt;strong&gt;Base Attack/Grapple:&lt;/strong&gt; + 3/ + 4&lt;br /&gt;  
&lt;strong&gt;Attack:&lt;/strong&gt; Longsword +4 melee (1d8 + 1)&lt;br /&gt;  
&lt;strong&gt;Full Attack:&lt;/strong&gt; Longsword +4 melee (1d8 + 1)&lt;br /&gt;  
&lt;strong&gt;Space/Reach:&lt;/strong&gt; 5 ft./5 ft.&lt;br /&gt;  
&lt;strong&gt;Special Attacks:&lt;/strong&gt; ?&lt;br /&gt;  
&lt;strong&gt;Special Qualities:&lt;/strong&gt; Construct traits, damage reduction&lt;br /&gt;  
5/?, darkvision 60 ft., immunity to magic, shatter weapons&lt;br /&gt;  
&lt;strong&gt;Saves:&lt;/strong&gt; Fort + 1, Ref + 0, Will + 1&lt;br /&gt;

**Abilities:** Str 13, Dex 9, Con ?, Int ?,<br />

Wis 11, Cha 1<br />

**Skills:** ?<br />

**Feats:** ?<br />

**Environment:** Any<br />

**Organization:** Solitary, pair, or troupe (6-<br />

11)<br />

**Challenge Rating:** 3<br />

**Treasure:** None<br />

**Alignment:** Always neutral<br />

**Advancement:** 6-10 HD (Medium); 11-15<br />

HD (Large)<br />

**Level Adjustment:** ?</p></div>
<table>
<tr>
<td>An exquisitely sculpted and chiseled statue of a<br />
beautiful female warrior adorns the area, longsword<br />
in her hand.</td>
</tr>
</table>
<p>A caryatid column is akin to the stone<br />
golem in that it is a magical construct created<br />
by a spellcaster. Caryatid columns are always<br />
created for a specific defensive function. The<br />
caryatid column stands 7 feet tall and weighs<br />
around 1,500 pounds. The column always<br />
wields a weapon (usually a longsword) in its<br />

left hand. The weapon itself is constructed of  
steel, but is melded with the column and made  
of stone until the column animates. When  
melded, the sword is likely to be overlooked  
(Spot check DC 20 to see it).

**Combat**

Caryatid columns are programmed as guardians and activate when certain conditions or stipulations are met or broken (such as a living creature enters a chamber guarded by a caryatid column). A caryatid column attacks its opponents with its longsword. It does not move more than 50 feet from the area it is guarding or protecting

**Immunity to Magic (Ex):** A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A transmute rock to mud spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw, while transmute mud to rock heals all of its lost hit points. A stone to flesh spell does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 full round.

**Shatter Weapons(Ex):** Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon must succeed on a DC 12 Fortitude save or shatter into pieces. A magic weapon uses its own save bonus or that of the wielder, whichever is higher. If the weapon breaks, the caryatid column takes no damage from the attack. The save DC is Constitution-based.

**Construction**

A caryatid column's body is chiseled from a single block of hard stone, such as granite, weighing at least 1,500 pounds. The stone must be of exceptional quality, and costs 2,000 gp. Assembling the body requires a DC 15 Craft (sculpting) check or a DC 15 Craft (stonemasonry) check. CL 12th; Craft Construct (see the MM), lesser geas, limited wish, polymorph any object, shatter, caster must be at least 12th level; Price 22,000 gp; Cost 12,000

gp + 800 XP.</p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/ehw-area-f</link>

<content gm\_only="true" format="html"><p><strong>Area F: The Haunted Hovel</strong></p>

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Standing in a small clearing in the forest is a rundown shack. Its walls are made of rough cut lumber and its roof of moss and tree branches. Its door has long been ripped from its hinges, and the panes of its two windows shattered, leaving only tattered curtains stirred by the occasional forest breeze. A smell of rot and mold permeates the&lt;br /&gt;

place&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;The hovel is haunted by the ghost Girda, the deceased human wife of Klar, the half-orc vampire who now resides in Area [&lt;span class="caps"&gt;BKS&lt;/span&gt; 3A-23&lt;/a&gt; in Barakus. When Klar was transformed into a vampire, instead of draining Girda's blood so she could join in his hellish undeath, he chose to kill her in her&lt;br /&gt;](/wikis/bks-3a-23)

sleep with his bare hands and then banished himself to Barakus. Girda, tormented by her terrible end, haunts this shack where she and Klar once lived.&lt;br /&gt;

Girda wishes to see Klar slain once and for all and thereby end his existence as a vampire.&lt;br /&gt;

She already sent Trom, Klar's half-brother, to do just that, but that quest ended poorly (see Area [&lt;span class="caps"&gt;BKS&lt;/span&gt; 3A-21&lt;/a&gt;\). If the PCs decide to investigate the hovel, she appears as a homely woman in a flowing white gown, and beseeches the PCs to help her. She tells them her sad tale and promises to lead them to a buried treasure on the other side of the forest if they can help her \(see Area G, below\). If the PCs agree, she tells them that Klar resides in&lt;br /&gt;](/wikis/bks-3a-21)

a place called Barakus, and that Klar's lair in particular can only be reached by men of 'great courage,' and that he exists beyond something called 'The Gates of Fear.' This is all she knows. If they succeed in killing Klar, she is true to her word and leads them to Area [&lt;span class="caps"&gt;BKS&lt;/span&gt; 3A-23&lt;/a&gt;](/wikis/bks-3a-23)

[&#x26;#x26;span class="caps">&#x26;#x26;EHW&#x26;/span&#x26; Area H&#x26;/a&#x26;.&#x26;br /&#x26;](/wikis/ehw-area-h)

Girda never manifests; instead she remains in&#x26;br /&#x26;

the ethereal plane, thereby avoiding any attacks within the material plane. She has no wish to harm anyone.&#x26;p&#x26;

&#x26;p&#x26;&#x26;a href="/wikis/girda" class="wiki-page-link">&#x26;#x26;Girda&#x26;/a&#x26;,, Female Human Ghost Com1: CR 3;&#x26;br /&#x26;

hp 6; see &#x26;span class="caps">&#x26;#x26;NPC&#x26;/span&#x26; Appendix.&#x26;p&#x26;

&#x26;hr /&#x26;

&#x26;p&#x26;Back to &#x26;a href="/wikis/penprie-forest" class="wiki-page-link">&#x26;#x26;Penprie Forest&#x26;/a&#x26;???&#x26;a href="/wikis/tlcob-wilderness" class="wiki-page-link">&#x26;#x26;span class="caps">&#x26;#x26;TLCOB&#x26;/span&#x26; Wilderness&#x26;/a&#x26;&#x26;p&#x26;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/ehw-area-g</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1788562</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ehw-area-h</link>

<content gm\_only="true" format="html">&#x26;p&#x26;&#x26;strong&#x26;#x26;Area H: The Caves&#x26;/strong&#x26;&#x26;p&#x26;

&#x26;p&#x26;This spot marks the location of the caves above the city of &#x26;a href="/wikis/barakus" class="wiki-page-link">&#x26;#x26;Barakus&#x26;/a&#x26;,. Fool?s Pass winds directly past the old orcish gates leading to the caves.&#x26;br /&#x26;

These areas are described in full in their own&#x26;br /&#x26;



chapter.

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[https://mark-1.obsidianportal.com/wiki\\_pages/1789169](https://mark-1.obsidianportal.com/wiki_pages/1789169)

[https://mark-1.obsidianportal.com/wiki\\_pages/ehw-area-j](https://mark-1.obsidianportal.com/wiki_pages/ehw-area-j)

**Area J: Belidar and Crask (EL 5) (Kilkarin and Flink)**

Years ago, before the orcs were driven from the caves to the west (21 years ago, in 441), their chieftain mated with a human slave who bore him two twins: Belidar and Crask. A good deal smarter than most of the other orcs, these two half-orcs managed to escape when the humans attacked. Unfortunately, their association with the orcs made it impossible to get along with the residents of Endhome, and they were forced to dwell together in the hills, a pair of unhappy outcasts.

[Belidar](/wikis/belidar), Male Half-Orc  
Rog2/Ftr1: CR 3; hp

20; see NPC Appendix.

[Crask](/wikis/crask), Male Half-Orc Drd3: CR 3; hp 15; see

NPC Appendix.

[Fentarus](/wikis/fentarus), Eagle Animal Companion: CR 1/2;

hp 5; see NPC; Appendix.

[Gruss](/wikis/gruss); Mountain Lion Companion (treat as Leopard): CR 2; hp 20; see NPC; Appendix.

To say the brothers live modestly would be an understatement. Their small square home is made of stones and mud, with a sloped roof made of mud and sticks that does a poor job of keeping the rain out in the winter. The home contains two beds, a table with two chairs, and two shelves on which are stored various mundane foodstuffs and supplies.

**Tactics**: If pressed into a fight (see below) Crask casts entangle first, while Belidar uses his bow from a distance for as long as possible. Gruss never leaves Crask's side, and if need be Fentarus dives down on arcane spell casters and archers.

**Development**: The brothers are not evil. They are, however, deeply wounded and bitter, and highly reclusive and distrustful of strangers. If approached, they assume an aggressive posture, warning away the PCs with brandished weapons. They do not, however, want to fight: they have just learned that fighting is a natural consequence of meeting strangers. With a successful [Diplomacy](/wikis/diplomacy) check (see the DMG) the PCs might be able to change the brother's attitude from unfriendly to indifferent or even friendly; any half-orc or druid attempting this Diplomacy check receives a +2 circumstance bonus to his roll.

*If the brothers are indifferent*: They are willing to share a bit about what they know of the local terrain: that there is a cave of undead to the east, that there is a band of grimlocks to the north, and that the large cave complex to the west used to house a tribe of orcs. They are not interested in talking beyond this.

&lt;p&gt;&lt;em&gt;If the brothers are friendly&lt;/em&gt;: They invite the PCs in for a meal and share all they know, which includes all of the above plus more details about the caves and Barakus, which they investigated briefly during their curious childhood. They believe, correctly, that descendants of the tribe still reside beneath the caves (see

&lt;p&gt;The brothers and Gilda: It just so happens that Gilda Wayentree would make an excellent companion for the brothers, and visa-versa. With Flink being a fellow druid, and Gilda a half-elf and therefore a bit of an outcast, and also just a generally good hearted person, this threesome, were they ever to meet, would form a fast bond. Thus far, this has not happened. If, however, the PCs think to connect the two, a life-long friendship is formed between these three, and the brothers eventually move down out of their hillside cabin and build one near Gilda. If the PCs are instrumental in this, the party should be awarded a 150 XP story award bonus.&lt;/p&gt;

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<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area N: &lt;br /&gt;

The Dragonspire (EL 12)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;For hundreds of years a red dragon named&lt;br /&gt;

Bezzalt has lived in a conical shaped peak in&lt;br /&gt;

the Duskmoon Hills known as the Dragonspire.&lt;br /&gt;

Although Bezzalt would love to plunder the riches of Endhome, he fears the magic of the Wizard's

Academy. Therefore, when he does leave his lair to hunt, he flies north to the plains beyond the

Duskmoon Hills, or east across the Sinnar Ocean.&lt;br /&gt;

Mostly, however, he just rests in his cave, happy on his accumulated horde.&lt;br /&gt;

At the moment, there is only one way into&lt;br /&gt;

the Dragonspire, and that is through a 30-foot&lt;br /&gt;

wide flue that extends from the top of the&lt;br /&gt;

dragon's huge cave. There is a natural, angled&lt;br /&gt;

lid on top of the flue that prevents the cave&lt;br /&gt;

from filling with rain and snow. Climbing&lt;br /&gt;

the walls of the flue requires a successful &lt;strong&gt;&lt;a href="/wikis/climb"

class="wiki-page-link"&gt;Climb&lt;/a&gt; check (DC 15)&lt;/strong&gt;. On the east side of the hill

surrounding the cave, however, there is a narrow passage that extends to within 20 feet or so of the

Bezzalt's cave. This was an aborted effort by some dwarf miner/thieves 75 years ago. After 40 feet

of digging they got into such an argument over how the dragon's gold might be spent that a terrible

fight broke out and those dwarves that weren't killed were so badly injured that they decided to

abandon the project. Some industrious PCs might be able to finish this tunnel and sneak into the cave, though this would be very,

very risky indeed. The cave itself contains Bez-

zalt and his treasure, both of which are detailed below.

[Bezzalt](/wikis/bezzalt), Male Young Adult Red Dragon: CR

12; hp 220; see NPC Appendix.

**Treasure**: Piled about the cave are: 15,000 cp; 6,800 sp; 3,500 gp; 200 pp; 25 trinkets and works of art worth between 50 and 100 gp each; A dwarf-size suit of +1 half plate; a +2 warhammer; a divine scroll of raise dead; and a staff of frost (14 charges).

This area is not described in much detail as it

is assumed the PCs will be unlikely to enter it

once they learn what lurks within. Bezzalt is here mostly to scare the PCs (and players) from time to time and, perhaps, serve as an objective for some future adventure. Perhaps there is an additional magic item in the dragon's horde for which the PCs must quest, or perhaps, once the PCs have reached 9th level or so, the dragon gets restless and starts scorching the countryside. In any event,

should the PCs be brave enough and lucky enough to sneak in and steal some of his treasure, Bezzalt does not hesitate to use his locate object ability to find and punish them.

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[TLCOB Wilderness](/wikis/tlcob-wilderness)

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&lt;p&gt;Just north of the Penprie Forest is a small stone home surrounded by a rusted iron gate. Though this structure is quite old, it is nonetheless in good shape: the walls and roof are completely intact.&lt;br /&gt;

The front door, however, has been rusted ajar, and the windows are all broken. In addition, all the doors inside the structure, except that leading to Area R5, have long since been removed from the their hinges.&lt;br /&gt;

Getting In: If the PCs do not wish to enter via the front door, they may attempt to climb down the chimney &lt;strong&gt;(&lt;a href="/wikis/climb" class="wiki-page-link"&gt;Climb&lt;/a&gt; DC 12)&lt;/strong&gt;, though medium-sized characters must succeed at an &lt;strong&gt;&lt;a href="/wikis/escape-artist" class="wiki-page-link"&gt;Escape Artist&lt;/a&gt; check (DC 20)&lt;/strong&gt; or become stuck. Climbing through the windows is a full move action or a move equivalent action with a successful &lt;strong&gt;&lt;a href="/wikis/tumble" class="wiki-page-link"&gt;Tumble&lt;/a&gt; check (DC&lt;br /&gt;

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<content gm\_only="true" format="html">&lt;p&gt;The weapon of &lt;a href="/wikis/bhalthron-brightbeard" class="wiki-page-link"&gt;Bhalthron Brightbeard&lt;/a&gt;, the first high king of Dindural. A symbol of sovereignty, it was passed down from king to king for millennia. Last wielded by &lt;a href="/wikis/magnoc-brightbeard" class="wiki-page-link"&gt;Magnoc Brightbeard&lt;/a&gt; in &lt;a href="/wikis/the-war-of-the-slave-lords" class="wiki-page-link"&gt;The War of the Slave Lords&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/ettin</link>

<content gm\_only="false" format="textile">"wiki":http://www.dandwiki.com/wiki/SRD:Ettin

TLCOB:

==CR 5; SZ L Giant; HD 10d8+20; hp

70, 68; Init +3; Spd 30 ft. (in hide armor), base

speed 40 ft.;AC 18, touch 8, flat-footed 18; BAB/

Grap+7/+17; Atk +12 melee (1d10+6 [x2], great-

clubs), or +5 ranged (1d8+6 [x2], longspears,

crit X3); Full Atk +12/+7 melee (1d10+6 [x2],

greatclubs), or +5/+0 ranged (1d8+6 [x2], long-

spears, crit X3); SQ low-light vision, superior

two-weapon fighting; AL CE; SV Fort +9, Ref +2, Will +5; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11.

Skills: Listen +10, Search +1, Spot +10. Feats: Alertness, Improved Initiative, Iron Will, Power Attack.

Possessions: Two greatclubs, four longspear, hide armor.==

</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="http://www.dandwiki.com/wiki/SRD:Ettin"&gt;wiki&lt;/a&gt;&lt;/p&gt;&lt;p&gt;&lt;span class="caps"&gt;TLCOB&lt;/span&gt;:&lt;/p&gt;&lt;p&gt;CR 5; SZ L Giant; HD 10d8+20; hp 70, 68; Init +3; Spd 30 ft. (in hide armor), base speed 40 ft.; AC 18, touch 8, flat-footed 18; BAB/ Grap+7/+17; Atk +12 melee (1d10+6 [x2], greatclubs), or +5 ranged (1d8+6 [x2], longspear, crit X3); Full Atk +12/+7 melee (1d10+6 [x2], greatclubs), or +5/+0 ranged (1d8+6 [x2], longspear, crit X3); SQ low-light vision, superior two-weapon fighting; AL CE; SV Fort +9, Ref +2, Will +5; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11.

Skills: Listen +10, Search +1, Spot +10. Feats: Alertness, Improved Initiative, Iron Will, Power Attack.

Possessions: Two greatclubs, four longspears,  
hide armor.</p></content>

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<content gm\_only="true" format="html"><p><a href="/wikis/flesh-golem" class="wiki-page-link">Flesh Golem</a></p><p>CR 7; <br /><p>SZ L Construct; <br />



HD 9d10; hp 79 each; &lt;br /&gt;

Init -1; &lt;br /&gt;

Spd 30 ft. (can?t run);&lt;br /&gt;

AC 18, touch 8, flt-footed 18; Atk &lt;ins&gt;10 melee (2d8&lt;/ins&gt;5, slam); &lt;br /&gt;

Full Atk &lt;ins&gt;10 melee (2d8&lt;/ins&gt;5 [x2],&lt;br /&gt;

slams); &lt;br /&gt;

Space/Reach 10 ft./10 ft.; &lt;br /&gt;

SA berserk; &lt;br /&gt;

SQ construct traits, DR (5/adamantine), darkvision (60 ft.) immunity to magic, low-light vision; &lt;br

/&gt;

AL N;&lt;/p&gt;

&lt;p&gt;SV Fort +3, Ref +2, Will +3;&lt;/p&gt;

&lt;p&gt;Str 21, Dex 9, Con -, &lt;br /&gt;

Int -,Wis 11, Cha 1.&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-1-1</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 1-1: The Front Doors&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Lining Fools Pass for a hundred yards on to the east and west of the front doors are a number of old totems. Grisly images are carved on old posts, some of which are still adorned with shrunken human and animal heads.&lt;br /&gt;

The Orcs managed to fashion a set of heavy&lt;br /&gt;

wooden doors in the entrance to their caves.After years of neglect, these large double doors are entirely useless, dangling by rusted hinges, badly battered from the assault decades ago. The orcs?

insignia, a pair of horn-like incisors beneath an orcish pig-snout, can still be seen on one door. Above the portal, written in orcish, are the words, "Tread not or be crushed." The orcs were never known for their wordplay.

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[Back to Barakus Level 1](/wikis/barakus-level-1)

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<link>https://mark-1.obsidianportal.com/wiki\_pages/howler</link>

<content gm\_only="false" format="textile">"wiki":https://www.dandwiki.com/wiki/SRD:Howler

|This creature looks like some gaunt, bestial hound or feline, with a mane of bristling quills.|

!https://wrathofzombie.files.wordpress.com/2012/03/howler.jpg!

==CR 3; SZ L Outsider [Chaotic, Evil];


HD 6d8+12; hp 39; Init +7; Spd 60 ft.; AC 17, touch 12, flat-footed 14; BAB/Grp +6/+15; Atk +10 melee (2d8+5, bite); Full Atk +10 melee (2d8+5, bite), and +5 melee (1d4+2 [x1d4], quills); Space/Reach 10 ft./5 ft.; SA quills, howl; SQ darkvision (60 ft.); AL CE; SV Fort +7, Ref +8, Will +7; Str 21, Dex 17, Con 15, Int 6, Wis 14, cha 8.

Skills: Climb +14, Hide +8, Listen +13, Move Silently +12, Search +7, Spot +13, Survival +2; Feats: Alertness, Combat Reflexes, Improved Initiative.

<https://www.dandwiki.com/wiki/SRD:Howler>

This creature looks like some gaunt, bestial hound or feline, with a mane of bristling quills.
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CR 3; SZ L Outsider [Chaotic, Evil]; HD 6d8+12; hp 39; Init +7; Spd 60 ft.; AC 17, touch 12, flat-footed 14; BAB/Grp +6/+15; Atk +10 melee (2d8+5, bite); Full Atk +10 melee

(2d8+5, bite), and +5 melee (1d4+2 [x1d4],  
quills); Space/Reach 10 ft./5 ft.; SA quills, howl;  
SQ darkvision (60 ft.); AL CE; SV Fort +7, Ref  
+8, Will +7; Str 21, Dex 17, Con 15, Int 6, Wis 14,  
Cha 8.

Skills: Climb +14, Hide +8, Listen +13, Move  
Silently +12, Search +7, Spot +13, Survival +2;  
Feats: Alertness, Combat Reflexes, Improved Ini-  
tiative.

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[https://mark-1.obsidianportal.com/wiki\\_pages/mummy](https://mark-1.obsidianportal.com/wiki_pages/mummy)

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"Wiki":<https://www.dandwiki.com/wiki/SRD:Mummy>

==CR 5;MUndead; HD 8d12+3; hp 55; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; BAB/Grap +4/+11; Atk +11 melee (1d6+10 plus mummy rot, slam); SA despair, mummy rot; SQ DR (5/-), darkvision 60 ft., undead traits, vulnerability to fire;AL LE; SV Fort +4, Ref +2,Will +8; Str 24, Dex 10, Con -, Int 6,Wis 14, Cha 15. Skills: Hide +7, Listen +8, Move Silently +7, Spot +8. Feats: Alertness, Great Fortitude, Toughness.==

[[Mummy, Tough]] ==CR 5; M Undead; HD 9d12+6; hp 64; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; BAB/Grap +4/+11; Atk +11 melee (1d6+10 plus mummy rot, slam); SA despair, mummy rot; SQ DR (5/-), darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +5, Ref +3, Will +8; Str 24, Dex 10, Con -, Int 6,Wis 14, Cha 15. Skills: Hide +7, Listen +9, Move Silently +7, Spot +9. Feats: Alertness, Great Fortitude, Toughness (x2).==</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="https://www.dandwiki.com/wiki/SRD:Mummy"&gt;Wiki&lt;/a&gt;&lt;/p&gt;&lt;p&gt;CR 5;MUndead; HD 8d12+3; hp 55; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed

20; BAB/Grap +4/+11; Atk +11 melee (1d6+10 plus mummy rot, slam); SA despair, mummy rot; SQ DR (5/-), darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +4, Ref +2, Will +8; Str 24, Dex 10, Con -, Int 6, Wis 14, Cha 15.

Skills: Hide +7, Listen +8, Move Silently +7, Spot +8. Feats: Alertness, Great Fortitude, Toughness.

[Mummy, Tough](/wikis/mummy-tough); CR 5;

M Undead; HD

9d12+6; hp 64; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; BAB/Grap +4/+11; Atk +11 melee (1d6+10 plus mummy rot, slam); SA despair, mummy rot; SQ DR (5/-), darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +5, Ref +3, Will +8; Str 24, Dex 10, Con -, Int 6, Wis 14, Cha 15.

Skills: Hide +7, Listen +9, Move Silently +7, Spot +9. Feats: Alertness, Great Fortitude, Toughness (x2).

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==CR 4; SZ LAberration; HD 6d8+9; hp  
36; Init +0; Spd 20 ft.; AC 17, touch 9, flat-footed  
17; BAB/Grap +4/+8; Atk +4 melee (1d6, tenta-  
cle); Full Atk +4 melee (1d6 [x2], tentacle rake)  
and -2 melee (1d4, bite); Space/Reach 10 ft./10 ft.  
(15 ft. with tentacle); SA constrict (1d6), disease,  
improved grab; SQ darkvision (60 ft.), scent; AL  
N; SV Fort +3, Ref +2, Will +6; Str 11, Dex 10,  
Con 13, Int 5,Wis 12, Cha 6.  
Skills: Hide -1, Listen +6, Spot +6. Feats: Alert-  
ness, Toughness,Weapon Focus (tentacle).==</content>

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&lt;p&gt;CR 4; SZ LAberration; HD 6d8+9; hp  
36; Init +0; Spd 20 ft.; AC 17, touch 9, flat-footed  
17; BAB/Grap +4/+8; Atk +4 melee (1d6, tenta-  
cle); Full Atk +4 melee (1d6 [x2], tentacle rake)  
and -2 melee (1d4, bite); Space/Reach 10 ft./10 ft.  
(15 ft. with tentacle); SA constrict (1d6), disease,  
improved grab; SQ darkvision (60 ft.), scent; AL  
N; SV Fort +3, Ref +2, Will +6; Str 11, Dex 10,  
Con 13, Int 5,Wis 12, Cha 6.



Skills: Hide -1, Listen +6, Spot +6. Feats: Alert-

ness, Toughness, Weapon Focus (tentacle).</p></content>

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Scorpion":http://www.dandwiki.com/wiki/SRD:Monstrous\_Scorpion

"Medium Monstrous":http://www.dandwiki.com/wiki/SRD:Medium\_Monstrous\_Scorpion: ==CR 1; SZ

M Vermin; HD 2d8+4; hp 15; Init +0; Spd 40

ft.; AC 14, touch 10, flat-footed 14; BAB/Grap

+1/+3; Atk +2 melee (1d4+1, claw); Full Atk +2

melee (1d4+1 [x2], claws), and -3melee (1d4 plus

poison, sting); SA constrict (1d4+1), improved

grab, poison; SQ darkvision (60 ft.), tremorsense

(60 ft.), vermin traits; AL N; SV Fort +5, Ref +0,

Will +0; Str 13, Dex 10, Con 14, Int -, Wis 10,

Cha 2.

Skills: Climb +5, Hide +4, Spot +4.

Poison: Fort save (DC 13); 1d3/1d3 Str.==</content>

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Scorpion&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="http://www.dandwiki.com/wiki/SRD:Medium\_Monstrous\_Scorpion"&gt;Medium

Monstrous&lt;/a&gt;; CR 1; SZ

M Vermin; HD 2d8+4; hp 15; Init +0; Spd 40  
ft.; AC 14, touch 10, flat-footed 14; BAB/Grap  
+1/+3; Atk +2 melee (1d4+1, claw); Full Atk +2  
melee (1d4+1 [x2], claws), and -3melee (1d4 plus  
poison, sting); SA constrict (1d4+1), improved  
grab, poison; SQ darkvision (60 ft.), tremorsense  
(60 ft.), vermin traits; AL N; SV Fort +5, Ref +0,  
Will +0; Str 13, Dex 10, Con 14, Int -, Wis 10,  
Cha 2.

Skills: Climb +5, Hide +4, Spot +4.

Poison: Fort save (DC 13); 1d3/1d3 Str.</p></content>

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[[Small Shark]]

[[Medium Shark]]

[[Large Shark]]</content>

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<content gm\_only="false" format="textile">"Wiki":http://www.dandwiki.com/wiki/SRD:Large\_Shark

==CR 2; SZ L Animal [Aquatic];

HD 7d8+7; hp 38; Init +6; Spd swim 60 ft.; AC

15, touch 11, flat-footed 13; BAB/Grap +5/+12;

Atk +7 melee (1d8+4, bite); Space/Reach 10 ft./5

ft.; SQ blindsense, keen scent;AL N; Fort +8, Ref

+7,Will +3; Str 17, Dex 15, Con 13, Int 1,Wis 12,

Cha 2.

Skills: Listen +8, Spot +7, Swim +11. Feats:

Alertness, Great Fortitude, Improved Initiative.==</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="http://www.dandwiki.com/wiki/SRD:Large\_Shark"&gt;Wiki&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;CR 2; SZ L Animal [Aquatic];

HD 7d8+7; hp 38; Init +6; Spd swim 60 ft.; AC

15, touch 11, flat-footed 13; BAB/Grap +5/+12;

Atk +7 melee (1d8+4, bite); Space/Reach 10 ft./5

ft.; SQ blindsense, keen scent;AL N; Fort +8, Ref

+7,Will +3; Str 17, Dex 15, Con 13, Int 1,Wis 12,

Cha 2.

Skills: Listen +8, Spot +7, Swim +11. Feats:

Alertness, Great Fortitude, Improved Initiative.&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/medium-shark</link>

<content gm\_only="false" format="textile">"Wiki":http://www.dandwiki.com/wiki/SRD:Medium\_Shark

==CR1; SZMAAnimal [Aquatic];

HD 3d8+3; hp 16; Init +2; Spd swim 60 ft.; AC

15, touch 12, flat-footed 13; BAB/Grap +2/+3 Atk +4 melee (1d6+1, bite); SQ blindsense, keen

scent; AL N; SV Fort +4, Ref +5, Will +2; Str 13,

Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +6, Spot +6, Swim +9. Feats:

Alertness, Weapon Finesse.==</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="http://www.dandwiki.com/wiki/SRD:Medium\_Shark"&gt;Wiki&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;CR1; SZMAAnimal [Aquatic];

HD 3d8+3; hp 16; Init +2; Spd swim 60 ft.; AC

15, touch 12, flat-footed 13; BAB/Grap +2/+3 Atk +4 melee (1d6+1, bite); SQ blindsense, keen scent; AL N; SV Fort +4, Ref +5, Will +2; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills: Listen +6, Spot +6, Swim +9. Feats:

Alertness, Weapon Finesse.

[https://mark-1.obsidianportal.com/wiki\\_pages/1814537](https://mark-1.obsidianportal.com/wiki_pages/1814537)

[https://mark-1.obsidianportal.com/wiki\\_pages/sharkmedium](https://mark-1.obsidianportal.com/wiki_pages/sharkmedium)

<https://mark-1.obsidianportal.com/wikis/medium-shark>

<https://mark-1.obsidianportal.com/wikis/medium-shark>

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[http://www.dandwiki.com/wiki/SRD:Shocker\\_Lizard](http://www.dandwiki.com/wiki/SRD:Shocker_Lizard)

<https://s-media-cache-ak0.pinimg.com/originals/de/60/95/de609544dd7923a36eaf4b0a0b4a4f97.jpg>

[This little lizard is about the size of a terrier, It has a bullet-shaped head sporting a large pair of

horns that sweep back from the sides like spiky ears. A similar structure appears on the tip of the tail.

==CR 2; SZ S Magical Beast;

HD 2d10+2; hp 13; Init +6; Spd 40 ft., climb 20

ft., swim 20 ft.; AC 16, touch 13, flat-footed 14;

BAB/Grapp +2/-2; Atk +3 melee (1d4, bite); SA

stunning shock, lethal shock; SQ darkvision, elec-

tricity sense, immunity to electricity, low-light

vision;AL N; SV Fort +4, Ref +5,Will +1; Str 10,

Dex 15, Con 13, Int 2, Wis 12, Cha 6.

Skills: Climb +11, Hide +11, Jump +7, Listen

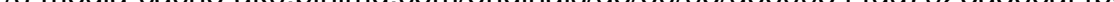
+4, Spot +4, Swim +10. Feats: Improved Initia-

tive.==</content>

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href="http://www.dandwiki.com/wiki/SRD:Shocker\_Lizard">wiki&lt;/a>&lt;/p>

<p><img



7.jpg" alt="" />&lt;/p>

|

&lt;td&gt;This little lizard is about the size of a terrier, It has a bullet-shaped head sporting a large pair of horns that sweep back from the sides like spiky ears. A similar structure appears on the tip of the tail.&lt;/td&gt;

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&lt;/table&gt;



&lt;p&gt;CR 2; SZ S Magical Beast;  
HD 2d10+2; hp 13; Init +6; Spd 40 ft., climb 20  
ft., swim 20 ft.; AC 16, touch 13, flat-footed 14;  
BAB/Grap +2/-2; Atk +3 melee (1d4, bite); SA  
stunning shock, lethal shock; SQ darkvision, elec-  
tricity sense, immunity to electricity, low-light  
vision;AL N; SV Fort +4, Ref +5,Will +1; Str 10,  
Dex 15, Con 13, Int 2,Wis 12, Cha 6.  
Skills: Climb +11, Hide +11, Jump +7, Listen  
+4, Spot +4, Swim +10. Feats: Improved Initia-  
tive.&lt;/p&gt;</content>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1814557</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/skeleton-0</link>

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&lt;p&gt;&lt;a href="/wikis/bandit" class="wiki-page-link"&gt;Bandit&lt;/a&gt;x5&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/pc-home</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1816240</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/wellesby-manor</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;A fortified mansion sits atop a sizable hill overlooking town, the flat top ringed by a wooden palisade. A steep, narrow path leads up to the gate&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;PCs met by guards at gate. DC 20 to gain audience with seneschal.&lt;/p&gt;

&lt;p&gt;?Built on the site of an ancient keep&lt;/p&gt;

&lt;p&gt;?The Wellesby family has ruled here for generations&lt;/p&gt;

&lt;p&gt;?Arwyn&#8217;s eldest son Alderman is currently an officer under the duke&lt;/p&gt;

&lt;p&gt;?Lady Emelyn, his daughter, is a good natured woman which often puts her at odds with her father&lt;/p&gt;

&lt;p&gt;?The dungeon levels and crypts still exist beneath the manor. It&#8217;s believed that the remains of Asep Seth himself may be buried within.&lt;/p&gt;

&lt;p&gt;&lt;a href="/characters/ardwyn-wellesby" class="wiki-content-link"&gt;Ardwyn

Wellesby&lt;/a&gt;&lt;/p&gt;

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Back to &lt;a href="/wikis/seth-map" class="wiki-page-link"&gt;Map&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1816275</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/lockners-general-store</link>

<content gm\_only="true" format="html">&lt;p&gt;Shopkeeper: Olwen Lockner&lt;br /&gt;

Outspoken, dumb&lt;/p&gt;

&lt;p&gt;?Stained Glass Windows&lt;/p&gt;

&lt;p&gt;?Building seems very old&lt;/p&gt;

&lt;p&gt;?carries a good mix of items for travelers, farmers and hunters&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/seth-map" class="wiki-page-link"&gt;Map&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/veldspar-stables</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1816295</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/seth-constable</link>

<content gm\_only="true" format="html">&lt;p&gt;Uldrin Dannor: square cut hair, neatly shaven,

military bearing, 6&amp;#8217;5&amp;quot; 250 lbs, large hands, aggressive, controlled&lt;/p&gt;

&lt;p&gt;?3 full time guards&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/seth-map" class="wiki-page-link"&gt;Map&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1816303</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/merry-mug-inn</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;This building has a wide porch made of large hardwood beams and stout trunks. A sign outside shows a mug with a merry, laughing face&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;The inside of the inn is dark with rustic decor- furs, preserved animals and mounted heads (including fantastic creatures). The ceiling is supported by roughly cut wooden beams. There is a massive stone hearth in the wall. Above it is a painting of a fierce looking man with a pitchfork in one hand and a sword in the other&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;Innkeeper: Irig Ostengood&lt;br /&gt;

Squat, lumbering, muscular, glowering, wise-ass, dumb&lt;/p&gt;

&lt;p&gt;?many hunters gather here&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/seth-map" class="wiki-page-link"&gt;Map&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1816307</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/seth-temple-of-axion</link>

<content gm\_only="true" format="html">&lt;table&gt;

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<td>This temple is made of wood. There are elaborate decorative carvings near the entrance and on the inner walls. There is a large carving of the sun inlaid with metallic golden paint on the double doors in the front.</td>

</tr>

</table>

<p>High Priest: Thelm Velgaard<br />

Long, blond hair, smooth face and countenance, Vaaltan blood</p>

<p>?Temple has fewer members due to the popularity of Eoné in this rural area</p>

<p>?Thelm is discouraged but resolute at his lack of members. He very much enjoys the travelers that stop in and is anxious for the news they bring</p>

<p>?<a href="/wikis/spot" class="wiki-page-link">Spot</a> DC 17: Some of the symbols carved in the walls reflect light in an odd way.</p>

<p>?If Thelm discovers that a person requiring his services is a worshipper of Axion, he will do it for 10% less</p>

<hr />

Back to <a href="/wikis/seth-map" class="wiki-page-link">Map</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1816314</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/seth-stats</link>

<content gm\_only="true" format="html"><p>Hamlet</p>

<p></p>

<hr />

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[https://mark-1.obsidianportal.com/wiki\\_pages/1819573](https://mark-1.obsidianportal.com/wiki_pages/1819573)

[https://mark-1.obsidianportal.com/wiki\\_pages/magic-armor-dealer](https://mark-1.obsidianportal.com/wiki_pages/magic-armor-dealer)

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`<th style="padding-left: 1em;">Medium`  
`<th style="padding-left: 1em;">Major`  
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`<tr>`  
`<td>1-4`  
`<td>2d4+2`  
`<td>-`  
`<td>-`  
`</tr>`  
`<tr>`  
`<td>5-8`  
`<td>3d4 + 3`

$1d10-9$
$-$
$9-12$
$2d8 + 4$
$1d10-8$
$-$
$13-16$
$4d4 + 4$
$1d10-4$
$-$
$17, 18$
$4d4 + 8$
$1d10-2$
$1d10-8$
$19$
$4d8 + 4$
$1d10$
$1d10-6$

20
4d8 + 4
1d10 + 2
1d10-4

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https://mark-1.obsidianportal.com/wiki\_pages/1819653

https://mark-1.obsidianportal.com/wiki\_pages/magic-weapon-dealer

<p><strong>5e</strong><br />
 |<em>.Level</em>(<em>.Minor</em>(<em>.Medium</em>(<em>.Major</p>
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<p><strong>3.5</strong></p>
 <p><a href="http://donjon.bin.sh/adnd/magic/shop.html">Random Description</a></p>
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Level
Minor
Medium
Major
1-4
$2d4+2$
-
-
5-8
$3d4 + 3$
$1d10-9$
-
9-12
$2d8 + 4$
$1d10-8$
-
13-16
$4d4 + 4$
$1d10-4$

17, 18	
$4d4 + 8$	
$1d10-2$	
$1d10-8$	
19	
$4d8 + 4$	
$1d10$	
$1d10-6$	
20	
$4d8 + 4$	
$1d10 + 2$	
$1d10-4$	

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(Exotic)

<link>https://mark-1.obsidianportal.com/wiki\_pages/potion-dealer-0</link>

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&lt;td&gt;1-4&lt;/td&gt;
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9-12
4d4 + 8
1d10-2
1d10-8
13-16
4d8 + 4
1d10
1d10-6
17-20
4d8 + 4
1d10 + 2
1d10-4

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https://mark-1.obsidianportal.com/wiki\_pages/1819676

https://mark-1.obsidianportal.com/wiki\_pages/scroll-merchant

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&lt;td&gt;11-16&lt;/td&gt;
&lt;td&gt;4d4 + 4&lt;/td&gt;
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```

17, 18	
$4d4 + 8$	
$1d10-2$	
$1d10-8$	
19	
$4d8 + 4$	
$1d10$	
$1d10-6$	
20	
$4d8 + 4$	
$1d10 + 2$	
$1d10-4$	

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(Exotic)

<link>https://mark-1.obsidianportal.com/wiki\_pages/wand-vendor</link>

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	11-16
	$4d4 + 4$
	$1d10-4$
	-
	17, 18
	$4d4 + 8$
	$1d10-2$
	$1d10-8$
	19
	$4d8 + 4$
	$1d10$
	$1d10-6$
	20
	$4d8 + 4$
	$1d10 + 2$
	$1d10-4$

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[roadside altar](/wikis/roadside%20altar/new)

[shrine](/wikis/shrine)

(Temples note representative deities but do not necessarily restrict worship to those faiths.)

[Standard Pantheon](/wikis/Standard%20Pantheon/new)

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[Building and Business Descriptions](/wikis/building-and-business-descriptions)

[https://mark-1.obsidianportal.com/wiki\\_pages/1819700](https://mark-1.obsidianportal.com/wiki_pages/1819700)

[https://mark-1.obsidianportal.com/wiki\\_pages/temples-0](https://mark-1.obsidianportal.com/wiki_pages/temples-0)

[Temples](/wikis/temples)

[https://mark-1.obsidianportal.com/wiki\\_pages/1819813](https://mark-1.obsidianportal.com/wiki_pages/1819813)

[https://mark-1.obsidianportal.com/wiki\\_pages/trades-average-1](https://mark-1.obsidianportal.com/wiki_pages/trades-average-1)

[armorer](/wikis/armorer/new), [blacksmith](/wikis/blacksmith/new), [bowyer](#), [brewer](#), [butcher](#), [carpenter](#), [carpet maker](#), [cartwright](#), [chandler](#), [baker](#), [bazaar](#)

12cheesemaker, 13cobbler, 14cooper, 15coppersmith, 16dairy, 17fletcher, &lt;br /&gt;  
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store, 24herbalist, 25joiner, 26lampmaker, 27locksmith, 28mason, 29merchant, &lt;br /&gt;  
30music shop, 31outfitter, 32potter, 33provisioner, 34religious items dealer, &lt;br /&gt;  
35roofer, 36ropemaker, 37saddler, 38sailmaker, 39shipwright, 40stonecutter, &lt;br /&gt;  
41tailor, 42tapestry maker, 43taxidermist, 44thatcher, 45tilemaker, 46tinker, 47weaponsmith,  
48weaver, 49wheelwright, 50whipmaker, 51wigmaker, &lt;br /&gt;  
52woodworker.&lt;br /&gt;

Includes poor trades with higher quality and increased cost &lt;br /&gt;  
(masterwork), as well as fine trades at lower quality and lower &lt;br /&gt;  
cost (80% normal).&lt;/p&gt;  
&lt;hr /&gt;

Back to &lt;a href="/wikis/building-and-business-descriptions" class="wiki-page-link"&gt;Building and  
Business Descriptions&lt;/a&gt;&lt;/content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1819819</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/trades-poor-0</link>

<content gm\_only="true" format="html">&lt;p&gt;1Bait and tackle shop, 2basketweaver,  
3brickmaker, &lt;br /&gt;  
4broom maker, 5chandler, 6charcoal burner, 7dyer, 8firewood vendor, &lt;br /&gt;  
9fishmonger, 10fuller, 11leatherworker, 12livestock yard, 13lumberyard, &lt;br /&gt;  
14miller, 15netmaker, 16tanner.&lt;br /&gt;

Includes average trades with lower quality and lower cost &lt;br /&gt;  
(80% normal).&lt;/p&gt;  
&lt;hr /&gt;

[Back to Building and Business Descriptions](/wikis/building-and-business-descriptions)

[https://mark-1.obsidianportal.com/wiki\\_pages/1819821](https://mark-1.obsidianportal.com/wiki_pages/1819821)

[https://mark-1.obsidianportal.com/wiki\\_pages/services-fine-0](https://mark-1.obsidianportal.com/wiki_pages/services-fine-0)

Animal trainer, apothecary, architect, assassin, bank, barrister, bounty hunter, cartographer, dentist, engraver, illuminator, kennel, masseur, mews, moneychanger, sage, scribe, spellcaster for hire, tutor.

Not all services represent established places of business.

Many particularly providers of criminal services such as assassins, burglars, and fences are individuals who live in the district and are available for hire to those who know how to reach them. Similarly, professionals such as architects, bookkeepers, and guides might not have fixed offices, but might work from their homes or travel to their employers' place of business. Finding such professionals is usually easy, though, since most rely on advertising or word of mouth.

<a class="wiki-page-link" href="/wikis/apothecary">Apothecary</a>
11-20

<a class="wiki-page-link" href="/wikis/assassin">Assassin</a>	
21-35	
<a class="create-wiki-page-link" href="/wikis/Bank/new">Bank</a>	
36-45	
<a class="wiki-page-link" href="/wikis/bounty-hunter">Bounty Hunter</a>	
46-60	
<a class="create-wiki-page-link" href="/wikis/Cartographer/new">Cartographer</a>	
61-80	
<a class="wiki-page-link" href="/wikis/sage">Sage</a>	
81-100	
<a class="create-wiki-page-link" href="/wikis/Spellcaster%20for%20Hire/new">Spellcaster for Hire</a>	

Back to [Building and Business Descriptions](/wikis/building-and-business-descriptions)

[https://mark-1.obsidianportal.com/wiki\\_pages/1819823](https://mark-1.obsidianportal.com/wiki_pages/1819823)

[https://mark-1.obsidianportal.com/wiki\\_pages/services-average-0](https://mark-1.obsidianportal.com/wiki_pages/services-average-0)

1Auction block, 2barber, 3bookkeeper, 4brothel,  
5clerk, 6engineer, 7fortune teller, 8freight handler, 9guide, 10healer, 11horse trainer, 12interpreter,

13laundry, 14messenger, 15minstrel, 16navigator, 17painter, 18physician, 19public bath, 20sharpeners, 21stable, 22tattooer, 23undertaker, 24veterinarian

Not all services represent established places of business.

Many particularly providers of criminal services such as assassins, burglars, and fences are individuals who live in the district and are available for hire to those who know how to reach them. Similarly, professionals such as architects, bookkeepers,

and guides might not have fixed offices, but might work from their homes or travel to their employers place of business. Finding such professionals is usually easy, though, since most rely on advertising or word of mouth.

01-08	<a class="create-wiki-page-link" href="/wikis/Bookkeeper/new">Bookkeeper</a>
09-19	

	<a class="wiki-page-link" href="/wikis/brothel">Brothel</a>	
	20-25	
	<a class="create-wiki-page-link" href="/wikis/Fortune%20Teller/new">Fortune Teller</a>	
	26-38	
	<a class="create-wiki-page-link" href="/wikis/Guide/new">Guide</a>	
	39-50	
	<a class="create-wiki-page-link" href="/wikis/Healer/new">Healer</a>	
	51-63	
	<a class="create-wiki-page-link" href="/wikis/Messenger/new">Messenger</a>	
	64-67	
	<a class="create-wiki-page-link" href="/wikis/Physician/new">Physician</a>	
	68-76	





fences?are individuals who live in the district and are available for hire to those who know how to reach them. Similarly, professionals such as architects, bookkeepers,   
and guides might not have fixed offices, but might work from their homes or travel to their employers' place of business. Finding such professionals is usually easy, though, since most rely on advertising or word of mouth.

01-20	<a class="create-wiki-page-link" href="/wikis/Boater/new">Boater</a>
21-29	
	<a class="wiki-page-link" href="/wikis/burgler">Burgler</a>
30-47	
	<a class="wiki-page-link" href="/wikis/carter">Carter</a>
48-55	
	<a class="create-wiki-page-link" href="/wikis/Fence/new">Fence</a>
56-63	
	<a class="create-wiki-page-link" href="/wikis/Gambling%20Hall/new">Gambling Hall</a>

64-71		
	<a class="create-wiki-page-link" href="/wikis/Moneylender/new">Moneylender</a>	
72-79		
	<a class="create-wiki-page-link" href="/wikis/Pawn%20Shop/new">Pawn Shop</a>	
80-93		
	<a class="wiki-page-link" href="/wikis/porter">Porter</a>	
94-100		
	<a class="wiki-page-link" href="/wikis/teamster">Teamster</a>	

[Back to Building and Business Descriptions](/wikis/building-and-business-descriptions)

<id>https://mark-1.obsidianportal.com/wiki\_pages/1819842</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/magic-item-dealer-general</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="http://donjon.bin.sh/adnd/magic/shop.html"&gt;Random Description&lt;/a&gt;&lt;/p&gt;&lt;p&gt;&lt;a href="http://donjon.bin.sh/d20/magic/#type=magic\_item;rank=Minor;item\_type=Magic%20Item"&gt;Random Inventory&lt;/a&gt;&lt;/p&gt;&lt;p&gt;&lt;a href="http://www.fantasynamgenerators.com/magic-shop-names.php#.WshH3xYpCEc"&gt;Names&lt;/a&gt;&lt;/p&gt;&lt;table&gt;&lt;tr&gt;&lt;th&gt;Level&lt;/th&gt;&lt;th style="padding-left: 1 em;"&gt;Minor&lt;/th&gt;&lt;th style="padding-left: 1 em;"&gt;Medium&lt;/th&gt;&lt;th style="padding-left: 1 em;"&gt;Major&lt;/th&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;1-4&lt;/td&gt;&lt;td&gt;3d4 + 2&lt;/td&gt;&lt;td&gt;1d10-9&lt;/td&gt;&lt;td&gt;-&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;5-8&lt;/td&gt;

$2d^8 + 4$

$1d^{10}-8$

$-$

$9-12$

$4d^4 + 4$

$1d^{10}-4$

$-$

$13-16$

$4d^4 + 8$

$1d^{10}-2$

$1d^{10}-8$

$17, 18$

$4d^4 + 8$

$1d^{10}$

$1d^{10}-6$

$19, 20$

$4d^4 + 8$

$1d^{10} + 2$

$1d^{10}-4$

</tr>

</table>

<p>1-70: wondrous item<br />

71-90: other <br />

91-100: reroll for other source book</p>

<p><strong>Or?</strong></p>

<table>

<tr>

<th>Level</th>

<th style="padding-left:3em;">Minor</th>

<th style="padding-left:3em;">Medium</th>

<th style="padding-left:3em;">Major</th>

</tr>

<tr>

<td>1-3</td>

<td>1d4</td>

<td>-</td>

<td>-</td>

</tr>

<tr>

<td>4-6</td>

<td>1d4 +1/2 lev</td>

<td>-</td>

<td>-</td>

</tr>

<tr>

<td>7-9</td>

$1d6 + 1/2 \text{ lev}$
$1d10 - (10 - 1/2 \text{ lev})$
$-$
$10 - 12$
$1d4 + 1/2 \text{ lev}$
$1d10 - (10 - 1/2 \text{ lev})$
$-$
$11 - 15$
$1d3 + 1/2 \text{ lev}$
$1d10 - (10 - 1/2 \text{ lev})$
$1d8 - (12 - 1/2 \text{ lev})$
$16 - 20$
$1d3 + 1/2 \text{ lev}$
$1d10 - (10 - 1/2 \text{ lev})^*$
$1d8 - (12 - 1/2 \text{ lev})$

\*or 1/2 level whichever is higher

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[Back to \[Trades \\(Exotic\\)\]\(/wikis/trades-exotic\)](/wikis/trades-exotic)

<id>https://mark-1.obsidianportal.com/wiki\_pages/1820473</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/magic-armor-dealer-9-12-1-1</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1820635</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/avralor-dwarven-lands</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/dorneldur" class="wiki-page-link"&gt;Dorneldur&lt;/a&gt; Thanes, Moradin&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/tharedur" class="wiki-page-link"&gt;Tharedur&lt;/a&gt; King, Moradin&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1820773</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dindural</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1820779</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bhalthron-brightbeard</link>

<content gm\_only="true" format="html">&lt;p&gt;First high king of &lt;a href="/wikis/dindural" class="wiki-page-link"&gt;Dindural&lt;/a&gt;. His descendants would rule as high kings for millennia.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/dwarven-historical-figures" class="wiki-page-link"&gt;Dwarven Historical

[Figures](/wikis/dwarven-history-timeline)  
[History](/wikis/dindural) [Timeline](/wikis/dindural)

[https://mark-1.obsidianportal.com/wiki\\_pages/1820791](https://mark-1.obsidianportal.com/wiki_pages/1820791)

[https://mark-1.obsidianportal.com/wiki\\_pages/avralor-history-0](https://mark-1.obsidianportal.com/wiki_pages/avralor-history-0)

[Timeline](/wikis/avralor-history-timeline)  
[Historical Figures](/wikis/avralor-historical-figures)

2,100 PC: Southern Galados is conquered by Luxian armies under Shaldu who is crowned as the first mage-king of Avralor.

17? the Central Luxian empire collapses

1712 the Luxian mage king Yxourelb is driven back to Southern Galados

In the power vacuum, the kingdom of Medwyn falls to savagery in a series of civil wars.

King Albilean is crowned high king of Faladon. He dies soon afterward

1711 Albilean's brother Llar rules for 3 years, but draws the ire of the lords below him

1708 King Llar is defeated by the lords. The land is ruled by Albilean's widow, the queen

Lynemrei until Albilean's son, Garedwyn comes of age

1699 Garedwyn & Albilean II

1668 Albilean II & Madain

1655 Madain & Garadred

1622 Garadred



&lt;p&gt;In the time of Garadred, the mage king Hyxu dies leaving no heirs. Ghoundix and Cthaapess begin battling for Pythian throne. Ghoundix controls Galados. Cthaapess controls Faladon. This goes on for some time, until news comes that King Eòghann of Lachredonia is preparing an invasion from the north. Ghoundix and Cthaapess quickly come to a tense alliance. They muster a powerful army and send them north to meet the Lachredonians. The mages&#8217; army is defeated, and driven back to the south. Cthaapess is killed in battle. It is widely believed that Ghoundix betrayed him. Ghoundix retreats to Dallegate where he plans to stop the advance of Eòghann. Eòghann besieges the city. The siege drags on. Hearing of rebellions in Galados, he sends word to King Garadred of Faladon. An agreement is reached. Eòghann promises the hand of his daughter in marriage to Garadred&#8217;s son Albilean &lt;span class="caps"&gt;III&lt;/span&gt;. Garadred agrees to lead Faladon against Ghoundix. Garadred sends an army of Faladonians to Rou-en-Lon. The mages are forced to send men who were putting down the revolt in Galados to the defense of Rou-en-Lon. Raimbalt of Galados makes short work of the remaining mages and presses east to Rou-en-Lon. Desperate to save the capital, Ghoundix breaks the siege of Dallegate. With the Lachredonians in pursuit, he heads south to try to get to the Rou-en-Lon before the Faladonians. Raimbalt reaches the capital and lays siege. He suffers heavy losses, but he manages to keep any reinforcements from joining Ghoundix. Garadred and Ghoundix are set to reach Rou-en-Lon at about the same time, but Garadred turns north to set up an ambush for Ghoundix. This results in Ghoundix being crushed between the Faladonians and the Lachredonians. At the capital, Raimbalt is forced to abandon the siege. The other armies show up soon afterward and the city surrenders. &lt;br /&gt;

The next decade is a time of relative peace.&lt;/p&gt;

&lt;p&gt;?1601 Albilean &lt;span class="caps"&gt;III&lt;/span&gt; is crowned. Reigns with great wisdom and improves the life of the people of Avralor.&lt;/p&gt;

&lt;p&gt;?1572 Garadred II crowned high king of Avralor.&lt;/p&gt;

&lt;p&gt;?1564 Construction begins on the &lt;a href="/wikis/aglantos" class="wiki-page-link"&gt;Aglantos&lt;/a&gt; near Caer Dweddyn at the mouth of the Elathrial river.

<br />

It depicts <a href="/wikis/garadred" class="wiki-page-link">Garadred</a> I with a shattered sword and a torch held high.</p>

<hr />

<p>Back to <a href="/wikis/avralor" class="wiki-page-link">Avralor</a>???<a href="/wikis/history" class="wiki-page-link">History</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1820798</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/magnoc-brightbeard</link>

<content gm\_only="true" format="html"><p>Last of the line of <a href="/wikis/the-brightbeards" class="wiki-page-link">The Brightbeards</a>. Perished in the (final battle) of <a href="/wikis/the-war-of-the-slave-lords" class="wiki-page-link">The War of the Slave Lords</a> while wielding the <a href="/wikis/hammer-of-bhalthron" class="wiki-page-link">Hammer of Bhalthron</a>. The sacred Dwarven relic was never found.</p>

<hr />

Back to <a href="/wikis/dwarven-historical-figures" class="wiki-page-link">Dwarven Historical Figures</a>???<a href="/wikis/dwarven-history-timeline" class="wiki-page-link">Dwarven History Timeline</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1820799</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-brightbeards</link>

<content gm\_only="true" format="html"><p><a href="/wikis/bhalthron-brightbeard"

[Bhalthron Brightbeard](#)

[Magnoc Brightbeard](#)

[https://mark-1.obsidianportal.com/wiki\\_pages/1821171](https://mark-1.obsidianportal.com/wiki_pages/1821171)

[https://mark-1.obsidianportal.com/wiki\\_pages/tharedur](https://mark-1.obsidianportal.com/wiki_pages/tharedur)

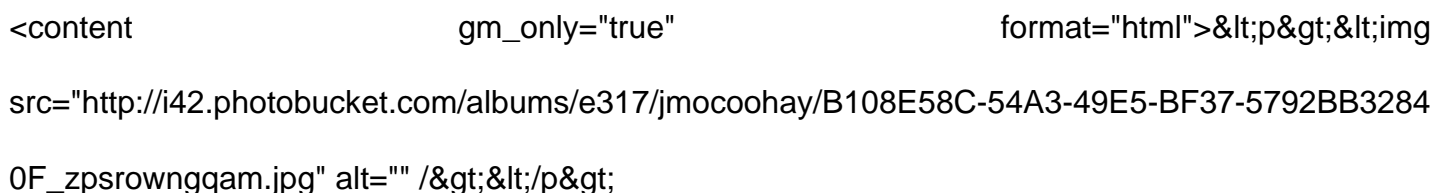
The kingdom founded by the dwarves of [Dindural](#) who believed that a new king should rule.

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Back to [Dwarven Lands](#) [Dindural](#)

[https://mark-1.obsidianportal.com/wiki\\_pages/1827317](https://mark-1.obsidianportal.com/wiki_pages/1827317)

[https://mark-1.obsidianportal.com/wiki\\_pages/cotn-burial-mounds-1](https://mark-1.obsidianportal.com/wiki_pages/cotn-burial-mounds-1)



1. Entrance

[COTN Burial Mounds Entrance](#)

2.

3. [Caryatid Column](#)

x4&lt;/p>

&lt;p>Each leaning on a spear&lt;br />

2 with a torch in one hand&lt;br />

2 with a cup&lt;/p>

&lt;p>&lt;strong>Portcullis Trap&lt;/strong>&lt;br />

Pressure plate directly in front of exit sets off portcullis trap&lt;/p>

&lt;p>&lt;strong>Caryatid Trap&lt;/strong>&lt;br />

animates caryatid columns if anyone passes through doorway&lt;/p>

&lt;p>Search DC 18&lt;/p>

&lt;p>Disable Device DC 25 (keeps portcullis from closing, does not stop caryatid columns from animating)&lt;/p>

&lt;p>4. In tunnel: &lt;a href="/wikis/cave-moray" class="wiki-page-link">Cave Moray&lt;/a>&lt;/p>

&lt;p>5.&lt;/p>

&lt;p>6.&lt;/p>

&lt;p>7. &lt;strong>Stone Altars&lt;/strong>&lt;br />

Each has stone altar flanked by shaman statues&lt;br />

A. Altar: let there be fire&lt;br />

Statues: holding torches&lt;/p>

&lt;p>B Altar: let there be water&lt;br />

Statues: holding bowls&lt;/p>

&lt;p>?if words on altar are read aloud, each torch flares up with blue light&lt;/p>

&lt;p>Symbols on walls. Pictures depicting burial rights and souls ascending to a great and welcoming shaman&lt;/p>

&lt;p>8.&lt;/p>

&lt;p>9.&lt;/p>

&lt;p>10.&lt;/p>

&lt;p&gt;11.&lt;/p&gt;

&lt;p&gt;12.&lt;/p&gt;

&lt;p&gt;13. Chieftan&amp;#8217;s Tomb&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/skeleton-lead" class="wiki-page-link"&gt;Skeleton, Lead&lt;/a&gt;  
x2&lt;/p&gt;

&lt;p&gt;14. Hidden Treasure Vault&lt;/p&gt;

&lt;p&gt;15.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/the-cult-of-tsaag-nalta-burial-mounds" class="wiki-page-link"&gt;The Cult  
of Tsaag-Nalta Burial Mounds&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1827513</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-1-6</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 1-6: The Bridge  
Cave&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;The floor to the east and west of this cave drops away to a 50-foot deep  
crevasse.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

Anyone falling from the ?bridge? while crossing this cave suffers 5d6 crushing damage.  
There is nothing else of interest in this cave.

&lt;hr /&gt;

Back to &lt;a href="/wikis/barakus-level-1" class="wiki-page-link"&gt;Barakus Level

1</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1827514</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-1-7</link>

<content gm\_only="true" format="html"><p><strong>Area 1-7: Empty Caves</strong></p>

<table>

<tr>

<td>Although littered with debris, this cave appears to be empty</td>

</tr>

</table>

Although littered with debris, these caves are otherwise empty. The narrow passages exiting both these areas are too cramped for <a href="/wikis/grosh" class="wiki-page-link">Grosh</a> to pass through comfortably, so he is effectively cut off from the rest of the cave complex.

<hr />

Back to <a href="/wikis/barakus-level-1" class="wiki-page-link">Barakus Level 1</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1827881</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/vale-of-fog</link>

<content gm\_only="true" format="html"><p>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1829570</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dwarven-cities</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1831342</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/nemoram</link>

<content gm\_only="true" format="html">&lt;p&gt;?The first kingdom of dwarves reached to great  
depths below the surface. The dwarves grew haughty and said &quot;Come, let us build a  
great drill and tunnel to the core so that we can dwell in the realm of (Dwarven God).&lt;/p&gt;

&lt;p&gt;?unleashed a horrific cataclysm&lt;/p&gt;

&lt;p&gt;?surviving dwarves fled in different directions&lt;/p&gt;

&lt;p&gt;?Those who remained were tainted by evil and their ancestors were called the  
duergar&lt;/p&gt;

&lt;p&gt;?those who fled below ground became known as deep dwarves&lt;/p&gt;

&lt;p&gt;According to Dwarven tradition, all dwarves are descended from the legendary kingdom of  
Nemoram. Their mines were vast and their smiths and craftsmen grew in talent from the teachings  
of Turim. Over time, they began to feel great pride in their works. In their haughtiness, they

constructed a monumental device to drill down to the very mines of Turim himself. As they operated the drill and dug ever deeper, they hit upon a lake of fire that erupted upwards and gradually destroyed their entire kingdom. Several groups escaped, and these split off into what would become separate dwarven races and the gnomes (though most Gnomish histories deny this)&lt;br /&gt;

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[&gt;Dwarven History&lt;/a&gt;&lt;/p&gt;</content>](/wikis/dwarven-history)

<id>https://mark-1.obsidianportal.com/wiki\_pages/1831731</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-1-8</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1831732</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-1-9</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1831734</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-1-10</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1831735</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-1-11</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1831738</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-1-12</link>



<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 1-12: Ledge Cave&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;The tunnel to the south terminates in a natural ledge; twenty feet below, the cave floor is scattered with loose rocks and a few animal bones.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

Climbing the ledge up or down without a rope requires a successful &lt;strong&gt;&lt;a href="/wikis/climb" class="wiki-page-link"&gt;Climb&lt;/a&gt; check (DC 20)&lt;/strong&gt;. Anyone falling or thrown from the ledge suffers 2d6 crushing damage.

&lt;p&gt;There is a low, narrow opening in the north.&lt;br /&gt;

Twees has blocked this passage with a large stone, effectively making this a secret door &lt;strong&gt;(&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; DC 10&lt;/strong&gt;). &lt;a href="/wikis/burg" class="wiki-page-link"&gt;Burg&lt;/a&gt; (Travick) has not bothered to explore this cave thoroughly enough to notice the small passage.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/barakus-level-1" class="wiki-page-link"&gt;Barakus Level 1&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1831743</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-1-13</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 1-13: Trapped Cave (EL 1)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;This appears to be little more than an empty&lt;br /&gt;

cave. In fact, Twees has set up two spike traps at each spot marked ?X? on the map. Anyone crossing either spot triggers a spring-loaded spiked club.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Spiked Club Trap&lt;/strong&gt;: CR 2; mechanical; location trigger; manual reset;Atk + 10 melee (1d8 + 1, spiked club, crit X3); &lt;strong&gt;Reflex Save (DC 15)&lt;/strong&gt; avoids; &lt;strong&gt;&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; (DC 20) &lt;a href="/wikis/disable-device" class="wiki-page-link"&gt;Disable Device&lt;/a&gt; (DC 15)&lt;/strong&gt;; Market price: 1,000 gp.&lt;/p&gt;

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<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 1-14: The Pogin Gang (EL 2)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;A small gang of thieves, Heck, Steamer, and Bo Pogin, and Darl, an orphaned half-orc, have made their hideout in this small cave looking out on the path that runs along the hillside. There is a camp-fire in the center of the cave surrounded by three fallen logs, and four bedrolls in the southern portion of the cave. There is a 3-foot wide chute in the southwest corner of the cave that leads to the cave below. The Pogins, fearing the caves are home to all kinds of unpleasant creatures, have thus far chosen not to investigate the chute.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/heck-pogin" class="wiki-page-link"&gt;Heck Pogin&lt;/a&gt;, male humanWar2: CR 1; hp 12;&lt;br /&gt;

see NPC; Appendix.

[Steamer and Bo Pogin](/wikis/steamer-and-bo-pogin), male human War1;

CR 1/2; hp 8, 6; see NPC; Appendix.

[Darl](/wikis/darl), male half-orc War1: CR 1/2; hp 7; see

NPC; Appendix.

**Tactics**: The Pogin gang is basically a cowardly bunch who prefers to prey on merchants, newlyweds, and lone travelers rather than a well-armed group of adventurers. Thus, the Pogin's first tactic is to attempt to talk with the PCs, maybe even offer them a meal. If pressed, however, they defend themselves with a volley or two of missile weapons before charging into combat.

**Treasure**: The Pogin Gang rarely holds onto

their booty very long. At the moment, their entire stash is stored in a sack near the chute in the southwest. It contains a silk dress (30 gp), a fox fur stole (12 gp, slightly damaged), a merchant's scale and weight set, 2 cases of hard rations (40 meals), a good lock and key set, two gold earrings worth 10 gp each, and a brooch encrusted with small emeralds shaped like a tiger about to spring (150 gp). The brooch and the earrings belonged to

Matilda Caper in Endhome, whom, along with her husband Teddy, the Pogins mugged two weeks ago while the couple was on their way out of the city.

**Development**: If the PCs attempt to parlay with the Pogins rather than attack, the robbers say they are simply a band of travelers, like the PCs, who are currently holed up in a cozy cave because they prefer the out-of-doors to the filthy confines of a city. They say they have seen some little dog-like critters scurrying about lately, and that they seem to come and go from a cluster of bushes twenty or thirty yards west down the path. They advise the PCs not to explore the caves, as they believe them to be home to dangerous creatures.

The Pogins are in fact, excommunicated members of the Green Tree Bandits. Fell Tarmick thought

they were about the most useless bandits he had ever commanded and told them to get their lazy hides out of his sight. If the PCs get friendly with the Pogins, and particularly if they offer them spirits, Heck is likely to start bragging about his association with the Green Tree Bandits. He has no kind words to say about Fell (?a tyrant and taskmaster?) nor life in the Penprie&lt;br /&gt;

Forest (?bugs, bugs, and more bugs?)).&lt;/p&gt;

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<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 1-20: Twees? Cave (EL 2)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;As kobold caves go, this one is almost livable. A small straw mattress sits on the floor in the north part of the cave. The rest of the cave is clutter free. There is a small locked chest (Twees has the key) in the southern alcove containing the Treasure. Twees, the rogue/sorcerer leader of the kobolds,&lt;br /&gt;

sits on his mattress examining a map he recently discovered by the lake in Area 1-24. At the first sound of trouble he tucks the map under the mattress and goes to investigate.&lt;/p&gt;

&lt;p&gt;&lt;img

src="http://i42.photobucket.com/albums/e317/jmocoohay/14FFA6A6-72E2-4CF3-AA82-0DDACF37E7DD\_zps6l2mhlyo.jpg" alt="" /&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/twees" class="wiki-page-link"&gt;Twees&lt;/a&gt;, Male Kobold Rog1/Sor1: CR 2; hp 10; see &lt;span class="caps"&gt;NPC&lt;/span&gt; Appendix.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Locked Chest&lt;/strong&gt;: Hardness 5; hp 20; &lt;strong&gt;&lt;a href="/wikis/open-lock" class="wiki-page-link"&gt;Open Lock&lt;/a&gt; (DC 20); Break (DC 25).&lt;/strong&gt; The chest is also trapped.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Poison Needle Trap&lt;/strong&gt;: CR 2; mechanical; touch trigger; repair reset; lock bypass &lt;strong&gt;(&lt;a href="/wikis/open-lock" class="wiki-page-link"&gt;Open Lock&lt;/a&gt; DC 25)&lt;/strong&gt;; Atk + 10 ranged (1 hp plus poison); poison [greenblood oil; Fort save DC 13; 1 Con/1d2 Con]]; &lt;strong&gt;&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; (DC 20)&lt;/strong&gt;; &lt;strong&gt;Disable (DC

20)</strong>; Market price: 4,700 gp.</p>

<p><strong>Treasure</strong>: The chest contains 450 sp, a military dog saddle, a disguise kit and masterwork shortsword with a pearl in its pommel (the pearl is worth 50 gp).</p>

<p><ins>Twees? Tactics:</ins> If attacked while alone, Twees? first choice is always to run and Hide. If this is not possible, he casts color spray and attempts to use his sleep spells for as long as possible before resorting to his spear.</p>

<p><strong>Development</strong>: Twees is a curious little scoundrel who enjoys poking around the caves, pilfering whatever he can. He has already lifted the key to Travick?s treasure chest and a fine shortsword from Zemfer?s small horde. If the DM wishes, Twees might trail the party and attempt to pick their pockets.</p>

<p><ins>Kobold Tactics</ins> The last thing these kobolds want to do is engage in a head-to-head melee with ?big folks.? If their caves are invaded, and the general alarm has been sounded, Twees casts mage armor on himself and then instructs his kobolds to attempt to surround the PCs and begin a hit and run campaign. In general, one group of kobolds fires a round of bolts then runs. The next round, a new group of kobolds fires another round of bolts then runs. If the PCs seem significantly damaged by a given round of the missile fire, then the Kobolds don?t run, but close instead with their spears to finish off the intruders. Lastly, if any of the net traps are sprung, the kobolds stand back and pepper trapped PCs with bolts for as long as n the PCs remain entangled within the net.</p>

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<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 1-21: Pillar Intersection&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;A 4-foot high, 2-foot wide stalagmite stands&lt;br /&gt;

like a natural pillar in the middle of this intersection. Close examination (&lt;strong&gt;&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; DC 12&lt;/strong&gt;) of the stalagmite reveals that it has been carved with runes, though these ancient letters have faded significantly over the years. Written in Draconic is the following prayer:&lt;/p&gt;

&lt;p&gt;Give me the strength to stand when weak&lt;br /&gt;

Give me the strength run when tired&lt;br /&gt;

Give me the strength to laugh when sad&lt;br /&gt;

Give me the strength stay when frightened&lt;br /&gt;

Give me the strength to lay down my sword&lt;br /&gt;

when the fighting is done.&lt;/p&gt;

&lt;p&gt;This is the ?Warriors Prayer,? necessary in pro-&lt;br /&gt;

curing The Sword of Kell (see Area &lt;a href="/wikis/BKS%204B-7/new" class="create-wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 4B-7&lt;/a&gt;, below).&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-1-23</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 1-23: Cave of the Glowing Rocks&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;The floor of this cave is covered in dirt and dust. Each alcove contains a large smooth rock roughly 2 feet in diameter that glows red faintly. The rocks are warm to the touch, and radiate transmutation magic.&lt;br /&gt;

A successful &lt;strong&gt;&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; of the cave floor (DC&lt;br /&gt;

12)&lt;/strong&gt;-e.g., sweeping aside the dust and dirt-reveals a large red circle in the center of the cave.&lt;br /&gt;

If someone kneels before each stone and lays&lt;br /&gt;

their hands upon it while-simultaneously-another person stands on the red circle, the person standing in the circle gains a + 4 to their Con for 24 hours, while the three people touching the stones suffer a -2 penalty to their Con for 24 hours.&lt;br /&gt;

Anyone who lost Con as a result of touching&lt;br /&gt;

the stone may not have it raised in the manner described above until 24 hours have passed, although they may choose to continue losing Con in the ritual as often as they like.&lt;/p&gt;

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<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 1-25: The Key to Level 5 (EL 4)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;This small hidden chamber contains only a&lt;br /&gt;  
three-foot high solid black stone pedestal within which rests a two inch-square red cube. The cube is the key to Level 5. Removing the cube, however, releases a deadly gas that quickly fills the chamber, effecting everyone within it.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Poison Gas Trap&lt;/strong&gt;: CR 4; mechanical; touch&lt;br /&gt;  
trigger; repair reset; gas; never misses; acidic dust (1d6 Str/2d6 Str, Fort DC 14); &lt;strong&gt;&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; (DC 25); &lt;a href="/wikis/disable-device" class="wiki-page-link"&gt;Disable Device&lt;/a&gt; (DC 20)&lt;/strong&gt;; Market price: 16,550 gp.&lt;/p&gt;  
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<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 1-27: Mermaid Statue&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Standing in a shallow, heart-shaped pool of&lt;br /&gt;

water is a finely crafted stone statue of a mermaid holding a conch in one hand a chain of seaweed in another. Both the statue and the water surrounding it radiate faint abjuration magic if detected for. A permanent protection from evil 10-foot radius has&lt;br /&gt;

been cast on the statue, and evil creatures have learned to avoid this area. This cave might serve as a safe place for the PCs to rest and recuperate.&lt;/p&gt;

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<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 1-30: The Back Door&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;This cave mouth is still guarded by two life-size stone statues of orcs dressed in spiked

armor and carrying longspear. The statues are a bit worn and weathered from age, but otherwise in good condition. Three stone steps descend to the cave floor, currently filled with dirt, dried leaves, twigs, and

bones. This cave is otherwise empty.

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[BKS Caves NPCs](/wikis/bks-caves-npcs)

[BKS Level 2 NPCs](/wikis/bks-level-2-npcs)

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[BKS Level 3B NPCs](/wikis/bks-level-3b-npcs)

[BKS Level 4 NPCs](/wikis/bks-level-4-npcs)

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NPCs

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<p> Steamer and Bo Pogin

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<link>https://mark-1.obsidianportal.com/wiki\_pages/vexper</link>

<content gm\_only="true" format="html">&lt;p&gt;Male Ratman Rog2: &lt;br /&gt;

&lt;strong&gt;CR&lt;/strong&gt; 2; &lt;br /&gt;

&lt;strong&gt;SZ&lt;/strong&gt; M&lt;br /&gt;

Monstrous Humanoid; &lt;br /&gt;

HD 2d6 + 6; &lt;strong&gt;hp&lt;/strong&gt; 17; &lt;br /&gt;

&lt;strong&gt;Init&lt;/strong&gt; + 3 (Dex); &lt;br /&gt;

&lt;strong&gt;Spd&lt;/strong&gt; 30 ft., Climb 15 ft.; &lt;br /&gt;

&lt;strong&gt;AC&lt;/strong&gt; 16 (+ 4 natural, + 3 Dex, + 2 armor), touch 14, flat-footed ;&lt;/p&gt;

<p><span class="caps">BAB</span>Grap + 1/+ 1;</p>

<p><strong>Atk</strong> <br />

+ 4 melee (1d3, bite), or + 5 melee (1d6, masterwork rapier, crit 18-20), or</p>

<p>+ 5 ranged (1d8, light crossbow, crit 19-20, range 80 ft.</p>

<p><strong>Atk</strong></p>

<p>+ 5 melee (1d6, masterwork rapier, crit<br />

18-20) and -1 melee (1d3, bite), or</p>

<p>+ 5 ranged (1d8, light crossbow, crit 19-20, range 80 ft.);</p>

<p><strong>SA</strong> sneak attack (+ 1d6);</p>

<p><strong>SQ</strong><br />

darkvision (60 ft.), evasion, trap sense ( + 1), trapfinding;</p>

<p><strong>AL</strong> LE;</p>

<p><strong>SV</strong> Fort + 3, Ref + 6, Will + 0;</p>

<p><strong>Str 10, Dex 16, Con 16, Int 12,Wis 10, Cha 8.</strong></p>

<p><strong>Skills</strong>: Balance + 5, Climb + 13, Disable Device + 6, Escape Artist + 8, Gather Information + 4, Hide + 8, Jump + 2, Listen + 5, Move Silently + 8, Spot + 5, Tumble + 8.</p>

<p><strong>Feats</strong>: Dodge, Weapon Finesse.</p>

<p><strong>Possessions</strong>: masterwork rapier, leather armor, light crossbow, 20 bolts, key to chest in Area <a href="/wikis/bks-1-11" class="wiki-page-link"><span class="caps">BKS</span> 1-11</a>, gold collar (75 gp).</p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/the-cult-of-tsaag-nalta-hideout</link>

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\_\_\_\_\_ Back to &lt;a href="/wikis/sylvandale-slums" class="wiki-page-link"&gt;Slums&lt;/a&gt;???&lt;a href="/wikis/the-cult-of-tsaag-nalta-locations" class="wiki-page-link"&gt;The Cult of Tsaag-Nalta Locations&lt;/a&gt;&lt;/p&gt;</content>

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Skulker</a></p>  
<p><a href="/wikis/abyssal-ravager" class="wiki-page-link">Abyssal  
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[COTN Initiate 4](/wikis/cotn-initiate-4)

[COTN Member 1](/wikis/cotn-member-1)

[COTN Member 2](/wikis/cotn-member-2)

[COTN Member 3](/wikis/cotn-member-3)

[COTN Member 4](/wikis/cotn-member-4)

[COTN Leader 1](/wikis/cotn-leader-1)

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[The Cult of Tsaag-Nalta](/wikis/the-cult-of-tsaag-nalta)

`<id>https://mark-1.obsidianportal.com/wiki_pages/1859554</id>`

`<link>https://mark-1.obsidianportal.com/wiki_pages/cotn-initiate-1</link>`

`<content gm_only="true" format="html">`

**CR** 1/2

Male or female human adept 1

Any alignment (but rarely good) Medium humanoid

**Init** 0;

**Senses** Listen + 1, Spot + 1

<strong>Languages</strong> Common<br />

<strong>AC</strong> 10, touch 10, flat-footed 10; Dodge<br />

<strong>hp</strong> 4 (1 HD) <br />

<strong>Fort</strong> + 0, <strong>Ref</strong> + 0,

<strong>Will</strong> + 5<br />

<strong>Speed</strong> 30 ft. (6 squares)</p>

<p><strong>Melee</strong> <br />

club + 0 (1d6)</p>

<p><strong>Ranged</strong><br />

dart + 0 (1d4)<br />

Base Atk + 0; Grp + 0<br />

Combat Gear club, darts</p>

<p><strong>Adept Spells Prepared (CL 1st):</strong></p>

<p>\*1st\*<a href="/wikis/command" class="wiki-page-link">command</a> (DC 12),

<a href="/wikis/sleep" class="wiki-page-link">sleep</a> (DC 12)</p>

<p>\*0\*<a href="/wikis/detect-magic-0" class="wiki-page-link">detect magic</a>, <a

href="/wikis/ghost-sound" class="wiki-page-link">ghost sound</a> (DC 11), <a

href="/wikis/touch%20of%20fatigue/new" class="create-wiki-page-link">touch of fatigue</a>

(+0 <br />

melee touch, DC 11)</p>

<p><strong>Abilities</strong><br />

Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10</p>

<p><strong>Feats</strong><br />

Dodge, Iron Will<br />

Skills Concentration +3, Knowledge (local) +3, Knowledge (religion) +3, Spellcraft +3</p>

<p><strong>Possessions</strong><br />

club, 5 darts, holy symbol, elixir of hiding, elixir of sneaking, <a

href="/wikis/potion%20of%20cure%20moderate%20wounds/new"

class="create-wiki-page-link">potion of cure moderate wounds</a></p>

<p>Nonhuman Cult Initiates: Remove all ranks in Knowledge (local); <br />

remove 1 rank from Concentration (changing the modifier to +2). Remove Iron Will (changing Will save to +3).</p>

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<p>Back to <a href="/wikis/cotn-cultists" class="wiki-page-link"><span class="caps">COTN</span> Cultists</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1859557</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/cotn-initiate-2</link>

<content gm\_only="true" format="html"><p><strong>CR</strong> 1/2<br />

Male or female human adept 1<br />

Any alignment (but rarely good) Medium humanoid<br />

<strong>Init</strong> 0; <br />

<strong>Senses</strong> Listen + 1, Spot + 1<br />

<strong>Languages</strong> Common<br />

<strong>AC</strong> 10, touch 10, flat-footed 10; Dodge<br />

<strong>hp</strong> 4 (1 HD) <br />

<strong>Fort</strong> + 0, <strong>Ref</strong> + 0,

<strong>Will</strong> + 5<br />

<strong>Speed</strong> 30 ft. (6 squares)</p>

<p><strong>Melee</strong> <br />

<a href="/wikis/longspear" class="wiki-page-link">Longspear</a> + 0 (1d4)</p>

<p><strong>Ranged</strong><br />



<a href="/wikis/sling" class="wiki-page-link">Sling</a>+ 0 (1d4)</p>  
<p>Base Atk + 0; Grp + 0</p>  
<p>Combat Gear longspear, sling</p>  
<p><strong>Adept Spells Prepared (CL 1st):</strong></p>  
<p>\*1st\*<a href="/wikis/cure-light-wounds-0" class="wiki-page-link">Cure Light Wounds</a> x2 (DC 12)</p>  
<p>\*0\*<a href="/wikis/cure-minor-wounds" class="wiki-page-link">Cure Minor Wounds</a> x2 (DC 11), <a href="/wikis/touch%20of%20fatigue/new" class="create-wiki-page-link">touch of fatigue</a> (+0 <br />melee touch, DC 11)</p>  
<p><strong>Abilities</strong><br />  
Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10</p>  
<p><strong>Feats</strong><br />  
Dodge, Iron Will<br />  
Skills Concentration +4, Knowledge Knowledge (religion) +4, Spellcraft +4</p>  
<p><strong>Possessions</strong><br />  
Longspear, sling, 1d8 bullets, holy symbol, elixir of hiding, elixir of sneaking, <a href="/wikis/potion%20of%20cure%20moderate%20wounds/new" class="create-wiki-page-link">potion of cure moderate wounds</a></p>  
<p>Nonhuman Cult Initiates: Remove all ranks in Knowledge (local); <br />remove 1 rank from Concentration (changing the modifier to +2). Remove Iron Will (changing Will save to +3).</p>  
<hr />  
<p>Back to <a href="/wikis/cotn-cultists" class="wiki-page-link"><span class="caps">COTN</span> Cultists</a></p></content>

<link>https://mark-1.obsidianportal.com/wiki\_pages/cotn-initiate-3</link>

<content gm\_only="true" format="html">&lt;p&gt;Melee&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;CR&lt;/strong&gt; 1/2&lt;br /&gt;  
Male or female human adept 1&lt;br /&gt;  
Any alignment (but rarely good) Medium humanoid&lt;br /&gt;  
&lt;strong&gt;Init&lt;/strong&gt; 0; &lt;br /&gt;  
&lt;strong&gt;Senses&lt;/strong&gt; Listen + 1, Spot + 1&lt;br /&gt;  
&lt;strong&gt;Languages&lt;/strong&gt; Common&lt;br /&gt;  
&lt;strong&gt;AC&lt;/strong&gt; 10, touch 10, flat-footed 10; Dodge&lt;br /&gt;  
&lt;strong&gt;hp&lt;/strong&gt; 4 (1 HD) &lt;br /&gt;  
&lt;strong&gt;Fort&lt;/strong&gt; + 0, &lt;strong&gt;Ref&lt;/strong&gt; + 0,  
&lt;strong&gt;Will&lt;/strong&gt; + 3&lt;br /&gt;  
&lt;strong&gt;Speed&lt;/strong&gt; 30 ft. (6 squares)&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Melee&lt;/strong&gt; &lt;br /&gt;  
&lt;a href="/wikis/longspear" class="wiki-page-link"&gt;Longspear&lt;/a&gt; + 1 (1d8 + 1 x2)&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Ranged&lt;/strong&gt;&lt;br /&gt;  
&lt;a href="/wikis/dart" class="wiki-page-link"&gt;Dart&lt;/a&gt; + 0 (1d4 + 1 x2 20 ft.)&lt;/p&gt;  
&lt;p&gt;Base Atk + 0; Grp + 0&lt;/p&gt;  
&lt;p&gt;Combat Gear longspear, darts&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Adept Spells Prepared (CL 1st):&lt;/strong&gt;&lt;/p&gt;  
&lt;p&gt;\*1st\*&lt;a href="/wikis/burning-hands" class="wiki-page-link"&gt;Burning Hands&lt;/a&gt;x2  
(DC 12)&lt;/p&gt;  
&lt;p&gt;\*0\*&lt;a href="/wikis/touch-of-fatigue" class="wiki-page-link"&gt;Touch of Fatigue&lt;/a&gt;  
x3 ( + 1&lt;br /&gt;  
melee touch, DC 11)&lt;/p&gt;

<p><strong>Abilities</strong><br />

Str 12, Dex 10, Con 10, Int 8, Wis 13, Cha 10</p>

<p><strong>Feats</strong><br />

Dodge, Combat Casting</p>

<p><strong>Skills</strong><br />

Hide +2, Move Silently +1, Survival +2, Knowledge (religion) +1 Spellcraft +2</p>

<p><strong>Possessions</strong><br />

longspear, 5 darts, holy symbol, <a href="/wikis/bulls-strength" class="wiki-page-link">Bull&#8217;s Strength</a> (potion), <a href="/wikis/barkskin" class="wiki-page-link">Barkskin</a> (potion), <a href="/wikis/potion%20of%20cure%20moderate%20wounds/new" class="create-wiki-page-link">potion of cure moderate wounds</a></p>

<p>Nonhuman Cult Initiates: Remove all ranks in Knowledge (local); <br />

remove 1 rank from Concentration (changing the modifier to +2). Remove Iron Will (changing Will save to +3).</p>

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<p>Back to <a href="/wikis/cotn-cultists" class="wiki-page-link"><span class="caps">COTN</span> Cultists</a></p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/cotn-initiate-4</link>

<content gm\_only="true" format="html"><p><strong>CR</strong> 1/2<br />

Male or female human adept 1<br />

Any alignment (but rarely good) Medium humanoid<br />

<strong>Init</strong> + 1; <br />

<strong>Senses</strong> Listen + 1, Spot + 1<br />

<strong>Languages</strong> Common<br />

<strong>AC</strong> 11, touch 11, flat-footed 10; Dodge<br />

<strong>hp</strong> 4 (1 HD) <br />

<strong>Fort</strong> + 0, <strong>Ref</strong> + 1,

<strong>Will</strong> + 5<br />

<strong>Speed</strong> 30 ft. (6 squares)</p>

<p><strong>Melee</strong> <br />

<a href="/wikis/dagger" class="wiki-page-link">Dagger</a> + 0 (1d4)</p>

<p><strong>Ranged</strong><br />

<a href="/wikis/sling" class="wiki-page-link">Sling</a> + 1 (1d4)</p>

<p>Base Atk + 0; Grp + 0</p>

<p>Combat Gear dagger, sling</p>

<p><strong>Adept Spells Prepared (CL 1st):</strong></p>

<p>\*1st\*<a href="/wikis/protection-from-good" class="wiki-page-link">Protection from Good</a> (DC 12), <a href="/wikis/bless" class="wiki-page-link">Bless</a> (DC 12)</p>

<p>\*0\*<a href="/wikis/detect-good" class="wiki-page-link">Detect Good</a>, <a href="/wikis/ghost-sound" class="wiki-page-link">ghost sound</a> (DC 11), <a href="/wikis/touch-of-fatigue" class="wiki-page-link">Touch of Fatigue</a> (+0 <br /> melee touch, DC 11)</p>

<p><strong>Abilities</strong><br />

Str 10, Dex 12, Con 10, Int 10, Wis 13, Cha 8</p>

<p><strong>Feats</strong><br />

Dodge, Iron Will<br />

Skills Concentration +3, Knowledge (local) +3, Knowledge (religion) +3, Spellcraft +3</p>

<p><strong>Possessions</strong><br />

Dagger, sling, 1d8 bullets holy symbol, elixir of hiding, [Cat](/wikis/cats-grace) Grace (potion), [potion of cure moderate wounds](/wikis/potion%20of%20cure%20moderate%20wounds/new)

Nonhuman Cult Initiates: Remove all ranks in Knowledge (local);

remove 1 rank from Concentration (changing the modifier to +2). Remove Iron Will (changing Will save to +3).

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[Back to COTN Cultists](/wikis/cotn-cultists)

[https://mark-1.obsidianportal.com/wiki\\_pages/1859597](https://mark-1.obsidianportal.com/wiki_pages/1859597)

[https://mark-1.obsidianportal.com/wiki\\_pages/cotn-member-1](https://mark-1.obsidianportal.com/wiki_pages/cotn-member-1)

**CR** 4

Male or female human adept 5

Any alignment (but rarely good) Medium humanoid

**Init** 0;

**Senses** Listen + 3, Spot + 3

**Languages** Common, empathic link

**AC** 10, touch 10, flat-footed 10;

**Dodge**

**hp** 18 (5 HD)

**Fort** +1, **Ref** +1,

**Will** +9

**Speed** 30 ft. (6 squares)

<p><strong>Melee</strong> club +3 (1d6 + 1)</p>

<p><strong>Ranged</strong> dart +2 (1d4)</p>

<p><strong>Base Atk</strong>+ 2; <br />

<strong>Grp</strong> + 2</p>

<p><strong>Adept Spells Prepared (CL 5th):</strong></p>

<p><strong>2nd</strong> ?<a href="/wikis/invisibility-0"

class="wiki-page-link">Invisibility</a>,<a href="/wikis/scorching-ray-0"

class="wiki-page-link">Scorching Ray</a> <br />

(+2 ranged touch)</p>

<p><strong>1st</strong> ?<a href="/wikis/command-0"

class="wiki-page-link">Command</a> (DC 14), <a href="/wikis/cure-light-wounds-0"

class="wiki-page-link">Cure Light Wounds</a>,<a href="/wikis/sleep-0"

class="wiki-page-link">Sleep</a> (DC 14)</p>

<p><strong>0</strong> ?<a href="/wikis/detect-magic"

class="wiki-page-link">Detect Magic</a>,<a href="/wikis/ghost-sound-0"

class="wiki-page-link">Ghost Sound</a> (DC 13), <a href="/wikis/touch-of-fatigue"

class="wiki-page-link">Touch of Fatigue</a> (+0 <br />

melee touch, DC 13)</p>

<p><strong>Abilities</strong> Str 10, Dex 10, Con 10, Int 10, Wis 16, Cha

10</p>

<p><strong>SQ</strong> familiar, share spells</p>

<p><strong>Feats</strong> Alertness<br />

(if familiar within 5 ft.; modifiers not included <br />

in skills, below), <br />

Deceptive Spell, Dodge, Iron Will</p>

<p><strong>Skills</strong> <br />

Appraise +3, Concentration +6, Gather Information <br />

+2, Knowledge (local) +6, Knowledge (religion) +6, Spellcraft +6

**Possessions**: club, 5 darts, holy symbol, periapt of Wisdom +2,

[potion of cure moderate wounds](/wikis/potion%20of%20cure%20moderate%20wounds/new)

Nonhuman Cult Members: Remove all ranks in Knowledge

(local); remove 1 rank from Concentration, changing the

modifier to +5. Remove Iron Will (changing Will save

to +7).

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[Back to COTN Cultists](/wikis/cotn-cultists)

<id>https://mark-1.obsidianportal.com/wiki\_pages/1859601</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/cotn-member-2</link>

<content gm\_only="true" format="html">

**CR**: 4

Male or female human adept 5

Any alignment (but rarely good) Medium humanoid

**Init**: 0;

**Senses**: Listen + 3, Spot + 3

**Languages**: Common, empathic link

**AC**: 10, touch 10, flat-footed 10;

Dodge

**hp**: 18 (5 HD)

**Fort**: +1, **Ref**: +1,

<strong>Will</strong> +9<br />

<strong>Speed</strong> 30 ft. (6 squares)</p>

<p><strong>Melee</strong> <a href="/wikis/longspear" class="wiki-page-link">Longspear</a> +3 (1d6 + 1)</p>

<p><strong>Ranged</strong> <a href="/wikis/dart" class="wiki-page-link">Dart</a> +2 (1d4)</p>

<p><strong>Base Atk</strong> + 2; <br />

<strong>Grp</strong> + 2</p>

<p><strong>Adept Spells Prepared (CL 5th):</strong></p>

<p><strong>2nd</strong> ?<a href="/wikis/cure-moderate-wounds" class="wiki-page-link">Cure Moderate Wounds</a> x2</p>

<p><strong>1st</strong> ?<a href="/wikis/cure-light-wounds-0" class="wiki-page-link">Cure Light Wounds</a> x3</p>

<p><strong>0</strong> ?<a href="/wikis/cure-minor-wounds" class="wiki-page-link">Cure Minor Wounds</a> x3 <a href="/wikis/touch-of-fatigue" class="wiki-page-link">Touch of Fatigue</a> (+0 <br />

melee touch, DC 13)</p>

<p><strong>Abilities</strong> Str 10, Dex 10, Con 10, Int 10, Wis 16, Cha 10</p>

<p><strong>SQ</strong> familiar, share spells</p>

<p><strong>Feats</strong> Alertness<br />

(if familiar within 5 ft.; modifiers not included <br />

in skills, below), <br />

Deceptive Spell, Dodge, Iron Will</p>

<p><strong>Skills</strong> <br />

Appraise +3, Concentration +6, Gather Information <br />

+2, Knowledge (local) +6, Knowledge (religion) +6, Spellcraft +6</p>



<p><strong>Possessions</strong> Longspear, 5 darts, holy symbol, periapt of Wisdom +2, <br />

potion of <a href="/wikis/cure-moderate-wounds" class="wiki-page-link">Cure Moderate Wounds</a></p>

<p>Nonhuman Cult Members: Remove all ranks in Knowledge <br />

(local); remove 1 rank from Concentration, changing the <br />

modifier to +5. Remove Iron Will (changing Will save <br />

to +7).</p>

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<p>Back to <a href="/wikis/cotn-cultists" class="wiki-page-link"><span class="caps">COTN</span> Cultists</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1859602</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/cotn-member-3</link>

<content gm\_only="true" format="html"><p><strong>CR</strong> 4<br />

Male or female human adept 5<br />

Any alignment (but rarely good) Medium humanoid<br />

<strong>Init</strong> 0; <br />

<strong>Senses</strong> Listen + 3, Spot + 3<br />

<strong>Languages</strong> Common, empathic link<br />

<strong>AC</strong> 10, touch 10, flat-footed 10; <br />

Dodge<br />

<strong>hp</strong> 23 (5 HD) <br />

<strong>Fort</strong> +1, <strong>Ref</strong> +1,

<strong>Will</strong> +9<br />

<strong>Speed</strong> 30 ft. (6 squares)</p>
 <p><strong>Melee</strong> <a href="/wikis/longspear" class="wiki-page-link">Longspear</a> +3 (1d8 + 1)</p>
 <p><strong>Ranged</strong> <a href="/wikis/dart" class="wiki-page-link">Dart</a> +2 (1d4 + 1)</p>
 <p><strong>Base Atk</strong> + 2; <br />
 <strong>Grp</strong> + 2</p>
 <p><strong>Adept Spells Prepared (CL 5th):</strong></p>
 <p><strong>2nd</strong> ?<a href="/wikis/invisibility-0" class="wiki-page-link">Invisibility</a>, <a href="/wikis/scorching-ray-0" class="wiki-page-link">Scorching Ray</a> <br />
 (+2 ranged touch)</p>
 <p><strong>1st</strong> ?<a href="/wikis/burning-hands" class="wiki-page-link">Burning Hands</a> x2 (DC 14), <a href="/wikis/protection-from-good" class="wiki-page-link">Protection from Good</a>, (DC 14)</p>
 <p><strong>0</strong> ?<a href="/wikis/cure-minor-wounds" class="wiki-page-link">Cure Minor Wounds</a>, <a href="/wikis/ghost-sound-0" class="wiki-page-link">Ghost Sound</a> <a href="/wikis/touch-of-fatigue" class="wiki-page-link">Touch of Fatigue</a> x2 (+0 <br />
 melee touch, DC 13)</p>
 <p><strong>Abilities</strong> Str 12, Dex 10, Con 12, Int 10, Wis 14, Cha 10</p>
 <p><strong>SQ</strong> familiar, share spells</p>
 <p><strong>Feats</strong> Alertness<br />
 (if familiar within 5 ft.; modifiers not included <br />
 in skills, below), <br />

Combat Casting, Dodge, Iron Will

**Skills**

Appraise +3, Concentration +6, Gather Information

+2, Knowledge (local) +6, Knowledge (religion) +6, Spellcraft +6

**Possessions** club, 5 darts, holy symbol, Amulet of Health +2,

[potion of cure moderate wounds](/wikis/potion%20of%20cure%20moderate%20wounds/new)

**Nonhuman Cult Members:** Remove all ranks in Knowledge

(local); remove 1 rank from Concentration, changing the

modifier to +5. Remove Iron Will (changing Will save

to +7).

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[https://mark-1.obsidianportal.com/wiki\\_pages/cotn-member-4](https://mark-1.obsidianportal.com/wiki_pages/cotn-member-4)

**CR** 4

Male or female human adept 5

Any alignment (but rarely good) Medium humanoid

**Init** 0

**Senses** Listen + 3, Spot + 3

**Languages** Common, empathic link

**AC** 10, touch 10, flat-footed 10

Dodge&lt;br /&gt;

&lt;strong&gt;hp&lt;/strong&gt; 18 (5 HD) &lt;br /&gt;

&lt;strong&gt;Fort&lt;/strong&gt; +1, &lt;strong&gt;Ref&lt;/strong&gt; +1,

&lt;strong&gt;Will&lt;/strong&gt; +9&lt;br /&gt;

&lt;strong&gt;Speed&lt;/strong&gt; 30 ft. (6 squares)&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Melee&lt;/strong&gt; club +2 (1d6)&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Ranged&lt;/strong&gt; dart +2 (1d4)&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Base Atk&lt;/strong&gt;+ 2; &lt;br /&gt;

&lt;strong&gt;Grp&lt;/strong&gt; + 2&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Adept Spells Prepared (CL 5th):&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;2nd&lt;/strong&gt; ?&lt;a href="/wikis/invisibility-0"

class="wiki-page-link"&gt;Invisibility&lt;/a&gt;, &lt;a href="/wikis/scorching-ray-0"

class="wiki-page-link"&gt;Scorching Ray&lt;/a&gt; &lt;br /&gt;

(+2 ranged touch)&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;1st&lt;/strong&gt; ?&lt;a href="/wikis/command-0"

class="wiki-page-link"&gt;Command&lt;/a&gt; (DC 14), &lt;a href="/wikis/cure-light-wounds-0"

class="wiki-page-link"&gt;Cure Light Wounds&lt;/a&gt;, &lt;a href="/wikis/sleep-0"

class="wiki-page-link"&gt;Sleep&lt;/a&gt; (DC 14)&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;0&lt;/strong&gt; ?&lt;a href="/wikis/detect-magic"

class="wiki-page-link"&gt;Detect Magic&lt;/a&gt;, &lt;a href="/wikis/ghost-sound-0"

class="wiki-page-link"&gt;Ghost Sound&lt;/a&gt; (DC 13), &lt;a href="/wikis/touch-of-fatigue"

class="wiki-page-link"&gt;Touch of Fatigue&lt;/a&gt; (+0 &lt;br /&gt;

melee touch, DC 13)&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Abilities&lt;/strong&gt; Str 10, Dex 10, Con 10, Int 10, Wis 16, Cha

10&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;SQ&lt;/strong&gt; familiar, share spells&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Feats&lt;/strong&gt; Alertness&lt;br /&gt;

(if familiar within 5 ft.; modifiers not included &lt;br /&gt;

in skills, below), &lt;br /&gt;

Deceptive Spell, Dodge, Iron Will&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Skills&lt;/strong&gt; &lt;br /&gt;

Appraise +3, Concentration +6, Gather Information &lt;br /&gt;

+2, Knowledge (local) +6, Knowledge (religion) +6, Spellcraft +6&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Possessions&lt;/strong&gt; club, 5 darts, holy symbol, periapt of Wisdom +2,

&lt;br /&gt;

&lt;a href="/wikis/potion%20of%20cure%20moderate%20wounds/new"

class="create-wiki-page-link"&gt;potion of cure moderate wounds&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Nonhuman Cult Members: Remove all ranks in Knowledge &lt;br /&gt;

(local); remove 1 rank from Concentration, changing the &lt;br /&gt;

modifier to +5. Remove Iron Will (changing Will save &lt;br /&gt;

to +7).&lt;/p&gt;

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&lt;p&gt;Back to &lt;a href="/wikis/cotn-cultists" class="wiki-page-link"&gt;&lt;span

class="caps"&gt;COTN&lt;/span&gt; Cultists&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/cotn-leader-1</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;CR&lt;/strong&gt; 9&lt;br /&gt;

Male or female human adept 10&lt;br /&gt;

Any alignment (but rarely good) Medium humanoid&lt;br /&gt;

&lt;strong&gt;Init&lt;/strong&gt; 0; &lt;br /&gt;

&lt;strong&gt;Senses&lt;/strong&gt; Listen + 3, Spot + 3&lt;br /&gt;

<strong>Languages</strong> Common, empathic link<br />

<strong>AC</strong> 14, touch 11, flat-footed 14; Dodge<br />

(+ 3 armor, + 1 deflection)<br />

<strong>hp</strong> 35 (10 HD) <br />

<strong>Fort</strong> + 3, <strong>Ref</strong> + 3,

<strong>Will</strong> + 12<br />

<strong>Speed</strong> 30 ft. (6 squares)</p><p><strong>Melee</strong> <br />

+ 2 <a href="/wikis/longspear" class="wiki-page-link">Longspear</a> +7 (1d6 + 2)</p><p><strong>Ranged</strong><br />

dart +5 (1d4)</p><p><strong>Base Atk</strong> + 5; Grp + 5</p><p><strong>Adept Spells Prepared (CL 10th):</strong><br />

\*3rd\*<a href="/wikis/bestow%20curse/new" class="create-wiki-page-link">bestow  
curse</a> (DC 16), <a href="/wikis/lightning%20bolt/new" class="create-wiki-page-link">lightning bolt</a> (DC 16)</p><p><strong>2nd</strong> ?<a href="/wikis/invisibility" class="wiki-page-link">invisibility</a>,<a href="/wikis/scorching-ray" class="wiki-page-link">scorching ray</a> (+ 2 ranged touch), <a href="/wikis/web/new" class="create-wiki-page-link">web</a></p><p><strong>1st</strong> ?<a href="/wikis/command" class="wiki-page-link">command</a> (DC 14), <a href="/wikis/cure-light-wounds" class="wiki-page-link">cure light wounds</a>,, [[protection from <br />

(appropriate alignment), <a href="/wikis/sleep" class="wiki-page-link">sleep</a> (DC 14)</p><p><strong>0</strong> ?<a href="/wikis/detect-magic-0" class="wiki-page-link">detect  
magic</a>,<a href="/wikis/ghost-sound" class="wiki-page-link">ghost sound</a>

[touch of fatigue](/wikis/touch%20of%20fatigue/new)  
(+ 0 &lt;br /&gt;  
melee touch, DC 13)&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Abilities&lt;/strong&gt;&lt;br /&gt;  
Str 10, Dex 10, Con 10, Int 10, Wis 16, Cha 11&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;SQ&lt;/strong&gt; familiar, share spells&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Feats&lt;/strong&gt; Alertness&lt;br /&gt;  
(if familiar within 5 ft.; modifiers not included &lt;br /&gt;  
in skills, below), Deceptive Spell, Dodge, Iron Will, Silent Spell, Still Spell&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Skills&lt;/strong&gt; Appraise +3, Concentration +10, Gather Information &lt;br /&gt;  
+2, Knowledge (local) +10, Knowledge (religion) +10, Spellcraft +9&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Possessions&lt;/strong&gt; 5 darts, holy symbol, bracers of armor +3, &lt;br /&gt;  
ring of protection +1, periapt of Wisdom +2, &lt;a href="/wikis/potion%20of%20cure%20moderate%20wounds/new" class="create-wiki-page-link">potion of cure moderate wounds&lt;/p&gt;  
&lt;p&gt;Nonhuman Cult Leaders: Remove all ranks in Knowledge &lt;br /&gt;  
(local); remove 1 rank from each of the other skills (chang&lt;br /&gt;  
ing the modifiers to Concentration +9, Knowledge [religion] &lt;br /&gt;  
+9, Spellcraft +8). Remove Iron Will (changing Will save &lt;br /&gt;  
to +10).&lt;br /&gt;  
Note: While cult members and leaders are capable of calling &lt;br /&gt;  
familiar, most choose not to. Being seen communing with an animal could give away their mystical  
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[https://mark-1.obsidianportal.com/wiki\\_pages/cotn-leader-2](https://mark-1.obsidianportal.com/wiki_pages/cotn-leader-2)

**CR** 9

Male or female human adept 10

Any alignment (but rarely good) Medium humanoid

**Init** 0

**Senses** Listen + 3, Spot + 3

**Languages** Common, empathic link

**AC** 14, touch 11, flat-footed 14; Dodge

(+ 3 armor, + 1 deflection)

**hp** 35 (10 HD)

**Fort** + 3, **Ref** + 3,

**Will** + 12

**Speed** 30 ft. (6 squares)

**Melee**

club +5 (1d6)

**Ranged**

dart +5 (1d4)

**Base Atk** + 5; **Grp** + 5

**Adept Spells Prepared (CL 10th):**

**3rd** [bestow curse](/wikis/bestow%20curse/new) (DC 16), [lightning bolt](/wikis/lightning%20bolt/new)





ring of protection +1, periapt of Wisdom +2, &lt;a

href="/wikis/potion%20of%20cure%20moderate%20wounds/new"

class="create-wiki-page-link"&gt;potion of cure moderate wounds&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Nonhuman Cult Leaders: Remove all ranks in Knowledge &lt;br /&gt;

(local); remove 1 rank from each of the other skills (chang-&lt;br /&gt;

ing the modifiers to Concentration +9, Knowledge [religion] &lt;br /&gt;

+9, Spellcraft +8). Remove Iron Will (changing Will save &lt;br /&gt;

to +10).&lt;br /&gt;

Note: While cult members and leaders are capable of calling &lt;br /&gt;

familiars, most choose not to. Being seen communing with an animal could give away their mystical abilities or cult affiliation.&lt;/p&gt;

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&lt;p&gt;Back to &lt;a href="/wikis/cotn-cultists" class="wiki-page-link"&gt;&lt;span

class="caps"&gt;COTN&lt;/span&gt; Cultists&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/cotn-leader-3</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;CR&lt;/strong&gt; 9&lt;br /&gt;

Male or female human adept 10&lt;br /&gt;

Any alignment (but rarely good) Medium humanoid&lt;br /&gt;

&lt;strong&gt;Init&lt;/strong&gt; 0; &lt;br /&gt;

&lt;strong&gt;Senses&lt;/strong&gt; Listen + 3, Spot + 3&lt;br /&gt;

&lt;strong&gt;Languages&lt;/strong&gt; Common, empathic link&lt;br /&gt;

&lt;strong&gt;AC&lt;/strong&gt; 14, touch 11, flat-footed 14; Dodge&lt;br /&gt;

(+ 3 armor, + 1 deflection)&lt;br /&gt;

<strong>hp</strong> 35 (10 HD) <br />

<strong>Fort</strong> + 3, <strong>Ref</strong> + 3,

<strong>Will</strong> + 12<br />

<strong>Speed</strong> 30 ft. (6 squares)</p>

<p><strong>Melee</strong> <br />

club +5 (1d6)</p>

<p><strong>Ranged</strong><br />

dart +5 (1d4)</p>

<p><strong>Base Atk</strong> + 5; Grp + 5</p>

<p><strong>Adept Spells Prepared (CL 10th):</strong><br />

\*3rd\*<a href="/wikis/bestow%20curse/new" class="create-wiki-page-link">bestow  
curse</a> (DC 16), <a href="/wikis/lightning%20bolt/new" class="create-wiki-page-link">lightning bolt</a> (DC 16)</p>

<p><strong>2nd</strong> ?<a href="/wikis/invisibility" class="wiki-page-link">invisibility</a>,&br/><a href="/wikis/scorching-ray" class="wiki-page-link">scorching ray</a> (+ 2 ranged touch), <a href="/wikis/web/new" class="create-wiki-page-link">web</a></p>

<p><strong>1st</strong> ?<a href="/wikis/command" class="wiki-page-link">command</a> (DC 14), <a href="/wikis/cure-light-wounds" class="wiki-page-link">cure light wounds</a>,<br />

(appropriate alignment), <a href="/wikis/sleep" class="wiki-page-link">sleep</a> (DC 14)</p>

<p><strong>0</strong> ?<a href="/wikis/detect-magic-0" class="wiki-page-link">detect magic</a>,&br/><a href="/wikis/ghost-sound" class="wiki-page-link">ghost sound</a> (DC 13), <a href="/wikis/touch%20of%20fatigue/new" class="create-wiki-page-link">touch of fatigue</a> (+ 0 <br />

melee touch, DC 13)</p>

<p><strong>Abilities</strong><br />

Str 10, Dex 10, Con 10, Int 10, Wis 16, Cha 11</p>

<p><strong>SQ</strong> familiar, share spells</p>

<p><strong>Feats</strong> Alertness<br />

(if familiar within 5 ft.; modifiers not included <br />

in skills, below), Deceptive Spell, Dodge, Iron Will, Silent Spell, Still Spell</p>

<p><strong>Skills</strong> Appraise +3, Concentration +10, Gather Information <br />

+2, Knowledge (local) +10, Knowledge (religion) +10, Spellcraft +9</p>

<p><strong>Possessions</strong> club, 5 darts, holy symbol, bracers of armor +3, <br />

ring of protection +1, periapt of Wisdom +2, <a href="/wikis/potion%20of%20cure%20moderate%20wounds/new" class="create-wiki-page-link">potion of cure moderate wounds</a></p>

<p>Nonhuman Cult Leaders: Remove all ranks in Knowledge <br />

(local); remove 1 rank from each of the other skills (chang-<br />

ing the modifiers to Concentration +9, Knowledge [religion] <br />

+9, Spellcraft +8). Remove Iron Will (changing Will save <br />

to +10).<br />

Note: While cult members and leaders are capable of calling <br />

familiars, most choose not to. Being seen communing with an animal could give away their mystical

abilities or cult affiliation.</p>

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<p>Back to <a href="/wikis/cotn-cultists" class="wiki-page-link"></a><span class="caps">COTN</span> Cultists</a></p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/cotn-leader-4</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;CR&lt;/strong&gt; 9&lt;br /&gt;  
Male or female human adept 10&lt;br /&gt;  
Any alignment (but rarely good) Medium humanoid&lt;br /&gt;  
&lt;strong&gt;Init&lt;/strong&gt; 0; &lt;br /&gt;  
&lt;strong&gt;Senses&lt;/strong&gt; Listen + 3, Spot + 3&lt;br /&gt;  
&lt;strong&gt;Languages&lt;/strong&gt; Common, empathic link&lt;br /&gt;  
&lt;strong&gt;AC&lt;/strong&gt; 14, touch 11, flat-footed 14; Dodge&lt;br /&gt;  
(+ 3 armor, + 1 deflection)&lt;br /&gt;  
&lt;strong&gt;hp&lt;/strong&gt; 35 (10 HD) &lt;br /&gt;  
&lt;strong&gt;Fort&lt;/strong&gt; + 3, &lt;strong&gt;Ref&lt;/strong&gt; + 3,  
&lt;strong&gt;Will&lt;/strong&gt; + 12&lt;br /&gt;  
&lt;strong&gt;Speed&lt;/strong&gt; 30 ft. (6 squares)&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Melee&lt;/strong&gt; &lt;br /&gt;  
club +5 (1d6)&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Ranged&lt;/strong&gt;&lt;br /&gt;  
dart +5 (1d4)&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Base Atk&lt;/strong&gt; + 5; Grp + 5&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Adept Spells Prepared (CL 10th):&lt;/strong&gt;&lt;br /&gt;  
\*3rd\*?&lt;a href="/wikis/bestow%20curse/new" class="create-wiki-page-link"&gt;bestow  
curse&lt;/a&gt; (DC 16), &lt;a href="/wikis/lightning%20bolt/new" class="create-wiki-page-link"&gt;lightning bolt&lt;/a&gt; (DC 16)&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;2nd&lt;/strong&gt; ?&lt;a href="/wikis/invisibility" class="wiki-page-link"&gt;invisibility&lt;/a&gt;,&br/>&lt;a href="/wikis/scorching-ray"

class="wiki-page-link"&gt;scorching ray&lt;/a&gt; (+ 2 ranged touch), &lt;a href="/wikis/web/new" class="create-wiki-page-link"&gt;web&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;1st&lt;/strong&gt; ?&lt;a href="/wikis/command" class="wiki-page-link"&gt;command&lt;/a&gt; (DC 14), &lt;a href="/wikis/cure-light-wounds" class="wiki-page-link"&gt;cure light wounds&lt;/a&gt;, [[protection from &lt;br /&gt;(appropriate alignment), &lt;a href="/wikis/sleep" class="wiki-page-link"&gt;sleep&lt;/a&gt; (DC 14)&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;0&lt;/strong&gt; ?&lt;a href="/wikis/detect-magic-0" class="wiki-page-link"&gt;detect magic&lt;/a&gt;, &lt;a href="/wikis/ghost-sound" class="wiki-page-link"&gt;ghost sound&lt;/a&gt; (DC 13), &lt;a href="/wikis/touch%20of%20fatigue/new" class="create-wiki-page-link"&gt;touch of fatigue&lt;/a&gt; (+ 0 &lt;br /&gt;melee touch, DC 13)&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Abilities&lt;/strong&gt;&lt;br /&gt;Str 10, Dex 10, Con 10, Int 10, Wis 16, Cha 11&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;SQ&lt;/strong&gt; familiar, share spells&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Feats&lt;/strong&gt; Alertness&lt;br /&gt;(if familiar within 5 ft.; modifiers not included &lt;br /&gt;in skills, below), Deceptive Spell, Dodge, Iron Will, Silent Spell, Still Spell&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Skills&lt;/strong&gt; Appraise +3, Concentration +10, Gather Information &lt;br /&gt;+2, Knowledge (local) +10, Knowledge (religion) +10, Spellcraft +9&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Possessions&lt;/strong&gt; club, 5 darts, holy symbol, bracers of armor +3, &lt;br /&gt;ring of protection +1, periapt of Wisdom +2, &lt;a href="/wikis/potion%20of%20cure%20moderate%20wounds/new" class="create-wiki-page-link"&gt;potion of cure moderate wounds&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Nonhuman Cult Leaders: Remove all ranks in Knowledge &lt;br /&gt;

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to +10).&lt;br /&gt;

Note: While cult members and leaders are capable of calling &lt;br /&gt;

familiars, most choose not to. Being seen communing with an animal could give away their mystical abilities or cult affiliation.&lt;/p&gt;

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&lt;p&gt;Back to &lt;a href="/wikis/cotn-cultists" class="wiki-page-link"&gt;&lt;span class="caps"&gt;COTN&lt;/span&gt; Cultists&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/spear-of-tsaag-nalta</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/servant-of-the-faceless</link>

<content gm\_only="true" format="html">&lt;p&gt;Servant of the Faceless&lt;br /&gt;

Conjuration&lt;br /&gt;

Level: &lt;span class="caps"&gt;COTN&lt;/span&gt;&lt;br /&gt;

Components: V, S, DF &lt;br /&gt;

Casting Time: 1 round&lt;br /&gt;

Range: Close (25 ft. + 5 ft./2 levels) &lt;br /&gt;

Effect: One summoned creature &lt;br /&gt;

Duration: Rounds equal to total HD of casters (D) &lt;br /&gt;

Saving Throw: None &lt;br /&gt;

Spell Resistance: No&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;The cultists form a small circle, and begin to chant in unison&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;When two or more cultists cast this spell together, it will summon a creature or creatures

from &lt;a href="/wikis/cotn-creatures" class="wiki-page-link"&gt;&lt;span

class="caps"&gt;COTN&lt;/span&gt; Creatures&lt;/a&gt; of no more than 1/2 of the



cultists&#8217; total HD. If any cultist&#8217;s concentration is broken, remove their HD from the total. Each of the rest must immediately roll to keep concentration as well or the spell is lost.</p>

<hr />

Back to <a href="/wikis/cotn-powers" class="wiki-page-link"><span class="caps">COTN</span> Powers</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1870365</id>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/cotn-chase-scene</link>

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<p>Success:<a href="/wikis/cotn-the-journal-of-the-blood-prophet" class="wiki-page-link"><span class="caps">COTN</span> The Journal of The Blood Prophet</a></p>

<p>Failure:<a href="/wikis/COTN%20Hldeout%20Clue/new" class="create-wiki-page-link"><span class="caps">COTN</span> Hldeout

Clue</a></p>  
<p><a href="/wikis/COTN%20Chase%20No%20Action/new" class="create-wiki-page-link"><span class="caps">COTN</span> Chase No Action</a></p></content>

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<p><a href="/wikis/COTN%20Hideout%20Clue/new" class="create-wiki-page-link"><span class="caps">COTN</span> Hideout Clue</a></p></content>

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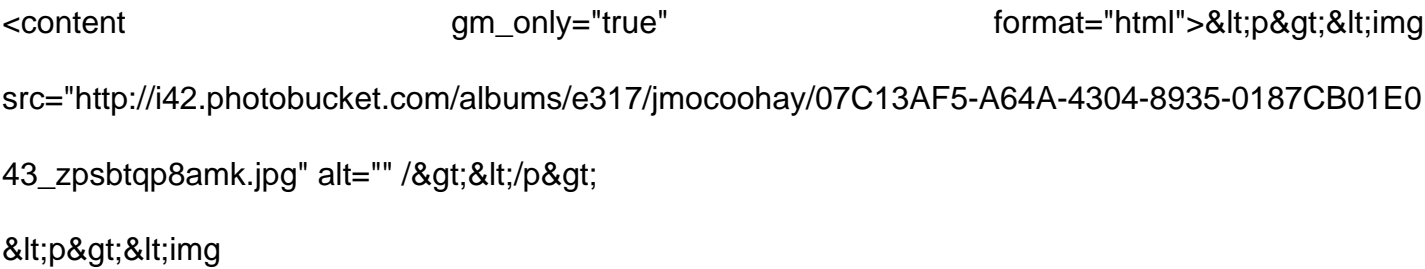
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<p><a href="/wikis/COTN%20Buriak%20Mounds%20Approach/new" class="create-wiki-page-link"><span class="caps">COTN</span> Buriak Mounds Approach</a></p>  
<p><a href="/wikis/cotn-burial-mounds-1" class="wiki-page-link"><span class="caps">COTN</span> Burial Mounds 1</a></p></content>

????????????

????Flowchart????

[https://mark-1.obsidianportal.com/wiki\\_pages/1870914](https://mark-1.obsidianportal.com/wiki_pages/1870914)

[https://mark-1.obsidianportal.com/wiki\\_pages/cotn-hideout](https://mark-1.obsidianportal.com/wiki_pages/cotn-hideout)



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FA\_zpsqsl6kmvc.jpg" alt="" /></p>
<p>Who?<br />
most of the <a href="/wikis/the-cult-of-tsaag-nalta" class="wiki-page-link">The Cult of  
Tsaag-Nalta</a> led by <a href="/characters/malia-bexley" class="wiki-content-link">Malia  
Bexley</a> and</p>
<p>What?<br />
These cult members are working to complete a <a href="/wikis/cotn-portal-ritual"  
class="wiki-page-link">ritual</a> that will bring chaos to Sylvandale by opening portals to the  
abyss</p>
<p>Where?<br />
In an abandoned store in an out of the way corner of the old city</p>
<p>Why?<br />
To weaken the city in preparation for the coming of the new prophet</p>
<p>How?<br />
A sacrifice is to be made after intense ritual and prayer</p>
<p>When?<br />
The 12th night</p>
<p>????Flowchart????<br />
Ritual is completed: <a href="/wikis/Return%20of%20The%20Blood%20Prophet/new"  
class="create-wiki-page-link">Return of The Blood Prophet</a></p>
<p>Ritual is interrupted: <a href="/wikis/Hideout%20Portal/new"  
class="create-wiki-page-link">Hideout Portal</a></p>
<hr />
Back to <a href="/wikis/the-cult-of-tsaag-nalta-locations" class="wiki-page-link">The Cult of  
Tsaag-Nalta Locations</a>???<a href="/wikis/sylvandale-slums"  
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&lt;p&gt;&lt;a href="/wikis/blindheim" class="wiki-page-link"&gt;Blindheim&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/bonesucker" class="wiki-page-link"&gt;Bonesucker&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/cave-moray" class="wiki-page-link"&gt;Cave Moray&lt;/a&gt;&lt;/p&gt;  
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&lt;p&gt;&lt;a href="/wikis/crypt-thing" class="wiki-page-link"&gt;Crypt Thing&lt;/a&gt;&lt;/p&gt;

[Fire Lizard](/wikis/fire-lizard)

[Groaning Spirit](/wikis/groaning-spirit)

[Necrophidius](/wikis/necrophidius)

[Screaming Devilkin](/wikis/screaming-devilkin)

[Skeleton, Lead](/wikis/skeleton-lead)

[Soul Eater](/wikis/soul-eater)

[Stunjelly](/wikis/stunjelly)

[Tentamort](/wikis/tentamort)

[Troll, Rock](/wikis/troll-rock)

[Troll, Two-Headed](/wikis/troll-two-headed)

[Chaos Beast](/wikis/chaos-beast)

[Wicker Man](/wikis/wicker-man)

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Back to [<span class="caps">COTN</span> Burial Mounds](/wikis/cotn-burial-mounds)

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&lt;table&gt;

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&lt;td&gt;A man is walking quickly through the forest at night. He crashes through the undergrowth, at times nearly tripling on the vines and fallen logs. He doesn&#8217;t seem to notice. He wears a crazed expression of rapture on his dirty face. Ahead, you see the focus of his attention, a red point of light. His pace quickens as he grows nearer. He comes to a small clearing and comes to a sudden halt. There, in the blue, moonlit clearing, stands an upright rectangular stone on top of which stands a hideous statue of a horned demon. It is holding wicked looking spear in one hand. It has no face&#8230;only blank stone with red light coming from where the eyes should be. The man comes to a halt before the idol. He stares at it as though in a trance. Then, slowly, he goes down on his knees. &lt;br /&gt;

The background fades. As the statue and the forest disappear, a mask appears on the man&#8217;s face and a dagger appears in his hand. Around him now is a new scene&#8230;a dead woman surrounded by blood, the blood surrounded by a circle of strange symbols. The man remains still on his knees for a few moments, then reaches toward the woman&#8217;s face with the dagger. As the blade touches her skin, \_\_\_\_\_ wakes up. \_\_\_\_\_ can feel warmth radiating from where \_\_\_\_\_ is carrying the journal of the blood prophet&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;2.&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;you approach a man sitting at a desk in a small, shabby room. He is writing in a book by candle light. As you near him, you see that an object lying to the side on the desk is actually a mask. Getting closer, you can see his writing. You can&#8217;t make out what it says, but there are strangely familiar symbols in the margins between paragraph. The man writes at a very fast pace without pause. You see his gaze drift upward, but the writing continues without slowing a bit. The man is staring up towards the ceiling as though he were entering a trance. The writing continues. As he reaches the bottom of the page, he snaps out of the trance with a start and looks off to his right. You begin to follow his gaze but the candle suddenly goes out and you are left in darkness. After a few seconds, a green glow suddenly appears from the candle. You see there is a strange green flame burning there. The man appears to be back in a trance, but still staring to his right. Again you look over your shoulder to where he is looking&#8230;just in time to see a horned, faceless thing lunge at you with clawed hands.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/the-journal-of-the-blood-prophet" class="wiki-page-link"&gt;The Journal of the Blood Prophet&lt;/a&gt;???&lt;a href="/wikis/the-cult-of-tsaag-nalta" class="wiki-page-link"&gt;The Cult of Tsaag-Nalta&lt;/a&gt;</content>

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	HD	
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	1	
	x	
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	x	
	2	
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	x	
	2	
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	2	
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Ravager</a></td>

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[Locust Swarm, Bloodfiend](/wikis/locust-swarm-bloodfiend)

[Vorr](/wikis/vorr)

Varrangoin? FF pg 181

Vine Horror? FF pg 185

[Child Trap](/wikis/child-trap)

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[A Record of the Blood Prophet](/wikis/A%20Record%20of%20the%20Blood%20Prophet/new)

[The Journal of the Blood Prophet](/wikis/the-journal-of-the-blood-prophet)

[The Dagger of The Blood Prophet](/wikis/The%20Dagger%20of%20The%20Blood%20Prophet/new)

[The Mask of The Blood Prophet](/wikis/the-mask-of-the-blood-prophet)

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Back to [The Cult of Tsaag-Nalta](/wikis/the-cult-of-tsaag-nalta)

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<a href="/wikis/heton-stables" class="wiki-page-link">Heton Stables</a><br />

Seimon Voils Blacksmith M Half-orc Exp2<br />

Heilyn Carey Blacksmith M Human Exp 2</p>

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<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/knattermar-hills" class="wiki-page-link"&gt;Knattermar Hills&lt;/a&gt; (northeast border)&lt;br /&gt;  
\_\_\_\_\_ Back to &lt;a href="/wikis/the-endless-plains" class="wiki-page-link"&gt;The Endless Plains&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1882712</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/mist-demon</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1882728</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/barakus-level-2</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1883100</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-1-31</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1883104</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-1-32</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 1-32: Remains of a

Meal</strong></p>

<p>This cave contains only the half-eaten remains<br />

of two dire wolves Zemfer killed recently. The<br />

cave is otherwise empty.</p>

<hr />

Back to <a href="/wikis/barakus-level-1" class="wiki-page-link">Barakus Level

1</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1883109</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-1-33</link>

<content gm\_only="true" format="html"><p><strong>Area 1-33: The Dragon?s <br />

Apprentice (EL 1/2)</strong></p>

<p>Gilby, a goblin Adp1, lives here. The cave con-<br />

tains only a pile of furs that serve as a bed, a few pots and pans, and a scattering of bones.<br

/>

Once the shaman for the goblin chieftain whose dried, diamond-studded head now rests in area

<a href="/wikis/bks-1-31" class="wiki-page-link"><span class="caps">BKS</span>

1-31</a>, Gilby has been conscripted to help the dragon guard his treasure. To this end,

Zemfer has furnished Gilby with a wand of minor images that the goblin has been instructed to

employ-con-<br />

juring forth an image of the black dragon-should intruders venture near Zemfer?s lair while he is out.

Gilby is well aware that while he is quite safe in the employ the dragon, once the charges on the

wand run out, so will his usefulness.</p>

<p><a href="/wikis/gilby" class="wiki-page-link">Gilby</a>, male goblin Adp1: CR 1/2;

hp 4; see<br />

&lt;span class="caps"&gt;NPC&lt;/span&gt; Appendix.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Tactics&lt;/strong&gt;: Gilby is a coward, and if confronted&lt;br /&gt;

tries to talk his way out of trouble (claiming he&lt;br /&gt;

was kidnapped by the dragon) or, if this seems doomed, casts sleep, and then obscuring mist to

mask his getaway.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/barakus-level-1" class="wiki-page-link"&gt;Barakus Level

1&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1883113</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-1-34</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-1-35</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1883222</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/amulet-of-protection-against-sleep-and-charm</link>

<content gm\_only="true" format="html"&gt;&lt;p&gt;&lt;strong&gt;Amulet of Protection &lt;br /&gt;

Against Sleep and Charm&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;This simple necklace protects the wearer&lt;br /&gt;



from all sleep and charm spells and spell-

like affects as if the wearer were an elf.Worn

by an elf, the amulet has no effect.

Caster Level: 3rd; Prerequisites: Craft

Wondrous Item, caster must be an elf or half-

elf; Market Price: 500 gp.

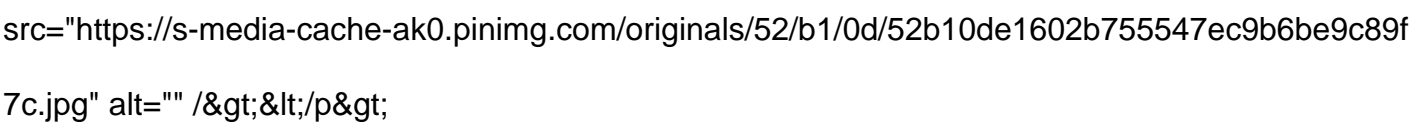
Back to [BKS](/wikis/bks-1-24)

1-24

[https://mark-1.obsidianportal.com/wiki\\_pages/1883237](https://mark-1.obsidianportal.com/wiki_pages/1883237)

[https://mark-1.obsidianportal.com/wiki\\_pages/stirge-0](https://mark-1.obsidianportal.com/wiki_pages/stirge-0)

[stirge](/wikis/stirge)



This nasty-looking creature seems to be a cross between a bat and a giant mosquito. It

has membranous bat wings, a short furry body, eight jointed legs that end in sharp pincers, and a

needlelike proboscis.

</table></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1883320</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-18</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-18: Empty Crypt (EL 3)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;This room is similar toArea &lt;a href="/wikis/bks-2-16" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 2-16&lt;/a&gt; except that the glass of the sarcophagus has been shattered and the remains plundered. There is however, a secret compartment in the interior of the sarcophagus &lt;strong class="Search DC 25"&gt;.&lt;/strong&gt; The compartment is trapped and contains a brass heart, about 10 inches from top to bottom. This is the Heart of Darkness (see Area &lt;a href="/wikis/ehw-area-i" class="wiki-page-link"&gt;&lt;span class="caps"&gt;EHW&lt;/span&gt; Area I&lt;/a&gt;, in theWilderness chapter).&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Glyph of Warding Trap: CR 4&lt;/strong&gt;; spell; spell&lt;br /&gt; trigger; no reset; spell effect (&lt;a href="/wikis/glyph-of-warding" class="wiki-page-link"&gt;Glyph of Warding&lt;/a&gt; [searing light], 10th level cleric, 5d8 damage (or as &lt;a href="/wikis/searing-light" class="wiki-page-link"&gt;Searing Light&lt;/a&gt; spell), +10 ranged touch attack; &lt;strong&gt;Search (DC 28); Disable (DC 28)&lt;/strong&gt;; Cost: 15,000&lt;br /&gt; gp + 1200 xp.&lt;/p&gt;

&lt;p&gt;Vaelk: You remember hearing the last group of adventurers talking about a brass heart. It was conversation about things you didn&#8217;t pay much attention to, but you get the feeling this item has something to do with the cave of undead where all of you were ambushed before you were left for dead.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/barakus-level-2" class="wiki-page-link"&gt;Barakus Level

2</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1883392</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-15</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-15: Hall of Mirrors&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Spaced every 10 feet along this long, 20 foot-&lt;br /&gt;

wide corridor are two facing panes of highly polished metal plates. The polish is good enough to give off a dull, if somewhat warped, reflection.&lt;br /&gt;

There are three secret doors, each located behind the mirrors (&lt;strong&gt;&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; DC 20&lt;/strong&gt;). The doors and their adjoining passageways are the same dimension as the mirrors (3 feet-high and 2 feet-wide), and start two feet off the ground.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Secret Doors&lt;/strong&gt;; 1 in. thick; Hardness 4; hp 15;&lt;br /&gt;

Search (DC 20).&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/barakus-level-2" class="wiki-page-link"&gt;Barakus Level

2&lt;/a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1883405</id>

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format="textile">"wiki":http://www.dandwiki.com/wiki/SRD:Vargouille</content>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1883412</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-19</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1883595</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-16</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-16: Small Crypt (EL 5)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;The narrow crawl space opens up into a low&lt;br /&gt;

chamber (3 feet-high). Small creatures may move about normally here, but medium-sized creatures must crouch or crawl in this space, incurring a &#8211; 2 circumstance penalty to all attack, damage, reflex, and Dex rolls. In the center of the floor is a 2 foot-wide, 7 foot-long pane of very thick glass, beneath which can be seen the preserved body of a man in purple robes holding a bejeweled long&lt;br /&gt;

sword across his chest. With a successful &lt;strong&gt;&lt;a href="/wikis/spot" class="wiki-page-link"&gt;Spot&lt;/a&gt; check (DC 15)&lt;/strong&gt; or &lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; (DC 12), the PCs notice a fine mist swirling about the body.&lt;br /&gt;

The only way to access this unusual sarcoph&lt;br /&gt;

agus is to shatter the glass, which is extremely&lt;br /&gt;

thick and resilient (Hardness 8; hp 30). Once&lt;br /&gt;

broken, however, the noxious gas surrounding the body is released, affecting everyone in the chamber.</p>

<p><strong>Poison Gas Trap: CR 3</strong>; mechanical; touch<br />

trigger; no reset; gas; never miss; poison (nox-<br />

ious gas, Fort save DC 14 resists, 1d4/1d4 Con;); Search (DC 12), to notice the mist; Disable Device NA; Market price: 2,000 gp.</p>

<p><strong>Treasure</strong>: The bejeweled sword, if pulled from the corpse's death grip, is a masterwork longsword that, because of the gems in its pommel, is worth 900 gp.</p>

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Back to <a href="/wikis/barakus-level-2" class="wiki-page-link">Barakus Level 2</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1883601</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-17</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1883609</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/medium-monstrous-centipede</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1891259</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-1</link>

<content gm\_only="true" format="html"><p><strong>Area 2-1: Stairs to Level 1</strong></p>

&lt;p&gt;The winding stairs from Area &lt;a href="/wikis/bks-1-26" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 1-26&lt;/a&gt; terminate in a ten foot-wide passage that stretches to the east and turns to the south where it ends abruptly in what is obviously the back of a secret door. Long ago, this was a Barakus nobleman?s private exit.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/barakus-level-2" class="wiki-page-link"&gt;Barakus Level 2&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1891264</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-2</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1891270</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/arbin</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1891281</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/fenton-barmey</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1891311</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/basil</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1891314</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/braam</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1891316</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/breggit</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1891319</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/faybon</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1891350</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/garrick</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1893037</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/gramb</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1893039</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/grezzo</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1893069</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/karna</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1893075</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/kersh</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1894046</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/kissel</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Female Goblin  
Nec1&lt;/strong&gt;&lt;br /&gt;  
&lt;strong&gt;CR&lt;/strong&gt; 1; &lt;br /&gt;  
&lt;strong&gt;SZ&lt;/strong&gt; S; &lt;br /&gt;  
HD 1d4; &lt;strong&gt;hp&lt;/strong&gt; 4; &lt;br /&gt;  
&lt;strong&gt;Init&lt;/strong&gt; + 2 (Dex); &lt;br /&gt;  
&lt;strong&gt;Spd&lt;/strong&gt; 30 ft.; &lt;br /&gt;  
&lt;strong&gt;AC&lt;/strong&gt; 13 (+1 size, + 2 Dex), touch 13, flat-footed 11;&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Atk&lt;/strong&gt; + 0&lt;/p&gt;  
&lt;p&gt;melee (1d4-1, dagger, crit 19- 20, range 80 ft.) or&lt;br /&gt;  
+ 4 ranged (1d8, masterwork light crossbow, crit 19-20);&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;SA&lt;/strong&gt; spells; &lt;br /&gt;  
&lt;strong&gt;SQ&lt;/strong&gt; darkvision (60 ft.); &lt;br /&gt;  
&lt;strong&gt;AL&lt;/strong&gt; LE;&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;SV&lt;/strong&gt; Fort + 0, Ref + 2, Will + 2;&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Str 8, Dex 14, Con&lt;br /&gt;  
10, Int 15,Wis 11, Cha 8.&lt;/strong&gt;&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Skills&lt;/strong&gt;: Concentration +4, Listen +2, Spellcraft +6, Spot  
+2.&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Feats&lt;/strong&gt;: Scribe Scroll, Spell Focus&lt;br /&gt;  
(necromancy). Kissel?s prohibited schools are Conjuration and Illusion.&lt;/p&gt;



<p><strong>Arcane Spells Prepared</strong><br />  
<strong>(4/3; DC 12 plus spell<br />  
level or 13 plus spell level for spells marked with an</strong> \*):<p>  
<p><strong>0</strong>-<a href="/wikis/detect-magic" class="wiki-page-link">Detect Magic</a>,<a href="/wikis/disrupt-undead" class="wiki-page-link">Disrupt Undead</a>,<a href="/wikis/mage-hand" class="wiki-page-link">Mage Hand</a>,<a href="/wikis/read-magic-0" class="wiki-page-link">Read Magic</a>;<p>  
<p><strong>1st</strong>-<a href="/wikis/cause-fear-0" class="wiki-page-link">Cause Fear</a>\*,<a href="/wikis/chill-touch" class="wiki-page-link">Chill Touch</a>\*,<a href="/wikis/ray-of-enfeeblement" class="wiki-page-link">Ray of Enfeeblement</a>\*<p>  
<p><strong>Possessions</strong>: dagger, masterwork light crossbow, 10 bolts, arcane scroll of magic missile (1st<br />  
level) and protection from good (1st level), pouch<br />  
with 15 gp.</p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1895186</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/risstor</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1895193</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/deep-slumber</link>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1895268</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/thrad</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1903167</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-3</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1903172</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/medium-monstrous-scorpion</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/monstrous-scorpion" class="wiki-page-link"&gt;Monstrous Scorpion&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1903176</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-4</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-4: Forgotten Hiding Place&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;This crawl space once served as a secret stor-  
&lt;br /&gt;

age area. The narrow east-west tunnel leads to a 4 1/2 foot-high chamber piled with the following contents: two barrels of spoiled wine; a sack of what may have once been cheese but is now just mold; some inedible dried meats; a wooden crate containing 35 normal arrows and, dispersed amongst them, 6 masterwork shafts; a crate with fifteen pairs of worn boots; and three winter capes, still in good condition, rolled into balls and piled in a corner. Sewn into the lining of one cape  
&lt;br /&gt;

&lt;strong&gt;(&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; DC 18)&lt;/strong&gt; is a pearl worth 25 gp.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/barakus-level-2" class="wiki-page-link"&gt;Barakus Level 2&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1903185</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-5</link>

<content      gm\_only="true"      format="html">&lt;p&gt;&lt;strong&gt;Area      2-5:      Sinkhole Room&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;door on south wall (not on map) is half open&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;In the middle of this otherwise empty room is a four foot-wide hole. The stone there has an odd look to it, almost as if it were dissolved to form the hole&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;In the middle of this otherwise empty room is a four foot-wide sinkhole. The sinkhole drops five feet to a rough, narrow passage in the earth. The sinkhole, tunnel, and Area &lt;a href="/wikis/bks-2-6" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 2-6&lt;/a&gt; were the product of a xorn that burrowed through here years ago. If the PCs are very noisy while exploring this area, the dire weasel from Area &lt;a href="/wikis/bks-2-6" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 2-6&lt;/a&gt; pops his head out of the sinkhole and attacks the nearest opponent.&lt;br /&gt;

The secret door in the north has a &lt;strong&gt;&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; DC 20&lt;/strong&gt;. &lt;/p&gt;

&lt;p&gt;&lt;strong&gt;any sound PCs make gives goblins in area &lt;a href="/wikis/bks-2-22" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 2-22&lt;/a&gt; a &lt;a href="/wikis/listen" class="wiki-page-link"&gt;Listen&lt;/a&gt; ?:&lt;br /&gt; class='op\_random\_num\_result\_b3ByYW5kb21udW0x

op\_random\_num\_btn\_b3ByYW5kb21udW0x'&gt;&lt;/a&gt; check vs DC 11. They are +2 and about 60 ft. away.&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Secret Door&lt;/strong&gt;: 2 in. thick; Hardness 8; hp 30;&lt;br /&gt;

[Search](/wikis/search) (DC 20).

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Back to [Barakus Level 2](/wikis/barakus-level-2)

[https://mark-1.obsidianportal.com/wiki\\_pages/1903189](https://mark-1.obsidianportal.com/wiki_pages/1903189)

[https://mark-1.obsidianportal.com/wiki\\_pages/bks-2-6](https://mark-1.obsidianportal.com/wiki_pages/bks-2-6)

[https://mark-1.obsidianportal.com/wiki\\_pages/1903196](https://mark-1.obsidianportal.com/wiki_pages/1903196)

[https://mark-1.obsidianportal.com/wiki\\_pages/bks-2-7](https://mark-1.obsidianportal.com/wiki_pages/bks-2-7)

**Area 2-7: Secret Storage**

This secret storage space has long gone unused. Currently, its only contents are four moldy, stuffed dire bears in various poses of attack. If seen in lamplight, however, they could easily be momentarily mistaken as a threat, and PCs who are apt to do so should be permitted to waste spells or arrows on these harmless experiments in taxidermy. Both secret doors in this room have a

[Search](/wikis/search) DC 20.

**Secret Door**: 2 in. thick; Hardness 8; hp 30;

[Search](/wikis/search) (DC 20).

**Treasure**: Stuffed into the mouth of one of the bears is a folded divine scroll of remove disease (caster level 7).

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<id>https://mark-1.obsidianportal.com/wiki\_pages/1903200</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-8</link>

<content gm\_only="true" format="html"><p><strong>Area 2-8: Head Room</strong></p>

<table>

<tr>

<td>Four massive carved stone heads dominate this chamber. Each head is four feet in diameter and over six feet-tall and depicts a human-looking face, probably male, though the visage is abstract enough to be more or less androgynous. A red diamond has been painted on the center of the floor.</td>

</tr>

</table>

<p>Four massive carved stone heads dominate this chamber. Each head is four feet in diameter and over six feet-tall and depicts a human-looking face, probably male, though the visage is abstract enough to be more or less androgynous. A red diamond has been painted on the center of the floor.<br />

Though it requires a stupendous feat of strength to do so, the heads can be rotated. Currently all the heads face east. If, with a successful strength check (DC 25), they are all rotated to face one another (i.e. towards the closest side of the diamond), the diamond begins to glow red. One round later, any creature standing in the diamond receives a + 2 bonus to his Fort saves for the next six hours. The diamond only glows for three<br />

rounds, and only grants this boon once every 24 hours. To reactivate the hexagon, each head must be turned again to face east then rotated back to center. The pentagon can hold up to six medium-sized creatures.

**Note:** up to three characters may

[assist another](/wikis/aid-another) in turning the heads.

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[https://mark-1.obsidianportal.com/wiki\\_pages/1903202](https://mark-1.obsidianportal.com/wiki_pages/1903202)

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[https://mark-1.obsidianportal.com/wiki\\_pages/1903205](https://mark-1.obsidianportal.com/wiki_pages/1903205)

[https://mark-1.obsidianportal.com/wiki\\_pages/bks-2-10](https://mark-1.obsidianportal.com/wiki_pages/bks-2-10)

**Area 2-10: The Home of Veremund the Mad (EL 3)**



src="https://i.pinimg.com/originals/45/fe/b8/45feb86b35a05dbd84c60d60a95dadcd.jpg" alt="A dark, atmospheric image of a chamber with a raised platform and a greenish light." data-bbox="51 746 949 764"/>

|
 To the west, the corridor leads to a chamber dimly lit by an odd greenish light. In the center of the room is some kind of raised, circular platform. You can hear a male voice coming from |

that direction which sounds like it&#8217;s pleading with someone or begging.  
&#8230;something like this: ?Oh, forgive them, &a href="/wikis/zuvhena" class="wiki-page-link"&gt;Zuvhena&lt;/a&gt;, they are all lost. Gather them to your breast and forgive them!&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;if they advance to mark:&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Coming closer, you can see that the circular platform is in fact a three tiered ziggurat. Standing on the top level is an armored humanoid. He draws a large bow and is shooting at you in the blink of an eye&lt;/td&gt;

&lt;/table&gt;

&lt;p&gt;This oddly shaped, high-ceilinged (25 feet) chamber is lit by several everburning torches in wall sconces. The walls are adorned with frayed and dusty tapestries depicting pastoral scenes bathed in sunlight. The floor is filled with unusual debris: broken pieces of ruined idols, chairs with no legs, piles of greasy rags, suits of armor laid out carefully on the floor like fallen bodies; bags of full of broken bow strings; helmets filled with mud. The secret door in the northwest alcove has a &lt;strong&gt;&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; DC 20&lt;/strong&gt;.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Secret Door&lt;/strong&gt;: 2 in. thick; Hardness 8; hp 30;&lt;br /&gt;

&lt;strong&gt;&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; (DC 20).&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;In the center of the room is a 15 foot-tall, three tiered, circular ziggurat. Standing atop the ziggurat is Veremund, an insane Paladin/Fighter. One year ago, a group of adventurers ventured down into Barakus. With them was a valiant Knight of Avralor: Veremund the Stern. Not long into their exploration they defeated a fierce hobgoblin that wore a pair of magical bracers. In a moment



of rare carelessness, Veremund immediately put them on, only to learn, too late, of their terrible power. Though

they greatly increased his strength and durability, they also caused him to lose his mind entirely. In a fit of delusional paranoia, he slew his other party members and retreated to this chamber with their corpses. He lives here now, alone with the voices in his head that tell him to kill, kill, and kill again.

He has obeyed this command with astounding diligence, and many of the other occupants of his level have learned to make themselves scarce when they hear the ravings of this fallen paladin.

[Veremund](/wikis/veremund), human male fallen Pal2/Ftr1: CR 3;

hp 35; see **NPC**; Appendix.

**Tactics**: Once the PCs reach the spot marked ?C? on the map, they begin to hear Veremund?s ravings, which go something like this: ?Oh, forgive them, [Zuvhena](/wikis/zuvhena), they are all lost. Gather them to your breast and forgive them!? If the PCs approach to within 30 feet of the ziggurat, Veremund begins firing arrows at the nearest PC, all the while imploring Zuvhena to forgive trespassers, wolves&#8230;demons, the eaters of other people?s brains, and whatever else comes into his long-rotted mind. Once the party reaches the base of the ziggurat, he drops the bow, draws his sword and dashes to the threshold of Area [<span class="caps">BKS</span> 2-10](/wikis/bks-2-10);A.

If the party flees, he pursues them as far south as Area [<span class="caps">BKS</span> 2-5](/wikis/bks-2-5); but no further north than Area [<span class="caps">BKS</span> 2-9](/wikis/bks-2-9); (assuming the PCs have somehow learned about

the secret door there and can access it quickly).

Areas 2-10A and 2-10B contain the Treasure.

**Development:** If the PCs are somehow able to subdue Veremund and think to remove the bracers, upon awakening the madman is no longer mad. He is, however, quite confused, and, upon learning of his heinous recent history, nearly suicidal with grief. The ex paladin is now badly in need of an [Atonement](/wikis/atonement) spell, and begs the party to aid him to this end, lest he hurl himself upon his sword.

If the PCs are successful in freeing Veremund from his curse, award them 1.5 times the XP they would have received for slaying this poor fellow.



||
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<b>Arlcon's Bracers of Insanity</b>
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These arm bands, forged by the evil wizard Arlcon centuries ago to torment his nemesis, Jazard the Bold, grant the wearer the following bonuses: +4 Strength, +4 Constitution, and a +4 deflection bonus to AC. It also lowers the wearer's effective Wisdom by -8 except when calculating Will saves, in which case the bonus remains unchanged. Once the bracers are donned, the wearer immediately goes insane, attacking anyone and anything in sight. Only a remove curse allows the victim to remove the bracers.

Caster Level: 14th; Prerequisites: Create Wondrous Item, bull's strength, endurance, mage armor, bestow curse; Market Price: 40,000 gp.







**Area 2-10A: Memorial**

Veremund keeps the bodies of his three slain comrades here. Arranged against the north, west, and east walls are the still-dressed skeletal remains of Agetha, a female wizard in a rotted robe, Pombi, a male dwarven cleric in chainmail, and

Frist, a human ranger in tattered leather armor. <br />

Veremund has laid their belongings at their feet. These include: a masterwork dagger, two light crossbows, a mighty composite short bow (+1), a masterwork longsword, a heavy mace, and a large steel shield.</p>

<p><strong>Area 2-10B: Relics of the Past</strong><br />

Once cursed, Veremund stripped himself of all unnecessary worldly goods and dumped them here. Piled about this area are two winter cloaks, a pair of winter boots, 2 vials of antitoxin, a sunrod, a healers kit, and a gold pendant depicting the goddess Zuvhena (female figure with a shepherd&#217;s crook; worth 45 gp).</p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/zombie</link>

<content gm\_only="false" format="textile">"Wiki":http://www.dandwiki.com/wiki/SRD:Zombie

(Medium): Cr 1/2; SZ M Undead; HD

2d12+3; hp 16 each; Init -1; Spd 30 ft.; AC 11,

touch 9, flat-footed 11; BAB/Grap +1/+2; Atk +2

melee (1d6+1, slam); SQ DR (5/slashing), dark-

vision (60 ft.), single actions only, undead traits;

AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex

8, Con -, Int -, Wis 10, Cha 1.

Feats: Toughness

Zombie (Kobold, Small): CR 1/2; SZ S

Undead; HD 2d12+3; hp 16; Init +0; Spd 30 ft.;

AC 13, touch 11, flat-footed 13; BAB/Grp +1/-4;

Atk +1 melee (slam, 1d4-1); SQ single actions

only, DR (5/slashing), darkvision (60 ft.), undead

traits; AL NE; Fort +0, Ref +0, Will +3; Str 8, Dex

11, Con -, Int -, Wis 10, Cha 1.

Feats: Toughness

<http://www.dandwiki.com/wiki/SRD:Zombie>

(Medium): Cr 1/2; SZ M Undead; HD

2d12+3; hp 16 each; Init -1; Spd 30 ft.; AC 11,

touch 9, flat-footed 11; BAB/Grp +1/-2;

Atk +2

melee (1d6+1, slam); SQ DR (5/slashing), dark

vision (60 ft.), single actions only, undead traits;

AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex

8, Con -, Int -, Wis 10, Cha 1.

Feats: Toughness

Zombie (Kobold, Small): CR 1/2; SZ S

Undead; HD 2d12+3; hp 16; Init +0; Spd 30 ft.;

AC 13, touch 11, flat-footed 13; &lt;span class="caps"&gt;BAB&lt;/span&gt;/Grap +1/-4;&lt;br /&gt;  
Atk +1 melee (slam, 1d4-1); SQ single actions&lt;br /&gt;  
only, DR (5/slashing), darkvision (60 ft.), undead&lt;br /&gt;  
traits;AL NE; Fort +0, Ref +0,Will +3; Str 8, Dex&lt;br /&gt;  
11, Con -, Int -,Wis 10, Cha 1.&lt;br /&gt;  
Feats: Toughness&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/genius-loci</link>

<content gm\_only="true" format="html">&lt;p&gt;The PCs are out heading to or returning from (city) on a routine quest. They are enjoying the quiet countryside (rolling hills, farms)&lt;/p&gt;  
&lt;p&gt;While on the road, it becomes apparent they&#8217;re lost. Their horse/wagon goes out of control and crashes into a sign that read &#8220;(isolated old rural town).&#8221; PC 1 recognizes the name as the rest realize they&#8217;ve headed in the wrong direction. Farmer? suggests they ask for directions in town but PC1 is eager to skip it. They notice they have no choice since (horse is injured? Wagon needs repairs?) Just as the (horse/wagon) is fixed, the PCs notice that (animal companion? &lt;span class="caps"&gt;NPC&lt;/span&gt; friend? Magic item?) is nowhere in sight. Peter wasn&#8217;t sure where he was and suggested they just leave. Commomer? however, spotted (it/them) looking into a well. The PCs examine the well and notice an old plaque next to it. It reads:&lt;/p&gt;  
&lt;p&gt;&#8220;Here lieth the Dragon, banished to sleep forever sayeth the conjurer (conjured: \_\_\_\_\_ + PC1&#8217;s surname) P.C. (a couple/few centuries ago).&#8221;&lt;/p&gt;

PC1 admits he&#8217;s an ancestor but quickly notes that he was a loon who chose superstition over a practical life. PC1 then reveals (conjurer) conjured the dragon by mistake but

states they don't believe the story. PCs notice PC1's voice echoes down well?

PCs leave (isolated old rural town);

Unbeknownst to PCs, PC1's voice awakens dragon.

Back in (city), PC1 adds that the dragon was only the size of a horse, nothing amazing. However, the giant dragon from (isolated old rural town) appears in the sky above them. PC1 refuses to admit the truth as the dragon breathes fire. To make matters worse, their weapons are ineffectual. Without any other options, the PCs run for it. (Random PC) trips and falls just as the dragon passed over (him/her) and it grabs PC1. The dragon, recognizing strong family traits, thinks PC1 is its master. After a few high circles, the dragon appears to be swooping in at the PCs for another attack, but it gently sets down PC1 instead. As the remaining party approach, it roars and flies off.

The next morning, the authorities demand an immediate meeting with PCs. They were up half the night looking for (conjurer's) journals and the other half trying to decipher (conjurer's) arcane symbols. Significantly larger than before, the dragon, nicknamed 'Loci', has been bringing PC1 livestock and horses. PCs may discover that (conjurer) bungled the spell when he placed Loci in suspended animation. In (P.C. \_\_\_\_), (Conjurer) experimented with musical incantations. Instead of refilling his well with water using one of these spells, he roused the well's Genius Loci in the form of a dragon. Once the dragon, who was slightly larger than a horse, started bringing (conjurer) pigs and sheep from neighboring farms, he knew he had to put a stop to it. Nothing seemed to work so he tried to rearrange the original incantation and found the right melody. He was able to put the dragon in a state of suspended animation in the well but it should have been forever and Loci wasn't supposed to get any bigger.

Loci then drops a merchant's wagon on the street outside where the PCs are staying. They believe all they have to do is play the incantation again. Attempting this will fail. It's then discovered that the incantation must be played at the exact frequency and

amplitude in relation to the size of the dragon and its distance from the well for the sound waves to place Loci in suspended animation. Since Loci got bigger, they need to adjust the (instruments? Magic items?) to vibrate at the correct frequency. They must lead Loci back to the (isolated old rural town) PC1 begins to have second thoughts. The sound waves have the potential to destroy Loci.

&lt;br /&gt;

Loci is returned to the well. &lt;br /&gt;

PC1 goes down to check and Loci is indeed in suspended animation. Loci mutters something affectionate toward PC1 before he/she leaves.&lt;/p&gt;

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Back to &lt;a href="/wikis/side-quests" class="wiki-page-link"&gt;Side Quests&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1907706</id>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/vogryx</link>

<content gm\_only="true" format="html">&lt;p&gt;Voegryxxa, The Void&lt;/p&gt;  
A great, black tear in the fabric of reality formed from where &lt;a href="/wikis/aos" class="wiki-page-link"&gt;Aos&lt;/a&gt; tore free from &lt;a href="/wikis/sibis" class="wiki-page-link"&gt;Sibis&lt;/a&gt;. It eternally seeks to devour him and all matter in existence.  
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Back to &lt;a href="/wikis/outer-gods" class="wiki-page-link"&gt;Outer Gods&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/nebros</link>

<content gm\_only="true" format="html">&lt;p&gt;Darkness&lt;/p&gt;  
&lt;p&gt;Formed when &lt;a href="/wikis/aos" class="wiki-page-link"&gt;Aos&lt;/a&gt; made &lt;a href="/wikis/sol" class="wiki-page-link"&gt;Sol&lt;/a&gt; to find &lt;a href="/wikis/vogryx" class="wiki-page-link"&gt;Vogryx&lt;/a&gt;. Vogryx cast a shadow that came to be Nebros.&lt;/p&gt;  
&lt;hr /&gt;  
Back to &lt;a href="/wikis/outer-gods" class="wiki-page-link"&gt;Outer Gods&lt;/a&gt;</content>

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"Spells":http://www.dandwiki.com/wiki/SRD:Spells

"Skills":http://www.dandwiki.com/wiki/SRD:Skills

"Combat/Conditions":http://www.dandwiki.com/wiki/SRD:Combat

"Classes":http://www.dandwiki.com/wiki/SRD:Classes

"Races":http://www.dandwiki.com/wiki/SRD:Races

"Equipment":http://www.dandwiki.com/wiki/SRD:Equipment

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&lt;p&gt;&lt;a href="http://www.dandwiki.com/wiki/SRD:Classes"&gt;Classes&lt;/a&gt;&lt;/p&gt;  
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<link>https://mark-1.obsidianportal.com/wiki\_pages/chaos</link>

<content gm\_only="true" format="html">&lt;p&gt;The being from which all matter came. The most powerful and most distant entity in existence. Banished from affecting the material plane for a set amount of time. Still finds ways to influence matters, both immortal and mortal.&lt;/p&gt;  
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<link>https://mark-1.obsidianportal.com/wiki\_pages/astra</link>

<content gm\_only="true" format="html">&lt;p&gt;Goddess of the sky&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/sibris</link>

<content gm\_only="true" format="html">&lt;p&gt;Utter neutrality. The fabric that came into being from Chaos which produced &lt;a href="/wikis/aos" class="wiki-page-link"&gt;Aos&lt;/a&gt;. &lt;br /&gt;

Father of &lt;a href="/wikis/oto" class="wiki-page-link"&gt;Oto&lt;/a&gt;&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/iarus</link>

<content gm\_only="true" format="html">&lt;p&gt;Time&lt;/p&gt;

&lt;p&gt;Formed from the rhythm of the first struggle between &lt;a href="/wikis/aos" class="wiki-page-link"&gt;Aos&lt;/a&gt; and &lt;a href="/wikis/vogryx" class="wiki-page-link"&gt;Vogryx&lt;/a&gt;&lt;/p&gt;

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Back to &lt;a href="/wikis/outer-gods" class="wiki-page-link"&gt;Outer Gods&lt;/a&gt;</content>

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&lt;p&gt;&lt;strong&gt;Conjuration&lt;/strong&gt; (Creation) [Force] &lt;br /&gt;  
&lt;strong&gt;Level&lt;/strong&gt;: Gnome 2, Trade 2, &lt;br /&gt;  
&lt;strong&gt;Components&lt;/strong&gt;: V, S, M, &lt;br /&gt;  
&lt;strong&gt;Casting Time&lt;/strong&gt;: 1 action/bomb&lt;br /&gt;  
&lt;strong&gt;Range&lt;/strong&gt;: Touch&lt;br /&gt;  
&lt;strong&gt;Target&lt;/strong&gt;: Up to 5 touched gems worth at least 1 gp each&lt;br /&gt;  
&lt;strong&gt;Duration&lt;/strong&gt;: 10 minutes/level or until used&lt;br /&gt;  
&lt;strong&gt;Saving Throw&lt;/strong&gt;: Reflex half (see text)&lt;br /&gt;



<strong>Spell Resistance</strong>: Yes</p>

<p>You turn up to five gems into bombs you (and only you) can lob at enemies.

You must hold the gems in your hand when casting the spell.

Together, the bombs are capable of dealing 1d8 points of force damage per two caster levels (maximum of 5d8), divided up among the gems as you wish.

A 10th-level cleric could create one 5d8 bomb, a 3d8 and 2d8 bomb, five 1d8 bombs, or any combination of five dice of damage and up to five gems.

You can toss the bombs up to 100 feet with a range increment of 20 feet.

A ranged touch attack roll is required to strike the intended target.

A creature struck can attempt a Reflex save for half damage.

Tossing a gembomb counts as an attack for you, so you usually cannot toss one during the turn that you cast the spell.

You can only toss one bomb at a time, but you can toss more than one each round if you have multiple attacks.</p>

<ins>Material Components</ins></p>

<p>Up to five gems worth at least 1 gp each</p>

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God of the Sun&lt;/p>

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God of Death&lt;/p>

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Goddess of Nature&lt;/p>

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God of the Sea&lt;/p>

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God of War&lt;/p>

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God(dess) of Destruction&lt;/p>

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<p><a href="/wikis/turim" class="wiki-page-link">Turim</a> LG<br />

God of Dwarves</p>

<p><a href="/wikis/celandine" class="wiki-page-link">Celandine</a> CG<br />

God of Elves</p>

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Goddess of Luck</p>

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<p><a href="/wikis/tava" class="wiki-page-link">Tava</a></p>

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Nature, Tempest	

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Love, Beauty, Romance, Passion	
Life, Light	

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</table>

<p>Dumathor: Lawful Good God of Creation and Protection. Suggested domains: Creation, Protection, Artifice. Dumathor no is a revered deity among dwarves, seen as the patron of their great works of architecture and engineering. He is also a protector of the dwarven race and the defender of the mountains that they call home.<br />

Bregdor: Chaotic Good Goddess of Nature and Hunting. Suggested domains: Nature, Animal, Chaos. Bregdor is worshipped by dwarven rangers and hunters, who seek her guidance and blessing in their pursuits. She is associated with the wild places of the earth, and is seen as a fierce and unpredictable force of nature.<br />

Thranbor: Lawful Neutral God of Mining and Metals. Suggested domains: Earth, Knowledge, Artifice. Thranbor is the patron of miners and metalworkers, and is responsible for the bounty of the earth. He is known for his unyielding will and determination, and is often invoked by dwarves in times of

great need.<br />

Drogathar: Lawful Good God of War and Honor. Suggested domains: War, Honor, Good. Drogathar is the patron of dwarven warriors, and is known for his unshakeable sense of honor and justice. He is often depicted as a fierce warrior, armed with a mighty hammer and unyielding in battle.<br />  
Kandor: Neutral Good God of Travel and Exploration. Suggested domains: Travel, Exploration, Good. Kandor is worshipped by dwarven traders and explorers, who seek his blessing on their journeys. He is associated with the roads and paths that wind through the mountains, and is often depicted as a traveler himself, clad in a cloak and carrying a staff.<br />

Morandar: Lawful Neutral God of Law and Order. Suggested domains: Law, Order, Knowledge. Morandar is the patron of judges and magistrates, and is responsible for upholding the laws and traditions of the dwarven people. He is often depicted as a stern and unyielding figure, with a long beard and a furrowed brow.<br />

Gruumdor: Chaotic Evil God of Greed and Treachery. Suggested domains: Trickery, Greed, Evil. Gruumdor is a sinister deity, worshipped by dwarves who have turned away from their traditional values of honor and loyalty. He is associated with greed and treachery, and is often depicted as a dwarf with glowing red eyes and a wicked smile.<br />

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	Mitric
	Invention
	Nyhana
	LE
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	Warhammer

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&p&gt;Mining, Smithing, Fitness (rock gnomes)&p&gt;

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&lt;td&gt;Caer Dweddyn&lt;/td&gt;

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victories establish Galados as a powerful kingdom&lt;/td&gt;

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&lt;td&gt;2,775?&lt;/td&gt;

&lt;td&gt;Luxian Occupation&lt;/td&gt;

&lt;td&gt;Defeated by Luxians, Medwyn kingdom crushed&lt;/td&gt;

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&lt;td&gt;Luxians fall back to Southern Galados&lt;/td&gt;

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&lt;td&gt;861&lt;/td&gt;

&lt;td&gt;Sembrian Occupation II&lt;/td&gt;

&lt;td&gt;City of Bridgeport raised, Fortress reoccupied, capital moved &lt;/td&gt;

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<td>Galados Conquered</td>

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<td>Southern Galados cleansed</td>

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<td>new settlement in Bridgeport alongside old fort</td>

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&lt;td&gt;King Desden vs. Avinegrin &amp; High Priest Caedmon&lt;/td&gt;

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&lt;td&gt;Battle of Crystal River, King Desden Slain, Brancian&#8217;s Keep, West Falados  
and East Falados&lt;/td&gt;

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&lt;td&gt;Varadinum falls to monstrous horde&lt;/td&gt;

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&lt;td&gt;Bridgeport falls to monstrous horde&lt;/td&gt;

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432?
beginning of Azarr Khul&#8217;s rise to power

460
Harg Kulkor established

462
Present

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Saxon

~~Gunthard Arnulf~~

Grimwald

[Knattermar Hills](/wikis/knattermar-hills)

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Carlinsa, Moreva, Caza, Bendecaya, Saliles, Camania, Escades, Arlon, Tarana, Artovar, Edrazar,  
Mendra, Malona, Vilarra

Kingdoms/Duchies:

Tiera Colinas (highlands)

Kingdom of Vilarra

Kingdom of Moreva

Mountains: Sierra de Garara, Sierra Naragues Sierra de Corlejo

Port City: Camania

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&lt;td&gt;3,315&lt;/td&gt;

&lt;td&gt;Lux begins drawing power from Zythrian moon&lt;/td&gt;

&lt;td&gt;&lt;/td&gt;

&lt;td&gt;&lt;/td&gt;

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&lt;tr&gt;

&lt;td&gt;3,100-3,150&lt;/td&gt;

&lt;td&gt;&lt;a href="/wikis/saint-laina" class="wiki-page-link"&gt;Saint Laina&lt;/a&gt;&#8217;s

victories establish Galados as a powerful kingdom&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;2,775&lt;/td&gt;

&lt;td&gt;Luxian Occupation&lt;/td&gt;

&lt;td&gt;Defeated by Luxians, Galados now ruled by Lux&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;1,7??&lt;/td&gt;

&lt;td&gt;Fall of Lux&lt;/td&gt;

&lt;td&gt;&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;1,712&lt;/td&gt;

&lt;td&gt;&lt;/td&gt;

&lt;td&gt;Luxians fall back to Southern Galados, Medwyn Kingdom falls to savagery and infighting&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;1608&lt;/td&gt;

&lt;td&gt;&lt;/td&gt;

&lt;td&gt;Faladon joins with a Lachredonian invasion in exchange for a betrothal. Pythia&#8217;s domination is ended by the alliance.&lt;/td&gt;

&lt;/tr&gt;

<tr>

<td>1572</td>

<td></td>

<td><strong>Kings II</strong></td>

</tr>

<tr>

<td>924</td>

<td></td>

<td>1st Sembrian Campaign begins</td>

</tr>

<tr>

<td>920</td>

<td></td>

<td>1st Sembrian Campaign abandoned</td>

</tr>

<tr>

<td>883</td>

<td></td>

<td> 2nd Sembrian Campaign</td>

</tr>

<tr>

<td>881</td>

<td>Sembrian Occupation I</td>

<td>Defeated by Sembrians</td>

</tr>

<tr>

<td>877-869</td>



failed uprisings	
864	
<a class="wiki-page-link" href="/wikis/belegas">Belegras</a>	
<a class="wiki-page-link" href="/wikis/belegas">Belegras</a>	retakes
Bridgeport	
863	
3rd Sembrian Campaign	
861	
Sembrian Occupation II	
City of Bridgeport raised, Fortress reoccupied, capital moved	
854	
Galados Conquered	
849	
<a class="wiki-page-link" href="/wikis/the-pythian-cleansing">The</a>	Pythian

Cleansing

804

new settlement in Bridgeport alongside old fort

462

Sembrian departure

**Kings III**

King Desden vs. Avinegrin & High Priest Caedmon

(+2 yrs)

Battle of Crystal River, King Desden Slain, Brancian's Keep, West Falados and East Falados

&lt;tr&gt;

&lt;td&gt;49&lt;/td&gt;

&lt;td&gt;&lt;/td&gt;

&lt;td&gt;Varadinum falls to monstrous horde&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;52&lt;/td&gt;

&lt;td&gt;-&lt;/td&gt;

&lt;td&gt;Bridgeport falls to monstrous horde&lt;/td&gt;

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&lt;td&gt;&lt;/td&gt;

&lt;td&gt;&lt;a href="/wikis/2nd%20Cataclysm/new" class="create-wiki-page-link"&gt;2nd

Cataclysm&lt;/a&gt;&lt;/td&gt;

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&lt;td&gt;&lt;a href="/wikis/the-weeping-plague" class="wiki-page-link"&gt;The Weeping

Plague&lt;/a&gt;&lt;/td&gt;

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&lt;td&gt;&lt;/td&gt;

&lt;td&gt;Kings IV&lt;/td&gt;

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<tr>  
<td>250?</td>  
<td></td>  
<td><a href="/wikis/Durgeddin/new" class="create-wiki-page-link">Durgeddin</a>  
the Black retreats to <a href="/wikis/khundrukar"  
class="wiki-page-link">Khundrukar</a></td>  
</tr>  
<tr>  
<td>357</td>  
<td></td>  
<td><a href="/wikis/khundrukar" class="wiki-page-link">Khundrukar</a> is found by  
orcs and is conquered</td>  
</tr>  
<tr>  
<td>462</td>  
<td></td>  
<td></td>  
<td>Present</td>  
</tr>  
</table>  
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<p>Back to <a href="/wikis/history"  
class="wiki-page-link">History</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1987821</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/medwyn-plains</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="http://fantasynamgenerators.com/irish-names.php#.V3CVJ1\_3anM"&gt;Names&lt;/a&gt;&lt;/p&gt;

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Back to &lt;a href="/wikis/avralor" class="wiki-page-link"&gt;Avralor&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/rhalessa</link>

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&lt;p&gt;1 square = 20 miles&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Small Kingdoms&lt;/strong&gt;&lt;br /&gt;

1. &lt;a href="/wikis/keolis" class="wiki-page-link"&gt;Keolis&lt;/a&gt;&lt;br /&gt;

2. &lt;a href="/wikis/Lasiras/new" class="create-wiki-page-link"&gt;Lasiras&lt;/a&gt;&lt;br /&gt;

3. &lt;a href="/wikis/Sirestir/new" class="create-wiki-page-link"&gt;Sirestir&lt;/a&gt;&lt;br /&gt;

4. Wilderness? Or Karnevrin&lt;br /&gt;

5. &lt;a href="/wikis/brithelas" class="wiki-page-link"&gt;Brithelas&lt;/a&gt;&lt;br /&gt;

6. &lt;a href="/wikis/Beloriath/new" class="create-wiki-page-link"&gt;Beloriath&lt;/a&gt;&lt;br /&gt;

7. &lt;a href="/wikis/Hold%20of%20the%20Sea%20Princes/new" class="create-wiki-page-link"&gt;Hold of the Sea Princes&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/the-crash-site-environs" class="wiki-page-link"&gt;The Crash Site Environs&lt;/a&gt;&lt;/p&gt;

[Rhalessian History](/wikis/rhalessian-history)

Scale

Capital

[Hyrad](/wikis/Hyrad/new)

Government

Monarchy

Demonyms

Rhalessian

Names

[Names](http://www.aeldan.com/gen.php?gen=name_arthur)

[Names](http://fantasynamgenerators.com/celtic-breton-names.php#.V3CT5F_3anM)

Speech

Races

Humans, Halflings, Dwarves, Elves, Lizardfolk

Religion

5

Military

6

Technology

Magic

7

Trade

7

<strong>Groups</strong> <br />

<a href="/wikis/scarlet-brotherhood" class="wiki-page-link">Scarlet Brotherhood</a></p>

<p><strong>Geographic Areas</strong><br />

<a href="/wikis/Dreaswood/new" class="create-wiki-page-link">Dreaswood</a> ???<a href="/wikis/emrythi-forest" class="wiki-page-link">Emrythi Forest</a>???<a href="/wikis/bright-rift-mountains" class="wiki-page-link">Bright Rift Mountains</a></p>

<p><a href="https://i.pinimg.com/736x/57/4e/c9/574ec9b16a0d6699202d9ab6c9ca8b05.jpg">Greyhawk Ref Map</a></p>

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Back to <a href="/wikis/avralor" class="wiki-page-link">Avralor</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1987828</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/adratha-history</link>

<content gm\_only="true" format="html"><p>(Reverse of Spain and new world- South American culture settles on European land, takes it from European tribal that existed then, and intermixes with them)</p>

<hr />

Back to <a href="/wikis/adratha" class="wiki-page-link">Adratha</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1987837</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/calimbria</link>

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&lt;p&gt;&lt;strong&gt;Demonyms&lt;/strong&gt;&lt;br /&gt;

Calimbrian&lt;/p&gt;

&lt;p&gt;&lt;a href="http://fantasynamgenerators.com/frankish-names.php#.V3Ccul\_3anM"&gt;Names&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="https://www.behindthename.com/names/usage/ancient-germanic"&gt;Names&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;?first settled in ancient times by the &lt;a href="/wikis/caels" class="wiki-page-link"&gt;Caels&lt;/a&gt;, an offshoot of the &lt;a href="/wikis/nacer" class="wiki-page-link"&gt;Nacer&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;?pre-cataclysm kingdom was an early ally of the Sembrians, then a province&lt;/p&gt;

&lt;p&gt;?weakened by monstrous hordes after the fall of &lt;a href="/wikis/sembria" class="wiki-page-link"&gt;Sembria&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;?&lt;a href="/wikis/ostregars" class="wiki-page-link"&gt;Ostregaric&lt;/a&gt; conquerers took the cities, set themselves up as kings, and mixed with the remaining Calimbrian population&lt;/p&gt;

&lt;p&gt;?King (or chiefs) &amp;gt; nobility &amp;gt; free men&lt;/p&gt;

&lt;p&gt;?women hold the rank of their father if unmarried, their husband if married&lt;/p&gt;

&lt;p&gt;?Kings are selected by the people from the royal family&lt;/p&gt;

&lt;p&gt;?free men of property are subject directly to the king. There is no hierarchy&lt;/p&gt;

&lt;p&gt;?free men without property may swear fealty to those with property. As their lord, he is responsible for their upkeep including generous feasts and gifts&lt;/p&gt;

&lt;p&gt;?in the case of being accused of a crime, punishment may be avoided if a fixed number (based on severity of the crime) of free men swear an oath that the accused is innocent. Trial by



combat is also an option. No corporal punishment; revenge is left to the judgment of the victim's family. Banishment is the most severe punishment

Noblemen comb their hair back or sideways and tie it into a knot as a sign of station. The more intricate or artful the knot, the more wealthy the noble

Settlements are typically small, rarely containing much more than ten households, often less, and are usually located by clearings in the woods.

[Goblin Kingdom](/wikis/goblin-kingdom)

Freernurt

Rilb

Prozz

Strilk

MM II: Bonedrinker (4) (Undead goblnoids)

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Back to [Avralor](/wikis/avralor)

[https://mark-1.obsidianportal.com/wiki\\_pages/1987881](https://mark-1.obsidianportal.com/wiki_pages/1987881)

[https://mark-1.obsidianportal.com/wiki\\_pages/the-circle-of-lanthemar](https://mark-1.obsidianportal.com/wiki_pages/the-circle-of-lanthemar)

<content gm\_only="true" format="html">

Great Druid: Cati John

Ranking Members:

Maelon Purcell (rival)

Dafina Brodrick

Cranog Camm

Delwyn Myricks

&lt;hr /&gt;

Back to &lt;a href="/wikis/sylvandale-groups" class="wiki-page-link"&gt;Sylvandale Groups&lt;/a&gt;&amp;#8212;&lt;a href="/wikis/the-druids-of-avralor" class="wiki-page-link"&gt;The Druids of Avralor&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1987884</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-druids-of-avralor</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1992310</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/firefiend</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1992418</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/gorgimera</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1992423</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/kampfult</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1992806</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/marble-snake</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1992867</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/mihtsu</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1993184</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/namaras-tomb</link>

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<p><span class="caps">MUNDANE</span></p>

3 tanglefoot bag(s) (50 gp each)

<hr />

<p><span class="caps">TOTAL</span><span class="caps">VALUE</span>: 2,250 gp</p>

<p>CR 7</p>

<p><span class="caps">ART</span><br />

wrought silver torque (1,122.7 gp)<br />

<del></del>&#8212;&#8212;&#8212;&#8212;&#8212;&#8212;&#8212;&#8212;&#8212;&#8212;<br />

<span class="caps">TOTAL</span> <span class="caps">VALUE</span>: 1,122.7 gp</p>

<p>CR 7</p>

<p>726 gp<br />

<del></del>&#8212;&#8212;&#8212;&#8212;&#8212;&#8212;&#8212;&#8212;&#8212;&#8212;<br />

<span class="caps">TOTAL</span> <span class="caps">VALUE</span>: 726 gp</p>

<p>CR 7</p>

<p>743 gp<br />

<del></del>&#8212;&#8212;&#8212;&#8212;&#8212;&#8212;&#8212;&#8212;&#8212;&#8212;<br />

<span class="caps">TOTAL</span> <span class="caps">VALUE</span>: 743 gp</p>

<p>CR 9</p>

<p><span class="caps">ART</span><br />

ceremonial silver dagger with a star sapphire in the pommel (972.8 gp)<br />

gold ring, with gems of extraplanar origin (1,818 gp)<br />

small gold statuette, maiden on a unicorn (76.2 gp)</p>

<p><span class="caps">GEM</span><br />

yellow spinel (488.5 gp)<br />

<span class="caps">RING</span><br />

ring of blinking (27,000 gp)<br />

something hints at the ring's function

</del>-</del>&#8212;&#8212;&#8212;&#8212;&#8212;&#8212;  
12;&#8212;&#8212;<br />

<span class="caps">TOTAL</span>	<span class="caps">VALUE</span>:
30,893.4 gp	

<p><span class="caps">SCROLL</span><br />

arcane (2,525 gp)<br />

Black Tentacles (l4, cl7)<br />

Stone Shape (l5, cl9)<br />

Emotion (l4, cl7)&lt;br /&gt;

</del>-</del>&#8212;&#8212;&#8212;&#8212;&#8212;&#8212;  
12;&#8212;&#8212;<br />

<span class="caps">TOTAL</span> <span class="caps">VALUE</span>; 2,525  
gp</p>

<p>random seed: 1471821160<br />

Parse was successful.</p>

&lt;p&gt;&lt;span class="caps"&gt;WONDROUS&lt;/span&gt;&lt;span class="caps"&gt;ITEM&lt;/span&gt;&lt;br /&gt;

pearl of power (2nd level) (4,000 gp)<br />

something provides a clue to its function<br />

&lt;/del&gt;-&lt;/del&gt;&amp;#8212;&amp;#8212;&amp;#8212;&amp;#8212;&amp;#8212;&amp;#82

12;&#8212;&#8212;&lt;br /&gt;

&lt;span class="caps"&gt;TOTAL&lt;/span&gt; &lt;span class="caps"&gt;VALUE&lt;/span&gt;; 4,000  
gp&lt;/p&gt;

&lt;p&gt;Thilena Alora: rings of the warrior&lt;br /&gt;

Chakram 15 gp 1d6 x3 30 ft. 4 lb. Slashing&lt;/p&gt;

&lt;p&gt;Tome: ancient (more accurate) history of the exploits of Namara. Has clues about where to  
find the other parts of the Thilena Alora.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/namaras-chakram" class="wiki-page-link"&gt;Namara&#8217;s  
Chakram&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1993921</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/welcome-to-the-neighborhood</link>

<content gm\_only="true" format="html"&gt;&lt;p&gt;&lt;ins&gt;Ceri Firth&lt;/ins&gt;- busy body; Bored  
with home life; brags about children&lt;br /&gt;

&lt;ins&gt;Aubin Firth&lt;/ins&gt;- meat headed, stocky, bored, lazy, eyes up younger women when  
Ceri isn&#8217;t looking&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Madina Colindres&lt;/ins&gt;- beautiful Adrathian woman; sleeps around, feared  
for her sharp tongue &lt;br /&gt;

&lt;ins&gt;Gwynlais Cogan&lt;/ins&gt;- elderly; old war hero; clueless; mostly deaf; descended from  
Gwydyon Cogan;&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Delwin Swavely&lt;/ins&gt; man&#8217;s man, grade supervisor at sawmill,  
conservative, patriotic, overbearing (especially with his children)&lt;br /&gt;

&lt;ins&gt;Rhoslyn Swavely&lt;/ins&gt; mousy, extremely submissive, religious, strict with  
children&lt;br /&gt;

&lt;ins&gt;Griff Swavely&lt;/ins&gt; 18, extremely attractive, athletic, hates father,  
womanizer &lt;br /&gt;

&lt;ins&gt;Mairead Swavely&lt;/ins&gt; 20, beautiful, full figured blonde, &lt;br /&gt;  
very curious about men, not cooperating with betrothals&lt;/p&gt;  
&lt;p&gt;&lt;ins&gt;Glimbklink Fastspanner&lt;/ins&gt; Engineer at sawmill, currently obsessed with  
developing a grass cutting device, not at all phased by living amongst humans, not unpopular  
because of sense of humor, life of the party &lt;br /&gt;

&lt;ins&gt;Thinyfizz Fastspanner&lt;/ins&gt; chatterbox, talks of home (Pickwyck), first husband died  
in a tragic incident testing an automatic catapult. &lt;br /&gt;

&lt;ins&gt;Fastspanner Children&lt;/ins&gt;&lt;br /&gt;  
Boy- Dinkiklonk: ball of energy with a slingshot- runs, jumps, climbs, falls, bounces, and ricochets  
&lt;br /&gt;

Girl- Fenthink: all eyes, Quiet, thoughtful, curious, shy, hides, cries&lt;/p&gt;  
&lt;p&gt;&lt;ins&gt;Lord Gwern Rowlands&lt;/ins&gt; Sovereign Knight, weathered, reserved,  
courteous, owns vineyards to the south, served under Sir Tudor Breckon in his campaign to quell a  
colonial uprising in Lux&lt;br /&gt;

Several squires &lt;br /&gt;  
&lt;ins&gt;Sir Llew Rowlands&lt;/ins&gt; Well educated, mechanical, known as an up and coming  
lesser knight in the tourneys&lt;/p&gt;  
&lt;p&gt;&lt;ins&gt;Seimon Prosser&lt;/ins&gt; Middle aged Low level city bureaucrat, stylish,  
knowitall, snobbish &lt;br /&gt;

&lt;ins&gt;Madlen Prosser&lt;/ins&gt; 40, down to earth, elegantly dressed, maintains polite facade  
but can be seen to cringe slightly at her husband&#8217;s attitude, regrets her marriage,  
practical&lt;/p&gt;

&lt;ins&gt;Driston Glace&lt;/ins&gt;  
&lt;p&gt;Mid level wizard, Wealthy component merchant. Board member of the mage&#8217;s  
guild&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/side-quests" class="wiki-page-link"&gt;Side Quests&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1995917</id>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1996180</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/magic-weapon-history-generator</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1998725</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/tome-of-horrors</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/1998728</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/phycomid</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2000469</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/treasure-generator</link>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2001201</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/mindshredder-invasion</link>

<content gm\_only="true" format="html">&lt;p&gt;MM &lt;span class="caps"&gt;III&lt;/span&gt;&lt;/p&gt;&lt;hr /&gt;

Back to &lt;a href="/wikis/side-quests" class="wiki-page-link"&gt;Side Quests&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2006726</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/namara</link>

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&lt;p&gt;&lt;a href="/wikis/thilena-alora" class="wiki-page-link"&gt;Thilena Alora&lt;/a&gt;&lt;/p&gt;&lt;hr /&gt;

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Average Residential</a> 450</p>

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<p><strong>Lodging</strong><br /> Inn</p>

<p>Inn</p>

<p>Inn</p>

<p><strong>Food</strong><br /> Tavern</p>

<p><strong>Trades, Exotic</strong><br />

<a href="/wikis/dimflinks-apothecary" class="wiki-page-link">Dimflink&#8217;s

Apothecary

Magic Item Dealer (General)

Wand Vendor

**Trades, Fine**

Map Vendor

**Trades, Average**

Blacksmith

**Services, Fine**

Sage

Spellcaster For Hire

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[Back to](/wikis/pickwyck-map) Pickwyck

Map

[https://mark-1.obsidianportal.com/wiki\\_pages/2013156](https://mark-1.obsidianportal.com/wiki_pages/2013156)

[https://mark-1.obsidianportal.com/wiki\\_pages/pickwyck-marketplace](https://mark-1.obsidianportal.com/wiki_pages/pickwyck-marketplace)

**Temple**

Tavern

Tavern

Tavern

Magic Item Dealer (General)

Weaponsmith

Bowyer

Outfitter

Sage

&lt;p&gt;&lt;strong&gt;Services (Average)&lt;/strong&gt;&lt;br /&gt;

Stable&lt;/p&gt;

&lt;p&gt;Messenger&lt;/p&gt;

&lt;p&gt;Guide&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Services (Poor)&lt;/strong&gt;&lt;br /&gt;

Carter&lt;/p&gt;

&lt;p&gt;Porter&lt;/p&gt;

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Map&lt;/a&gt;</content>

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<p>Shrine</p>

<p><strong>Lodging</strong><br />

Inn (good)</p>

<p>Inn (average)</p>

<p><strong>Food</strong><br />

Tavern (good)</p>

<p>Restaurant (average)</p>

<p>Eatery (poor)</p>

<p><strong>Trades (Exotic)</strong><br />

Magic Armor Dealer</p>

<p><strong>Trades (Average)</strong><br />

Blacksmith</p>

<p><strong>Services (Fine)</strong><br />

Sage</p>

<p><strong>Services (Average)</strong><br />

Guide</p>

<p>Guide</p>

&lt;p&gt;Stable&lt;/p&gt;

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1. [[The Cutyard]]
2. [[Falcon's Hollow Lumber Warehouse|Lumber Warehouse]]
3. [[Falcon's Hollow Paper Mill|Paper Mill]]
4. [[Falcon's Hollow Low Market|Low Market]]
5. [[Falcon's Hollow High Market|High Market]]
6. [[Falcon's Hollow Ferry Dock|Ferry Dock]]
7. [[Jak a napes]]



- 8. [[Hollow Tribunal]]
- 9. [[The Sitting Duck]]
- 10. [[Darkmoon Lumber Headquarters]]
- 11. [[Falcon's Hollow Temple of Rynn|Church]]
- 12. [[Kreed Manor]]
- 13. [[Vade s Tower]]
- 14. [[Roots and Remedies]]
- 15. [[The Rouge Lady]]
- 16. [[The Goose n Gander]]

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[[Falcon's Hollow Stats|Stats]]???[[Falcon's Hollow Groups|Groups]]???[[Falcon's Hollow Authority Figures|Authority Figures]]???[[Falcon's Hollow Important Characters]]???[[Falcon's Hollow History|History]]

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Gander</a><br />  
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<p>Teamster</p>  
<p>Fence</p>  
<p>Gambling Hall</p>  
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Temple&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Lodging&lt;/strong&gt;&lt;br /&gt;

Inn (Poor)&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Food&lt;/strong&gt;&lt;br /&gt;

Tavern&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Services (Poor)&lt;/strong&gt;&lt;br /&gt;

Porter&lt;/p&gt;

&lt;p&gt;Gambling Hall&lt;/p&gt;

&lt;p&gt;Gambling Hall&lt;/p&gt;

&lt;p&gt;Fence&lt;/p&gt;

&lt;p&gt;Fence&lt;/p&gt;

&lt;p&gt;Carter&lt;/p&gt;

&lt;p&gt;Gambling Hall&lt;/p&gt;

&lt;p&gt;Gambling Hall&lt;/p&gt;

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&lt;p&gt;&lt;a href="/wikis/pickwyck-marketplace" class="wiki-page-link"&gt;Pickwyck Marketplace&lt;/a&gt; &lt;br /&gt;

1. Tynbus (Gems)&lt;br /&gt;

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Shrine: Gellarn&lt;br /&gt;

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1. Tynvash (Greed, Blood)&lt;/p&gt;

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1 average&lt;/p>

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[Pickwyck Places of Interest](/wikis/pickwyck-places-of-interest)</content>

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[Pickwyck](/wikis/pickwyck-marketplace)

Marketplace</a> &lt;br />

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<p><a href="/wikis/pickwyck-professionals" class="wiki-page-link">Pickwyck

Professionals</a> &lt;br />

1 good<br />

Restaurant average<br />

Eatery poor</p>

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Warehouse District</a></p>

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District</a> &lt;br />

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Alchemist 5<br />

<a href="/wikis/dimflinks-apothecary" class="wiki-page-link">Dimflink&#8217;s

Apothecary</a>&lt;br />

Magic Item Dealer (General) 2</p>

<p>Wand Vendor 2</p>

[Pickwyck Average Residential](/wikis/pickwyck-average-residential)

[Pickwyck Marketplace](/wikis/pickwyck-marketplace) &lt;br /&gt;

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Magic Armor Dealer 2&lt;/p&gt;

[Pickwyck Warehouse District](/wikis/pickwyck-warehouse-district)

[Pickwyck Tavern District](/wikis/pickwyck-tavern-district)

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Map Vendor&lt;/p&gt;

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[Pickwyck Marketplace](/wikis/pickwyck-marketplace)&lt;/p&gt;



[Pickwyck Professionals](/wikis/pickwyck-professionals)

[Pickwyck Warehouse District](/wikis/pickwyck-warehouse-district)

[Pickwyck Tavern District](/wikis/pickwyck-tavern-district)

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<p>Bowyer</p>

<p>Outfitter</p>

<p><a href="/wikis/pickwyck-professionals" class="wiki-page-link">Pickwyck Professionals</a><br />Blacksmith</p>

[Pickwyck Warehouse District](/wikis/pickwyck-warehouse-district)

[Pickwyck Tavern District](/wikis/pickwyck-tavern-district)

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[Pickwyck Places of Interest](/wikis/pickwyck-places-of-interest)

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Sage</p>

<p>Spellcaster For Hire</p>

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<p><a href="/wikis/pickwyck-marketplace" class="wiki-page-link">Pickwyck Marketplace</a> <br />

Sage</p>

<p><a href="/wikis/pickwyck-professionals" class="wiki-page-link">Pickwyck Professionals</a> <br />

Sage</p>

<p><a href="/wikis/pickwyck-warehouse-district" class="wiki-page-link">Pickwyck Warehouse District</a></p>

<p><a href="/wikis/pickwyck-tavern-district" class="wiki-page-link">Pickwyck Tavern

District

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[https://mark-1.obsidianportal.com/wiki\\_pages/2025741](https://mark-1.obsidianportal.com/wiki_pages/2025741)

[https://mark-1.obsidianportal.com/wiki\\_pages/pickwyck-services-average](https://mark-1.obsidianportal.com/wiki_pages/pickwyck-services-average)

[Pickwyck Civic District](/wikis/pickwyck-civic-district)

[Pickwyck Average Residential](/wikis/pickwyck-average-residential)

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<p><a href="/wikis/pickwyck-marketplace" class="wiki-page-link">Pickwyck Marketplace</a> <br />

Carter</p>

<p>Porter</p>

<p><a href="/wikis/pickwyck-professionals" class="wiki-page-link">Pickwyck Professionals</a></p>

<p><a href="/wikis/pickwyck-warehouse-district" class="wiki-page-link">Pickwyck Warehouse District</a> <br />

Teamster</p>

<p>Fence</p>

<p>Gambling Hall</p>

<p><a href="/wikis/pickwyck-tavern-district" class="wiki-page-link">Pickwyck Tavern District</a> <br />

Porter</p>

<p>Gambling Hall</p>

&lt;p&gt;Gambling Hall&lt;/p&gt;

&lt;p&gt;Gambling Hall&lt;/p&gt;

&lt;p&gt;Gambling Hall&lt;/p&gt;

&lt;p&gt;Fence&lt;/p&gt;

&lt;p&gt;Fence&lt;/p&gt;

&lt;p&gt;Carter&lt;/p&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2026082</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/gnomish-races</link>

<content gm\_only="true" format="html">&lt;p&gt;+2 Intelligence, +2 Dexterity, -2 Wisdom, -2 Strength. Gnomes are brilliant creatures that masterfully and carefully are able to manipulate machines. However, they often make faulty and questionable decisions during construction, and live a rather sedentary lifestyle.&lt;br /&gt;

Small: As Small creatures gnomes gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use.&lt;br /&gt;

Gnome base speed is 20 feet.&lt;br /&gt;

Low-light Vision: Gnomes can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.&lt;br /&gt;

+1 racial bonus to attack rolls against kobolds. Due to the creation of their race, kobolds hold gnomes responsible for it and have fought against the inventors ever since.&lt;br /&gt;

+2 racial bonus to Craft and Knowledge checks involving large and complicated machinery.<br />

+1 racial bonus to Reflex Saving throws. Tinker Gnomes are used to ducking for cover when things blow up.<br />

Automatic Languages: Gnomes start out with Common and Fastalk.<br />

Favored Class: Tinkerer. A gnome's tinkerer class does not count when determining whether he suffers an XP penalty to multiclassing. However, few gnomes are anything <span class="caps">BUT</span> tinkerers.</p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2028151</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/frek</link>

<content gm\_only="true" format="html"><p>The first known svirfneblin to appear on the surface world. Thought to be the progenitor of the race. Most powerful illusionist to ever live. Advisor to kings, warlords, etc<sup>30</sup>; thought to have been banished to the plane of shadows by a Luxian Sorcerer-King. He was fondly remembered by the svirfneblin as the standard to which they should measure themselves. He was remembered fearfully by the other gnomes. He was remembered by humans as a nearly alien force of darkness, trickery, and manipulation. For centuries now, those evil enough to pray to him have received spells. According to gnomish legend, after he was banished, Rocheron attempted to trick him into (some service) in exchange for freeing him from the plane of shadow. Rocheron himself was deceived by the great illusionist's magic, but freed the gnome anyway out of respect for his trickery. Frek became the high servant of Rocheron and earned his godhood. Alternate versions say that Frek and the svirfneblin were created by Rocheron or even go so far to say that Frek was an avatar of Rocheron</p>

<hr />

Back to <a href="/wikis/avralor-historical-figures" class="wiki-page-link">Avralor Historical  
Figures</a>???<a href="/wikis/gnomish-historical-figures" class="wiki-page-link">Gnomish  
Historical Figures</a>???<a href="/wikis/gnomish-religion" class="wiki-page-link">Gnomish  
Religion</a>???<a href="/wikis/gods" class="wiki-page-link">Gods</a></content>

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<p><a href="/wikis/gnomish-historical-figures" class="wiki-page-link">Gnomish Historical  
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<p><a href="/wikis/frek" class="wiki-page-link">Frek</a></p>  
<p><a href="/wikis/tenbithin-the-provider" class="wiki-page-link">Tenbithin the  
Provider</a></p>

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<content gm\_only="true" format="html"><p></p>  
<p><a href="/wikis/namaras-tomb-2-1" class="wiki-page-link">Namara's Tomb 2-1</a></p>  
<p><a href="/wikis/namaras-tomb-2-2" class="wiki-page-link">Namara's Tomb 2-2</a></p>  
<p><a href="/wikis/namaras-tomb-2-3" class="wiki-page-link">Namara's Tomb 2-3</a></p>  
<p><a href="/wikis/Namara's Tomb 2-4/new" class="create-wiki-page-link">Namara's Tomb 2-4</a> between 4 and 6: <a href="/wikis/cave-moray" class="wiki-page-link">Cave Moray</a> x3</p>  
<p><a href="/wikis/Namara's Tomb 2-5/new" class="create-wiki-page-link">Namara's Tomb 2-5</a></p>  
<p><a href="/wikis/namaras-tomb-2-6" class="wiki-page-link">Namara's Tomb 2-6</a> rubble (fallen treasure), pool (natural treasure)</p>  
<p><a href="/wikis/namaras-tomb-2-7" class="wiki-page-link">Namara's Tomb 2-7</a> fungi, animal bones, after fight, dire snake MM 2</p>  
<p><a href="/wikis/Namara's Tomb 2-x/new" class="create-wiki-page-link">Namara's Tomb 2-x</a></p>



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class="create-wiki-page-link"&gt;Namara&amp;#8217;s Tomb 2-x&lt;/a&gt; bonus, creature plus
bonus treasure&lt;/p&gt;

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Back to &lt;a href="/wikis/namaras-tomb" class="wiki-page-link"&gt;Namara&amp;#8217;s
Tomb&lt;/a&gt;</content>

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&lt;p&gt;&lt;a href="/wikis/namaras-tomb-1-3" class="wiki-page-link"&gt;Namara&amp;#8217;s
Tomb 1-3&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/namaras-tomb-1-4" class="wiki-page-link"&gt;Namara&amp;#8217;s
Tomb 1-4&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/namaras-tomb-1-5" class="wiki-page-link"&gt;Namara&amp;#8217;s
Tomb 1-5&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/Namara%27s%20Tomb%201-6/new"
class="create-wiki-page-link"&gt;Namara&amp;#8217;s Tomb 1-6&lt;/a&gt;&lt;/p&gt;

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Tomb

[https://mark-1.obsidianportal.com/wiki\\_pages/2033279](https://mark-1.obsidianportal.com/wiki_pages/2033279)

[https://mark-1.obsidianportal.com/wiki\\_pages/namaras-tomb-1-3](https://mark-1.obsidianportal.com/wiki_pages/namaras-tomb-1-3)

3. Pyramid Room

In the center of this room stands a 3-sided stone pyramid 5 ft tall and 5 ft wide at the base. There are 3 wooden doors in the east, west, and south walls

Pyramid is built of closely fitting stone blocks. has 3 pyramid shaped impressions. 3 keys must be turned at the same time- if not all are turned at once, trigger trap below.

Carved in old common:

&#8220;gather ye thy friends are key

If as one you turn the three

The path ahead ye then shall see&#8221;

**on unlocking:**

You turn the three keys at the same time. The plates rotate with the keys. You can feel a powerful energy pulse from within it as its edges are traced in a bluish, ghostly light. The light creeps from the ground on all three sides, the energy growing as it does so. When the light on all three sides meets at the top, a blinding flash leaves you blinking. A dozen heartbeats pass as you slowly regain your vision. When you do, you see that the pyramid is has vanished. Where it stood, a

stairway descends</td>

</tr>

</table>

<p>? Shocking Grasp Trap: CR 3; magic device; special trigger (wrong unlock sequence); automatic reset; spell effect (<a href="/wikis/shocking-grasp" class="wiki-page-link">Shocking Grasp</a>, 5th-level wizard, 5d6 electricity, DC 15 Reflex save half damage); Search DC 26;<br />

Disable Device DC 26. Cost: 2,500 gp, 200 XP.</p>

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Back to <a href="/wikis/namaras-tomb-1" class="wiki-page-link">Namara&#8217;s Tomb 1</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2033288</id>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2033291</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/namaras-tomb-1-5</link>

<content gm\_only="true" format="html"><p>5. Riddle Room</p>

<table>

<tr>

<td>The room before you is square with door in each wall. In the center of the chamber, stands a stone bier. On it lies an skeletal figure in ancient armor clutching a sword.</td>

</tr>

</table>

<p><strong>5A</strong></p>

<table>

<tr>

<td>The small octagonal room before you holds two exquisitely sculpted and chiseled statues  
of <br />

strong warriors longwords in hand. Between them, on the far wall, is a triangular stone plaque  
about five feet wide, with words carved into it. <br />

&#8220;When you speak my name, I vanish. What am I?&#8221;</td>

</tr>

</table>

<p>The answer is: Silence<br />

\_\_\_\_\_<br />

<strong>5B</strong></p>

<table>

<tr>

<td>&#8220;I am light as a feather and I can be strong, short and deep. I bring life, but  
none can hold me for long. What am I?&#8221;</td>

</tr>

</table>

<p>The answer is: Breath.<br />

\_\_\_\_\_<br />

<strong>5C</strong></p>

<table>

<tr>

<td>&#8220;After a fall I will take over. All life will stall or at least grow slower. What am  
I?&#8221;</td>

</tr>

</table>

<p>The answer is: Winter.<br />

\_\_\_\_\_<p>

<p><strong>On 2 riddles correct:</strong></p>

<table>

<tr>

<td>You feel a sensation like a draft or cool breeze pass over you.</td>

</tr>

</table>

<p>when PC&#8217;s enter center room again:</p>

<table>

<tr>

<td>You find the skeletal figure standing next to the bier it was just laying on. &#8220;I am Batrun of Ixeor, servant of the huntress Namara in death as in life. Take thee what thou will of this place of rest, for thou hast proven thyself worthy. May it serve you well as it did us in our own time long ago.&#8221; With this, the figure reaches a hand forward. You see that the object it&#8217;s holding is another pyramid shaped object</td>

</tr>

</table>

<p><strong>On two riddles wrong:</strong></p>

<table>

<tr>

<td>&#8220;I am Batrun of Ixeor, servant of the huntress Namara in death as in life. You have failed the test of wits. Now prove thyself by force&#8221; He raises his sword</td>

</tr>

</table>

<p>On defeating Batrun:</p>

```
&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;&amp;#8220;Thee hast proved thyself. Take thee what thou will.&amp;#8221; With this,
the figure reaches a hand forward. You see that the object it&amp;#8217;s holding is another
pyramid shaped object&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;?&lt;a href="/wikis/crypt-warden" class="wiki-page-link"&gt;Crypt Warden&lt;/a&gt;, &lt;a
href="/wikis/caryatid-column" class="wiki-page-link"&gt;Caryatid Column&lt;/a&gt;&lt;/p&gt;

&lt;hr /&gt;

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1&lt;/a&gt;</content>
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<content gm\_only="true" format="html">&lt;p&gt;Treasure Source&lt;/p&gt;

&lt;p&gt;01?80 Use Table 7?7 in the &lt;span class="caps"&gt;DUNGEON&lt;/span&gt; MASTER?s&lt;br /&gt;

Guide if the treasure is a mundane item, or&lt;br /&gt;

Table 8?2 in the &lt;span class="caps"&gt;DUNGEON&lt;/span&gt; MASTER?s Guide if&lt;br /&gt;

the treasure is a magic item.&lt;br /&gt;

81?90 Use Table 7?7 in the &lt;span class="caps"&gt;DUNGEON&lt;/span&gt; MASTER?s&lt;br /&gt;

/&gt;

Guide if the treasure is a mundane item, or&lt;br /&gt;

the appropriate tables in Chapter 6 of Magic&lt;br /&gt;

of Faerûn if the treasure is a magic item.&lt;br /&gt;

91?100 Use Table A?2 (below) if the treasure is a&lt;br /&gt;

mundane item or Table A?3 (below) if the&lt;br /&gt;

treasure is a magic item.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/books" class="wiki-page-link"&gt;Books&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/painting" class="wiki-page-link"&gt;Painting&lt;/a&gt;&lt;/p&gt;

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[https://mark-1.obsidianportal.com/wiki\\_pages/namaras-tomb-2-1](https://mark-1.obsidianportal.com/wiki_pages/namaras-tomb-2-1)

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Small rivulets of water emerge from cracks in the midst walls and trickle down to the floor. There, the water is an inch or two deep, flowing slowly to the southwest where the bottom four feet of the wall has opened into a jagged crack. The natural ceiling beyond appears to slope downward and away, suggesting that a passageway continues further away. You can hear the sound of water falling from further inside |

**[Climb](/wikis/climb)** DC 15 to safely descend to [Namara's Tomb 2-2](/wikis/namaras-tomb-2-2).

on failure: Reflex DC 15 to catch themselves. Make a new climb check.

on failure of 10 or more: fall and tumble all the way down. Take 1d6 plus 1d4 (jagged rocks) damage.

Heavy armor reduces this damage by 4

Medium armor reduces it by 2

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2034205</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/namaras-tomb-2-2</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;This chamber forms a wide corridor sloping slowly down toward the west. The water flowing down the slope to the north gathers in a narrow channel flowing west where the you can hear water falling. The sound fills the corridor&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;hr /&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2034248</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/namaras-tomb-2-3</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;This tall chamber is filled with water. Water falls from a ledge to the south and another to the north noisily hitting the water below. The water appears to flow in from a stream in a narrow crevice to the southwest. On the southern wall, a stone ledge slopes up above the water level and into a dark opening beyond&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2034271</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/namaras-tomb-2-6</link>

<content gm\_only="true" format="html"><table>

<tr>

<td>Looking upward you can see the ceiling of a man made room 60 ft above. A ledge runs along the top of northern wall, 20 ft up to the west, sloping upward to about 40 ft to the north. A small pool is in the floor within a natural alcove in the east wall. 1 to 3ft. stalagmites rise from the pool in a beautiful red and orange colored formation.</td>

</tr>

</table>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2034357</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/namaras-tomb-2-7</link>

<content gm\_only="true" format="html"><p>Violet Fungus CR 3 x3</p>

<p>Shrieker CR 1 x5</p>

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[scale](/wikis/scale)

[Communities](/wikis/communities)

[NPCs](/wikis/npcs)

[Plot](/wikis/plot)

[Generators](/wikis/generators)

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[Random Generators](/wikis/random-generators)

[Calculators](/wikis/Calculators/new)

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<link>https://mark-1.obsidianportal.com/wiki\_pages/endhome-temple-of-hibus</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2039684</id>

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href="/wikis/mechaspinners-fortress" class="wiki-page-link">Mechaspinner&#8217;s  
Fortress</a></p></content>

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<content gm\_only="true" format="html"><p>Cap (top of windmill) is boat-shaped</p>  
<p><strong>8-3</strong> x = Governor: controls the speed of the generator  
wheel.</p>  
<p>Ext of building to the south = Wooden cleat: chain runs from this to chain wheel on 8-6.  
Pulling it revolves the wheel and rotates the cap so that the sails can face into the wind.</p>  
<p><strong>8-4</strong> box = Generator: Switch on front (power). Iron spindle rising  
from the top connects to stone nut above on 8-5. In order to activate backup power and use three  
way switch, the generator must be powered by the windmill while switched on.</p>  
<p>Bridge mechanism may be visible on the east wall near the ceiling</p>  
<p><strong>8-5</strong> Great spur wheel: made of iron. Upright oak shaft rising  
from center into wallower upstairs</p>  
<p>Smaller wheel = Stone nut</p>  
<p>bridge to 7-4: activated if three way power switch is switched in this direction. Power line  
must make contact with 7-4 in order to activate voltage puzzle machine.</p>  
<p><strong>8-6</strong> Small center wheel = wallower: cast iron</p>  
<p>Vertical wheel = Brake wheel: cogged wooden wheel nearly 9 ft. in diameter. Iron brake on  
rim to stop and hold position of the sails at rest</p>  
<p>Through brake wheel and into iron cross at center of sails = windshaft: cast iron</p>  
<p>Small vertical wheels to the south = turning gear: works with chain wheel and wooden rack  
to turn the cap (top of windmill)</p>

&lt;p&gt;Large vertical wheel on exterior to the south = Chain wheel: 8 ft. in diameter, connected via turning gear to a wooden rack. When chain is pulled from ground level, chain wheel turns the turning gear and this turns the cap (top of windmill)&lt;/p&gt;

&lt;p&gt;Sail: wooden, latticed, with cloth spread over surface. Has a twist (like airplane propeller). Heavy cast-iron cross in center attached to iron windshaft inside.&lt;/p&gt;

&lt;p&gt;&lt;a href="http://www.llansadwrn-wx.co.uk/gwynt/llynnon.html"&gt;Reference&lt;/a&gt;&lt;br /&gt;

\_\_\_\_\_ Back to &lt;a href="/wikis/mechaspINNers-fortress" class="wiki-page-link"&gt;Mechaspinner&#8217;s Fortress&lt;/a&gt;&lt;/p&gt;</content>

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<content gm\_only="true" format="html">&lt;p&gt;Flooded Room&lt;/p&gt;

&lt;p&gt;Water Pump&lt;/p&gt;

&lt;hr /&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/mechaspINNers-fortress-9</link>

<content gm\_only="true" format="html">&lt;p&gt;9-1 elevator&lt;/p&gt;

&lt;p&gt;9-2&lt;/p&gt;

<p>9-3 Golem Device</p>

<p>9-4 Lightning Rod<br />

Tower tapers. is inaccessible except by elevator</p>

<hr />

Back to <a href="/wikis/mechaspINNers-fortress" class="wiki-page-link">Mechaspinner&#217;s Fortress</a></content>

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<content gm\_only="true" format="html"><p>7-2</p>

<p>7-3</p>

<p>7-4 voltage puzzle</p>

<p>7-5 bridge to 8-5</p>

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Back to <a href="/wikis/mechaspINNers-fortress" class="wiki-page-link">Mechaspinner&#217;s Fortress</a></content>

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<content gm\_only="true" format="html"><p>Flying Clockworks will only attack if PCs fail to hide under tree cover</p>

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&lt;p&gt;&lt;a href="/wikis/acid-flask-0" class="wiki-page-link"&gt;Acid (Flask)&lt;/a&gt;&lt;/p&gt;  
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&lt;p&gt;&lt;ins&gt;Minor Wondrous Items&lt;/ins&gt;&lt;br /&gt;  
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&lt;p&gt;&lt;ins&gt;A&amp;H Minor&lt;/ins&gt;&lt;br /&gt;  
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Trades (Exotic)&lt;/a&gt;&lt;/p&gt;</content>



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<link>https://mark-1.obsidianportal.com/wiki\_pages/obrec</link>

<content gm\_only="true" format="html"><p>?The lowborn</p><p>The first wave of <a href="/wikis/andar" class="wiki-page-link">Andar</a> who

migrated down into the Avralor. There, over centuries, they forgot the ways of civilization. Some even mixed with other fell, manlike things.

<p><em>Demonyms</em><br />

Obrec</p>

<p>Adjectival: Obrec</p>

<p><em>Descendants:</em><a href="/wikis/the-uxabhi"

class="wiki-page-link">The Uxabhi</a>,<a href="/wikis/ostregars"

class="wiki-page-link">Ostregars</a></p>

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Back to <a href="/wikis/human-cultures" class="wiki-page-link">Human

Cultures</a></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/nacer</link>

<content gm\_only="true" format="html"><p>Descendents of the <a href="/wikis/andar" class="wiki-page-link">Andar</a> who left bv sea. They were the original inhabitants of <a href="/wikis/zythria" class="wiki-page-link">Zythria</a>. Later, they made their way into <a href="/wikis/avralor" class="wiki-page-link">Avralor</a> and beyond to the islands and coastlines of the Sabarean sea.</p>

<p>Descendants: <a href="/wikis/caels" class="wiki-page-link">Caels</a></p>

<hr />

Back to <a href="/wikis/human-cultures" class="wiki-page-link">Human

Cultures</a></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/andar</link>

<content gm\_only="true" format="html">&lt;p&gt;The first men&lt;/p&gt;

&lt;p&gt;The first race of man. They dwell in the still habitable northern lands reaching a high level of civilization before collapsing and being forgotten beneath a blanket of ice as the climate cooled and the glaciers advanced to their current state. (2.5 million PC) Remnants scatter throughout the world. Many, including those who dispersed throughout the known continents, perish or forget the advanced ways of their ancestors.&lt;/p&gt;

&lt;p&gt;Evil dragons forced northward from Elven lands hoped to turn men against the elves? Taught them draconic magic?&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Descendants:&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/asmar" class="wiki-page-link"&gt;Asmar&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/obrec" class="wiki-page-link"&gt;Obrec&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/nacer" class="wiki-page-link"&gt;Nacer&lt;/a&gt;&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Back to &lt;a href="/wikis/human-cultures" class="wiki-page-link"&gt;Human Cultures&lt;/a&gt;???&lt;a href="/wikis/the-age-of-dreams" class="wiki-page-link"&gt;The Age of Dreams&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/uxabhi</link>

<content gm\_only="true" format="html">&lt;p&gt;Yanalthir&lt;/p&gt;

&lt;p&gt;Descendants of the &lt;a href="/wikis/obrec" class="wiki-page-link"&gt;Obrec&lt;/a&gt; who lived in the central and southern parts of &lt;a href="/wikis/avralor"

[Avralor](#). They are thought to be the result of cross breeding with archaic, manlike beings who were already in the area. When the [Asmar](/wikis/asmar) arrived in this part of the continent, the older cultures were pushed back into the dark corners of the wilderness. There they remained, primitive and isolated, many dying out before first cities appeared on Avralor.

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Back to [Human Cultures](/wikis/human-cultures)???

[Obrec](/wikis/obrec)???

[Legend of The Fearless Mountains](/wikis/legend-of-the-fearless-mountains)

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2042552</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/nabak</link>

<content gm\_only="true" format="html">Existed for millennia in the jungles which once covered the southern continent. A dark skinned race, they remained locked in the hunter/gatherer way of life for millennia. The [Obrec](/wikis/obrec) who migrated into the southern continent either joined them or conquered them. Some found their way to the plains (now the desert called Sol) and formed primitive cities. They were called the [Dakshani](/wikis/Dakshani/new). Some migrated to the far eastern corner of the continent. These were called the [Qian](/wikis/Qian/new).

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<p>Back to <a href="/wikis/human-history-the-age-of-dreams"
class="wiki-page-link">Human History- The Age of Dreams</a>???<a
href="/wikis/human-cultures" class="wiki-page-link">Human Cultures</a></p>

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<p><a href="/wikis/obrec" class="wiki-page-link">Obrec</a></p>

<p><a href="/wikis/nacer" class="wiki-page-link">Nacer</a></p>

<p><a href="/wikis/asmar" class="wiki-page-link">Asmar</a></p>

<p>?????</p>

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<p><a href="/wikis/Dakshani/new"
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<p><a href="/wikis/Qian/new" class="create-wiki-page-link">Qian</a></p>

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&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;As you reach the bottom of the stairs, two magical torches quickly illuminate. As your eyes adjust to the light, you see that directly ahead stand massive stone double doors. There are words written on it in an ancient language. To your left and right are wooden doors.&lt;/td&gt;

&lt;/table&gt;

&lt;p&gt;Message on stone doors is in draconic: We cannot stop the time. Therefore, let our love burn all the brighter. How will you be remembered?&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Left Room&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;As you enter the room, another set of magical lights begin to glow. The light is reflected off of gold, gems and silver. A small collection of treasure is stored here&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;Gold music box (2,500),&lt;br /&gt;

gold ring, with gems of extraplanar origin (1,818 gp), &lt;br /&gt;

small gold statuette, maiden on a griffon (76.2 gp),&lt;br /&gt;

pearl of power (2nd level) (4,000 gp)&lt;br /&gt;

something provides a clue to its function &lt;br /&gt;

(In Draconic: &#8220;Remember&#8221;)&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Bookshelf&lt;/ins&gt;&lt;br /&gt;

&lt;ins&gt;Scrolls, arcane (2,525 gp)&lt;/ins&gt;&lt;br /&gt;

Black Tentacles (l4, cl7)&lt;br /&gt;

Stone Shape (l5, cl9)&lt;br /&gt;

Emotion (l4, cl7)&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Right Room&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;As you enter the room, another set of magical lights begin to glow. The light is reflected off of gold, gems and silver. A small collection of treasure is stored here&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;ceremonial silver dagger with a star sapphire in the pommel (972.8 gp), &lt;br /&gt;

wrought silver torque (1,122.7 gp), &lt;br /&gt;

yellow spinel (488.5 gp),&lt;br /&gt;

ring of blinking (27,000 gp)&lt;br /&gt;

something hints at the ring?s function,&lt;br /&gt;

&lt;ins&gt;chest&lt;/ins&gt;&lt;br /&gt;

10 pp&lt;br /&gt;

224 gp&lt;br /&gt;

205 sp&lt;/p&gt;



<p><strong>Burial Chamber</strong></p>  
<p>|The stone grinds as you push the heavy door open.<br />  

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Backto<a  
  
Tomb</a></p></content>

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<p><a  
href="http://www.gozzys.com/dungeon-maps">Gozzy&#8217;s</a></p>  
<p><a  
href="http://www.wizards.com/dnd/mapper/launcher.htm">Wizards</a></p>  
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[Pickwyck](/wikis/pickwyck)

[Mechaspinner&#8217;s Fortress](/wikis/mechaspinner&#8217;s Fortress)

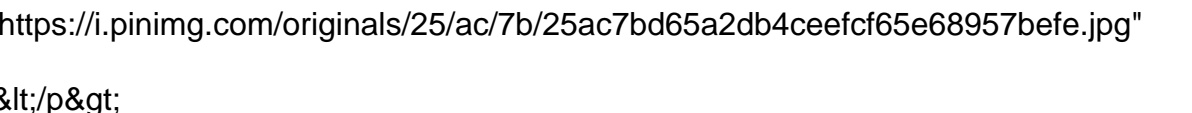
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[class="wiki-page-link"&gt;Mechaspinner&#8217;s Fortress 3&lt;/a&gt;</content>](#)

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Chamber&lt;/strong&gt;&lt;/p&gt;

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Tables, cupboards, ovens, cauldron, sink&lt;/p&gt;

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&lt;p&gt;&lt;strong&gt;&lt;span class="caps"&gt;MSF&lt;/span&gt; 3-1-4: Auditorium&lt;/strong&gt;&lt;br /&gt;

Benches, lecturn, high windows&lt;/p&gt;

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`&lt;p&gt;&lt;strong&gt;&lt;span class="caps"&gt;MSF&lt;/span&gt; 3-1-5: Shrine to Mitric&lt;/strong&gt;&lt;br /&gt;`

`Benches, raised dais, lectern, altar, candelabras, tapestry, high window&lt;/p&gt;`

`&lt;hr /&gt;`

`Back to &lt;a href="/wikis/msf-3-1" class="wiki-page-link"&gt;&lt;span class="caps"&gt;MSF&lt;/span&gt; 3-1&lt;/a&gt;</content>`

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`&lt;p&gt;Small Construct&lt;br /&gt;`

`Hit Dice: 2d10 + 10 &lt;strong&gt;(21 hp)&lt;/strong&gt;&lt;br /&gt;`



**Initiative**: + 0

**Speed**: 20 ft. (can't run)

**AC**: 16 (+ 1 size, + 4 natural , + 1 small

steel shield), touch 11, flat-footed 15

**Attacks**: Longsword (S) + 4 melee

**Damage**: Longsword (S) 1d6+ 1/19?20/x2

**Special Abilities**: Electrify Melee Weapon (Ex)

**Special Qualities**: DR 5/Bl, + 1, Metals harder than steel, Cold resistance 10, construct

traits, fire resistance 10 [Glitch](/wikis/glitch)

**Saves**: Fort + 1, Ref + 1, Will + 2

**Abilities**: Str 13, Dex 11, Con ?, Int 6, Wis 13, Cha 2

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or company (3?5)

**Challenge Rating**: 2

Treasure: None

Alignment: Always neutral

Advancement: 6?10 HD (Medium-size); 11?15 HD (Large)

**Electrify Melee Weapon (Ex)**: every 1d4 rounds, an electrical charge builds up that can be released with a successful melee hit. This does 1d4 electricity damage. If an opponent is wearing metal armor, this is increased to 2d4.

**Linked Mind (Ex)**: All clockwork horrors within 1000 feet of a (list greater clockworks), are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed none of them are. No clockwork in such a group is considered flanked unless they all are.

**Glitch (Ex)**: at the beginning of the turn, creature has a 1 in 6 chance of rolling on the

class="wiki-page-link">Glitch</a> table. Any electrical damage or a critical hit also forces this roll. <br />

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Back to <a href="/wikis/mechaspinners-army" class="wiki-page-link">Mechaspinner&#8217;s Army</a></p></content>

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[<span class="caps">MSF</span> 2-1</a>](/wikis/MSF%202-1/new) [<span class="caps">MSF</span> 3-1-1</a>](/wikis/msf-3-1-1)

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<link>[https://mark-1.obsidianportal.com/wiki\\_pages/gang-material](https://mark-1.obsidianportal.com/wiki_pages/gang-material)</link>

<content gm\_only="true" format="html">&lt;p&gt;Use these for inspiration or roll them up randomly, some of the tables could be rolled more than once.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;&lt;a class='op\_random\_num\_result\_b3ByYW5kb21udW0xop\_random\_num\_btn\_b3ByYW5kb21udW0x'&gt;&lt;/a&gt; The gang&#8217;s money-making schemes include&#8230;&lt;/strong&gt;&lt;br /&gt;

1. Distributing drugs? a smoked leaf, a hallucinogenic mushroom, a potent libation.&lt;br /&gt;
2. Running heists of and/or fencing stolen gems and precious metals.&lt;br /&gt;
3. Petty theft, burglary, and/or pickpocketing.&lt;br /&gt;
4. Assassinations that look like accidents or that frame someone else.&lt;br /&gt;
5. Running brothels? exotic, low, or high-class.&lt;br /&gt;
6. Shaking down legitimate local businesses and/or city officials.&lt;br /&gt;
7. Serving as muscle for shady merchants and/or brothel-keepers.&lt;br /&gt;
8. Holding up outgoing ships or wagons.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;&lt;a class='op\_random\_num\_result\_b3ByYW5kb21udW0yop\_random\_num\_btn\_b3ByYW5kb21udW0y'&gt;&lt;/a&gt; The gang&#8217;s colors are&#8230;&lt;/strong&gt;&lt;br /&gt;

1. Black.&lt;br /&gt;
2. Red / scarlet.&lt;br /&gt;
3. Gold.&lt;br /&gt;
4. Forest green.&lt;br /&gt;
5. Royal blue.&lt;br /&gt;
6. Violet.&lt;br /&gt;
7. Silver / light grey.&lt;br /&gt;
8. Bronze.&lt;br /&gt;
9. Tan / khaki.&lt;br /&gt;

10. Brown / beaver.<br />
11. Dark grey / gunmetal.<br />
12. White.<br />
13. Maroon.<br />
14. Sky blue.<br />
15. Navy blue.<br />
16. Dark brown / chocolate.<br />
17. Teal / turquoise.<br />
18. Steel / blue grey.<br />
19. Orange.<br />
20. Olive green.<p>

<p><strong><a

class='op\_random\_num\_result\_b3ByYW5kb21udW0z

op\_random\_num\_btn\_b3ByYW5kb21udW0z'></a> The gang&#8217;s symbol is&#8230;</strong><br />

1. A skull.<br />
2. A ghost.<br />
3. An open hand.<br />
4. A clenched fist.<br />
5. An arrow.<br />
6. A dagger.<br />
7. A sword.<br />
8. A hammer.<br />
9. A crown.<br />
10. A goblet.<br />
11. The moon.<br />
12. A star.<br />
13. A fish.<br />

14. A snake.<br />

15. A badger.<br />

16. A spider.<br />

17. A rat.<br />

18. A wolf.<br />

19. A bear.<br />

20. An eagle.</p>

<p><strong><a class='op\_random\_num\_result\_b3ByYW5kb21udW00 op\_random\_num\_btn\_b3ByYW5kb21udW00'></a> Gangmembers often sport matching&#8230;</strong><br />

1. Shirts.<br />

2. Jackets.<br />

3. Scarves.<br />

4. Vests.<br />

5. Bandannas.<br />

6. Boots.<br />

7. Tattoos.<br />

8. Hats.<br />

9. Scars.<br />

10. Mustaches.</p>

<p><strong><a class='op\_random\_num\_result\_b3ByYW5kb21udW01 op\_random\_num\_btn\_b3ByYW5kb21udW01'></a> The gang&#8217;s leader is&#8230;</strong><br />

1. A dangerous megalomaniac.<br />

2. A charismatic demagogue.<br />

3. A mysterious foreigner.<br />

4. A talented thief.<br />

5. A well-known public figure.<br />
6. A ruthless killer.<br />
7. A femme fatale.<br />
8. A charming rogue.<br />
9. A dashing swashbuckler.<br />
10. A brutish thug.</p>

<p><strong><a class='op\_random\_num\_result\_b3ByYW5kb21udW02 op\_random\_num\_btn\_b3ByYW5kb21udW02'></a> For recruitment, the gang targets individuals who are&#8230;</strong><br />

1. Artisans.<br />
2. Relocated peasants.<br />
3. Sailors.<br />
4. Drunks.<br />
5. Beggars.<br />
6. Thieves.<br />
7. Servants and slaves.<br />
8. Combat veterans.<br />
9. Young children.<br />
10. Circus performers.</p>

<p><strong><a class='op\_random\_num\_result\_b3ByYW5kb21udW03 op\_random\_num\_btn\_b3ByYW5kb21udW03'></a> The gang&#8217;s goals include (leadership and rank-and-file members could have different goals)&#8230;</strong><br />

1. Domination of the city&#8217;s politics.<br />
2. Domination of the city&#8217;s trade.<br />
3. Revenge against a rival gang in the same city.<br />
4. Revenge against a rival gang in another city.<br />



5. Revenge against the city's elite.

6. Rebellion against the city's elite.

Gangmembers typically arm themselves with

1. Wooden clubs.

2. Throwing knives.

3. Over-sized daggers.

4. Serrated daggers.

5. Daggers and crossbows.

6. Hammers and daggers.

7. Sticks and stones.

8. Shortswords.

9. Brass knuckles.

10. Bare fists.

Gangmembers typically fight with

1. Swarm tactics.

2. Hit-and-run tactics.

3. Ambush tactics.

4. Choreographed maneuvers.

5. Unpredictable maneuvers.

6. Lots of smiles and jokes.

7. Lots of fancy footwork.

8. Lots of screaming and shouting.

9. Kicking and stomping.

10. Lots of head-butting.</p>

<p><strong><a class='op\_random\_num\_result\_b3ByYW5kb21udW0xMA'>op\_random\_num\_btn\_b3ByYW5kb21udW0xMA'></a> The gang's headquarters is hidden in or near</strong><br />

1. The residence of the leader or a senior gangmember.<br />

2. An artisan's shop or guildhall.<br />

3. A merchant's office.<br />

4. A tavern.<br />

5. A brothel.<br />

6. A warehouse or shipyard.<br />

7. A temple complex.<br />

8. The city's sewers.<br />

9. The town hall.<br />

10. An abandoned guildhall or warehouse.<br />

11. A shantytown<br />

12. The residence of a wealthy individual.</p>

<p><strong><a class='op\_random\_num\_result\_b3ByYW5kb21udW0xMQ'>op\_random\_num\_btn\_b3ByYW5kb21udW0xMQ'></a> The gang is feared or respected by</strong><br />

1. Fishermen and sailors.<br />

2. Beggars and thieves.<br />

3. Merchants and moneychangers.<br />

4. Jewelers and gemcutters.<br />

5. Politicians and magistrates.<br />

6. Guards and sheriffs.<br />

7. Soldiers and warriors.<br />

8. Gladiators and pugilists.<br />

9. Peasants and farmers.<br />

10. Servants and slaves.<br />

11. Priests and sages.<br />

12. Women and children.</p>

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Generators</a></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/shipment-heist-hideout</link>

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<p>Choker, wrought silver, with a moonstone pendant- 748 gp</p>

<p>Ornamental silver ink pot with citrine gems- 140 gp</p>

<p>Simple platinum cloak pin- 206 gp</p>

<p>Uvarovite (Bright green garnet)- 391 gp</p>

<p>Tourmaline- 110 gp</p>

<p>405 gp</p>

<p><a href="/wikis/scepter-of-ninurta" class="wiki-page-link">Scepter of Ninurta</a></p>

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- &lt;p&gt;1. Heton Market&lt;br /&gt;
2. &lt;a href="/wikis/heton-general-store" class="wiki-page-link"&gt;Heton General Store&lt;/a&gt;&lt;br /&gt;
3. To &lt;a href="/wikis/heton-temple-of-erena" class="wiki-page-link"&gt;Heton Temple of Erena&lt;/a&gt;, &lt;a href="/wikis/baydon" class="wiki-page-link"&gt;Baydon&lt;/a&gt; and &lt;a href="/wikis/lake-lomolith" class="wiki-page-link"&gt;Lake Lomolith&lt;/a&gt;&lt;br /&gt;
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5. &lt;a href="/wikis/worn-sword-inn" class="wiki-page-link"&gt;Worn Sword Inn&lt;/a&gt;&lt;br /&gt;
6. &lt;a href="/wikis/the-laughing-owls-alehouse" class="wiki-page-link"&gt;The Laughing Owl&#8217;s Alehouse&lt;/a&gt;&lt;br /&gt;
7. &lt;a href="/wikis/three-moons-tavern" class="wiki-page-link"&gt;Three Moons Tavern&lt;/a&gt;&lt;br /&gt;
8. &lt;a href="/wikis/heton-stables" class="wiki-page-link"&gt;Heton Stables&lt;/a&gt;&lt;br /&gt;
9. Seimon Voils Blacksmith M Half-orc Exp2&lt;br /&gt;
10. Heilyn Carey Blacksmith M Human Exp 2&lt;br /&gt;
11. Heton Tower&lt;br /&gt;
12. Heton Town Hall&lt;br /&gt;

13. Heton Granary<br />
14. Heton Temple of Sol Ruins<br />
15. Heton Graveyard<br />
16. To <a href="/wikis/Perrigwyn%20Castle/new" class="create-wiki-page-link">Perrigwyn Castle</a><br />
17. To <a href="/wikis/seth" class="wiki-page-link">Seth</a> and <a href="/wikis/elathrial-forest" class="wiki-page-link">Elathrial Forest</a><br />
18. To <a href="/wikis/staerdale-hold" class="wiki-page-link">Staerdale Hold</a><br />
19. Healer, Follan Morvannou M human (Rhalessian) CI3 (Axion)<p>
- <hr />
- Back to <a href="/wikis/heton" class="wiki-page-link">Heton</a></content>

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Den&lt;br /&gt;

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&lt;span class="caps"&gt;ZOMBIE&lt;/span&gt;&lt;/p&gt;

&lt;p&gt;Human Commoner Zombie&lt;br /&gt;

&lt;strong&gt;Size/Type&lt;/strong&gt;: Medium Undead&lt;br /&gt;

&lt;strong&gt;Hit Dice&lt;/strong&gt;: 2d12 + 3 &lt;strong&gt;(16 hp)&lt;/strong&gt;&lt;br /&gt;
```

**Initiative:** ?1

**Speed:** 30 ft. (6 squares; can't run)

**Armor Class:** 11 (?1 Dex, + 2 natural), touch 9, flat-footed 11

**Base Attack/Grapple:** + 1/+ 2

**Attack:** Slam + 2 melee (1d6 + 1) or club + 2 melee (1d6+1)

**Full Attack:** Slam + 2 melee, (1d6 + 1) or club + 2 melee (1d6 + 1)

**Space/Reach:** 5 ft./5 ft

**Special Attacks:** ?

**Special Qualities:** Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits

**Saves:** Fort +0, Ref ?1, Will + 3

**Abilities:** Str 12, Dex 8, Con ?, Int ?, Wis 10, Cha 1

**Skills:** ?

**Feats:** Toughness

**Environment:** Any

**Organization:** Any

**Challenge Rating:** 1/2

**Treasure:** None

**Alignment:** Always neutral evil

**Advancement:** None

**Level Adjustment:** ?

On successful hit, attempts to start grapple. If successful, attempts to bite next round. Bite does 1d4 damage and PC must make a fortitude save (DC) or become infected with the [Weeping](/wikis/weeping-plague)

Plague

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<link>https://mark-1.obsidianportal.com/wiki\_pages/weeping-plague</link>

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Back to &lt;a href="/wikis/luxian-historical-figures" class="wiki-page-link"&gt;Luxian Historical Figures&lt;/a&gt;</content>

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Home to the &lt;a href="/wikis/andar" class="wiki-page-link"&gt;Andar&lt;/a&gt;&lt;/p&gt;

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Back to &lt;a href="/wikis/regions" class="wiki-page-link"&gt;Regions&lt;/a&gt;</content>

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Back to &lt;a href="/wikis/palette" class="wiki-page-link"&gt;Palette&lt;/a&gt;</content>

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&lt;p&gt;&lt;ins&gt;Passive&lt;/ins&gt;&lt;br /&gt;

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[>](/wikis/Varadinum%208-1/new)1. Varadinum Lower Palace Entry</a><br />

[>](/wikis/Varadinum%208-2/new)2. Varadinum Lower Palace 1</a><br />

[>](/wikis/Varadinum%208-3/new)3. Varadinum Lower Palace 2</a><br />

[>](/wikis/Varadinum%208-4/new)4. Varadinum Lower Palace 3</a><br />

[>](/wikis/Varadinum%208-5/new)5. Varadinum Palace 1</a><br />

[>](/wikis/Varadinum%208-6/new)6. Varadinum Palace 2</a><br />

[>](/wikis/Varadinum%208-7/new)7. Varadinum Palace 3</a><br />

[>](/wikis/varadinum-8-8)8. Varadinum Palace 4</a><br />

[>](/wikis/Varadinum%208-9/new)9. Varadinum Palace Dungeon 1</a><br />

[>](/wikis/Varadinum%208-10/new)10. Varadinum Palace Dungeon 2</a><br />

[>](/wikis/Varadinum%208-11/new)11. Varadinum Palace Tower 1</a><br />

[>](/wikis/Varadinum%208-12/new)12. Varadinum Palace Tower 2</a><br />

[>](/wikis/Varadinum%208-13/new)13. Varadinum Palace Tower 3</a><br />

[>](/wikis/Varadinum%208-14/new)14. Varadinum Palace



Tower 4

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[Back to Varadinum](/wikis/varadinum)

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[https://mark-1.obsidianportal.com/wiki\\_pages/varadinum-8-8](https://mark-1.obsidianportal.com/wiki_pages/varadinum-8-8)

Guarded by aerial creatures or unmapped

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[Back to Varadinum Palace](/wikis/varadinum-palace)

[https://mark-1.obsidianportal.com/wiki\\_pages/2104080](https://mark-1.obsidianportal.com/wiki_pages/2104080)

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[https://mark-1.obsidianportal.com/wiki\\_pages/2106902](https://mark-1.obsidianportal.com/wiki_pages/2106902)

[https://mark-1.obsidianportal.com/wiki\\_pages/travel-sylvandale-to-varadinum](https://mark-1.obsidianportal.com/wiki_pages/travel-sylvandale-to-varadinum)

In [Heton](/wikis/heton), hear rumors that [Baydon](/wikis/baydon)'s fishermen are vanishing on the lake.

[Lake Tower Quest](/wikis/Lake%20Tower%20Quest/new)

[>](/wikis/continue-to-varadinum)Continue to Varadinum</a></p><hr /><p>Back to [>](/wikis/return-to-sylvandale)Return to Sylvandale</a></content>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2106914</id>

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Back to [>](/wikis/continue-to-varadinum)Continue to Varadinum</a></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/varadinum-history</link>

<content gm\_only="true" format="html"><p>When the Luxians came from the south, Varadinum went from being a small, insignificant town to a small city. After the Luxian period, the city declined in population somewhat to a large town. It continued to be ruled by descendants of the Luxian wizard-kings. <br />

Varadinum became a key strategic location in the war between Sembrian Avralor and Galados. Under the rule of Hadanish &gt;III&lt;/span>, it was finally besieged and conquered by Sembrian Avralor. Under Sembrian rule, the town was heavily fortified (the existing

cyclopean walls were repaired and augmented) garrisoned, and used as a base of operations for the armies conducting the cleansing of Old Galados. After the fighting was finished, many soldiers returned to the city with riches from their conquests. The population grew, and Varadinum remained an important fortification and a center of trade and commerce on the western border of Avralor. When the Sembrian armies were recalled from Avralor, monstrous forces from the north began to terrorize the city. Since Avralor was dealing with its own problems, Varadinum was forced to rely upon itself. Trade crawled to a stop as the roads became more dangerous. Many of the citizens of Varadinum fled to the safety of the east. A small amount of people remained in the crumbling remains of the city, taking advantage of the safety provided by the walls. It is thought that the remaining population was wiped out by the Weeping plague.</p>

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Back to <a href="/wikis/varadinum" class="wiki-page-link">Varadinum</a>???<a href="/wikis/history" class="wiki-page-link">History</a></content>

<content gm\_only="true" format="html"><p>?3,000 PC: Walled Town<br />

?2,773: Luxians conquer area. Mhegrix is appointed first ruler. Usss Varadinum as an outpost <br />

?2,772-2,720: Growth from Town into small city<br />

?1,700: Luxians withdraw to southern Galados. City declines. <br />

?882: Ninurta prepares for the advance of the Sembrians. He constructs secret vaults to hide his treasure. They can only be found using <a href="/wikis/scepter-of-ninurta" class="wiki-page-link">his scepter</a>.<br />

?878: Ninurta Dies. The throne is seized by Yonuctu, but the scepter is hidden by those who were loyal to Ninurta.<br />

?Yonuctu Dies. His son, Hadanish <span class="caps">III</span> takes the throne.<br />

?854: During the reign of Hadanish <span class="caps">III</span>, the city is besieged

and conquered by the Sembrians under Maritheus &lt;br /&gt;

?Refortified &lt;br /&gt;

?Regrowth&lt;br /&gt;

?462: Sembrian departure; Decline begins&lt;br /&gt;

?49: City falls to Monstrous horde&lt;/p&gt;</content>

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&lt;p&gt;&lt;a href="/wikis/varadium-west-gate" class="wiki-page-link"&gt;Varadium West Gate&lt;/a&gt;&lt;/p&gt;

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`<id>https://mark-1.obsidianportal.com/wiki_pages/2107262</id>`

`<link>https://mark-1.obsidianportal.com/wiki_pages/varadinum-west-gate</link>`

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&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Where the road passes through the wall ahead is a 10&#215;10 opening beneath a massive stone lintel. Carved into the stone above the lintel, a pair of lamias rear up towards each other. Through the opening, you can see the road continue to the opposite wall of the city atop a ramp. A wall rises to the left of the road. Above it, the earth slopes upward toward the higher parts of the city.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;Through the gate:&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Ahead, the lower part of the city lies below and to the right of the ramp, which forms a wall. At the center of the city, about a hundred feet ahead, you can see another wide road intersects the one before you, leading left toward the upper city. Opposite that, a smaller ramp appears to lead down into the lower city. Below the ramp, to your right, a circular wall encloses an area of bare earth broken only by about half a dozen standing stones erected here and there in groups. Behind you, to your right, you can see the entrance to a building which appears to give access to the top of the walls &lt;/td&gt;

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[Varadinum Great Ramp](/wikis/varadinum-great-ramp)

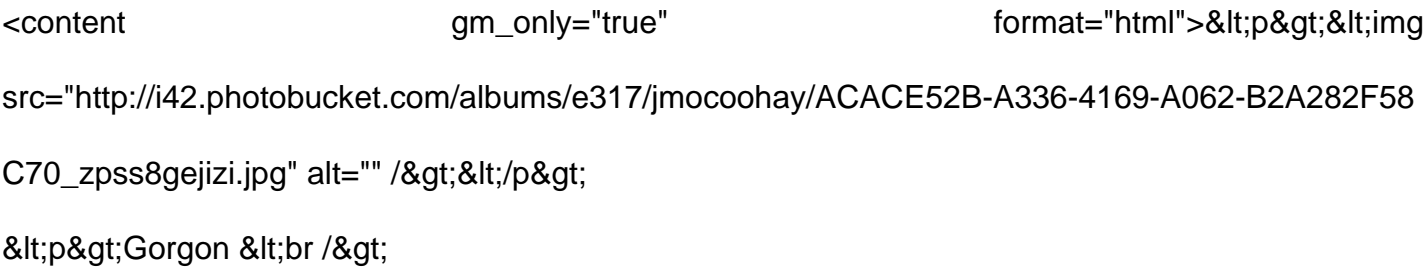
[Varadinum Lower District](/wikis/varadinum-lower-district)

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Back to [Varadinum](/wikis/varadinum)???[Varadinum Plot](/wikis/varadinum-plot)

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[https://mark-1.obsidianportal.com/wiki\\_pages/varadinum-lower-district](https://mark-1.obsidianportal.com/wiki_pages/varadinum-lower-district)



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Volmitheus&lt;br /&gt;

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Dexithaeon&lt;/p&gt;

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?looking to construct a consistent chronology across different cultures&lt;/p&gt;

&lt;p&gt;?attempting to refute the charges that there was a civilization older than that of the \_\_\_\_\_&lt;/p&gt;

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Barimus&lt;br /&gt;

Ilestus&lt;br /&gt;

Cadmatius&lt;br /&gt;

Arctiades&lt;br /&gt;

Alcius&lt;/p&gt;

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Valarion &lt;br /&gt;

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Arporus&lt;br /&gt;

Boridus&lt;br /&gt;

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3. Figure &lt;br /&gt;

4. Landscape (natural or city)&lt;br /&gt;

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Magical; LG&lt;br /&gt;

200 gp limit; &lt;strong&gt;Population:&lt;/strong&gt; 613; Assets: 6,100&lt;br /&gt;

&lt;strong&gt;Authority Figures:&lt;/strong&gt; &lt;a href="/characters/modulus-pallantalvio" class="wiki-content-link"&gt;Modulus Pallantalvio&lt;/a&gt; male human Wiz7 (governor; ruling family) &lt;a href="/characters/eurion-bowens" class="wiki-content-link"&gt;Eurion Bowens&lt;/a&gt;, male human Cl5 (Axion/healer);&lt;br /&gt;

&lt;strong&gt;Important Characters:&lt;/strong&gt;&lt;a href="/characters/macsen-kemble" class="wiki-content-link"&gt;Macsen Kemble&lt;/a&gt;, male human War7 (constable); &lt;a href="/characters/bronwen-morgan" class="wiki-content-link"&gt;Bronwen Morgan&lt;/a&gt; human female Com9 (innkeeper/The Broken Bow Inn); &lt;a href="/characters/prydwen-camm" class="wiki-content-link"&gt;Prydwen Camm&lt;/a&gt; human female Com5 (The Copper Cauldron Tavern); Cynedyr Caddick, male human Cl3/Rog3 (outlaw, keeper of a shrine to &lt;a href="/wikis/rocheron" class="wiki-page-link"&gt;Rocheron&lt;/a&gt;)&lt;br /&gt;

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<a class="wiki-page-link" href="/wikis/holy-water-flask-0">Holy Water (flask)</a>	25

**Potions**

Qty	Potion	Price (gp)
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2&lt;/td&gt;

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&lt;th&gt;Scroll&lt;/th&gt;

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1	
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2	
1	
50	
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2	
300	
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Wounds	
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7th

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	<a class="create-wiki-page-link" href="/wikis/Cure%20Serious%20Wounds%2C%20Mass/new">Cure Serious Wounds, Mass</a>
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	<a class="create-wiki-page-link" href="/wikis/Regenerate/new">Regenerate</a>
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	<a class="create-wiki-page-link" href="/wikis/Restoration%2C%20Greater/new">Restoration, Greater</a>
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[Resurrection](/wikis/Resurrection/new)

**8th**

[Cure Critical Wounds, Mass](/wikis/Cure%20Critical%20Wounds%2C%20Mass/new)

**9th**

[Heal, Mass](/wikis/Heal%2C%20Mass/new)

[True Resurrection](/wikis/True%20Resurrection/new)

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[Temples](/wikis/temples)

<id>https://mark-1.obsidianportal.com/wiki\_pages/2173901</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/temple-other-items</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2185272</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/evil-temple</link>

<content gm\_only="true" format="html">&lt;p&gt;Ruined temple in wilderness. When their land was encroached upon, clerics of an evil deity took part in a dark ritual that transformed them into &lt;a href="/wikis/Banedeath/new" class="create-wiki-page-link"&gt;Banedeath&lt;/a&gt; (MoF pg 16). Acolytes were raised as &lt;a href="/wikis/Baneguard/new" class="create-wiki-page-link"&gt;Baneguard&lt;/a&gt;s (MoF pg 17).&lt;/p&gt;&lt;p&gt;They did this to protect an evil artifact housed below the temple?&lt;/p&gt;&lt;hr /&gt;Back to &lt;a href="/wikis/side-quests" class="wiki-page-link"&gt;Side Quests&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2186980</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/heton-stats</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Heton&lt;/strong&gt; (Small town)&lt;br /&gt;Conventional; \*LN&lt;/p&gt;&lt;p&gt;800 gp limit; Assets: 63,120; &lt;strong&gt;Population:&lt;/strong&gt; 1578; &lt;strong&gt;Mixed&lt;/strong&gt; (1-79 human, 80-88 halfling, 89-93 elf, 94-96 dwarf, 97-98



gnome, 99 half-elf, 100 half-orc)</p>  
<p><strong>Authority Figures:</strong><br />  
Seren Stant, female human War7 (constable);<br />  
<strong>Important Characters:</strong><br />  
<a href="/characters/dame-vorenia-celsa" class="wiki-content-link">Dame Vorenia Celsa</a> female human Ftr6/Ari4 (lord)</p>  
<p>\*Lawful Neutral: A community with a lawful neutral power<br />center has a codified set of laws that are followed to the letter.<br />Those in power usually insist that visitors (as well as residents)<br />obey all local rules and regulations.</p>  
<p></p>  
<p>15 full time guards, 78 militia<br />  
1 temple<br />  
2 inns exp11, exp5<br />  
2 taverns com5, exp3<br />  
1 general store m dwarf exp5 Bheldrum Steelhammer<br />  
2 blacksmiths exp2 x2 m human, <br />  
<hr>Back to <a href="/wikis/heton" class="wiki-page-link">Heton</a></p></content>  
<id>https://mark-1.obsidianportal.com/wiki\_pages/2187855</id>  
<link>https://mark-1.obsidianportal.com/wiki\_pages/small-communities</link>  
<content gm\_only="true" format="html"><p>



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Back to <a href="/wikis/communities" class="wiki-page-link">Communities</a></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/anbrook-map</link>

<content gm\_only="true" format="html"><p></p>

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Back to <a href="/wikis/anbrook" class="wiki-page-link">Anbrook</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2194761</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/heton-general-store</link>

<content gm\_only="true" format="html"><p>Bheldrum Steelhammer M dwarf Exp5</p>

<hr />

Back to <a href="/wikis/heton-places" class="wiki-page-link">Heton Places</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2194767</id>

<link>[https://mark-1.obsidianportal.com/wiki\\_pages/heton-temple-of-erena](https://mark-1.obsidianportal.com/wiki_pages/heton-temple-of-erena)</link>

<content gm\_only="true" format="html"><p>Mair Breckon F Human Cl6</p>

<p>Aeres Cadogan F Human Cl3</p>

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Back to <a href="/wikis/heton-places" class="wiki-page-link">Heton Places</a></content>

<id>[https://mark-1.obsidianportal.com/wiki\\_pages/2194768](https://mark-1.obsidianportal.com/wiki_pages/2194768)</id>

<link>[https://mark-1.obsidianportal.com/wiki\\_pages/white-horse-inn](https://mark-1.obsidianportal.com/wiki_pages/white-horse-inn)</link>

<content gm\_only="true" format="html"><p>Margred Greenway F human Exp11</p>

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Back to <a href="/wikis/heton-places" class="wiki-page-link">Heton Places</a></content>

<id>[https://mark-1.obsidianportal.com/wiki\\_pages/2194770](https://mark-1.obsidianportal.com/wiki_pages/2194770)</id>

<link>[https://mark-1.obsidianportal.com/wiki\\_pages/worn-sword-inn](https://mark-1.obsidianportal.com/wiki_pages/worn-sword-inn)</link>

<content gm\_only="true" format="html"><p>Emyr Yarwood M human Exp 5</p>

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Back to <a href="/wikis/heton-places" class="wiki-page-link">Heton Places</a></content>

<id>[https://mark-1.obsidianportal.com/wiki\\_pages/2194779](https://mark-1.obsidianportal.com/wiki_pages/2194779)</id>

<link>[https://mark-1.obsidianportal.com/wiki\\_pages/three-moons-tavern](https://mark-1.obsidianportal.com/wiki_pages/three-moons-tavern)</link>

<content gm\_only="true" format="html">&lt;p&gt;Jannalor Daetumal M elf Exp3&lt;/p&gt;

&lt;p&gt;? Name of tavern: Jannalor and 2 other moon elves purchased this establishment 35 yrs ago. When the others moved on, Jannalor decided to remain. He has become interested in observing the workings of Heton. Also, he made friends with many folks in town. They are now aging, and he plans to return to his elven companions when the last of these humans are gone.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/heton-places" class="wiki-page-link"&gt;Heton Places&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2194797</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-laughing-owls-alehouse</link>

<content gm\_only="true" format="html">&lt;p&gt;Cerys Baines female human Com5&lt;br /&gt;

Sister of Cled Baines&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/heton-places" class="wiki-page-link"&gt;Heton Places&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2199063</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dungeon-1</link>

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&lt;p&gt;&lt;a href="/wikis/dungeon-1-level-2" class="wiki-page-link"&gt;Dungeon 1 Level

2&lt;/a&gt;&lt;/p&gt;

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<p><a href="/wikis/Dungeon%201%20Level%203/new"
class="create-wiki-page-link">Dungeon 1 Level 3</a></p>
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Back to <a href="/wikis/side-quests" class="wiki-page-link">Side Quests</a></content>

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href="/wikis/D1%202-3/new" class="create-wiki-page-link">D1 2-3</a>??<a
href="/wikis/D1%202-4/new" class="create-wiki-page-link">D1 2-4</a>??<a
href="/wikis/D1%202-5/new" class="create-wiki-page-link">D1 2-5</a><br />
??<a href="/wikis/D1%202-6/new" class="create-wiki-page-link">D1 2-6</a>??<a
href="/wikis/d1-2-7" class="wiki-page-link">D1 2-7</a>??<a href="/wikis/D1%202-8/new"
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class="create-wiki-page-link">D1 2-9</a>??<br />
<a href="/wikis/D1%202-10/new" class="create-wiki-page-link">D1 2-10</a>??<a
href="/wikis/D1%202-11/new" class="create-wiki-page-link">D1 2-11</a>??<a
href="/wikis/D1%202-12/new" class="create-wiki-page-link">D1 2-12</a>??<a
href="/wikis/D1%202-13/new" class="create-wiki-page-link">D1 2-13</a></p>
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<link>https://mark-1.obsidianportal.com/wiki\_pages/d1-2-7</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;2-7 Cleansing Room&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Something must be done here to safely enter &lt;a href="/wikis/D1%202-8/new" class="create-wiki-page-link"&gt;D1 2-8&lt;/a&gt;. &lt;br /&gt;

May involve finding object in another area (Bowl, candle, prayer, etc&#8230;)&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/dungeon-1-level-2" class="wiki-page-link"&gt;Dungeon 1 Level 2&lt;/a&gt;</content>

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&lt;p&gt;&lt;a href="/wikis/D1%201-1/new" class="create-wiki-page-link"&gt;D1 1-1&lt;/a&gt;??&lt;a href="/wikis/D1%201-2/new" class="create-wiki-page-link"&gt;D1 1-2&lt;/a&gt;??&lt;a href="/wikis/D1%201-3/new" class="create-wiki-page-link"&gt;D1 1-3&lt;/a&gt;??&lt;a href="/wikis/d1-1-4" class="wiki-page-link"&gt;D1 1-4&lt;/a&gt;&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/deadborn-vulture-quest</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/varadium-random-find-tables</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/luxian-territories</link>

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&lt;p&gt;&lt;strong&gt;After Collapse of Central Empire&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Adratha&lt;/p&gt;

&lt;p&gt;Old Galados&lt;/p&gt;

&lt;p&gt;Corcosia&lt;/p&gt;

&lt;p&gt;Anoch&lt;/p&gt;

&lt;hr /&gt;

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Back to &lt;a href="/wikis/west-faladon-geographical-features" class="wiki-page-link"&gt;West Faladon Geographical Features&lt;/a&gt;</content>

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&lt;a href="/wikis/Tsathar%20Filth-Priest/new" class="create-wiki-page-link"&gt;Tsathar Filth-Priest&lt;/a&gt; (Tsathar plus cleric levels)&lt;/p&gt;

&lt;p&gt;Giant Frogs&lt;br /&gt;

Killer Frogs&lt;br /&gt;

Dire Frogs&lt;br /&gt;

Dire Poison Frogs&lt;br /&gt;

Etc&#8230;&lt;/p&gt;

&lt;p&gt;Raiding parties of Tsathar Scourges capture hosts for their breeding pits&lt;/p&gt;

&lt;p&gt;Temple: breeding pit, massive statue of Tsathaggua&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/side-quests" class="wiki-page-link"&gt;Side Quests&lt;/a&gt;</content>

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Damerius addresses his people after consolidating Sembria&#8217;s Power&lt;/p&gt;

&lt;p&gt;1st king of Sembria&lt;br /&gt;

?led the resistance and overthrow against their Luxian mage-king&lt;br /&gt;

?surrounding lands willingly paid fealty&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/sembrian-kings-and-emporers" class="wiki-page-link"&gt;Sembrian Kings  
and Emporers&lt;/a&gt;???&lt;a href="/wikis/sembrian-history" class="wiki-page-link"&gt;Sembrian  
History&lt;/a&gt;</content>

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Historic Figures&lt;/a&gt;</content>

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3-1</a><br />
Rooftop</p>
```

<p><a href="/wikis/Lake%20Tower%203-2/new" class="create-wiki-page-link">Lake Tower 3-2</a><br />

Great Hall</p>

<p><a href="/wikis/Lake%20Tower%203-3/new" class="create-wiki-page-link">Lake Tower 3-3</a><br />

Pantry</p>

<p><a href="/wikis/Lake%20Tower%203-4/new" class="create-wiki-page-link">Lake Tower 3-4</a><br />

Shrine</p>

<p><a href="/wikis/Lake%20Tower%203-6/new" class="create-wiki-page-link">Lake Tower 3-6</a><br />

Servants&#8217; Quarters</p>

<hr />

Back to <a href="/wikis/lake-tower" class="wiki-page-link">Lake Tower</a></content>

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<content gm\_only="true" format="html"><p><a href="/wikis/the-red-witch" class="wiki-page-link">The Red Witch</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2238222</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-red-witch</link>

<content gm\_only="true" format="html"><p>Evil sorceress and queen. Some say she was a

Fey sorceress from the Feywild. Others say that she was of Zythrian descent. She ruled for centuries from a palace in the (southern Wesmor) forest. She was finally defeated in war against Medywn and Galados by the combined forces of [Laina](/wikis/laina) and [Lorga](/wikis/Lorga/new).<br /> Actually [Granny Nightshade](/wikis/granny-nightshade)?

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Back to [Avralor Historical Figures](/wikis/avralor-historical-figures)</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2238225</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/laina</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2238270</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/baydon-stats</link>

<content gm\_only="true" format="html"><p><strong>Baydon</strong> (Hamlet)<br />

Conventional; <strong>LN</strong></p>

<p>100 gp limit; Assets: 1,600; <strong>Population:</strong> 312; <strong>Isolated</strong> (1-96 human, 97-98 halfling, 99 elf, 100 other races)</p><p><strong>Authority Figures:</strong><br />

Meurig Harries, male human War3 (captain of the guard)</p>

<p><strong>Important Characters:</strong><br />

[Cynedyr Gwyn](/characters/cynedyr-gwyn); male human Com7 (prominent councilman); [Sylnys](/characters/sylnys); female halfling Adp3

\*Lawful Neutral: A community with a lawful neutral power center has a codified set of laws that are followed to the letter. Those in power usually insist that visitors (as well as residents) obey all local rules and regulations.



src="http://i42.photobucket.com/albums/e317/jmocoohay/D5C17E5F-DEA9-4987-91BC-EB9CB24A375D\_zpsct96hjn.jpg" alt="Placeholder image" data-bbox="47 273 943 326"/>

**Rulers**

Town council- [Cynedyr Gwyn](/characters/cynedyr-gwyn)

**Authorities**

Captain of the Guard: Meurig Harries, male human War3

full time Deputies: \_\_\_\_\_ and \_\_\_\_\_

15 militia

**Healers**

**Group of Druids**

Leader: Llion Meylor F Human Drd4

Companions: Anwyl and Mabon M Human Drd 2

Wise Woman: [Sylnys](/characters/sylnys); female halfling Adp3

**Inns**

**Taverns**

[The Blue Lagoon](/wikis/The%20Blue%20Lagoon/new)

**Equipment**

[Hargest's General Store](/wikis/Hargest%27s%20General%20Store/new)

Enfys Hargest F Human Exp8

2 inns exp11, exp5

2 taverns com5, exp3

1 general store m dwarf exp5 Bheldrum Steelhammer

2 blacksmiths exp2 x2 m human,

[Baydon](/wikis/baydon)

[https://mark-1.obsidianportal.com/wiki\\_pages/2238715](https://mark-1.obsidianportal.com/wiki_pages/2238715)

[https://mark-1.obsidianportal.com/wiki\\_pages/planes](https://mark-1.obsidianportal.com/wiki_pages/planes)

Material Plane &#8211; the universe of the campaign setting, which includes the planet Taleris and possibly a few other inhabited planets.

Astral Plane &#8211; a plane of thought and psychic energy, where the [Omnimicon](/wikis/Omnimicon/new) is located.

[Labyrinthine Plane](/wikis/labyrinthine-plane) &#8211; a chaotic and dangerous plane with many portals leading to other locations, including the garden that serves as a hub for planar travel.

[Faery Realm](/wikis/faery-realm)

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[Cosmology](/wikis/cosmology)



<id>https://mark-1.obsidianportal.com/wiki\_pages/2238718</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/faery-realm</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2238726</id>

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[>Dwarven Motifs](/wikis/Dwarven%20Motifs/new)

[>Gnomish Motifs](/wikis/Gnomish%20Motifs/new)

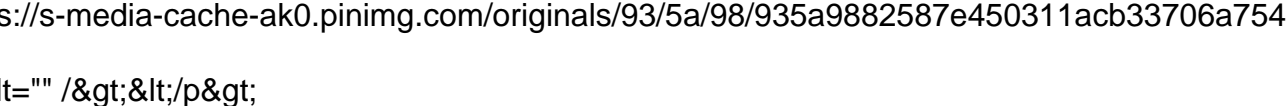
[>Halfling Motifs](/wikis/Halfling%20Motifs/new)

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[>Motifs](/wikis/motifs)

[https://mark-1.obsidianportal.com/wiki\\_pages/2239023](https://mark-1.obsidianportal.com/wiki_pages/2239023)

[https://mark-1.obsidianportal.com/wiki\\_pages/forstford](https://mark-1.obsidianportal.com/wiki_pages/forstford)



[>Forstford Creatures](/wikis/forstford-creatures)

[>Water Naga](/wikis/water-naga), [>Lizardfolk](/wikis/lizardfolk),

Cockatrice, Gray Render, Medusa, Spirit Naga, Scrag, Vargouille, Wight

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[>Lake Lomolith](/wikis/lake-lomolith)

[https://mark-1.obsidianportal.com/wiki\\_pages/2240480](https://mark-1.obsidianportal.com/wiki_pages/2240480)

[https://mark-1.obsidianportal.com/wiki\\_pages/creature-template](https://mark-1.obsidianportal.com/wiki_pages/creature-template)

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&lt;strong&gt;Sex, race, class&lt;/strong&gt;; &lt;br /&gt;
&lt;strong&gt;CR&lt;/strong&gt; &lt;br /&gt;
Size, type (subtype)&lt;br /&gt;
&lt;strong&gt;HD&lt;/strong&gt; &lt;br /&gt;
&lt;strong&gt;hp&lt;/strong&gt; &lt;br /&gt;
&lt;strong&gt;Init&lt;/strong&gt;&lt;br /&gt;
&lt;strong&gt;Spd&lt;/strong&gt; &lt;br /&gt;
&lt;strong&gt;AC&lt;/strong&gt; &lt;br /&gt;
&lt;strong&gt;Base Attack/Grapple&lt;/strong&gt;&lt;br /&gt;
&lt;strong&gt;Atk&lt;/strong&gt; + melee () or + ranged ()&lt;br /&gt;
&lt;strong&gt;SA&lt;/strong&gt; &lt;br /&gt;
&lt;strong&gt;SQ&lt;/strong&gt;&lt;br /&gt;
&lt;strong&gt;AL&lt;/strong&gt;&lt;/p&gt;
&lt;p&gt;&lt;strong&gt;SV&lt;/strong&gt; Fort + , Ref + , Will + ,&lt;/p&gt;
&lt;p&gt;&lt;strong&gt;Str&lt;/strong&gt; , &lt;strong&gt;Dex&lt;/strong&gt; ,
&lt;strong&gt;Con&lt;/strong&gt; , &lt;strong&gt;Int&lt;/strong&gt; , &lt;strong&gt;Wis&lt;/strong&gt;
, &lt;strong&gt;Cha&lt;/strong&gt;&lt;/p&gt;
&lt;p&gt;&lt;strong&gt;Skills and Feats&lt;/strong&gt;:&lt;/p&gt;
&lt;p&gt;&lt;strong&gt;Special Attacks:&lt;/strong&gt;:&lt;/p&gt;
&lt;p&gt;&lt;strong&gt;Special Qualities&lt;/strong&gt;:&lt;/p&gt;
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Back to &lt;a href="/wikis/table-templates" class="wiki-page-link"&gt;Table
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<link>[https://mark-1.obsidianportal.com/wiki\\_pages/water-naga](https://mark-1.obsidianportal.com/wiki_pages/water-naga)</link>

<content gm\_only="false" format="textile">WATER NAGA

Large Aberration (Aquatic)

\*Hit Dice\*: 7d8 + 28 (59 hp)

\*Initiative\*: + 1

\*Speed\*: 30 ft. (6 squares), swim

50 ft.

\*Armor Class\*: 15 (? 1 size, + 1

Dex, + 5 natural), touch

10, flat-footed 14

**\*Base Attack/Grapple\*:**

+ 5/+ 12

**\*Attack\*:** Bite + 7 melee

(2d6 + 4 plus poison)

**Full Attack:** Bite + 7 melee

(2d6 + 4 plus poison)

**\*Space/Reach\*:** 10 ft./5 ft.

**\*Special Attacks\*:** Poison,

spells

**\*Special Qualities\*:**

Darkvision 60 ft.

**\*Saves\*:** Fort + 6, Ref + 5, Will + 8

**\*Abilities\*:** \*Str 16, Dex 13, Con

18, Int 10, Wis 17, Cha 15\*

**\*Skills\*:** Concentration + 12,

Listen + 7, Spellcraft + 8,

Spot + 7, Swim + 11

**Feats:** Alertness, Combat Casting, Eschew Materials, Lightning Reflexes

**\*Environment\*:** Temperate aquatic

**\*Organization\*:** Solitary, pair, or nest (3?4)

**\*Challenge Rating\*:** 7

**\*Treasure\*:** Standard

**\*Alignment\*:** Usually neutral

**\*Advancement\*:** 8?10 HD (Large); 11?21 HD (Huge)

**\*Level Adjustment\*:** ?

[This beautiful creature looks like a snake with a faintly human head and reticulated emerald-green patterns running the length of its body. Fiery red and orange spines jut from its backbone.]

==Water nagas often prove bad-tempered or mischievous, though

they usually do not attack to kill unless they feel threatened.

A water naga's spines rise like hackles when the naga becomes

angry.

Water nagas speak Aquan and Common.==

### \*Combat\*

Water nagas prefer to stay mostly concealed in a body of water while they launch a spell attack.

+Poison (Ex):+ Injury, Fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

+Spells+: Water nagas cast spells as 7th-level sorcerers but never use fire spells.

Typical Sorcerer Spells Known (6/7/7/4; save DC 12 + spell level):

0?acid splash, daze, detect magic, light, mage hand, open/close, read magic;

1st?expeditious retreat, magic missile, obscuring mist, shield, true strike; 2nd?invisibility, Melf's acid arrow, mirror image;

3rd?protection from energy, suggestion.

**\*Skills\*:** A water naga has a + 8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

"Wiki":

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Back to [\[\[MM\]\]](#) [\[\[Wiki Creatures\]\]](#) [\[\[Forstford Creatures\]\]](#)

</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;span class="caps"&gt;WATER&lt;/span&gt;  
&lt;span class="caps"&gt;NAGA&lt;/span&gt; &lt;br /&gt;  
Large Aberration (Aquatic)&lt;br /&gt;  
&lt;strong&gt;Hit Dice&lt;/strong&gt;: 7d8 + 28 (59 hp) &lt;br /&gt;  
&lt;strong&gt;Initiative&lt;/strong&gt;: + 1 &lt;br /&gt;  
&lt;strong&gt;Speed&lt;/strong&gt;: 30 ft. (6 squares), swim&lt;br /&gt;  
50 ft.&lt;br /&gt;  
&lt;strong&gt;Armor Class&lt;/strong&gt;: 15 (? 1 size, + 1 &lt;br /&gt;  
Dex, + 5 natural), touch &lt;br /&gt;  
10, flat-footed 14 &lt;br /&gt;  
&lt;strong&gt;Base Attack/Grapple&lt;/strong&gt;:&lt;br /&gt;  
+ 5/+ 12 &lt;br /&gt;  
&lt;strong&gt;Attack&lt;/strong&gt;: Bite + 7 melee&lt;br /&gt;  
(2d6 + 4 plus poison)&lt;br /&gt;  
Full Attack: Bite + 7 melee &lt;br /&gt;  
(2d6 + 4 plus poison)&lt;br /&gt;  
&lt;strong&gt;Space/Reach&lt;/strong&gt;: 10 ft./5 ft. &lt;br /&gt;

<strong>Special Attacks</strong>: Poison, <br />

spells <br />

<strong>Special Qualities</strong>:<br />

Darkvision 60 ft.<br />

<strong>Saves</strong>: Fort + 6, Ref + 5, Will + 8 <br />

<strong>Abilities</strong>: <strong>Str 16, Dex 13, Con <br />

18, Int 10, Wis 17, Cha 15</strong><br />

<strong>Skills</strong>: Concentration + 12,<br />

Listen + 7, Spellcraft + 8, <br />

Spot + 7, Swim + 11 <br />

Feats: Alertness, Combat Casting, Eschew Materials, Lightning Reflexes <br />

<strong>Environment</strong>: Temperate aquatic <br />

<strong>Organization</strong>: Solitary, pair, or nest (3?4) <br />

<strong>Challenge Rating</strong>: 7 <br />

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<strong>Level Adjustment</strong>: ?</p>

<table>

<tr>

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</tr>

</table>

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&#8220;Wiki&#8221;:

[Back to](/wikis/mm)  
[MM](/wikis/wiki-creatures)  
[Wiki Creatures](/wikis/forstford-creatures)

<link>https://mark-1.obsidianportal.com/wiki\_pages/lizardfolk</link>

<content gm\_only="false" format="textile">!https://i.warosu.org/data/tg/img/0459/88/1457897611343.jpg!

|This tall humanoid looks like a cross between a powerfully built human and a lizard. It has clawed hands, a long tail, and toothy jaws.|

"Wiki":http://www.dandwiki.com/wiki/SRD:Lizardfolk

Back to [[MM]]???[[Wiki Creatures]]???[[Forstford Creatures]]</content>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2250395</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/falcons-hollow-map</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2250411</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/falcons-hollow-places-of-interest</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;ins&gt;Goose?n?Gander:&lt;/ins&gt; The local general store &lt;br /&gt;

in Falcon?s Hollow is run by the only gnome &lt;br /&gt;

resident, Brickasnurd Hildrinsocks, who &lt;br /&gt;

sells everything from standard amenities &lt;br /&gt;

such as grain, lamp oil, ink, and mining &lt;br /&gt;

supplies, to such rare oddities as alche-&lt;br /&gt;

mist?s fire, antitoxin, a petrified pseudo-&lt;br /&gt;

dragon, and taxidermy nixies (all the rage &lt;br /&gt;

this season).&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Hollow Tribunal:&lt;/ins&gt; This is where the &lt;br /&gt;

diminutive halfling Magistrate Vamros &lt;br /&gt;

Harg dispenses merchant licenses, stamps &lt;br /&gt;

mining and lumber claims, and passes &lt;br /&gt;

judgment on criminal and civil cases. Most <br />

Falconers enjoy the irony of the Hollow <br />

Tribunal's name, since the justice meted out <br />

there is rarely equitable. The fact that Harg <br />

is firmly in Gavel Thuldrin's pocket is well <br />

known, but it is rarely uttered in public by <br />

those who value their lives.</p>

<p><ins>Jak's Napes:</ins> This leaning ramshackle <br />

inn located next to the town's stables offers <br />

lodgings and food to the many travelers <br />

who pass through Falcon's Hollow. The <br />

owner, a rotund red-faced human named <br />

Jak Crimmy, with a single wisp of bright <br />

red hair on his otherwise bald head, is a <br />

retired bard who sports an easy smile. Jak's <br />

cinnamon-crusts flapjacks are legendary <br />

in town, as is his skill at juggling frying <br />

pans and his astonishing marksmanship <br />

with a heavy crossbow (Jak is a man of <br />

many talents).</p>

<p><ins>Quinn's Carnival:</ins> Half-elf shadow-<br />

dancer Namdrin Quinn led a band of <br />

veteran adventurers who used to venture <br />

into the vale with frequency. After a par-<br />

ticularly dangerous quest claimed the life <br />

of Namdrin's wife, Tess, the half-elf ended <br />

his career and established this carnival of <br />

wonders on the edge of town. Quinn and  
his companions wow crowds with feats of  
skill and magic by night, but rumor has it  
that after the tents close Namdrin and his  
merry band entreat with dark fey, whose  
anger mounts at the constant lumbering  
incursions into the vale. Some say the  
shadowdancer spies for the vengeful fey,  
who plan retribution and murder.

The Rouge Lady: The silk-veiled parlors  
in the back of this burlesque and gambling  
hall doubles as an illegal brothel. Kabran  
Bloodeye owns this illicit pleasure den,  
where the unfortunate Ralla peddles her  
charms to earn enough copper for her and  
Hollin to survive.

The Sitting Duck: Located a little too  
close for many folks' comfort to the town  
palisade, the Duck is the local hot spot for  
adventurers, explorers, and other rascal-  
lions looking for excitement. The tavern  
serves a potent local brew of fermented  
darkwood leaf that can floor an ogre in a  
few tankards. Raucous games of "knife-  
sies" and "mig-a-mug-tug" (two danger-  
ous local recreational activities both with  
a high rate of maiming) often rage late into

the night. Many adventurers share tales of &lt;br /&gt;  
Darkmoon Vale, Droskar?s Crag, and other &lt;br /&gt;  
surrounding locations for the price of a &lt;br /&gt;  
mug of ale.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/falcons-hollow" class="wiki-page-link"&gt;Falcon&#8217;s  
Hollow&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2250449</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-cutyard</link>

<content gm\_only="true" format="html">&lt;p&gt;A bustling place full of lumberjacks and  
woodcutters hauling logs from the river and turning them into timber.&lt;/p&gt;  
&lt;hr /&gt;

Back to &lt;a href="/wikis/falcons-hollow" class="wiki-page-link"&gt;Falcon&#8217;s  
Hollow&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2250450</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/falcons-hollow-lumber-warehouse</link>

<content gm\_only="true" format="html">&lt;p&gt;A storage place for extra timber.&lt;/p&gt;  
&lt;hr /&gt;

Back to &lt;a href="/wikis/falcons-hollow" class="wiki-page-link"&gt;Falcon&#8217;s  
Hollow&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/falcons-hollow-paper-mill</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2250843</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/falcons-hollow-low-market</link>

<content gm\_only="true" format="html">&lt;p&gt;Open to everyone, this market sells leftovers from the High Market (including food just starting to go bad).&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/falcons-hollow" class="wiki-page-link"&gt;Falcon&#8217;s Hollow&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2250846</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/falcons-hollow-high-market</link>

<content gm\_only="true" format="html">&lt;p&gt;A marketplace for finer goods, but a rigged lottery system keeps most townsfolk out.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/falcons-hollow" class="wiki-page-link"&gt;Falcon&#8217;s Hollow&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2250848</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/falcons-hollow-ferry-dock</link>

<content gm\_only="true" format="html">&lt;p&gt;A dock large enough to moor the passenger-bearing ferries from elsewhere on the river.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/falcons-hollow" class="wiki-page-link"&gt;Falcon&#8217;s Hollow&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2250849</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/hollow-tribunal</link>

<content gm\_only="true" format="html">&lt;p&gt;The magistrate's office, which doubles as a courthouse.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/falcons-hollow" class="wiki-page-link"&gt;Falcon&#8217;s Hollow&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2250850</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/jak-a-napes</link>

<content gm\_only="true" format="html">&lt;p&gt;A ramshackle inn run by retired bard Jak Crimmy, known for his flapjacks.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/falcons-hollow" class="wiki-page-link"&gt;Falcon&#8217;s Hollow&lt;/a&gt;</content>



<id>https://mark-1.obsidianportal.com/wiki\_pages/2250851</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-sitting-duck</link>

<content gm\_only="true" format="html">&lt;p&gt;A tavern that caters to adventurers looking for excitement in the nearby forest.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/falcons-hollow" class="wiki-page-link"&gt;Falcon&amp;#8217;s Hollow&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2250852</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/darkmoon-lumber-headquarters</link>

<content gm\_only="true" format="html">&lt;p&gt;Base of operations for the business that runs this town.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/falcons-hollow" class="wiki-page-link"&gt;Falcon&amp;#8217;s Hollow&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2250856</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/falcons-hollow-temple-of-rynn</link>

<content gm\_only="true" format="html">&lt;p&gt;Run by Lady Cirthana (NG human female Cleric 4 of &lt;br /&gt;

&lt;a href="/wikis/rynn" class="wiki-page-link"&gt;Rynn&lt;/a&gt;), most residents avoid the place as

the Lumber &lt;br /&gt;

Consortium dislikes Cirithana's meddling.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/falcons-hollow" class="wiki-page-link"&gt;Falcon&#8217;s Hollow&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2250857</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/kreed-manor</link>

<content gm\_only="true" format="html"&gt;&lt;p&gt;Home of the head of the Lumber Consortium, a brutish bully and criminal who enjoys the power he holds over others.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/falcons-hollow" class="wiki-page-link"&gt;Falcon&#8217;s Hollow&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2250859</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/vade-s-tower</link>

<content gm\_only="true" format="html"&gt;&lt;p&gt;Little more than a two-story shack, this is the home of Sharvaros Vade, a sullen hermit and wizard, and his son.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/falcons-hollow" class="wiki-page-link"&gt;Falcon&#8217;s Hollow&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2250860</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/roots-and-remedies</link>

<content gm\_only="true" format="html">&lt;p&gt;An herbalist shop run by Laurel, who helps those she can but is quick to exploit to the gullible.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/falcons-hollow" class="wiki-page-link"&gt;Falcon&#8217;s Hollow&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2250861</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-rouge-lady</link>

<content gm\_only="true" format="html">&lt;p&gt;A burlesque and gambling hall that doubles as a brothel.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/falcons-hollow" class="wiki-page-link"&gt;Falcon&#8217;s Hollow&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2250862</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-geese-n-gander</link>

<content gm\_only="true" format="html">&lt;p&gt;A general store run by the gnome Brickasnurd Hildrinsocks.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/falcons-hollow" class="wiki-page-link"&gt;Falcon&#8217;s

Hollow</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2250874</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/falcons-hollow-important-characters</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2252035</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/smurkat</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2253026</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/varadinum-upper-district</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/library-of-varadinum" class="wiki-page-link"&gt;Library of Varadinum&lt;/a&gt;&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/varadinum" class="wiki-page-link"&gt;Varadinum&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2253034</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/library-of-varadinum</link>

<content gm\_only="true" format="html">&lt;p&gt;After the Sembrian departure, Varadinians were forced to fend for themselves. Over the next century, the remaining populace became illiterate. Many of the scrolls and books were sent to the temple where the priests of Sol took up the work of copying them.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/varadinum-upper-district" class="wiki-page-link"&gt;Varadinum Upper District&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2256169</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/thindarth</link>

<content gm\_only="true" format="html"&gt;&lt;hr /&gt;

Back to &lt;a href="/wikis/west-faladon-important-sites" class="wiki-page-link"&gt;West Faladon Important Sites&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2259107</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/baydon-places</link>

<content gm\_only="true" format="html"&gt;&lt;p&gt;&lt;a href="/wikis/home-of-sylnys" class="wiki-page-link"&gt;Home of Sylnys&lt;/a&gt;&lt;/p&gt;&lt;hr /&gt;

Back to &lt;a href="/wikis/baydon" class="wiki-page-link"&gt;Baydon&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2259109</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/home-of-sylnys</link>

<content gm\_only="true" format="html"&gt;&lt;p&gt;&lt;a href="/characters/sylnys" class="wiki-content-link"&gt;Sylnys&lt;/a&gt;&lt;/p&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2261328</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-viona</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2262781</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/lake-tower-1-0</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2264682</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/zythrian-history</link>

<content gm\_only="true" format="html"><p>?The primitive Zythrarians dwell in villages near the home of a group of metallic dragons who are at war with another group of chromatic dragons. <br />

?The metallic dragons suffer a surprise attack in their home and are forced to flee<br />

?The people aid Kavanth, a wounded silver dragon. A healer named (healer) tends to his Wounds until he is able to fly again. Being very bright, she learns basic draconic to communicate with him. He tells her stories that fascinates her. She writes down the language and lore she has learned. Once the metallic dragons are able to drive the chromatic dragons back away from their home, Kavanth returns to visit with (healer). He does not stay, but protects the community from his den nearby. When their son, Lerezeth, reaches adulthood, he goes on a quest to visit his father. There, he is taught to use the words of draconic to weave arcane spells. (Dragonlord), being half-dragon,

lives on for over two centuries. After his death, he is deified. In that time, rule of the community falls to his family (the dragon kings) who have grown in power. They build temples dedicated to dragons and fortify their defenses with magic. Their bands of warriors are augmented with wizards. Other people in the area pay them for protection. They trade with many other cultures including the elves, dwarves, and minotaur. They establish colonies on the mainland.

Produced small armies of golems

Capital of Cerulis built in skysea

Zythrian Isles sunk. Survivors escaped by boat

Survivors had to rely on primitive men for survival. They teach the primitive men civilized things in return

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Back to [Zythria](/wikis/zythria) [History](/wikis/history)

[https://mark-1.obsidianportal.com/wiki\\_pages/2265600](https://mark-1.obsidianportal.com/wiki_pages/2265600)

[https://mark-1.obsidianportal.com/wiki\\_pages/xens-tale](https://mark-1.obsidianportal.com/wiki_pages/xens-tale)

[https://mark-1.obsidianportal.com/wiki\\_pages/2265696](https://mark-1.obsidianportal.com/wiki_pages/2265696)

[https://mark-1.obsidianportal.com/wiki\\_pages/the-viona-arrives-1](https://mark-1.obsidianportal.com/wiki_pages/the-viona-arrives-1)

[https://mark-1.obsidianportal.com/wiki\\_pages/2265714](https://mark-1.obsidianportal.com/wiki_pages/2265714)

[https://mark-1.obsidianportal.com/wiki\\_pages/the-viona-arrives-2](https://mark-1.obsidianportal.com/wiki_pages/the-viona-arrives-2)

gm\_only="true" format="html"><img alt="Placeholder for an image" data-bbox="912 912 950 932"/>

src="http://cultofj.com/wp-content/gallery/water/02\_Stormwrack\_300\_ppi\_v20n.jpg"

alt=""

/&gt;&lt;/p&gt;

&lt;p&gt;?50 ft long by 15-20 ft wide&lt;/p&gt;

&lt;p&gt;?crew of 8-15. Half are rowers (or polesmen)&lt;/p&gt;

&lt;p&gt;?Boat is anchored in river 100 feet from riverbank. 2 Rowboats are waiting ashore with 1

&lt;a href="/wikis/street-thug-soldier" class="wiki-page-link"&gt;Street Thug Soldier&lt;/a&gt;, 2 &lt;a

href="/wikis/street-thug-rookie" class="wiki-page-link"&gt;Street Thug Rookie&lt;/a&gt;s, and 4

oarsmen &lt;a href="/wikis/sailor-2" class="wiki-page-link"&gt;Sailor 2&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;?these men will start with unfriendly attitude&lt;/p&gt;

&lt;p&gt;?&quot;Well now. Who in the hell are you?&quot;&lt;br /&gt;

One of the thugs: &#8220;That&#8217;s some fancy equipment

&lt;br

/&gt;

they got there&#8221;&lt;br /&gt;

Leader: keep your mouth shut&lt;/p&gt;

?If PCs give name, leader will become shaken (Sense

Motive DC 14) and attempt being diplomatic.

&lt;strong&gt;?If conversation continues for long:&lt;/strong&gt;

One of the thugs: &#8220;Man, forget this!&#8221; (looses

crossbow bolt)

&lt;p&gt;&lt;strong&gt;?If battle happens&lt;/strong&gt;&lt;br /&gt;

? Leader: you damned fools! (flees to boat. 3 men follow. 1 full round to prepare rowboat for launch)&lt;/p&gt;

&lt;p&gt;?men on the Viona will watch, possibly firing ranged weapons if any PCs aren&#8217;t in melee.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Ballista&lt;/strong&gt;&lt;br /&gt;



-4 attack 3d8 19-20 120ft two full rounds to reload

On boat: 2 polemen ([Street Thug Rookie](/wikis/street-thug-rookie)), captain [Ship Captain](/wikis/ship-captain-5) 5, 2 mates [Ship&#8217;s Mate](/wikis/ships-mate-5) 5, 4 crew [Sailor 2](/wikis/sailor-2)

Working speed stats

Downriver/upriver

table

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<td>current</td>

<td>2/?</td>

<td>4/?</td>

<td>4/?</td>

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<p><a href="/wikis/return-to-sylvandale" class="wiki-page-link">Return to Sylvandale</a></p>

<p><a href="/wikis/Return%20to%20Sylvandale%20%28ambush%29/new" class="create-wiki-page-link">Return to Sylvandale (ambush)</a></p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2266067</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/viona-captain</link>

<content gm\_only="true" format="html"><p>Male Human Exp8</p>

<p><span class="caps">BAB</span> + 6/+ 1</p>

<p><ins>Save</ins><br />

F + 2/ R + 2/ W + 6</p>

<p><strong>Captain Llywelyn Mortimer</strong><br />  
<strong>Male Human Exp8</strong>; <br />  
<strong>CR</strong> <br />  
Medium Humanoid;<br />  
<strong>HD:</strong> 8d6- 7<br />  
<strong>hp:</strong> 22<br />  
<strong>Init:</strong> + 0<br />  
<strong>Spd:</strong> 30 ft<br />  
<strong>AC</strong> <br />  
<strong>Base Attack/Grapple:</strong> + 6/ + 1/ + 6<br />  
<strong>Atk</strong> + melee () or + ranged ()<br />  
<strong>SA</strong> <br />  
<strong>SQ</strong><br />  
<strong>AL</strong><p>  
<p><strong>SV</strong> Fort + 1, Ref + 2, Will + 6,</p>  
<p>\*Str\*10, \*Dex\*10, \*Con\*8, \*Int\*13, \*Wis\*10, \*Cha\*12</p>  
<p><strong>Skills and Feats</strong>:</p>  
<p><strong>Special Attacks:</strong>:</p>  
<p><strong>Special Qualities</strong>:</p>  
<hr />  
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<hr />  
Back to <a href="/wikis/the-viona-arrives-2" class="wiki-page-link">The Viona Arrives  
2</a></content>

<link>[https://mark-1.obsidianportal.com/wiki\\_pages/everyone-else-npcs](https://mark-1.obsidianportal.com/wiki_pages/everyone-else-npcs)</link>

<content gm\_only="true" format="html">&lt;p&gt;In the shadows? &lt;br /&gt;

Bartender &lt;br /&gt;

Bouncer &lt;br /&gt;

Courtesan&lt;br /&gt;

Gambler&lt;br /&gt;

Fence&lt;br /&gt;

Smuggler&lt;br /&gt;

Tavern Boor&lt;br /&gt;

On the docks?&lt;br /&gt;

Dock worker&lt;br /&gt;

Fisher&lt;br /&gt;

Marine&lt;br /&gt;

Mercantile Seaman&lt;br /&gt;

Navigator&lt;br /&gt;

Sailor&lt;br /&gt;

&lt;a href="/wikis/ship-captain" class="wiki-page-link"&gt;Ship Captain&lt;/a&gt;&lt;br /&gt;

Ship Surgeon&lt;br /&gt;

On the farm or in the village?&lt;br /&gt;

Animal trainer&lt;br /&gt;

Farmer&lt;br /&gt;

Gentleman farmer&lt;br /&gt;

Herder&lt;br /&gt;

Miller&lt;br /&gt;

Miner&lt;br /&gt;

Vintner&lt;br /&gt;

In the woods?&lt;br /&gt;

Hunter&lt;br /&gt;

Hunt master &lt;br /&gt;

Tracker / Guide&lt;br /&gt;

Trapper &lt;br /&gt;

Woodcutter&lt;br /&gt;

On the jobsite?&lt;br /&gt;

Carpenter &lt;br /&gt;

Engineer &lt;br /&gt;

Mason&lt;br /&gt;

Unskilled Labourer &lt;br /&gt;

In the shop?&lt;br /&gt;

Brewer /Distiller &lt;br /&gt;

Crafter (General) &lt;br /&gt;

Gem cutter &lt;br /&gt;

Jeweler &lt;br /&gt;

Smith (General) &lt;br /&gt;

In the market?&lt;br /&gt;

Art Dealer&lt;br /&gt;

Magic item dealer &lt;br /&gt;

Auctioneer &lt;br /&gt;

Importer/Exporter &lt;br /&gt;

Moneychanger &lt;br /&gt;

Moneylender &lt;br /&gt;

Shopkeeper &lt;br /&gt;

At your service?&lt;br /&gt;

Artist/Artisan &lt;br /&gt;

Boater &lt;br /&gt;

Cartographer &lt;br /&gt;

Chef/Cook &lt;br /&gt;

Clerk &lt;br /&gt;

Domestic Servant&lt;br /&gt;

Entertainer (General) &lt;br /&gt;

Innkeeper &lt;br /&gt;

Lawyer &lt;br /&gt;

Messenger &lt;br /&gt;

Sage(Academic and Monastic) &lt;br /&gt;

Scribe (Monastic) &lt;br /&gt;

Scribe (Professional) &lt;br /&gt;

Scribe (Street) &lt;br /&gt;

Teamster &lt;br /&gt;

At the bedside?&lt;br /&gt;

Apothecary &lt;br /&gt;

Faith healer &lt;br /&gt;

Herbalist &lt;br /&gt;

Midwife &lt;br /&gt;

Quack &lt;br /&gt;

Surgeon &lt;br /&gt;

For the greater glory?&lt;br /&gt;

Hermit &lt;br /&gt;

Missionary &lt;br /&gt;

Preacher &lt;br /&gt;

In the beaurocracy?&lt;br /&gt;

Customs Agent &lt;br /&gt;

Herald &lt;br /&gt;

Jailor &lt;br /&gt;

Judge &lt;br /&gt;

Seneschal &lt;br /&gt;

Tax-Collector &lt;br /&gt;

At the barracks?&lt;br /&gt;

Conscript &lt;br /&gt;

Field officer &lt;br /&gt;

Palace guard &lt;br /&gt;

Soldier, professional &lt;br /&gt;

Staff officer &lt;br /&gt;

Town guard &lt;br /&gt;

In the castle?&lt;br /&gt;

Administrator &lt;br /&gt;

Diplomat &lt;br /&gt;

Field Marshal &lt;br /&gt;

Idle Noble &lt;br /&gt;

Merchant &lt;br /&gt;

Military Tactician &lt;br /&gt;

Politician &lt;br /&gt;

Spy&lt;/p&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2266374</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ship-captain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2266406</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ship-captain-1</link>

<content gm\_only="true" format="html">&lt;p&gt;Male Human EXP1; &lt;br /&gt;

CR 0.5; &lt;br /&gt;

Medium-size humanoid; &lt;br /&gt;

HD 1d6; hp 4; &lt;br /&gt;

Init + 0; &lt;br /&gt;

Spd 30; &lt;br /&gt;

AC 10 (touch 10, flat-footed 10);&lt;br /&gt;

Atk + 0 (1d8/19-20X2, longsword); &lt;br /&gt;

AL N; &lt;br /&gt;

Fort + 0, Ref + 0, Will + 2; &lt;br /&gt;

Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 12.&lt;br /&gt;

Skills and Feats: Appraise +1, Bluff +5, Crafts +1, Diplomacy +5,

Disguise +1, Forgery +1, Gather Information +1, Intimidate +5,

Intuit Direction +4, Knowledge (Ocean Lore) +5, Perform +1,

Profession (Sailor) +4, Scry +1, Search +1, Sense Motive +6,

Spot +4; Martial Weapon Proficiency (Longsword), Skill Focus

(Sense Motive).&lt;/p&gt;

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Back to &lt;a href="/wikis/ship-captain" class="wiki-page-link"&gt;Ship Captain&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2266407</id>



<link>https://mark-1.obsidianportal.com/wiki\_pages/ship-captain-7</link>

<content gm\_only="true" format="html">&lt;p&gt;Male Human EXP7; &lt;br /&gt;

CR 6; &lt;br /&gt;

Medium-size humanoid; &lt;br /&gt;

HD 7d6; hp 25; &lt;br /&gt;

Init +0; &lt;br /&gt;

Spd 30; &lt;br /&gt;

AC 10 (touch 10, flat-footed 10); &lt;br /&gt;

Atk + 6 (1d8/19-20X2, longsword); &lt;br /&gt;

AL N; &lt;br /&gt;

Fort + 2, Ref + 2, Will + 5; &lt;br /&gt;

Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 13.&lt;/p&gt;

&lt;p&gt;Skills and Feats: Appraise +3, Bluff +13, Crafts +1, Diplomacy

+15, Disguise +1, Forgery +1, Gather Information +1, Intimidate

+13, Intuit Direction +10, Knowledge (Ocean Lore) +10, Perform

+1, Profession (Sailor) +12, Scry +1, Search +1, Sense Motive

+12, Speak Language +2, Spot +6; Martial Weapon Proficiency

(Longsword), Skill Focus (Sense Motive), Weapon Focus

(Longsword), Skill Focus (Diplomacy).&lt;/p&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2266408</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ship-captain-3</link>

<content gm\_only="true" format="html">&lt;p&gt;Male Human EXP3; &lt;br /&gt;

CR 2; &lt;br /&gt;

Medium-size humanoid; &lt;br /&gt;

HD 3d6; hp 11; &lt;br /&gt;

Init + 0; &lt;br /&gt;

Spd 30; &lt;br /&gt;

AC 10 (touch 10, flat-footed 10); &lt;br /&gt;

Atk + 3 (1d8/19-20X2, longsword); &lt;br /&gt;

AL N;&lt;br /&gt;

Fort + 1, Ref + 1, Will + 3; &lt;br /&gt;

Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 12.&lt;/p&gt;

&lt;p&gt;Skills and Feats: Appraise +1, Bluff +7, Crafts +1,

Diplomacy +7, Disguise +1, Forgery +1, Gather Information +1, Intimidate +9, Intuit Direction +6,

Knowledge (Ocean Lore) +7, Perform +1, Profession (Sailor) +6, Scry +1, Search +1, Sense Motive

+8, Spot +6; Martial Weapon Proficiency (Longsword), Skill Focus (Sense Motive), Weapon Focus

(Longsword).&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/ship-captain" class="wiki-page-link"&gt;Ship Captain&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2266409</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ship-captain-5</link>

<content gm\_only="true" format="html">&lt;p&gt;Male Human EXP5; &lt;br /&gt;

CR 4; &lt;br /&gt;

Medium-size humanoid; &lt;br /&gt;

HD 5d6; hp 18; &lt;br /&gt;

Init + 0; &lt;br /&gt;

Spd 30; &lt;br /&gt;

AC 10 (touch 10, flat-footed 10); &lt;br /&gt;

Atk + 4 (1d8/19-20X2, longsword); &lt;br /&gt;

AL N; &lt;br /&gt;

Fort + 1, Ref + 1, Will + 4; &lt;br /&gt;

Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 13.&lt;/p&gt;

&lt;p&gt;Skills and Feats: Appraise +3, Bluff +11, Crafts +1, Diplomacy

+11, Disguise +1, Forgery +1, Gather Information +1, Intimidate

+11, Intuit Direction +8, Knowledge (Ocean Lore) +8, Perform +1,

Profession (Sailor) +8, Scry +1, Search +1, Sense Motive +8,

Speak Language +2, Spot +6; Martial Weapon Proficiency

(Longsword), Skill Focus (Sense Motive), Weapon Focus

(Longsword).&lt;/p&gt;

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Back to &lt;a href="/wikis/ship-captain" class="wiki-page-link"&gt;Ship Captain&lt;/a&gt;</content>

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CR 4; &lt;br /&gt;

Medium-size humanoid;&lt;br /&gt;

HD 5d4; hp 13; &lt;br /&gt;

Init + 0; &lt;br /&gt;

Spd 30; &lt;br /&gt;

AC 10 (touch 10, flat-footed 10);&lt;br /&gt;

Atk + 2 (1d6/X2, club); &lt;br /&gt;

AL N; &lt;br /&gt;

Fort + 2, Ref + 1, Will + 1; &lt;br /&gt;

Str 10, Dex 10, Con 11, Int 10, Wis 10, Cha 10.&lt;/p&gt;

&lt;p&gt;Skills and Feats: Balance +3, Climb +6, Intimidate +1, Profession

(Sailor) +7, Use Rope +5; Endurance, Great Fortitude, Skill Focus

(Use Rope).&lt;/p&gt;

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Back to &lt;a href="/wikis/Ship%27s%20Mate/new"

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CR 2; &lt;br /&gt;

Medium-size humanoid; &lt;br /&gt;

HD 3d4; hp 8; &lt;br /&gt;

Init + 0; &lt;br /&gt;

Spd 30; &lt;br /&gt;

AC 10 (touch 10, flat-footed 10); &lt;br /&gt;

Atk +1 (1d6/X2, club); &lt;br /&gt;

AL N; &lt;br /&gt;

Fort + 2, Ref + 1, Will + 1; &lt;br /&gt;

Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.&lt;/p&gt;

&lt;p&gt;Skills and Feats: Balance +3, Climb +4, Profession (Sailor) +5,

Use Rope +5; Endurance, Great Fortitude, Skill Focus (Use

Rope).&lt;/p&gt;

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[Pact Domain](/wikis/pact-domain)

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<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;&lt;span class="caps"&gt;FLOATING&lt;/span&gt; &lt;span class="caps"&gt;EYE&lt;/span&gt;&lt;/strong&gt;&lt;br /&gt; Diminutive Magical Beast (Aquatic)&lt;br /&gt; &lt;strong&gt;Hit Dice:&lt;/strong&gt; 1/2d10 (2 hp)&lt;br /&gt; &lt;strong&gt;Initiative:&lt;/strong&gt; + 2&lt;br /&gt; &lt;strong&gt;Speed:&lt;/strong&gt; Swim 60 ft. (12 squares)&lt;br /&gt; &lt;strong&gt;Armor Class:&lt;/strong&gt; 16 (+ 4 size, + 2 Dex), touch 16, flat-footed 14&lt;br /&gt; &lt;strong&gt;Base Attack/Grapple:&lt;/strong&gt; + 0/- 17&lt;br /&gt; &lt;strong&gt;Attack:&lt;/strong&gt; Bite &#8211; 1 melee (1d2- 5)&lt;br /&gt; &lt;strong&gt;Full Attack:&lt;/strong&gt; Bite -1 melee (1d2 -5)&lt;br /&gt; &lt;strong&gt;Space/Reach:&lt;/strong&gt; 1 ft./0 ft.&lt;br /&gt; &lt;strong&gt;Special Attacks:&lt;/strong&gt; Hypnotic gaze&lt;br /&gt; &lt;strong&gt;Special Qualities:&lt;/strong&gt; Darkvision 60 ft., low-light vision&lt;br /&gt; &lt;strong&gt;Saves:&lt;/strong&gt; Fort + 2, Ref + 4, Will -3&lt;br /&gt; &lt;strong&gt;Abilities:&lt;/strong&gt; Str 1, Dex 15, Con 11, Int 1, Wis 4, Cha 2&lt;br /&gt;

**Skills:** Hide +24, Listen +0, Spot +0, Swim +10  
**Feats:** Alertness  
**Environment:** Any aquatic  
**Organization:** School (3-12)  
**Challenge Rating:** 1/10  
**Treasure:** None  
**Alignment:** Always neutral  
**Advancement:** 1 HD (Diminutive)  
**Level Adjustment:** ?

<table>

<tr>

<td>This creature looks like a 6-inch long semi-transparent fish with a single large eye located in the center of its body along its dorsal region.</td>

</tr>

</table>

Floating eyes are most often found underground in forgotten dungeon waterways and underground lakes and seas. The creature’s eye is capable of bioluminescence, and it has such minute control over the intensity and patterns of the light that it can mesmerize other creatures that see it. Floating eyes are part of an unusual symbiotic relationship with a variety of predatory fish, including sharks. Once the floating eye has mesmerized its prey, predatory fish move in and consume it. After they have eaten, the floating eye moves in and gorges itself on the scraps. Floating eyes are small saltwa-

ter fish that have transparent bodies and a single large eye about the size of a walnut located in the center of their body.

**Combat**

Floating eyes avoid combat, relying on their hypnotic gaze ability. If forced into combat, they bite an opponent.

**Hypnotic Gaze (Ex):** Creatures meeting the gaze of a floating eye must succeed on a

**DC 10 Will** save or stand and stare blankly at the floating eye (similar to the effects of a hypnotism spell) for 1d6 + 1 rounds. A swimming creature that fails its save does not sink, but floats on the surface of the water. The save DC is Constitution-based.

**Skills:** Due to its transparent coloration, the floating eye has a + 8 racial bonus on Hide checks.

A floating eye has a + 8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

It can use the run action while swimming, provided it swims in a straight line.

Floating eyes use their Dexterity modifier for Swim checks.

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"Survival Expanded DCs":http://www.giantitp.com/forums/showthread.php?500214-Survival-Skill-Survival-Guide

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but overtaken this small yard. Off to one side, &lt;br /&gt;

a wooden stable has collapsed into a mound &lt;br /&gt;

of rotting timbers and moldy straw. The outer &lt;br /&gt;

wall on the east side has also collapsed, leaving &lt;br /&gt;

a ragged hole. Bits of foundation-work only &lt;br /&gt;

suggest the monastery's original layout, fading &lt;br /&gt;

memories of a world long ago crushed under &lt;br /&gt;

the unforgiving heel of time.&lt;/td&gt;

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&lt;p&gt;If the PCs pick about the clearing they &lt;br /&gt;

find little of interest beyond the ancient &lt;br /&gt;

stonework and fallen stable. A DC 15 Search &lt;br /&gt;

check reveals a small broken spear with a &lt;br /&gt;

wicked barbed tip, discarded by a kobold &lt;br /&gt;

hunter, with a slight residue of centipede &lt;br /&gt;

poison still clinging to it. Anyone scouring &lt;br /&gt;

the ruins finds the top of a broken staircase &lt;br /&gt;

half obscured by uprooted bushes. Read or &lt;br /&gt;

paraphrase the following as they descend &lt;br /&gt;

into the black.&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;



&td>The constant woodland background noise &br />  
seems to liquefy in the murk below the surface. &br />  
Replacing it is the occasional quasi-discernable &br />  
whisper, moan, hiss, or intermittent echo of &br />  
jangling chains.&/td>

&/tr>  
&/table>

&p>Level 1: &a href="/wikis/droskars-crucible" class="wiki-page-link">Droskar&#8217;s Crucible&/a>&/p>

&p>Level 2: &a href="/wikis/kobold-warrens" class="wiki-page-link">Kobold Warrens&/a>&/p>

&hr />

Back to &a href="/wikis/darkmoon-vale" class="wiki-page-link">Darkmoon Vale&/a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2300907</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/droskars-crucible</link>

<content gm\_only="true" format="html">&p>&img src="https://s-media-cache-ak0.pinimg.com/originals/57/b6/40/57b64020b59fe1be281f4fd46addf009.jpg" alt="" />&/p>  
&p>&a href="/wikis/dm-1" class="wiki-page-link">DM 1&/a>??&a href="/wikis/dm-2" class="wiki-page-link">DM 2&/a>??&a href="/wikis/dm-3" class="wiki-page-link">DM 3&/a>??&a href="/wikis/dm-4" class="wiki-page-link">DM 4&/a>??&a href="/wikis/dm-5" class="wiki-page-link">DM 5&/a>??&a href="/wikis/dm-6"

[DM 7](/wikis/dm-7) [DM 8](/wikis/dm-8) [DM 9](/wikis/dm-9) [DM 10](/wikis/dm-10) [DM 11](/wikis/dm-11) [DM 12](/wikis/dm-12) [DM 13](/wikis/dm-13) [DM 14](/wikis/dm-14) [DM 15](/wikis/dm-15) [DM 16](/wikis/dm-16) [DM 17](/wikis/dm-17) [DM 18](/wikis/dm-18) [DM 19](/wikis/dm-19)

**Dungeon Features**

The stairs descend more than 20 feet below the surface and no sound penetrates from above. The monastery's walls are masonry, and there is no source of light anywhere save the forges and crucible of offering (areas 2 and 19). The monastery was constructed to warp sound in strange ways, allowing for the special qualities of the Listening Chamber (area

11). In all other areas besides the Listening Chamber, creatures suffer a ?5 penalty

on Listen checks. Where present, doors are strong, wooden and?unless otherwise noted?locked.

---

[Back to Dwarven Monastery](/wikis/dwarven-monastery)

<id>https://mark-1.obsidianportal.com/wiki\_pages/2300909</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/kobold-warrens</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2300912</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dm-1</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;1. Monument Chamber (EL 2)&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;The stairway opens into a large rectangular &lt;br /&gt;

chamber. The stone walls of this area are cov-&lt;br /&gt;

ered with intricate carvings of dwarves toil-&lt;br /&gt;

ing in mines or smithies. In the center of the &lt;br /&gt;

chamber stands the bottom half of a broken &lt;br /&gt;

ob-sidian obelisk. Crude picks, hammers, and &lt;br /&gt;

other tools lie scattered around the chamber.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;A monolith of polished obsidian dedi-&lt;br /&gt;

cated to Droskar once stood in this atrium &lt;br /&gt;

to the monastery?s underground level. &lt;br /&gt;

Carved with devotions to the Dark Smith &lt;br /&gt;

and bearing a dismal mural of dwarven &lt;br /&gt;

supplicants bowing at the Dark Furnace, &lt;br /&gt;

the monolith was shattered when the &lt;br /&gt;

empire fell.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Creatures&lt;/strong&gt;: Kobold slaves gather the &lt;br /&gt;

obsidian for its reflective qualities. &lt;br /&gt;

Vreggma, Chief Consort and ?Only One &lt;br /&gt;  
Allowed to Nag-Nag His Greatness,? loves &lt;br /&gt;  
to gaze at her own reflection. She enjoys &lt;br /&gt;  
posing before large pieces of polished &lt;br /&gt;  
obsidian and is having slaves construct a &lt;br /&gt;  
black mirror in her quarters. Currently, &lt;br /&gt;  
two kobold slaves toil near the west door-&lt;br /&gt;  
way, trying to drag a 60-pound chunk of &lt;br /&gt;  
the fallen monument behind them. Four &lt;br /&gt;  
kobold warriors accompany them (not so &lt;br /&gt;  
much to protect the slaves as to ensure &lt;br /&gt;  
they do not run away). &lt;br /&gt;

\_\_\_\_\_&lt;br /&gt;

&lt;a href="/wikis/kobold-0" class="wiki-page-link"&gt;Kobold&lt;/a&gt; Slaves (2) CR 1/4&lt;br /&gt;  
hp 2 each; MM 161&lt;br /&gt;

\_\_\_\_\_&lt;br /&gt;

These slaves are only armed with slings and do &lt;br /&gt;  
not wear leather armor (AC 13)&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;&lt;strong&gt;Tactics&lt;/strong&gt;&lt;/ins&gt;&lt;br /&gt;

&lt;strong&gt;During Combat&lt;/strong&gt; The slaves use their slings and &lt;br /&gt;  
avoid melee.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Morale&lt;/strong&gt; As soon as one warrior falls, they begin &lt;br /&gt;  
edging toward an exit. As soon as all the &lt;br /&gt;  
warriors fall they flee.&lt;br /&gt;

\_\_\_\_\_&lt;br /&gt;

&lt;a href="/wikis/kobold-0" class="wiki-page-link"&gt;Kobold&lt;/a&gt; Warriors (4) CR 1/4&lt;br /&gt;  
hp 4 each; MM 161&lt;br /&gt;

---

&lt;br /&gt;

&lt;strong&gt;&lt;ins&gt;Tactics&lt;/ins&gt;&lt;/strong&gt;&lt;br /&gt;

&lt;strong&gt;During Combat&lt;/strong&gt; The warriors hiss and sputter &lt;br /&gt;

when they detect the PCs and rush to attack.&lt;br /&gt;

&lt;strong&gt;Morale&lt;/strong&gt; The warriors fight to the death.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;&lt;ins&gt;Development&lt;/ins&gt;&lt;/strong&gt;: If the PCs subdue the &lt;br /&gt;

whimpering slaves (named Kibbo and &lt;br /&gt;

Jarrdreg), they might prove invaluable, if &lt;br /&gt;

irritating, allies through the rest of the &lt;br /&gt;

adventure. Kibbo refers to each PC as &lt;br /&gt;

Great Liberator so-and-so and Jarrdreg &lt;br /&gt;

applies a fitting title to each PC such &lt;br /&gt;

as Grand Axey-Cut (for an axe-wielding &lt;br /&gt;

fighter type), or Great Chief Bore-to-&lt;br /&gt;

Snore (for a wizard he sees cast sleep). The &lt;br /&gt;

kobolds are lickspittles and gladly jump &lt;br /&gt;

to complete any demeaning task they &lt;br /&gt;

perceive as an order, even obvious jests. &lt;br /&gt;

They know all about the ?pink-skinned &lt;br /&gt;

blood bags for the crown,? and are happy &lt;br /&gt;

to talk. The children were dragged down &lt;br /&gt;

to level 2 to join the other captives (see &lt;br /&gt;

area 12 for more details on the other cap-&lt;br /&gt;

tives). If the PCs do not speak Draconic, &lt;br /&gt;

Kibbo and Jarrdreg prove useful in area &lt;br /&gt;

&lt;a href="/wikis/dm-11" class="wiki-page-link"&gt;DM 11&lt;/a&gt; and in any parleys with other

kobolds. &lt;br /&gt;

They also can tell the PCs a little bit about &lt;br /&gt;

the tribe's most dangerous members (the &lt;br /&gt;

unique NPCs on level 2). &lt;br /&gt;

PCs who read Dwarven may piece &lt;br /&gt;

together and dust off some of the broken chunks of the monument to read the following: &lt;br /&gt;

??Toil is the only true path to Salva-&lt;br /&gt;

tion. Those who will not work shall have &lt;br /&gt;

their blood boiled in the Dark Furnace &lt;br /&gt;

for all time? there is no decadent para-&lt;br /&gt;

dise awaiting us after death, as our cor-&lt;br /&gt;

rupt forefathers claimed, only industrious &lt;br /&gt;

labor in Droskar's Forge awaits the faith-&lt;br /&gt;

ful, this great work is its own reward? &lt;br /&gt;

the unfaithful, they will serve in the end, &lt;br /&gt;

their blood and bones shall stoke the fires &lt;br /&gt;

of our industry? the world will burn to &lt;br /&gt;

the glory of Droskar.?&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/droskars-crucible" class="wiki-page-link"&gt;Droskar&#8217;s

Crucible&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2300922</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dm-2</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;2. Crucible of Offering (EL

3)</strong></p>

<table>

<tr>

<td>At the center of this large stone chamber is a <br />

deep pit filled with molten slag and sizzling <br />

blood that casts a hellish red gleam on the <br />

walls. Three narrow chutes open in the ceiling <br />

directly above the pit. The air here is oppres-<br />

sively hot and thick with ash.</td>

</tr>

</table>

<p>This large stone chamber is where <br />

the monks and visiting devotees of Dro-<br />

skar offered their blood and steel to the <br />

dark god. The forge spurned (see Appendix <br />

2) that is currently lurking in area <a href="/wikis/dm-19" class="wiki-page-link">DM 19</a>

has <br />

kept the pit active for centuries. Old vent <br />

shafts above once breached the surface 20 <br />

feet up but are now choked with centuries <br />

of soot.<br />

<strong>Creatures</strong>: The warmth of the Crucible <br />

attracted a grick, who roosts in the old <br />

vents. The grick prowls the ruins for prey <br />

but is delighted when a party of delicious <br />

humanoids delivers themselves right to its <br />

home. It attacks from its hiding place in <br />

the vents above.

[Grick](/wikis/grick) CR 3  
hp 9; MM 139

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Back to [Droskar&#8217;s Crucible](/wikis/droskars-crucible)

[https://mark-1.obsidianportal.com/wiki\\_pages/2300924](https://mark-1.obsidianportal.com/wiki_pages/2300924)

[https://mark-1.obsidianportal.com/wiki\\_pages/dm-3](https://mark-1.obsidianportal.com/wiki_pages/dm-3)

**3. Fountain Chamber (EL 4)**

A large fountain dominates this small chamber. Steam rolls off the superheated water pouring from a stone obelisk at the fountain's center, filling the entire chamber with its haze.
---

The fountain is fed by a hot spring that sits here at the nexus of the monastery proper. The water is thick with minerals and tastes of stone. The steam affords every one in this chamber concealment.
---

**Creatures**: A mated pair of shocker liz-



ards resides in the shallow fountain here.<br />

<br />

<a href="/wikis/shocker-lizard" class="wiki-page-link">Shocker Lizard</a>s (2) CR 2<br />

hp 13 each; MM 225</p>

<p><strong><ins>Tactics</ins></strong></p>

<strong>During Combat</strong> The shocker lizards unleash <br />

a stunning discharge against anyone who <br />

approaches within 5 feet of the fountain. <br />

If this does not rebuke the intruders they <br />

resort to a lethal shock.</p>

<hr />

Back to <a href="/wikis/droskars-crucible" class="wiki-page-link">Droskar&#8217;s  
Crucible</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2300925</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dm-4</link>

<content gm\_only="true" format="html"><p><strong>4. Glintaxe Attacks (EL  
3)</strong></p>

<table>

<tr>

<td>An evil hiss rises from the darkness ahead. A <br />

floating dwarven form shrouded in full plate <br />

rounds the corner. The air about this dwarven <br />

specter shimmers eerily, and the walls and floor <br />

sizzle and smoke where it passes. The thing's <br />

boots scorn the earth, gliding a full foot above <br />

the masonry floor. It drags a cruel bloodletter <br />

axe in the air behind it.</td>

</tr>

</table>

<p><strong>Creature</strong>: Druingar the Glintaxe <br />

approaches the PCs?or rather, his armor <br />

and axe do. Glintaxe arrived at the monastery planning to probe its secrets and retrieve the Grasp of

Droskar, an axe created by one of his ancestors a thousand years <br />

ago. Sadly, his wild carousing the night <br />

before his arrival left the usually steady <br />

warrior a little under the weather. Addled <br />

by drink and exhausted from the long hike <br />

to the Crucible, he decided to catch a short <br />

nap in area <a href="/wikis/dm-5" class="wiki-page-link">DM 5</a> before continuing

deeper into <br />

the ruined monastery. As he slumbered, a <br />

gelatinous cube engulfed him and quickly <br />

digested the dwarven hero. <br />

His mithral armor and magical axe <br />

(locked to his gauntlet) proved indigestible <br />

and remain suspended inside the cube. <br />

The magical glow shed by his enchanted <br />

axe refracts through the cube, creating a <br />

ghostly shimmer.<br />

\_\_\_\_\_<br />

[Gelatinous Cube](/wikis/gelatinous-cube) CR 3

hp 54; MM 201

**Tactics**

**During Combat** The cube mindlessly moves toward any potential meal (the PCs included).

**Treasure**: Druingar's suit of [mithral](/wikis/mithral) full-

plate needs a good wash to rinse off the

acidic residue of the cube but is otherwise

functional. His +1 battleaxe sheds light and

bears the inscription "Glintaxe."

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Back to [Droskar's Crucible](/wikis/droskars-crucible)

[https://mark-1.obsidianportal.com/wiki\\_pages/2300926](https://mark-1.obsidianportal.com/wiki_pages/2300926)

[https://mark-1.obsidianportal.com/wiki\\_pages/gelatinous-cube](https://mark-1.obsidianportal.com/wiki_pages/gelatinous-cube)

**format="textile">"wiki":http://www.dandwiki.com/wiki/SRD:Gelatinous\_Cube**

!https://s-media-cache-ak0.pinimg.com/originals/26/82/1c/26821c931d39fa2a30044f627e2dbdc2.jpg  
!

[This creature looks like a thick wall of quivering, transparent protoplasm.]

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<link>https://mark-1.obsidianportal.com/wiki_pages/dm-6</link>
```

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<content gm_only="true" format="html">&lt;p&gt;&lt;strong&gt;6. Hall of the Headless Corpse (EL 1)&lt;/strong&gt;&lt;/p&gt;&lt;table&gt;&lt;tr&gt;&lt;td&gt;A headless corpse in patchwork leather &lt;br /&gt;armor lies strewn in the middle of this section &lt;br /&gt;of corridor.&lt;/td&gt;
```

</tr>

</table>

<p>This poor sod was a recent victim of the <br />

vargouille in area <a href="/wikis/dm-7" class="wiki-page-link">DM 7</a>.</p>

<p><strong>Creatures</strong>: A trio of dire rats feed nois-<br />

ily on the rotting carcass, attacking anyone <br />

who interrupts them.<br />

\_\_\_\_\_<br />

<a href="/wikis/dire-rat" class="wiki-page-link">Dire Rat</a>s (3) CR 1/3<br />

hp 5; MM 64</p>

<p><strong><ins>Tactics</ins></strong></p>

<p><strong>During Combat</strong> The rats gang up on the <br />

creature that interrupts them.</p>

<p><ins>Treasure</ins>: The skeleton's belongings <br />

were long ago picked clean by the kobolds, <br />

but its boots of elvenkind did not fit any of <br />

them. In addition, a blood-soaked journal <br />

lies here, a few gory pages still legible</p>

<p></p>

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Back to <a href="/wikis/droskars-crucible" class="wiki-page-link">Droskar&#8217;s

Crucible</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2300981</id>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/dm-7</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 7. Lodestone Trap (EL 5)&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;This large circular stone chamber has four &lt;br /&gt; massive iron doors in the north, south, east, &lt;br /&gt; and west walls. The south and east doors stand &lt;br /&gt; open, while the north and west doors remain &lt;br /&gt; closed. At the center of the room a strange stone obelisk rises from floor to ceiling, its surface covered with metal bands and encrusted with deposits of a strange greenish mineral. The floor of this chamber is strewn with headless skeletons and scattered bones (no skulls &lt;br /&gt; among them). A dented steel shield and bits of &lt;br /&gt; metal armor lie at the foot of the obelisk.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;This large circular stone chamber contains a complex trap. The doors on the south and east walls of this chamber are framed with heavy iron doors on swinging &lt;br /&gt; hinges, which open away from the chamber, but brace against the masonry doorframe and jam shut



if pulled or pushed toward the chamber's interior. The north and west doors are reversed to be pulled open inward (although they are very heavy).  
Behind these doors are small alcoves where  
the creatures wait. **Creatures:** Two vargouilles are released from their alcove prisons by the lodestone  
obelisk's activation.  

---

**Vargouille**s (2)  
CR 2  
hp 5 each; MM 254  
**Tactics:**  
During Combat As soon as the PCs spring the trap, the vargouilles flit from their hiding places with a shriek and attack.  
**Trap:** The obelisk is a giant lodestone whose magnetic properties are activated when more than 30 pounds is applied to any one of dozens of pressure plates on the chamber floor. The abbot alone knew the safe path through the chamber, which involves skirting the circumference west and then cutting a path east after passing the obelisk and looping back south to the eastern exit. Anyone stepping on a pressure plate unleashes a magical discharge of energy and takes 1d6 electricity damage. This charge also activates the powerful magnetic quality of the obelisk. The entry doors are yanked shut and jammed by the magnetic pull, just as those over the alcoves are wrenched open. Anyone wearing metal armor is dragged 10 feet toward the central obelisk every round (DC 10 Strength check to resist this pull, DC 15 Strength check to move normally, although half speed away from the lodestone). Once pulled to the obelisk, such characters

are pinned (as in a grapple). Success on a **DC 10 Strength check** is required to take any action, and a 15 on the check allows a character to pull free of the obelisk. Metal objects secured on a person are ripped free and cling to the obelisk.

Metal objects gripped (shields or weapons) are wrenched from the hands of anyone failing a **DC 10 Strength check** (even if this check is made attacks made with held metal weapons have a ?2 penalty). The lodestone retains its magnetic quality for 1d4 minutes but can be deactivated earlier if it is struck with a second electrical discharge.

---

**Lodestone obelisk Trap CR 2**

Type magic device; Search DC 21; Disable Device DC 21

**Effects**

Trigger location; Reset automatic

Effect shocking grasp (1d6 electricity damage) and activate obelisk (see above)

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2303518</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dm-8</link>

<content gm\_only="true" format="html"><p><strong>8. Monument of the Forge War (EL

3)</strong></p>

<table>

<tr>

<td>This arched chamber contains two rows of <br />  
statues, one on the east wall and one on the <br />  
west. The statues to the east depict fearsome <br />  
dwarven warriors clad in simple plate armor <br />  
and hefting their warhammers high. Opposite <br />  
these are statues of dwarves depicted in gro- <br />  
tesque caricatures as overly obese, pig-nosed <br />  
brutes with huge grinning mouths and beady <br />  
eyes. The western statues stand in two lines, the <br />  
front kneeling, and both holding sharp, jutting <br />  
spears leveled at the smiths opposite them. The <br />  
corpse of a kobold is impaled on the west wall. <br />  
His limp body sags on the haft of a stone spear, <br />  
eye to eye with his statuesque killer.</td>

</tr>

</table>

<p>The eastern statues depict Droskar's <br />  
Smiths, dwarven warriors that gave their <br />  
lives in a brutal battle with the forces of the <br />  
old empire that had fallen into decadence. <br />  
They laid low the elite armies of the King <br />  
(depicted to the west) and paved the way for <br />  
a joyless theocracy dedicated to Droskar, <br />  
but they perished to the last in the bloody <br />

battle. A **DC 20 Knowledge** (history) check reveals this information.

**Trap**: The kobold fell prey to a deadly trap meant to prevent anyone from reaching [DM 9](/wikis/dm-9) beyond. This room is constructed with tumbling gears housed in the walls and pressure plates across the floor near the middle of the room. When triggered the room lurches suddenly on its side, rotating 90 degrees. Those in the room are hurled toward the double line of spears on the west wall. On the following round the smiths charge across the room (falling on pulley-suspended cables) and smash into anyone pinned by the spears (a **DC 15 Reflex** save avoids the hammer wielding statues). The chamber rights itself automatically one minute later, resetting the trap.

---

**Spear Legion Trap** CR 3

Type: mechanical; Search DC 20; Disable Device DC 20

Effects

Trigger: location; Reset: automatic

Effect: 1st round: Atk spear + 10 melee (1d8/x3), 2nd round: crush 2d6 bludgeoning (DC 15 Reflex negates); multiple targets (everyone

in the room)</p>

<hr />

Back to <a href="/wikis/droskars-crucible" class="wiki-page-link">Droskar&#8217;s  
Crucible</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2303949</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dm-9</link>

<content gm\_only="true" format="html"><p>9. Chronicle of the Faithful<br />

This simple room has polished walls of obsid-

ian that bear long lists of Dwarven names.<br />

The inscriptions here give the names

of the dwarven heroes who fell in the war

against the king's loyalist troops.<br />

A trigger at the bottom corner of the east

wall (under the name 'Grindbolt Stoneslider')

opens a secret sliding door to area 11. A <strong>DC 15

<a href="/wikis/search" class="wiki-page-link">Search</a></strong> check locates the  
trigger.</p>

<hr />

Back to <a href="/wikis/droskars-crucible" class="wiki-page-link">Droskar&#8217;s  
Crucible</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2303953</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dm-12</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2310987</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dm-10</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;10. Abbot's Quarters (EL 1)&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;This large chamber was clearly once the personal living quarters of an important dwarf. A simple stone bed stands in one corner near a large stone table. A large anvil also rests here, looking somewhat out of place. A massive maul has been attached to the anvil by a crude mechanical arm, and a dwarf skeleton, his skull crushed, rests atop the anvil.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;This is where the abbot of Droskar's &lt;br /&gt;

Crucible lived. The last abbot was a gnarled &lt;br /&gt;

old dwarven monk named Gristogar Ashbreath, who served Droskar unwaveringly even as the theocracy crumbled around him. When the last disciple tried to abandon the crucible, Gristogar shattered the traitor's spine with a well-placed punch and retired to his quarters to meditate. &lt;br /&gt;

After some contemplation, the abbot went to the forges and painstakingly crafted his final testament of devotion to the Dark Smith, a simple metal machine consisting of a large anvil with a hammer above locked on a mechanical hinge. When activated, the hammer slams to the anvil with thundering force. Gristogar lugged the device back to his quarters, prayed his last, laid his head upon the anvil, and triggered it. The mighty hammer blow pulped his head, sending shards of skull in all directions. His skeleton remains unmolested here, &lt;br /&gt;

slumped across his gruesome machine.</p>

<p><strong>Creature</strong>: Gristogar crafted a homunculus to serve him ages ago. The pathetic little creature's spirit broke with his master's suicide and it languishes here.</p>

<hr />

<p><strong><a href="/wikis/homunculus"

class="wiki-page-link">Homunculus</a></strong><br />

<strong>CR</strong> 1<br />

<strong>hp</strong> 11; MM 154</p>

<p><strong><ins>Tactics</ins></strong></strong><br />

<strong>During Combat</strong> When someone enters this <br />

room, the homunculus snarls: "Leave my <br />

master in peace!" before attacking.<br />

<strong>Treasure</strong>: A half-finished obsidian <br />

statuette of an owlbear rests on the table <br />

worth 20 gp). In addition, an obsidian tab-<br />

let rests on his table carved with a last mes-<br />

sage to the dark god. This relic of the old <br />

dwarven theocracy is worth 300 gp. Gris-<br />

togar's robe has rotted almost to nothing, <br />

but his cloth <a href="/wikis/slippers-of-spider-climb" class="wiki-page-link">Slippers of Spider

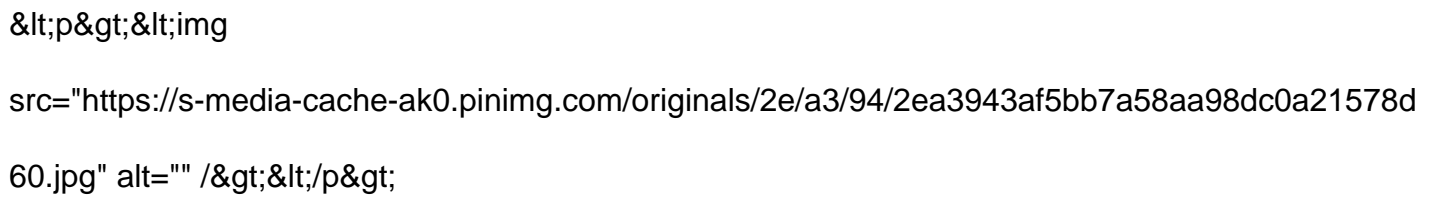
Climb</a> have not <br />

yet succumbed to time's rot. The skeleton's <br />

left hand still bears a fire-blackened cold <br />

iron gauntlet. This gauntlet is a magic item <br />

invested with power by Droskar himself. <br />

The gauntlet is one of several commonly referred to as the [Grasp of Droskar](/wikis/grasp-of-droskar).  
**Development**: A secret door rests behind Gristogar's carving table, opened by de-pressing a square stone on the floor under the table (**Search DC 20**).  


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Back to [Droskar's Crucible](/wikis/droskars-crucible)

[https://mark-1.obsidianportal.com/wiki\\_pages/2310988](https://mark-1.obsidianportal.com/wiki_pages/2310988)

[https://mark-1.obsidianportal.com/wiki\\_pages/grasp-of-droskar](https://mark-1.obsidianportal.com/wiki_pages/grasp-of-droskar)

[https://mark-1.obsidianportal.com/wiki\\_pages/2311163](https://mark-1.obsidianportal.com/wiki_pages/2311163)

[https://mark-1.obsidianportal.com/wiki\\_pages/dm-11](https://mark-1.obsidianportal.com/wiki_pages/dm-11)

[https://mark-1.obsidianportal.com/wiki\\_pages/2311244](https://mark-1.obsidianportal.com/wiki_pages/2311244)

[https://mark-1.obsidianportal.com/wiki\\_pages/dm-13](https://mark-1.obsidianportal.com/wiki_pages/dm-13)

`<content gm_only="true" format="html"><p><strong>Area`



Kitchen

This once well-appointed kitchen has suffered

from long neglect. Shelves covered in broken

stone and other refuse line the walls, while

across the room an old rusty cauldron rests in

the ashes of an ancient fire.

**Treasure**: The refuse on the eastern shelf conceals two potions of owl's wisdom, stashed here by a kobold thief after a successful raid and then forgotten when the thief was captured by the forge spurned in area [DM 19](/wikis/dm-19).

Back to [Droskar's Crucible](/wikis/droskars-crucible)

[https://mark-1.obsidianportal.com/wiki\\_pages/2311256](https://mark-1.obsidianportal.com/wiki_pages/2311256)

[https://mark-1.obsidianportal.com/wiki\\_pages/slippers-of-spider-climb](https://mark-1.obsidianportal.com/wiki_pages/slippers-of-spider-climb)

format="textile">"Wiki":[http://www.dandwiki.com/wiki/SRD:Slippers\\_of\\_Spider\\_Climbing](http://www.dandwiki.com/wiki/SRD:Slippers_of_Spider_Climbing)

format="html"><p><a href="http://www.dandwiki.com/wiki/SRD:Slippers\_of\_Spider\_Climbing">Wiki</a></p></

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2311258</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/homunculus</link>

<content gm\_only="false" format="textile">"wiki":http://www.dandwiki.com/wiki/SRD:Homunculus</content>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2311907</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/falcons-hollow-stats</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2312703</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dm-14</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 14. Ossuary (EL 5)&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;This dark ossuary is cold and full of the sound of dripping water. A dark corridor runs north down the center of the room, while to either side two large bays open into small niches that contain ancient dwarven skeletons. At the far end of the corridor rests a large iron anvil.&lt;/td&gt;

</tr>

</table>

This grim mini-catacomb of alcoves contains the bones of several dwarven monks of the crucible. All of the niches were once barred with locked iron grates. The grates are rusted and broken along the far east and west walls. The ones that seal the alcoves directly adjacent to the corridor, however, are still solid.

**Iron Grates** (10): hardness 10; hp 30 each; break DC 28.

**Creatures**: Each of the twelve open alcoves (six on each side) contains a dwarf skeleton. These skeletons do not animate unless they are attacked or someone tries to break through the sealed grates that line the corridor. The sealed alcoves also contain dwarf skeletons, five on either side of the corridor.

Unless attacked, these monks' remains do not animate until the PCs try to traverse the hallway. Small openings between the backs of the niches and the hallway allow the skeletons to reach through the wall to claw at the PCs as they pass.

**Head-hurling monk skeletons** (22) CR 1/3  
hp 6 each; MM 288 (human warrior <a href="/wikis/skeleton-0" class="wiki-page-link">Skeleton</a>) <br>  
with the following changes:

Init + 7;  
AC 15 (touch 13, flat-footed 13);  
Ref + 2;  
Ranged skull + 3 (1d3 + 1);  
Dex 17;  
no scimitar or shield

**Tactics**

**During Combat**The skeletons in the open alcoves hurl their

skulls at the PCs before closing to attack with their claws. The skeletons in the sealed alcoves reach through the openings to claw at PCs as they try to navigate the corridor.

**Development:** Savram Vade cowers behind the anvil on the opposite end of the corridor. He ran down the corridor, receiving a vicious cut on his arm from a skeleton's claw. A DC 15 Diplomacy check is required to calm the boy, otherwise he shrieks if anyone tries to touch him and crawls further into the alcove behind the anvil out of reach of any Medium characters. Kimi can calm him and get him to come out without making a check.

Back to [Droskar's Crucible](/wikis/droskars-crucible)

[https://mark-1.obsidianportal.com/wiki\\_pages/2312792](https://mark-1.obsidianportal.com/wiki_pages/2312792)

[https://mark-1.obsidianportal.com/wiki\\_pages/dm-15](https://mark-1.obsidianportal.com/wiki_pages/dm-15)

**Area 15. Abattoir (EL 5)**

Two large stone blocks rest in the center of this room, while to either side hang large rusty hooks over small channels in the stone floor that lead to old drains long since choked with refuse. A kobold lies on one of the blocks. The little creature's chest has been ripped open and its entrails hang obscenely off the sides of the block.

</table>

<p>This yawning stone chamber served as a slaughterhouse centuries ago, where livestock were bled and their meat stripped from bone.</p>

<p><strong>Creatures</strong>: Four dwarven ghouls, sad and rotting holdovers from their collapsed kingdom, now skulk in this bloody hall. Perhaps their shredded souls still cling to the memories of bloody slaughter they saw transpire here in life, and now they partake of their grisly meals in the abattoir. When the PCs enter the ghouls are at the butcher's block, one gnawing on the kobold's leg, another slurping up strips of entrails like sausages. They attack as soon as they detect the party.</p>

<p><a href="/wikis/ghoul" class="wiki-page-link">Ghoul</a>s (4) CR 1<br />hp 13 each; MM 119</p><hr /><p>Back to <a href="/wikis/droskars-crucible" class="wiki-page-link">Droskar's Crucible</a></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/dm-16</link>

<content gm\_only="true" format="html"><p><strong>Area 16. Chamber of Penance (EL 3)</strong></p>

<table>

<tr>

<td>Six stone prayer platforms with well-worn knee rests carved in to them are spread through this large chamber.</td>

</tr>

</table>

&lt;p&gt;Long ago, disciples of the crucible came here to pray to their dark god and beg his leniency for being too lax in their toil or committing crimes against his creed.

Creatures: A malcontent mystic of the Truescale Tribe named Kerrdremak holds court here over five kobold warriors. They are charged with scouting the upper halls and reporting obvious threats to Merlokrep and his elite bloodscales below. Consternation at his tribe's many recent tragedies has caused Kerrdremak to unceasingly express his laments to the other five. The group is rife for rebellion, although Kerrdremak is too spineless to suggest it, and the warriors lack the conviction (or intelligence) to commit to regicide.&lt;br /&gt;

If the PCs make a &lt;strong&gt;DC 10 Listen&lt;/strong&gt; check while approaching this chamber (or eavesdrop from area &lt;a href="/wikis/dm-11" class="wiki-page-link"&gt;DM 11&lt;/a&gt;), and speak Draconic, they note Kerrdremak's disillusionment and may even appeal to it and earn some allies against the Kobold King. If the PCs appear and do not immediately parley in Draconic, Kerrdremak and the warriors attack them.&lt;br /&gt;

Kerrdremak is a hunch-backed kobold with dark blue scales. One of his ears is immensely oversized (a birth defect) and droops under the weight of several human finger-bone earrings. These grim trophies jangle obscenely whenever he nods his head. &lt;br /&gt;

If Kerrdremak is convinced to aid the PCs in any way he nods frantically (accidentally calling attention to the dangling fingerbones), claiming "Kerrdremak always likey pink-skins, me never hurt

huu-mans!?

**Kerrdremak CR 1**

Male kobold adept 3

LE

Small humanoid (reptilian)

**Init** + 1;

**Senses** darkvision 60 ft.; Listen + 4;

Spot + 4

**Defense**

AC 13, touch 12, flat-footed 12

(+ 1 Dex, + 1 natural, + 1 size)

hp 10 (3d6)

Fort + 3, Ref + 2, Will + 5

**Offense**

Spd 30 ft.

Melee mwk club + 3 (1d3)

Spells Prepared (CL 3rd):

1st? [Burning Hands](/wikis/burning-hands) (DC 13),

[Cause Fear](/wikis/cause-fear-0) (DC 13),

[Command](/wikis/command-0) (DC 13)

0? [Create Water](/wikis/create-water), [Cure Minor Wounds](/wikis/cure-minor-wounds),

[Mending](/wikis/mending)

**Tactics**

During Combat Kerrdremak casts spells and shies away from melee.

**Morale** Kerrdremak surrenders if reduced to 5 hp or less.

**Statistics**

Abilities Str 10, Dex 13, Con 11, Int 10, Wis 15, Cha 12

Base Atk + 1; Grp ? 3

Feats Alertness (as long as Taily is within arm's reach), Combat Casting, Weapon

Focus (club)

Skills Concentration +4, Craft (trapmaking) +2,

Heal +6, Hide +5, Profession (miner) +4,

Search +2, Spellcraft +2, Survival +4.

Languages Common, Draconic

SQ; light sensitivity, summon familiar (rat named Taily)

Gear masterwork club, torn brown robes,

oversized dwarven boots.

[Kobold](/wikis/kobold-0) warriors (5) CR 1/4

hp 4 each; MM 161

Tactics

Morale These kobolds only fight as long as they think they are on the winning side.

De-pending on the situation, they flee or

switch sides if it appears they might be losing.

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<link>https://mark-1.obsidianportal.com/wiki\_pages/dm-17</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 17. Elevator (EL 4 and 3)&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;A ten-foot-diameter pit occupies the center of &lt;br /&gt;

this chamber. Directly over the pit a long chain &lt;br /&gt;

feeds through complex pulley system before &lt;br /&gt;

disappearing into the depths.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;This area once served as a refuse pit for the dwarves of the monastery. When the kobolds were pushed into the warrens below this area, and forced to make constant trips to the surface to gather food and fresh water, they grew tired of constantly scampering up the walls of the pit. The kobolds used a large cauldron, several lengths of chain, and pulleys stored in area &lt;a href="/wikis/dm-20" class="wiki-page-link"&gt;DM 20&lt;/a&gt; to construct a rudimentary pulley-operated elevator for ease of travel between the two levels.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Creatures&lt;/strong&gt;: Four kobold sentries commanded by an elite dark talon hunter are posted here to guard the elevator.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Dark Talon Hunter CR 3&lt;/strong&gt;&lt;br /&gt;

Male kobold rogue 2/fighter 1&lt;br /&gt;

LE &lt;br /&gt;

Small humanoid (reptilian)&lt;br /&gt;

Init + 7;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Senses&lt;/strong&gt; darkvision 60 ft.; Listen + 6, &lt;br /&gt;

Spot + 6&lt;/p&gt;

<p><strong>Defense</strong><br />

AC 18, touch 14, flat-footed 15<br />

(+ 3 armor, +3 Dex, + 1 natural, + 1 size)<br />

hp 15 (2d6 plus 1d10)<br />

Fort + 2, Ref + 6, Will + 1<br />

Defensive Abilities: evasion<p>

<p><strong>Offense</strong><br />

Spd 30 ft.<br />

Melee flying talon + 6 (1d3 plus poison) or Melee dagger + 6 (1d2)<br />

Ranged javelin + 6 (1d3 plus poison)<br />

Special Attacks: small centipede poison (injury, DC 11, 1d2 Dex/1d2 Dex), sneak attack + 1d6</p>

<p><strong><ins>Tactics</ins></strong><br />

<strong>Before Combat</strong> If the Dark Talon detects the PCs' entrance he stages an ambush, ordering two of the kobolds to hide in the cauldron elevator while he slinks into the shadowed alcove by the entrance. He orders the other two kobolds to hold their positions, luring the party into their trap.<br />

<strong>During Combat</strong> They flank whenever possible.<p>

<p><strong>Morale</strong> Dark talons fight to the death.<p>

<p><strong>Statistics</strong><br />

Abilities Str 10, Dex 16, Con 11, Int 10, Wis 12, Cha 10<br />

Base Atk + 2; Grp ?<br />

<strong>Feats</strong> Exotic Weapon Proficiency (flying talon), <br />

Improved Initiative, Weapon Finesse<br />

<strong>Skills</strong> Balance +6, Climb +5, Craft (trapmaking)

+2, Escape Artist +8, Hide +11, Jump +3,

Listen +6, Move Silently +8, Profession

(miner) +3, Search +2, Spot +6, Use Rope +7

(+9 bonds).<br />

Languages Draconic<br />

<strong>SQ</strong> light sensitivity, trapfinding<br />

<strong>Combat Gear</strong> 2 doses small centipede poison <br />

<strong>Other Gear</strong> dagger, flying talon, 2 javelins, <br />

studded leather armor</p>

<p><strong><a href="/wikis/kobold-0" class="wiki-page-link">Kobold</a> warriors

(4) CR 1/4</strong><br />

hp 4 each; MM 161</p>

<p><strong><ins>Tactics</ins></strong><br />

<strong>During Combat</strong> The kobolds leap out of the <br />

cauldron to attack.</p>

<p><strong>Morale</strong> If the dark talon hunter falls, or more <br />

than two of their number are slain, the <br />

kobolds flee.</p>

<p><strong>Trap</strong>: The kobolds purposefully rigged this elevator to malfunction if too much weight is placed inside. The elevator operates safely with less than 600 pounds in <br />

it, easily allowing the transport of a few kobolds and a prisoner, but an armed and armored party of adventurers is likely to cause the elevator to plummet to the bottom of the old refuse pit 30 feet below, dealing 3d6 points of damage to anyone inside. A <strong>DC 15 Knowledge (architecture and engineering)</strong> check or a <strong>DC 20 Search</strong> check reveals the weight limit. A <strong>DC 20 <br />

Reflex</strong> save allows a PC to jump clear as the chains give way and land safely in area <a href="/wikis/dm-19" class="wiki-page-link">DM 19</a>. <br />

If the trap is detected the PCs may use the elevator in smaller groups or climb down

(**DC 15 Climb**; check).

**?? Elevator Trap CR 3**

Type mechanical; Search DC 20 or Knowledge (architecture and engineering) DC 15; Disable Device DC ?

Effects

Trigger location; Reset none

Effect fall 30 ft. (3d6 points of damage); DC 20

Reflex negates

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[https://mark-1.obsidianportal.com/wiki\\_pages/2312811](https://mark-1.obsidianportal.com/wiki_pages/2312811)

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[https://mark-1.obsidianportal.com/wiki\\_pages/2312814](https://mark-1.obsidianportal.com/wiki_pages/2312814)

[https://mark-1.obsidianportal.com/wiki\\_pages/hellhound](https://mark-1.obsidianportal.com/wiki_pages/hellhound)

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e-to-width-down/350?cb=20110806070918!

|The creature resembles a big, powerfully built dog with short, rust-red fur;  
its markings, teeth, and tongue are sooty black. It has red, glowing eyes.|  
</content>

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href="http://www.dandwiki.com/wiki/SRD:Hell\_Hound"&gt;Wiki&lt;/a&gt;&lt;p&gt;  
&lt;p&gt;&lt;img  
src="https://vignette3.wikia.nocookie.net/forgottenrealms/images/a/a1/Hell\_Hound.jpg/revision/latest  
/scale-to-width-down/350?cb=20110806070918" alt="" /&gt;&lt;/p&gt;  
&lt;table&gt;  
&lt;tr&gt;  
&lt;td&gt;The creature resembles a big, powerfully built dog with short, rust-red fur; &lt;br /&gt;  
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&lt;/tr&gt;  
&lt;/table&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/dm-19</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 19. Foundry of Souls (EL 5)&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;A loud crackling sound fills the room. The smoke that pours from it is blistering hot and lit with a strange orange light. A massive forge responsible for the hellish atmosphere takes up the entire far wall of the cavern. Between the forge and the entrance stands a massive anvil, and nearby rest hammers, prongs, and other blacksmithing tools. A faint whimpering sound is almost lost in the roar that comes from the forge.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;An undead monstrosity left here by Droskar's wrath has kept the fire in his foundry burning for centuries. The smoke is even thicker here, making it difficult to see anything beyond 5 feet.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Creatures&lt;/strong&gt;: Jurin Creed, the young scion of Falcon Hollow's most powerful family, is sequestered here by an evil undead dwarf called a forge spurned. The forge spurned is hard at work at the anvil beating a new &lt;br /&gt;

link for its soul-forged chain. When the link is complete the creature plans to suck Jurin's soul into it, adding the boy to his gruesome menagerie. If interrupted, the forge spurned flies into a smoldering rage and levels its hatred at the party.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;&lt;a href="/wikis/forged-spurned" class="wiki-page-link"&gt;Forge Spurned&lt;/a&gt; CR 5&lt;/strong&gt;&lt;br /&gt;

hp 40; See Appendix 2&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Development&lt;/strong&gt;: Jurin is staggered from smoke inhalation and barely alive. He is at 0 hit points at present, but if he is

not removed from the smoke he slips into negatives. If Jurin comes to he is disoriented and threatens the party, warning them that his father will hunt them down if anything happens to him. When he realizes the PCs mean him no harm, his anger immediately fades and is replaced by gratitude, and he promises them a great reward from his father when they return to Falcon's Hollow. For all his feigned arrogance and cruelty, Jurin proves a steadfast friend and refuses to leave the ruins without all of his companions safely at his side.<br />

A fissure opens into a crevasse within the stalagmite cave (area <a href="/wikis/dm-23" class="wiki-page-link">DM 23</a>). Navigating the crevasse requires a <strong>DC 15</strong> <a href="/wikis/climb" class="wiki-page-link">Climb</a></strong> check for a Small or smaller creature. A Medium creature must squeeze to fit through the crevasse, increasing the <strong><a href="/wikis/climb" class="wiki-page-link">Climb</a></strong> DC to 20</strong>.</p>

<hr />

Back to <a href="/wikis/droskars-crucible" class="wiki-page-link">Droskar&#8217;s Crucible</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2314266</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/forged-spurned</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2319416</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/lake-tower-5-6-7</link>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2319620</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/fort-tarentum</link>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2321245</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/fey-crossing</link>



<content gm\_only="true" format="html">&lt;p&gt;?Rumor: everyone that crosses noble&lt;br /&gt;  
child ends up vanishing. No one has&lt;br /&gt;  
spoken up because of the family&#8217;s&lt;br /&gt;  
influence&lt;/p&gt;  
&lt;p&gt;?Investigation: small footprints&lt;br /&gt;  
lead away from homes&lt;/p&gt;  
&lt;p&gt;?Tracking footprints leads&lt;br /&gt;  
to Fey crossing&lt;/p&gt;  
&lt;p&gt;?Helpful fey: goblin tribe&lt;br /&gt;  
nearby serves a banshrae.&lt;br /&gt;  
Whole area is in fear of&lt;br /&gt;  
Verdant Lord&lt;/p&gt;  
&lt;hr /&gt;

Back to &lt;a href="/wikis/side-quests" class="wiki-page-link"&gt;Side Quests&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2344667</id>

<content gm\_only="true" format="html">&lt;p&gt;?When PCs are in forest near a town. Preferably  
camping out to rest&lt;/p&gt;  
&lt;p&gt;?Leprechaun sneaks into camp (invisibility?) and steals valuable item&lt;/p&gt;  
&lt;p&gt;?Leprechaun leads party on merry chase (skill challenge? through dangerous  
area?)&lt;/p&gt;  
&lt;p&gt;?After chase, Leprechaun offers PCs a deal. If they bring him a bottle of exotic wine that  
used to be made in town, he&#8217;ll reveal where he hid the item&lt;/p&gt;  
&lt;p&gt;?in town, subplot to find exotic wine recipe. Finding it, PCs discover that the exotic wine  
was made from a rare ingredient that can only be found in a dangerous place&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/leprechaun" class="wiki-page-link"&gt;Leprechaun&lt;/a&gt;&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/side-quests" class="wiki-page-link"&gt;Side Quests&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/leprechaun</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2344741</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sealed-book</link>

<content gm\_only="true" format="html">&lt;p&gt;?Familiar sage/mage asks PCs to help him recover an ancient tome from dungeon&lt;/p&gt;

&lt;p&gt;?Mage has explored a small bit of the dungeon where the book is sealed. No magic will release it. He /she believes that a mechanism/ward further in will release it.&lt;/p&gt;

&lt;p&gt;?Mage says (en route) that four items must be found in the dungeon to unlock the way to the mechanism&lt;/p&gt;

&lt;p&gt;?Lower levels are flooded but higher levels can be reached. Pump mechanism (or ?) on higher level can be activated to clear lower level.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/side-quests" class="wiki-page-link"&gt;Side Quests&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/quest-table</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2345954</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/vargouille</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/mithral</link>

<content gm\_only="false" format="textile">"Wiki":http://www.dandwiki.com/wiki/SRD:Mithral</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/escaped-animals</link>

<content gm\_only="true" format="html">&lt;p&gt;?Warehouse houses a variety of exotic creatures. They&amp;#8217;re sold to collectors,&lt;/p&gt;  
&lt;hr /&gt;  
Back to &lt;a href="/wikis/side-quests" class="wiki-page-link"&gt;Side Quests&lt;/a&gt;</content>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2349701</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/greater-gods</link>

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&lt;th&gt;Law/Chaos&lt;/th&gt;

&lt;th&gt;Good/Evil&lt;/th&gt;

&lt;th&gt;Weapon&lt;/th&gt;

&lt;th&gt;Portfolio&lt;/th&gt;

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&lt;td&gt;&lt;a href="/wikis/axion" class="wiki-page-link"&gt;Axion&lt;/a&gt;&lt;/td&gt;

&lt;td&gt;All&lt;/td&gt;

&lt;td&gt;G&lt;/td&gt;

&lt;td&gt;N&lt;/td&gt;

&lt;td&gt;G&lt;/td&gt;

&lt;td&gt;Mace&lt;/td&gt;

&lt;td&gt;Sun&lt;/td&gt;

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<td>G</td>

<td>N</td>

<td>N</td>

<td>Quarterstaff</td>

<td>Nature</td>

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<td>G</td>

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<td>N</td>

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<td>All</td>

<td>G</td>

<td>C</td>

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<td>N</td>

<td>E</td>

<td>Scythe</td>

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<td>All</td>

<td>G</td>

<td>C</td>

<td>E</td>

<td>Battleaxe</td>

<td>War, Orcs</td>

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<td><a href="/wikis/leleigh" class="wiki-page-link">Leleigh</a></td>

<td>Halfling</td>

<td>G</td>

<td>N</td>

<td>G</td>

<td>Short Sword</td>

<td>Halflings</td>

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<td><a href="/wikis/gellarn" class="wiki-page-link">Gellarn</a></td>

<td>Gnomish</td>

<td>G</td>

<td>N</td>

<td>G</td>

<td>Light Pick</td>

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<td><a href="/wikis/turim" class="wiki-page-link">Turim</a></td>

<td>Dwarven</td>

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<td>L</td>

<td>G</td>

<td>Warhammer</td>

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<td>Elven</td>

<td>G</td>

<td>C</td>

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<td>Longsword</td>

<td>Elves</td>

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&lt;p&gt;&lt;a href="/wikis/Varadinum%20Temple%20of%20Sol%20-3/new"

class="create-wiki-page-link"&gt;Varadinum Temple of Sol -3&lt;/a&gt; Sembrian&lt;/p&gt;

&lt;p&gt;Altar can be reconsecrated to make safe spot&lt;/p&gt;



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Back to &lt;a href="/wikis/varadinum" class="wiki-page-link"&gt;Varadinum&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/varadinum-tunnels</link>

<content gm\_only="true" format="html">&lt;p&gt;?Mines used by earlier inhabitants to gather stone for the city&lt;/p&gt;

&lt;p&gt;?Later used by smugglers and eccentrics&lt;/p&gt;

&lt;p&gt;?Used by resistance fighters&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Areas Connected&lt;/ins&gt;&lt;/p&gt;

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Back to &lt;a href="/wikis/varadinum" class="wiki-page-link"&gt;Varadinum&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/arcane-bounty</link>

<content gm\_only="true" format="html">&lt;p&gt;Arcane academy sends PCs on bounty after a wizard who has violated their rules&lt;/p&gt;

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Back to &lt;a href="/wikis/side-quests" class="wiki-page-link"&gt;Side Quests&lt;/a&gt;</content>

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&lt;p&gt;1. Portico&lt;br /&gt;

2.&lt;br /&gt;

3. Main Chapel&lt;br /&gt;

4. Inner Sanctum&lt;br /&gt;

5. Vestry&lt;br /&gt;

6. High Priest?s Chamber&lt;br /&gt;

7. Kitchen&lt;br /&gt;

8. Great Hall/Meeting Room&lt;br /&gt;

9. Storage&lt;br /&gt;

10.&lt;br /&gt;

11. Library&lt;/p&gt;

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Back to &lt;a href="/wikis/varadinum-temple-of-sol" class="wiki-page-link"&gt;Varadinum Temple of

Sol&lt;/a&gt;</content>

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&lt;p&gt;&lt;ins&gt;Living Quarters&lt;/ins&gt;&lt;/p&gt;

&lt;p&gt;1. Acolyte&amp;#8217;s Bedchamber&lt;/p&gt;

&lt;p&gt;2. Priest&amp;#8217;s Bedchamber&lt;/p&gt;

&lt;p&gt;3. Great Hall&lt;br /&gt;

3A. Storage&lt;/p&gt;

&lt;p&gt;4A. Kitchen&lt;br /&gt;

4B. Wine Cellar&lt;br /&gt;

4C. Larder&lt;/p&gt;

&lt;p&gt;5. Living Room&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Pythian Crypts&lt;/ins&gt;&lt;br /&gt;

6. Shrine&lt;/p&gt;

&lt;p&gt;7. Storage&lt;/p&gt;

&lt;p&gt;8. Embalming Chamber&lt;/p&gt;

&lt;p&gt;9. Columbarium&lt;/p&gt;

&lt;p&gt;10. Ossuary&lt;/p&gt;

&lt;p&gt;11. North High Priest Crypt&lt;/p&gt;

&lt;p&gt;12. South High Priest Crypt&lt;/p&gt;

&lt;p&gt;13. Paragon Crypt&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Ancient Crypts&lt;/ins&gt;&lt;/p&gt;

&lt;p&gt;14. Common Crypts&lt;/p&gt;

<p>15. Lower Crypt</p>

<p>16.</p>

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<p>??\*+Flame Strike Trap+\*: CR 6; magic device; proximity trigger (detect magic); automatic reset; spell effect (flame strike, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage); <strong>Search DC 30</strong>; Disable Device DC 30. Cost: 22,750 gp, 1,820 XP.</p>

<p>??\*+Glyph of Warding (Blast)+\*: CR 6; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); <strong>Search DC 28</strong>; Disable Device DC 28. Cost: 680 gp to hire <span class="caps">NPC</span> spellcaster.</p>

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Back to <a href="/wikis/varadium-temple-of-sol" class="wiki-page-link">Varadium Temple of Sol</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2381537</id>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/dungeon-room-template</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2386039</id>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/wilderness-base</link>

<content gm\_only="true" format="html">&lt;p&gt;?PCs are searching wilderness for some other location&lt;/p&gt;&lt;p&gt;?PCs find an abandoned dwelling deep in a forest. After searching it, they find it empty&lt;/p&gt;&lt;p&gt;?PCs end up defending dwelling&lt;/p&gt;</content>

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Back to <a href="/wikis/side-quests" class="wiki-page-link">Side Quests</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2389467</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/farwater</link>

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<p>Small City</p>

<p>Population: 6,599</p>

<p><a href="/wikis/farwater-map" class="wiki-page-link">Map</a>&#8212;<a

href="/wikis/farwater-stats" class="wiki-page-link">Stats</a>&#8212;<a

href="/wikis/farwater-places-of-interest" class="wiki-page-link">Places of

Interest</a>&#8212;<a href="/wikis/Farwater%20Groups/new"

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href="/wikis/Farwater%20History/new"

class="create-wiki-page-link">History</a>&#8212;<a

href="/wikis/Farwater%20Gather%20Info/new" class="create-wiki-page-link">Gather

Info</a></p>

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Back to <a href="/wikis/farwater-area" class="wiki-page-link">Farwater Area</a></content>

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[Civic District](#)

[Noble Estates](/wikis/farwater-noble-estates)

[Wealthy Residential](/wikis/farwater-wealthy-residential)

[Waterfront District](/wikis/farwater-waterfront-district)

[Anglers&#8217; Wharf](/wikis/farwater-anglers-wharf)

[Marketplace](/wikis/farwater-marketplace)

[Average Residential](/wikis/farwater-average-residential)

[Slum](/wikis/farwater-slum)

[Garrison](/wikis/farwater-garrison)

[Professionals](/wikis/farwater-professionals)

[Shops](/wikis/farwater-shops)

[Warehouse District](/wikis/farwater-warehouse-district)

[Tannery District](/wikis/farwater-tannery-district)

[Temple District](/wikis/farwater-temple-district)

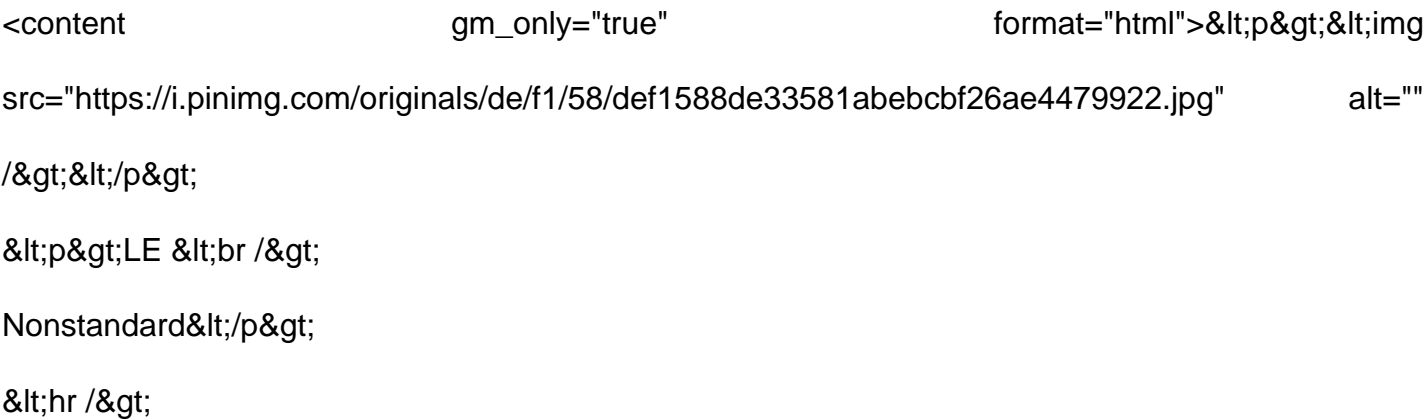
[Tavern District](/wikis/farwater-tavern-district)

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Back to [Farwater](/wikis/farwater)

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[https://mark-1.obsidianportal.com/wiki\\_pages/farwater-stats](https://mark-1.obsidianportal.com/wiki_pages/farwater-stats)



Back to [Farwater](/wikis/farwater)

[https://mark-1.obsidianportal.com/wiki\\_pages/2389962](https://mark-1.obsidianportal.com/wiki_pages/2389962)

[https://mark-1.obsidianportal.com/wiki\\_pages/sylvandale-gather-info](https://mark-1.obsidianportal.com/wiki_pages/sylvandale-gather-info)

Beggars

Commoners

Laborers

Farmers

Cattle Herders

Thugs

Middle Class

Merchants

Craftsmen



Slumlords

Clergy

Shopkeepers

Soldiers

<p><ins>Upper Class</ins></p>

Merchants

Shopkeepers

Government

Knights

Nobles

<hr />

<a href="/wikis/the-united-front" class="wiki-page-link">The United Front</a>

<a href="/wikis/the-crimson-fangs" class="wiki-page-link">The Crimson Fangs</a>

<a href="/wikis/Sylvandale%20Minor%20Gangs/new" class="create-wiki-page-link">Minor  
Gangs</a>

<a href="/wikis/the-nightblades-sylvandale" class="wiki-page-link">The Nightblades  
(Sylvandale)</a>

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<p><a href="/wikis/the-os-pythones" class="wiki-page-link">The Os  
Pythones</a></p>

<p><a href="/wikis/sylvandale-city-watch" class="wiki-page-link">City  
Watch</a></p>

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<p>Back to <a href="/wikis/sylvandale" class="wiki-page-link">Sylvandale</a></p></content>

<link>https://mark-1.obsidianportal.com/wiki\_pages/district-to-actual-building-types</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/farwater-civic-district</link>

<content gm\_only="true" format="html">&lt;table&gt;&lt;tr&gt;&lt;td&gt;Robed bureaucrats scurry from appointment to appointment, and nobles travel with their retinues. The main building is a stately structure with plenty of statuary and inscriptions.&lt;/td&gt;&lt;/tr&gt;&lt;/table&gt;&lt;p&gt;&lt;strong&gt;Temples&lt;/strong&gt;&lt;br /&gt;Temple of&lt;/p&gt;&lt;p&gt;&lt;strong&gt;Lodging&lt;/strong&gt;&lt;br /&gt;&lt;a href="/wikis/the-ministers-inn" class="wiki-page-link"&gt;The Minister&#8217;s Inn&lt;/a&gt; Fine Inn&lt;/p&gt;

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&lt;p&gt;&lt;strong&gt;Food&lt;/strong&gt;&lt;br /&gt;

&lt;a href="/wikis/the-talisman-and-sword" class="wiki-page-link"&gt;The Talisman and
Sword&lt;/a&gt; Fine Tavern&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/the-centaurs-hall" class="wiki-page-link"&gt;The Centaur&#8217;s
Hall&lt;/a&gt; Good Restaurant&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Trades (Exotic)&lt;/strong&gt;&lt;br /&gt;

&lt;a href="/wikis/thelios-wondrous-arcana" class="wiki-page-link"&gt;Thelio&#8217;s
Wondrous Arcana&lt;/a&gt;&lt;br /&gt;

&lt;a href="/wikis/rufido-and-palliopes-curiosities" class="wiki-page-link"&gt;Rufido and
Palliope&#8217;s Curiosities&lt;/a&gt;&lt;br /&gt;

&lt;a href="/wikis/prospaldos-blades" class="wiki-page-link"&gt;Prospaldo&#8217;s
Blades&lt;/a&gt;&lt;br /&gt;

&lt;a href="/wikis/ernulfs-leather-and-chain" class="wiki-page-link"&gt;Ernulf&#8217;s Leather
and Chain&lt;/a&gt;&lt;p&gt;

&lt;p&gt;&lt;strong&gt;Trades (Average)&lt;/strong&gt;&lt;br /&gt;

Provisioner x2&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Services (Fine)&lt;/strong&gt;&lt;br /&gt;

Sage&lt;/p&gt;

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Back to &lt;a href="/wikis/farwater-map" class="wiki-page-link"&gt;Farwater Map&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki_pages/the-talisman-and-sword</link>

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Back to [Farwater Civic District](/wikis/farwater-civic-district) [Farwater Important Places](/wikis/Farwater%20Important%20Places/new)

[https://mark-1.obsidianportal.com/wiki\\_pages/2392718](https://mark-1.obsidianportal.com/wiki_pages/2392718)

[https://mark-1.obsidianportal.com/wiki\\_pages/the-ministers-inn](https://mark-1.obsidianportal.com/wiki_pages/the-ministers-inn)

Fine Inn

Name: build in the former home of a priest

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Back to [Farwater Civic District](/wikis/farwater-civic-district) [Farwater Important Places](/wikis/Farwater%20Important%20Places/new)

[https://mark-1.obsidianportal.com/wiki\\_pages/2392725](https://mark-1.obsidianportal.com/wiki_pages/2392725)

[https://mark-1.obsidianportal.com/wiki\\_pages/the-centaurs-hall](https://mark-1.obsidianportal.com/wiki_pages/the-centaurs-hall)

Good Restaurant

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Back to [Farwater Civic District](/wikis/farwater-civic-district) [Farwater Places of Interest](/wikis/farwater-places-of-interest)

[https://mark-1.obsidianportal.com/wiki\\_pages/2396142](https://mark-1.obsidianportal.com/wiki_pages/2396142)

<link>https://mark-1.obsidianportal.com/wiki\_pages/sinnarian-coast</link>

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&lt;p&gt;1 square = 20 miles&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Kingdoms&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/darkmoon-vale" class="wiki-page-link"&gt;Darkmoon Vale&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/gaelon-vale" class="wiki-page-link"&gt;Gaelon Vale&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/the-lost-city-of-barakus" class="wiki-page-link"&gt;Endhome Area&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/elsir-vale" class="wiki-page-link"&gt;Elsir Vale&lt;/a&gt;&lt;/p&gt;

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&lt;p&gt;&lt;a href="/wikis/lptheria" class="wiki-page-link"&gt;lptheria&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/rimekeep" class="wiki-page-link"&gt;Rimekeep&lt;/a&gt;&lt;/p&gt;

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&lt;p&gt;&lt;a href="/wikis/galnesarine" class="wiki-page-link"&gt;Galnesarine&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Geographic&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/endless-plains" class="wiki-page-link"&gt;Endless Plains&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/alder-mire" class="wiki-page-link"&gt;Alder Mire&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/dhonahm-hills" class="wiki-page-link"&gt;Dhonahm Hills&lt;/a&gt;&lt;/p&gt;

[Giantshield Mountains](/wikis/giantshield-mountains)

[Throgren Moors](/wikis/throgren-moors)

[Golden Plains](/wikis/golden-plains)

[Wyvernwatch Mountains](/wikis/wyvernwatch-mountains)

[Oldwarden Bog](/wikis/oldwarden-bog)

[Thornwaste](/wikis/thornwaste)

[Duskwood](/wikis/duskwood)

[Oberach Plains](/wikis/Oberach%20Plains/new)

[Granitesherbe Mountains](/wikis/Granitesherbe%20Mountains/new)

[Sinnarian Desert](/wikis/sinnarian-desert)

[Groups](/wikis/sinnarion-coast-groups)

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[Avralor](/wikis/avralor)

[https://mark-1.obsidianportal.com/wiki\\_pages/2396183](https://mark-1.obsidianportal.com/wiki_pages/2396183)

[https://mark-1.obsidianportal.com/wiki\\_pages/clearwell](https://mark-1.obsidianportal.com/wiki_pages/clearwell)

[Large town](#)

Population: 3,740&lt;br /&gt;

Gp limit: 3,000&lt;/p&gt;

&lt;p&gt;?Surrounded by farms&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Important Characters&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/clearwell-stats" class="wiki-page-link"&gt;Stats&lt;/a&gt;&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/gaelon-vale" class="wiki-page-link"&gt;Gaelon Vale&lt;/a&gt;</content>

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&gt;&lt;/p&gt;

&lt;p&gt;Large town&lt;/p&gt;

&lt;p&gt;6-8 districts, population 3-4,000&lt;/p&gt;

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[Back to &lt;a href="/wikis/sinnarian-coast" class="wiki-page-link">Sinnarian Coast&lt;/a></content>](/wikis/sinnarian-coast)

<id>https://mark-1.obsidianportal.com/wiki\_pages/2396698</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/clearwell-stats</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Clearwell&lt;/strong&gt; (Large town);&lt;br /&gt;

Conventional; AL LG&lt;br /&gt;

3,000 gp limit; Assets 561,000&lt;br /&gt;

&lt;strong&gt;Population&lt;/strong&gt; 3,740&lt;br /&gt;

Mixed (human 79%,&lt;br /&gt;

halfling 9%, elf 5%, dwarf 3%, gnome 2%, half-elf 1%, half-orc 1%).&lt;br /&gt;

&lt;strong&gt;Authority Figures&lt;/strong&gt;&lt;br /&gt;

Mayor Lovirenen Thromwatch M Elf Ari 7&lt;/p&gt;

&lt;p&gt;Tulra Ullej F Human Ftr 4 (constable)&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Important Characters&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Others:&lt;br /&gt;

Grimwold Voss M Human Exp 2 (merchant)&lt;/p&gt;

&lt;p&gt;&lt;img src="https://i.pinimg.com/originals/3f/a1/9c/3fa19cdcff3fe411b8f4f7b5ef2ae73c.jpg" alt="" /&gt;&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/zatira</link>

<content gm\_only="true" format="html">&lt;p&gt;Also known as ?The Second Moon of Zythria?&lt;/p&gt;

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Back to &lt;a href="/wikis/zythrian-pose-system" class="wiki-page-link"&gt;Zythrian Poser System&lt;/a&gt;</content>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2421347</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/varadinum-stairway-to-cistern</link>

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<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/ergrestor" class="wiki-page-link"&gt;Ergrestor&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2422722</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ergrestor</link>

<content gm\_only="true" format="html">&lt;p&gt;The city is called &#8220;Stalactopolis,&#8221; and it&#8217;s a wondrous sight to behold. Giant stalactites of various shapes and sizes hang from the ceiling of a massive cavern, each one connected by a network of walkways and bridges. The Gnomes have built homes, shops, and other structures directly into the stalactites, with some buildings even hanging upside down from the ceiling.&lt;/p&gt;

&lt;p&gt;The most impressive structure in Stalactopolis is the legendary school of engineering, known as the &#8220;Gnomish Institute of Technology and Ingenuity.&#8221; The institute is located in the largest stalactite in the city, which is twice the size of the others. The Gnomes have built a series of elevators and lifts that allow them to ascend to the top of the stalactite, where the institute is located.&lt;/p&gt;

&lt;p&gt;The Institute is a massive complex filled with all manner of strange and wonderful machines, gadgets, and contraptions. Gnomish students and professors can be seen scurrying about, tinkering with machines, taking notes, and occasionally shouting in frustration as something explodes or malfunctions. The classrooms are filled with bizarre devices and tools, such as a chalkboard that erases itself, self-propelling quills, and mechanical abacuses.&lt;/p&gt;

&lt;p&gt;Despite the somewhat comical nature of Gnomish technology, the Gnomish Institute of

Technology and Ingenuity is one of the most respected schools of engineering in the land. The Gnomes are known for their innovative and sometimes dangerous inventions, and many other races come to Stalactopolis to learn from the Gnomes and to commission them to build elaborate machines and devices.</p>

<p>Of course, there are risks to living in a city built into giant stalactites. Occasionally, a stalactite will break off from the ceiling and crash to the ground below, causing significant damage to the city. The Gnomes have developed a system of sensors and alarms to detect when a stalactite is in danger of falling, and they work tirelessly to reinforce the structures to prevent accidents.</p>

<p>Overall, Stalactopolis is a marvel of Gnomish ingenuity and engineering, a city that is both whimsical and impressive. It is a place where anything is possible, and where even the most absurd ideas can sometimes turn into something extraordinary.<br />

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Ergrestor is a city of the gnomes built within giant stalactites that hang from the ceiling of a massive cavern. The city is a maze of interconnected tunnels and bridges, with strange Rube Goldberg-like machines and contraptions constantly whirring and clanking in the background. Despite their humorous tendencies, the gnomes of Ergrestor are known for their engineering prowess, and the city is home to a legendary school of engineering that has produced some of the most brilliant inventors in the land. However, the gnomes's penchant for dangerous experimentation means that catastrophic failures are not uncommon, and explosions or other mishaps are a frequent occurrence. Despite the risks, many young gnomes flock to Ergrestor in the hopes of studying at the renowned engineering school and joining the ranks of the city's illustrious inventors.<br />

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<br />

Ergrestor is a wondrous city that appears to defy gravity, hanging from massive stalactites in a cavern so vast that it seems to go on forever. The city itself is a marvel of engineering, filled with twisting, winding tunnels that lead to all manner of bizarre contraptions and machines. Every inch of space is utilized to its fullest, with pipes, gears, and levers crammed into every corner.</p>

&lt;p&gt;The engineering school located within one of the largest stalactites is the pride of Ergrestor, and for good reason. The gnomish engineers who study there are renowned for their ingenuity, even if their inventions often result in comical mishaps. The school is filled with strange, whirring machines that seem to serve no purpose, yet somehow they all work together in a complicated dance.&lt;/p&gt;

&lt;p&gt;Visitors to Ergrestor are often amused by the gnomish citizens and their antics, but beneath the laughter lies a deep respect for the cleverness and resourcefulness of these industrious creatures. It is said that there is no problem they cannot solve, no obstacle they cannot overcome, and no invention they cannot create. And while their contraptions may not always work as intended, they never give up, always striving to push the boundaries of what is possible with their technology.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/ergrestor-history" class="wiki-page-link"&gt;Ergrestor History&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/ergrestor-map" class="wiki-page-link"&gt;Ergrestor Map&lt;/a&gt;&lt;br /&gt;

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Back to &lt;a href="/wikis/gnomish-lands" class="wiki-page-link"&gt;Gnomish Lands&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/insect-spire-city</link>

<content gm\_only="true" format="html">&lt;p&gt;Thri- Kreen?&lt;/p&gt;  
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<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="http://www.dandwiki.com/wiki/SRD:Creatures"&gt;Ex&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2473205</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/petrified-horrors</link>

<content gm\_only="true" format="html">&lt;p&gt;In petrified forest, a spellcaster/evil force

reanimates fossilized creatures to protect him&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/side-quests" class="wiki-page-link"&gt;Side Quests&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/pickwyck-groups</link>

<content gm\_only="true" format="html">&lt;p&gt;Bizzwizzle Clan: Ruling Family&lt;/p&gt;

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Back to &lt;a href="/wikis/pickwyck" class="wiki-page-link"&gt;Pickwyck&lt;/a&gt;</content>

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&lt;p&gt;&lt;a href="/wikis/pickwyck" class="wiki-page-link"&gt;Pickwyck&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/Nub/new" class="create-wiki-page-link"&gt;Nub&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/Shmitoziznem/new" class="create-wiki-page-link"&gt;Shmitoziznem&lt;/a&gt;&lt;/p&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2488740</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/mechaspinners-fortress-1</link>

<content gm\_only="true" format="html">&lt;p&gt;PCs not hidden somehow will be spotted by brain gear in observatory. Many clockworks will be sent to intercept them, quite possibly enough to drive them off. (If PCs retreat to Pickwyck, run &lt;a href="/wikis/pickwyck-defense" class="wiki-page-link"&gt;Pickwyck Defense&lt;/a&gt;?)&lt;br /&gt;

PCs cannot be spotted from observatory once they reach the base of the hill beneath the fortress.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/mechaspinners-fortress" class="wiki-page-link"&gt;Mechaspinner&#8217;s Fortress&lt;/a&gt;</content>

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&lt;p&gt;&lt;a href="/wikis/mechaspinner-hunter" class="wiki-page-link"&gt;Mechaspinner Hunter&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/mechaspinner-striker" class="wiki-page-link"&gt;Mechaspinner Striker&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/mechaspinner-artillery" class="wiki-page-link"&gt;Mechaspinner

Artillery&lt;/a>&lt;/p>

&lt;p>In Fortress:&lt;/p>

&lt;p>Crossbow Turrets&lt;/p>

&lt;p>Repair Clockworks&lt;/p>

&lt;p>Flying Clockworks&lt;/p>

&lt;p>&lt;a href="/wikis/Swarm%2C%20Warden%20Jack/new"

class="create-wiki-page-link"&gt;Swarm, Warden Jack&lt;/a> (ToH2)&lt;/p>

&lt;p>&lt;a href="http://www.lomion.de/cmm/clwohorr.php"&gt;Clockwork Horror 2e

Reference&lt;/a>&lt;/p>

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Back to &lt;a href="/wikis/mechaspinner-fortress"

class="wiki-page-link"&gt;Mechaspinners&#8217;s Fortress&lt;/a>??&lt;a

href="/wikis/clockwork" class="wiki-page-link"&gt;Clockwork&lt;/a></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/elathria</link>

<content gm\_only="true" format="html">&lt;p>&lt;b>Elathria&lt;/b>&lt;/p>

&lt;p>&lt;b>Demonyms&lt;/b>&lt;br /&gt;

- Elathori, Elathrian, the Elathri&lt;/p>

&lt;p>&lt;b>Names&lt;/b>&lt;br /&gt;

- Scale: Large Elven Kingdom&lt;/p>



<p><b>Capital</b><br />

- Elenathir<p>

<p><b>Government</b><br />

- Aeloria: Council of Elders<br />

&#8211; High Councilor: Elandor (Moon Elf)<br />

&#8211; Wood Elf Elder: Sylveran<br />

&#8211; Advisor from Ennore: Liriel<p>

<p><b>Races</b><br />

- Moon Elves (Ariesti)<br />

- Wood Elves (Saethori)<br />

- Gray Elves (Ennore)<p>

<p><b>Religion</b><br />

- Worship of the Elven Pantheon, with a strong emphasis on Celandor, the chief elven deity, and other nature and moon-related deities.<p>

<p><b>Military</b><br />

- The Elathrian Rangers: Highly skilled elven archers and scouts.<br />

- Sentinels of the Glades: Guardians of the forest, skilled in defensive and magical arts.<br />

- Ennore Advisers: Gray elves providing strategic wisdom.<p>

<p><b>Technology</b><br />

- Mastery of enchantments and intricate craftsmanship.<br />

- Advanced knowledge of forest survival techniques.<br />

- Elven archery and magical weaponry.<p>

<p><b>Magic</b><br />

- Profound mastery of arcane and nature magic.<br />

- Connection with Elderglades, places of powerful magic.<br />

- Tree-singing rituals to commune with nature spirits.<p>

<p><b>Trade</b><br />

- Exquisite elven craftsmanship, including enchanted items, magical components, and moonstone gems.<br />
  - Natural resources from the Elathrian forest, such as rare herbs, unique woods, and magical flora.<br />
  - Trade agreements with neighboring human kingdoms, particularly West Faladon.<p><b>Groups</b><br />
  - The Eldertree Circle: A group of wise elders and spellcasters who oversee the Elderglades and maintain the kingdom's magical balance.<br />
  - Forestwardens: Guardians of Elathria, responsible for enforcing laws and protecting the forest.<br />
  - The Twilight Huntresses: Moon elf archers who protect the kingdom from threats.<p><a href="/wikis/elathrian-history" class="wiki-page-link">History</a><p><a href="/wikis/elathrian-geography" class="wiki-page-link">Geography</a><p><a href="/wikis/Elathrian%20Groups/new" class="create-wiki-page-link">Groups</a><br /><br />
- Back to <a href="/wikis/elven-lands" class="wiki-page-link">Elven Lands</a> &#8212; <a href="/wikis/elathrial-forest" class="wiki-page-link">Elathrial Forest</a> &#8212; <a href="/wikis/avralor" class="wiki-page-link">Avralor</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2491445</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/elathrian-geography</link>

<content gm\_only="true" format="html"><p></p>
<p>East river: Filmalith River</p>
<p>West River: Lanthemar River</p>
<p><a href="/wikis/elathrian-settlements"
class="wiki-page-link">Settlements</a></p>
<p><a href="/wikis/elathrian-wilderness"
class="wiki-page-link">Wilderness</a></p>
<hr />
<p>Back to <a href="/wikis/elathria"
class="wiki-page-link">Elathria</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki_pages/2491446</id>

<link>https://mark-1.obsidianportal.com/wiki_pages/elathrian-settlements</link>

<content gm_only="true" format="html"><p>many smaller wood elf communities ruled over by
moon elves.</p>
<p>Elathir, Fai Nalore, Hyle Serine, Thilm Aethel, Oadorei, Lyantalos, Lan Alora, Nhe Nalore,
Lylarion, Milnserine, Mytflune, Thelsarius, Thilseries, Shylenalon, Rymaserin, Fa Ennore, Faena
Thalore, Naneshara, Aralion, Myselian, Nanathalas</p>
<hr />
Back to <a href="/wikis/elathrian-geography" class="wiki-page-link">Elathrian
Geography</a></content>

<id>https://mark-1.obsidianportal.com/wiki_pages/2491450</id>
```

<link>https://mark-1.obsidianportal.com/wiki\_pages/elathrian-wilderness</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2491468</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/moon-elves</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/ariesti" class="wiki-page-link"&gt;Ariesti&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2495348</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/provisioner</link>

<content gm\_only="true" format="html">&lt;p&gt;The adventurer?s best friend, a provisioner is a grocer and merchant who specializes in the sale of traveling rations and exploration equipment. Packs, sacks, rations, rope, tools, and other useful gear can usually be found in a provisioner?s store.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/trades-average" class="wiki-page-link"&gt;Trades (Average)&lt;/a&gt;???&lt;a href="/wikis/building-and-business-descriptions" class="wiki-page-link"&gt;Building and Business Descriptions&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2495355</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/outfitter</link>

<content gm\_only="true" format="html">&lt;p&gt;a business providing equipment, supplies, and

often trained guides (as for hunting trips); also : a guide working for such an outfitter&lt;/p>

&lt;hr /&gt;

Back to &lt;a href="/wikis/trades-average" class="wiki-page-link"&gt;Trades (Average)&lt;/a>???&lt;a href="/wikis/building-and-business-descriptions" class="wiki-page-link"&gt;Building and Business Descriptions&lt;/a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2495357</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/blacksmith</link>

<content gm\_only="true" format="html">&lt;p>Blacksmiths specialize in iron-work. Nails, tools, fittings such as bands or hinges, and horseshoes are the mainstay of the blacksmith's shop. Some skilled blacksmith may also be capable of repairing arms and armor.&lt;/p>

&lt;hr /&gt;

Back to &lt;a href="/wikis/trades-average" class="wiki-page-link"&gt;Trades (Average)&lt;/a>???&lt;a href="/wikis/building-and-business-descriptions" class="wiki-page-link"&gt;Building and Business Descriptions&lt;/a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2495374</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/apothecary</link>

<content gm\_only="true" format="html">A trader in oils, medicinal salves and powders, and more questionable substances. Useful for acquiring spell components, poisons, soporifics, and snake-oil cures.

&lt;hr /&gt;

Back to &lt;a href="/wikis/services-fine-0" class="wiki-page-link"&gt;Services (Fine)&lt;/a>???&lt;a

href="/wikis/building-and-business-descriptions" class="wiki-page-link">Building and Business Descriptions</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2495375</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/assassin</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2495376</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bounty-hunter</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2495378</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/farwater-noble-estates</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Noble Estates&lt;/strong&gt;&lt;/p&gt;  
&lt;table&gt;  
 &lt;tr&gt;  
 &lt;td&gt;This district is quieter and cleaner than the rest of the city. Servants scurry about on their errands, and nobles travel by carriage to call on their genteel counterparts.&lt;/td&gt;  
 &lt;/tr&gt;  
&lt;/table&gt;  
&lt;p&gt;The wealthy, highborn residents of the city live in splendor in the manors of this district.&lt;/p&gt;  
&lt;p&gt;Buildings: Estates (30).&lt;/p&gt;  
&lt;p&gt;Social Class: Upper class.&lt;/p&gt;  
&lt;hr /&gt;

Back to [Farwater Map](/wikis/farwater-map)

[https://mark-1.obsidianportal.com/wiki\\_pages/2495384](https://mark-1.obsidianportal.com/wiki_pages/2495384)

[https://mark-1.obsidianportal.com/wiki\\_pages/farwater-wealthy-residential](https://mark-1.obsidianportal.com/wiki_pages/farwater-wealthy-residential)

line the quiet streets of this district. Servants or guards

are posted at many of the front doors.

Wealthy Residential

These residences belong to successful merchants

and high-level bureaucrats in political or religious

organizations.

Buildings: Upscale residences (60), average residences (10).

Social Class: Upper class.

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[https://mark-1.obsidianportal.com/wiki\\_pages/2495387](https://mark-1.obsidianportal.com/wiki_pages/2495387)

[https://mark-1.obsidianportal.com/wiki\\_pages/almshouse](https://mark-1.obsidianportal.com/wiki_pages/almshouse)

Well-off towns or cities in good societies may

include an almshouse, often administered by a local temple. Food and lodging are provided for the truly destitute at no charge. Most almshouses limit how long an individual can remain in their care.</p>

<hr />

Back to <a href="/wikis/lodging" class="wiki-page-link">Lodging</a>???<a href="/wikis/building-and-business-descriptions" class="wiki-page-link">Building and Business Descriptions</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2495391</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/boarding-house</link>

<content gm\_only="true" format="html"><p>Generally, boarding houses aren't found until towns begin to surpass castles and estates in importance and trade and industry become important. This category also includes rooms or houses for rent.</p>

<hr />

Back to <a href="/wikis/lodging" class="wiki-page-link">Lodging</a>???<a href="/wikis/building-and-business-descriptions" class="wiki-page-link">Building and Business Descriptions</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2495395</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/hostel</link>

<content gm\_only="true" format="html"><p>Hostels are stopping places for travelers on difficult stretches of highly trafficked roads. Usually, a charitable institution such as a monastery or a temple keeps the hostel open for wayfarers in need. Hostels provide lodging for the night and a simple meal



for nothing more than a small donation.</p>

<hr />

<p>Back to <a href="/wikis/lodging" class="wiki-page-link">Lodging</a>???<a href="/wikis/building-and-business-descriptions" class="wiki-page-link">Building and Business Descriptions</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2495398</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/tavern</link>

<content gm\_only="true" format="html"><p></p>

<p><a href="/wikis/unique-alcoholic-beverages" class="wiki-page-link">Unique Alcoholic Beverages</a></p>

<p><a

href="http://thecampaign20xx.blogspot.com/2015/07/dungeons-dragons-great-list-of-food.html?m=1" >List of Food and Drinks</a></p>

<p>Alehouses of one kind or another can usually be found in almost any community, even the smallest. Like inns, taverns vary in quality and clientele.</p>

<p><a

href="http://www.seventhsanctum.com/generate.php?Genname=tavernname">Random Tavern/Inn Names</a></p>

<p><a href="/wikis/things-to-do-in-a-tavern" class="wiki-page-link">Things to do in a Tavern</a><br />

\_\_\_\_<br />

Back to <a href="/wikis/food" class="wiki-page-link">Food</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2495412</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/porter</link>

<content gm\_only="true" format="html">&lt;p&gt;Someone who carries heavy loads.&lt;/p&gt;  
&lt;p&gt;There are two places where porters are common: in cities where freight needs to be carried only a block or two through crowded streets, and in remote areas where caravans or expeditions need to carry extra supplies through particularly difficult terrain. Adventurers can easily hire porters in any village or town for short jobs. Gathering a band of bearers for a long expedition is somewhat harder.&lt;/p&gt;  
&lt;hr /&gt;  
Back to &lt;a href="/wikis/services-poor-0" class="wiki-page-link"&gt;Services (Poor)&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2495417</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/carter</link>

<content gm\_only="true" format="html">&lt;p&gt;A person who makes his living by carrying goods from one place to another. Organized transport is unusual in medieval settings, but a fair amount of traffic can be found in and around industrial or trade centers. &lt;br /&gt;  
Carters and teamsters may sell or trade wagons or draft animals.&lt;/p&gt;  
&lt;hr /&gt;  
Back to &lt;a href="/wikis/services-poor-0" class="wiki-page-link"&gt;Services (Poor)&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2495418</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/teamster</link>

<content gm\_only="true" format="html">&lt;p&gt;A person who makes his living by carrying goods from one place to another. Organized transport is unusual in medieval settings, but a fair amount of traffic can be found in and around industrial or trade centers. &lt;br /&gt;Carters and teamsters may sell or trade wagons or draft animals.&lt;/p&gt;&lt;hr /&gt;Back to &lt;a href="/wikis/services-poor-0" class="wiki-page-link"&gt;Services (Poor)&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2495421</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/farwater-waterfront-district</link>

<content gm\_only="true" format="html">&lt;table&gt;&lt;tr&gt;&lt;td&gt;Most of the traffic here consists of sailors in search of liquor or entertainment. Bars, flophouses, and small shops?many of which don?t bother to advertise the nature of their business? line the street.&lt;/td&gt;&lt;/tr&gt;&lt;/table&gt;&lt;p&gt;&lt;strong&gt;Temples&lt;/strong&gt;&lt;br /&gt;Temple&lt;/p&gt;&lt;p&gt;&lt;strong&gt;Lodging&lt;/strong&gt;&lt;br /&gt;Inn (poor)&lt;/p&gt;

<p><strong>Food</strong><br />

Tavern (poor)</p>

<p><strong>Restaurant (poor)</strong></p>

<p><strong>Services (Poor)</strong></p>

<p>Money Lender</p>

<p>Fence</p>

<p>Gambling Hall</p>

<p>Porter</p>

<hr />

Back to <a href="/wikis/farwater-map" class="wiki-page-link">Farwater Map</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2495433</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/farwater-anglers-wharf</link>

<content gm\_only="true" format="html"><table>

<tr>

<td>The smell of fish hangs heavily in the air here, mingled with the tang of saltwater and sea air. Rough-looking sailors lurch from ship to pier to tavern.</td>

</tr>

</table>

<p><strong>Temples</strong><br />

Shrine (Obad-Hai or Pelor)</p>

<p><strong>Lodging</strong><br />

Inn (poor)</p>

<p>Inn (poor)</p>

<p><strong>Food</strong><br />

Tavern (poor)&lt;br /&gt;  
Tavern (poor)&lt;br /&gt;  
Restaurant (poor)&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Services (Average)&lt;/strong&gt;&lt;br /&gt;  
Fortune Teller&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Services (Poor)&lt;/strong&gt;&lt;br /&gt;  
Boater&lt;br /&gt;  
Carter&lt;/p&gt;  
&lt;hr /&gt;  
Back to &lt;a href="/wikis/farwater-map" class="wiki-page-link"&gt;Farwater Map&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2495457</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/farwater-marketplace</link>

<content gm\_only="true" format="html">&lt;table&gt;  
&lt;tr&gt;  
&lt;td&gt;This district is awash in colorful signs and tents. The shouts of barkers rise above the noise of shoppers, and a dozen scents?everything from sweet perfumes to sizzling meats?fill the air.&lt;/td&gt;  
&lt;/tr&gt;  
&lt;/table&gt;  
&lt;p&gt;Open-air market&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Temples&lt;/strong&gt;&lt;br /&gt;  
Temple (Modes or Zhuvena)&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Lodging&lt;/strong&gt;&lt;br /&gt;  
Inn (Average)&lt;/p&gt;

<p><strong>Food</strong><br />

Tavern<br />

Restaurant <br />

Eatery</p>

<p><strong>Trades (Exotic)</strong><br />

Magic Item Dealer (General)</p>

<p><strong>Trades (Fine)</strong><br />

Map Vendor</p>

<p><strong>Trades (Average)</strong><br />

Armorer<br />

Weaponsmith<br />

Provisioner<br />

Fletcher</p>

<p><strong>Services (Fine)</strong><br />

Bank</p>

<p><strong>Services (Average)</strong><br />

Brothel <br />

Guide<br />

Stable x2 <br />

Bookkeeper <br />

Veterinarian</p>

<p><strong>Services (Poor)</strong><br />

Moneylender<br />

Porter</p>

<hr />

Back to <a href="/wikis/farwater-map" class="wiki-page-link">Farwater Map</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2495979</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/farwater-average-residential</link>

<content gm\_only="true" format="html">&lt;table&gt;  
&lt;tr&gt;  
    &lt;td&gt;Children play in the streets of this district, and the younger ones are often chased by older  
siblings. Neat rows of houses line the thoroughfares.&lt;/td&gt;  
&lt;/tr&gt;  
&lt;/table&gt;  
&lt;hr /&gt;  
Back to &lt;a href="/wikis/farwater-map" class="wiki-page-link"&gt;Farwater Map&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2495985</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/farwater-slum</link>

<content gm\_only="true" format="html">&lt;table&gt;  
&lt;tr&gt;  
    &lt;td&gt;Home to the destitute, this neighborhood features a mix of shanties, hovels, and&lt;br  
&gt;  
tenements in disrepair. Trash fills the streets and alleys, and the stench of offal mixed with rotting  
flesh and even less wholesome substances hangs heavy in the air.&lt;/td&gt;  
&lt;/tr&gt;  
&lt;/table&gt;  
&lt;p&gt;&lt;strong&gt;Temples&lt;/strong&gt;&lt;br /&gt;  
Temple of Arдона&lt;/p&gt;

<p><strong>Lodging</strong><br />

Almshouse</p>

<p><strong>Food</strong><br />

Tavern</p>

<p>Restaurant</p>

<p>Eatery</p>

<p><strong>Services (poor)</strong><br />

Carter</p>

<p>Fence</p>

<hr />

Back to <a href="/wikis/farwater-map" class="wiki-page-link">Farwater Map</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2495994</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/farwater-garrison</link>

<content gm\_only="true" format="html"><table>

<tr>

<td>Some soldiers march to and fro in groups, while others stand at attention, and still others drill for combat. Shouted commands and marching songs fill the air.</td>

</tr>

</table>

<p>Garrison Building</p>

<p><strong>Temple</strong><br />

Temple of Rynn</p>

<p><strong>Lodging</strong><br />

4 a<br />



1

**Food**

2

4

3

**Services (average)**

Healer

Healer

Veteranarian

Guide

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[Back to Farwater Map](/wikis/farwater-map)

`<id>https://mark-1.obsidianportal.com/wiki_pages/2496123</id>`

`<link>https://mark-1.obsidianportal.com/wiki_pages/farwater-professionals</link>`

`<content gm_only="true" format="html">`

|                                                                                                                                                                          |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| This district features row upon row of quiet shops and offices. Their signs advertise everything from translation services to wilderness guides to architectural design. |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

`</table>`

**Temples**

Temple

Shrine

**Lodging**

<p>Inn (Average) x3</p>

<p><strong>Food</strong><br />

Tavern (Fine)</p>

<p>Restaurant (Fine)</p>

<p>Club (Fine)</p>

<p>Tavern (Average) x5</p>

<p>Eatery (Average)</p>

<p>Club (Average)</p>

<p><strong>Trades (Exotic)</strong><br />

Potion Dealer</p>

<p><strong>Trades (Average)</strong><br />

Outfitter</p>

<p><strong>Services (Fine)</strong><br />

Sage x2</p>

<p>Spellcaster for Hire</p>

<p>Apothecary</p>

<p><strong>Services (Average)</strong><br />

Fortune Teller</p>

<p>Public Bath</p>

<p>Stable</p>

<p>Messenger</p>

<p>Healer</p>

<p>Veterinarian</p>

<p>Healer</p>

<p>Stable</p>

<hr />

Back to <a href="/wikis/farwater-map" class="wiki-page-link">Farwater Map</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2496159</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/farwater-shops</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Well-guarded nobles saunter from shop to shop, seemingly oblivious to the more ordinary citizens who rush by with their arms full of packages.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;&lt;strong&gt;Temples&lt;/strong&gt;&lt;br /&gt;

Temple&lt;/p&gt;

&lt;p&gt;Shrine&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Lodging&lt;/strong&gt;&lt;br /&gt;

Inn (Average) x3&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Food&lt;/strong&gt;&lt;br /&gt;

Tavern (Average) x7&lt;/p&gt;

&lt;p&gt;Eatery ((Average)&lt;/p&gt;

&lt;p&gt;Restaurant (Average)&lt;/p&gt;

&lt;p&gt;Club (Average)&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Trades (Exotic)&lt;/strong&gt;&lt;br /&gt;

Wand Vendor&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Trades (Fine)&lt;/strong&gt;&lt;br /&gt;

Bookseller&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Trades (Average)&lt;/strong&gt;&lt;br /&gt;

Armorer&lt;br /&gt;

Bowyer<br />  
Provisioner<br />  
Provisioner</p>  
<p><strong>Services (Fine)</strong><br />  
Sage</p>  
<p><strong>Services (Average)</strong><br />  
Fortune Teller<br />  
Guide<br />  
Messenger<br />  
Stable</p>  
<p><strong>Services (Poor)</strong><br />  
Gambling Hall</p>  
<hr />  
Back to <a href="/wikis/farwater-map" class="wiki-page-link">Farwater Map</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2496165</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/farwater-warehouse-district</link>

<content gm\_only="true" format="html"><table>  
<tr>  
<td>The massive warehouses that<br />  
give this district its name dominate the landscape. The streets are devoid of life except for the  
occasional delivery wagon and the guards who stand watch at some warehouse doors.</td>  
</tr>  
</table>  
<p><strong>Services (Poor)</strong><br />

Pawn Shop<br />

Carter<br />

Burglar <br />

Boater</p>

<hr />

Back to <a href="/wikis/farwater-map" class="wiki-page-link">Farwater Map</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2496190</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/farwater-tannery-district</link>

<content gm\_only="true" format="html"><table>

<tr>

<td>The acrid smell of tanning hides would reveal the nature of this district even to a blindfolded person. A cluster of small, dingy shops caters to the unfortunate denizens of this nauseating district.</td>

</tr>

</table>

<p><strong>Temple</strong><br />

Temple (any, especially poorer or more obscure faiths)</p>

<p><strong>Lodging</strong><br />

Almshouse</p>

<p>Inn</p>

<p><strong>Food</strong><br />

Tavern (Poor) x4</p>

<p>Eatery (Poor)</p>

<p>Restaurant (Poor) x2</p>

<p><strong>Services (Poor)</strong><br />  
Carter x3<br />  
Porter<br />  
Moneylender x2 <br />  
Burgler<br />  
Pawn Shop x2<br />  
Gambling Hall x2<br />  
Boater<br />  
Teamster</p>  
<hr />  
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<id>https://mark-1.obsidianportal.com/wiki\_pages/2496289</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/farwater-temple-district</link>

<content gm\_only="true" format="html"><table>  
<tr>  
<td>Each temple?s architecture reflects the faith of its builders. Periodically, the doors of a temple open, and a throng of worshipers spills out into the street.</td>  
</tr>  
</table>  
<p><strong>Temples</strong><br />  
6</p>  
<p><strong>Lodging</strong><br />  
Inn (Fine)</p>  
<p>Inn (Average) x2</p>

<p>Almshouse</p>

<p><strong>Food</strong><br />

Restaurant (Fine) x3</p>

<p>Restaurant (Average) x5</p>

<p>Tavern (Average) x2</p>

<p><strong>Trades (Exotic)</strong><br />

Wand Vendor<br />

Magic Item Dealer (General)</p>

<p><strong>Trades (Average)</strong><br />

Provisioner</p>

<p><strong>Services (Fine)</strong><br />

Bounty Hunter<br />

Sage<br />

Cartographer<br />

Apothecary</p>

<p><strong>Services (Average)</strong><br />

Brothel<br />

Public Bath<br />

Guide<br />

Veterinarian x2<br />

Messenger x2<br />

Bookkeeper<br />

Stable<br />

Physician</p>

<hr />

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<id>[https://mark-1.obsidianportal.com/wiki\\_pages/2496342](https://mark-1.obsidianportal.com/wiki_pages/2496342)</id>

<link>[https://mark-1.obsidianportal.com/wiki\\_pages/farwater-tavern-district](https://mark-1.obsidianportal.com/wiki_pages/farwater-tavern-district)</link>

<id>[https://mark-1.obsidianportal.com/wiki\\_pages/2498026](https://mark-1.obsidianportal.com/wiki_pages/2498026)</id>

<link>[https://mark-1.obsidianportal.com/wiki\\_pages/farwater-places-of-interest](https://mark-1.obsidianportal.com/wiki_pages/farwater-places-of-interest)</link>

<content gm\_only="false" format="textile">Bathhouses- constructed over natural springs. Gives off the smell of methane (in the air, not the water)

reference: "Wikipedia":[https://en.m.wikipedia.org/wiki/Ancient\\_Roman\\_bathing](https://en.m.wikipedia.org/wiki/Ancient_Roman_bathing)

\*+Temples+\* 14, 3 shrines

+Civic District+

Temple of Hibus 5

+Waterfront District+

Temple of Zemarae 2

+Angler's Wharf+

Shrine of Axion

+Marketplace+

Temple of Zuvhena 2

+Slum+



Temple of Ardona 5

+Garrison+

Temple of Rynn 2

+Professionals+

Temple of Synphion 5

Shrine of Bawn

+Shops+

Temple of Farus 2 (Hidden)

Shrine of Modes

+Tannery District+

Temple of Rocheron 2 (hidden in Gambling Hall?)

+Temple District+

Temple of Leleigh 1

Temple of Dolor 10

Temple of Boaldir 10

Temple of Axion 2

Temple of Rynn 2

Temple of Erena/Brothel 5

+Tavern District+

Temple of Synphion 2

\*+Lodging+\* 2 f, 16 a, 24 p, 4 Almshouses

+Civic District+

Fine: [[The Minister's Inn]]

+Waterfront District+

Poor: Inn

+Angler's Wharf+

Poor: Inn x2

+Marketplace+

Average: Inn

+Slum+

Almshouse

+Garrison+

Average: Inn x4

Poor: Inn

+Professionals+

Average: Inn x3

+Shops+

Average: Inn x3

+Tannery District+

Almshouse

Poor: Inn

+Temple District+

Fine: Inn

Average: Inn x2

Almshouse

+Tavern District+

Average: Inn x3

Poor: Inn x19

Almshouse

\*+Food+\*

+Civic District+

Taverns, Fine: [[The Talisman and the Sword]]

Restaurants, Fine: [[The Centaur's Hall]]

+Waterfront District+

+Angler's Wharf+

+Marketplace+

+Slum+

+Garrison+

+Professionals+

+Shops+

+Warehouse District+

+Tannery District+

+Temple District+

+Tavern District+

\*+Trades (Exotic)+\* 9

+Civic District+

[[Thelio's Wondrous Arcana]]

[[Rufido and Palliope's Curiosities]]

[[Prospaldo's Blades]]

[[Ernulf's Leather and Chain]]

+Marketplace+

[[The Griffon's Vault]]

+Professionals+

[[Lynnu's Potions]]

+Shops+

[[The Chimaera's Caducetorium]]

+Temple District+

[[Folclinda's Wands]]

[[Faru's Emporium]]

\*+Trades (Fine)+\* 2

+Marketplace+

Map Vendor 6

+Shops+

Bookseller

\*+Trades (Average)+\* 16

+Civic District+

Provisioner

Provisioner

+Marketplace+

Armorer

Weaponsmith

Provisioner

Fletcher

+Garrison+

Healer

Healer

Veteranarian

Guide

+Professionals+

Outfitter

+Shops+

Armorer

Bowyer

Provisioner

Provisioner

+Temple District+

Provisioner

\*+Services (Fine)+\* 11

+Civic District+

Sage

+Marketplace+

Bank 3

+Professionals+

Sage

Sage

Spellcaster for Hire

Apothecary

+Shops+

Sage

+Temple District+

Bounty Hunter

Sage

Cartographer

Apothecary

\*+Services (Average)+\* 33

+Angler?s Wharf+

Fortune Teller

+Marketplace+

Brothel

Guide

Stable

Stable

Bookkeeper

Veterinarian

+Garrison+

Healer

Healer

Veteranarian

Guide

+Professionals+

Fortune Teller

Public Bath

Stable

Stable

Messenger

Healer

Healer

Veterinarian

+Shops+

Armorer

Bowyer

Provisioner

Provisioner

+Temple District+

Brothel

Public Bath

Guide

Veterinarian

Veterinarian



Messenger

Messenger

Bookkeeper

Stable

Physician

\*+Services (Poor)+\* 33

+Waterfront District+

Money Lender

Fence

Gambling Hall

Porter

+Angler?s Wharf+

Boater

Carter

+Marketplace+

Moneylender

Porter

+Slum+

Carter

Fence

+Shops+

Gambling Hall

+Warehouse District+

Pawn Shop

Carter

Burglar

Boater

+Tannery District+

Carter

Carter

Carter

Porter

Moneylender

Moneylender

Burgler

Pawn Shop

Pawn Shop

Gambling Hall

Gambling Hall

Boater

Teamster

+Tavern District+

Burglar

Porter

Boater

Pawn Shop

</content>

<content gm\_only="true" format="html">&lt;p&gt;Bathhouses- constructed over natural springs.

Gives off the smell of methane (in the air, not the water)&lt;/p&gt;

&lt;p&gt;reference: &lt;a

href="https://en.m.wikipedia.org/wiki/Ancient\_Roman\_bathing"&gt;Wikipedia&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;&lt;ins&gt;Temples&lt;/ins&gt;&lt;/strong&gt; 14, 3 shrines&lt;br /&gt;

&lt;ins&gt;Civic District&lt;/ins&gt;&lt;br /&gt;

Temple of Hibus 5&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Waterfront District&lt;/ins&gt;&lt;br /&gt;

Temple of Zemarae 2&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Angler?s Wharf&lt;/ins&gt;&lt;br /&gt;

Shrine of Axion&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Marketplace&lt;/ins&gt;&lt;br /&gt;

Temple of Zuvhena 2&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Slum&lt;/ins&gt;&lt;br /&gt;

Temple of Ardona 5&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Garrison&lt;/ins&gt;&lt;br /&gt;

Temple of Rynn 2&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Professionals&lt;/ins&gt;&lt;br /&gt;

Temple of Synphion 5&lt;br /&gt;

Shrine of Bawn&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Shops&lt;/ins&gt;&lt;br /&gt;

Temple of Farus 2 (Hidden)&lt;br /&gt;

Shrine of Modes</p>

<p><ins>Tannery District</ins><br />

Temple of Rocheron 2 (hidden in Gambling Hall?)</p>

<p><ins>Temple District</ins><br />

Temple of Leleigh 1<br />

Temple of Dolor 10<br />

Temple of Boaldir 10<br />

Temple of Axion 2<br />

Temple of Rynn 2<br />

Temple of Erena/Brothel 5</p>

<p><ins>Tavern District</ins><br />

Temple of Synphion 2</p>

<p><strong><ins>Lodging</ins></strong> 2 f, 16 a, 24 p, 4

Almshouses</p>

<p><ins>Civic District</ins><br />

Fine: <a href="/wikis/the-ministers-inn" class="wiki-page-link">The Minister&#8217;s

Inn</a></p>

<p><ins>Waterfront District</ins><br />

Poor: Inn</p>

<p><ins>Angler's Wharf</ins><br />

Poor: Inn x2</p>

<p><ins>Marketplace</ins><br />

Average: Inn</p>

<p><ins>Slum</ins><br />

Almshouse</p>

<p><ins>Garrison</ins><br />

Average: Inn x4<br />

Poor: Inn

Professionals

Average: Inn

Shops

Average: Inn

Tannery District

Almshouse

Poor: Inn

Temple District

Fine: Inn

Average: Inn

Almshouse

Tavern District

Average: Inn

Poor: Inn

Almshouse

Food

Civic District

Taverns, Fine: [The Talisman and the Sword](/wikis/The%20Talisman%20and%20the%20Sword/new)

Restaurants, Fine: [The Centaur's Hall](/wikis/the-centaurs-hall)

Waterfront District

Angler's Wharf

Marketplace

Slum

Garrison

&lt;p&gt;&lt;ins&gt;Professionals&lt;/ins&gt;&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Shops&lt;/ins&gt;&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Warehouse District&lt;/ins&gt;&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Tannery District&lt;/ins&gt;&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Temple District&lt;/ins&gt;&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Tavern District&lt;/ins&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;&lt;ins&gt;Trades (Exotic)&lt;/ins&gt;&lt;/strong&gt; 9&lt;br /&gt;

&lt;ins&gt;Civic District&lt;/ins&gt;&lt;br /&gt;

&lt;a href="/wikis/thelios-wondrous-arcana" class="wiki-page-link"&gt;Thelio&amp;#8217;s

Wondrous Arcana&lt;/a&gt;&lt;br /&gt;

&lt;a href="/wikis/rufido-and-palliopes-curiosities" class="wiki-page-link"&gt;Rufido and

Palliope&amp;#8217;s Curiosities&lt;/a&gt;&lt;br /&gt;

&lt;a href="/wikis/prospaldos-blades" class="wiki-page-link"&gt;Prospaldo&amp;#8217;s

Blades&lt;/a&gt;&lt;br /&gt;

&lt;a href="/wikis/ernulfs-leather-and-chain" class="wiki-page-link"&gt;Ernulf&amp;#8217;s Leather

and Chain&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Marketplace&lt;/ins&gt;&lt;br /&gt;

&lt;a href="/wikis/the-griffons-vault" class="wiki-page-link"&gt;The Griffon&amp;#8217;s

Vault&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Professionals&lt;/ins&gt;&lt;br /&gt;

&lt;a href="/wikis/lynnus-potions" class="wiki-page-link"&gt;Lynnu&amp;#8217;s

Potions&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Shops&lt;/ins&gt;&lt;br /&gt;

&lt;a href="/wikis/the-chimaeras-caducetorium" class="wiki-page-link"&gt;The

Chimaera&amp;#8217;s Caducetorium&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Temple District&lt;/ins&gt;&lt;br /&gt;

&lt;a href="/wikis/folclindas-wands" class="wiki-page-link"&gt;Folclinda&amp;#8217;s

Wands&lt;/a&gt;&lt;br /&gt;

&lt;a href="/wikis/farus-emporium" class="wiki-page-link"&gt;Faru&amp;#8217;s

Emporium&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;&lt;ins&gt;Trades (Fine)&lt;/ins&gt;&lt;/strong&gt; 2&lt;br /&gt;

&lt;ins&gt;Marketplace&lt;/ins&gt;&lt;br /&gt;

Map Vendor 6&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Shops&lt;/ins&gt;&lt;br /&gt;

Bookseller&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;&lt;ins&gt;Trades (Average)&lt;/ins&gt;&lt;/strong&gt; 16&lt;br /&gt;

&lt;ins&gt;Civic District&lt;/ins&gt;&lt;br /&gt;

Provisioner&lt;br /&gt;

Provisioner&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Marketplace&lt;/ins&gt;&lt;br /&gt;

Armorer&lt;br /&gt;

Weaponsmith&lt;br /&gt;

Provisioner&lt;br /&gt;

Fletcher&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Garrison&lt;/ins&gt;&lt;br /&gt;

Healer&lt;br /&gt;

Healer&lt;br /&gt;

Veteranarian&lt;br /&gt;

Guide&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Professionals&lt;/ins&gt;&lt;br /&gt;

Outfitter&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Shops&lt;/ins&gt;&lt;br /&gt;

Armorer&lt;br /&gt;

Bowyer&lt;br /&gt;

Provisioner&lt;br /&gt;

Provisioner&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Temple District&lt;/ins&gt;&lt;br /&gt;

Provisioner&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;&lt;ins&gt;Services (Fine)&lt;/ins&gt;&lt;/strong&gt; 11&lt;br /&gt;

&lt;ins&gt;Civic District&lt;/ins&gt;&lt;br /&gt;

Sage&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Marketplace&lt;/ins&gt;&lt;br /&gt;

Bank 3&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Professionals&lt;/ins&gt;&lt;br /&gt;

Sage&lt;br /&gt;

Sage&lt;br /&gt;

Spellcaster for Hire&lt;br /&gt;

Apothecary&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Shops&lt;/ins&gt;&lt;br /&gt;

Sage&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Temple District&lt;/ins&gt;&lt;br /&gt;

Bounty Hunter&lt;br /&gt;

Sage&lt;br /&gt;

Cartographer&lt;br /&gt;

Apothecary&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;&lt;ins&gt;Services (Average)&lt;/ins&gt;&lt;/strong&gt; 33&lt;br /&gt;

&lt;ins&gt;Angler?s Wharf&lt;/ins&gt;&lt;br /&gt;

Fortune Teller&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Marketplace&lt;/ins&gt;&lt;br /&gt;

Brothel &lt;br /&gt;

Guide&lt;br /&gt;



Stable<br />

Stable<br />

Bookkeeper <br />

Veterinarian</p>

<p><ins>Garrison</ins><br />

Healer<br />

Healer<br />

Veteranarian<br />

Guide</p>

<p><ins>Professionals</ins><br />

Fortune Teller<br />

Public Bath<br />

Stable<br />

Stable<br />

Messenger<br />

Healer<br />

Healer<br />

Veterinarian</p>

<p><ins>Shops</ins><br />

Armorer<br />

Bowyer<br />

Provisioner<br />

Provisioner</p>

<p><ins>Temple District</ins><br />

Brothel<br />

Public Bath<br />

Guide<br />

Veterinarian&lt;br /&gt;

Veterinarian &lt;br /&gt;

Messenger&lt;br /&gt;

Messenger &lt;br /&gt;

Bookkeeper&lt;br /&gt;

Stable&lt;br /&gt;

Physician&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;&lt;ins&gt;Services (Poor)&lt;/ins&gt;&lt;/strong&gt; 33&lt;br /&gt;

&lt;ins&gt;Waterfront District&lt;/ins&gt;&lt;br /&gt;

Money Lender&lt;br /&gt;

Fence&lt;br /&gt;

Gambling Hall&lt;br /&gt;

Porter&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Angler?s Wharf&lt;/ins&gt;&lt;br /&gt;

Boater&lt;br /&gt;

Carter&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Marketplace&lt;/ins&gt;&lt;br /&gt;

Moneylender&lt;br /&gt;

Porter&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Slum&lt;/ins&gt;&lt;br /&gt;

Carter&lt;br /&gt;

Fence&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Shops&lt;/ins&gt;&lt;br /&gt;

Gambling Hall&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Warehouse District&lt;/ins&gt;&lt;br /&gt;

Pawn Shop&lt;br /&gt;

Carter&lt;br /&gt;

Burglar &lt;br /&gt;

Boater&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Tannery District&lt;/ins&gt;&lt;br /&gt;

Carter&lt;br /&gt;

Carter&lt;br /&gt;

Carter &lt;br /&gt;

Porter&lt;br /&gt;

Moneylender&lt;br /&gt;

Moneylender &lt;br /&gt;

Burgler&lt;br /&gt;

Pawn Shop&lt;br /&gt;

Pawn Shop&lt;br /&gt;

Gambling Hall&lt;br /&gt;

Gambling Hall&lt;br /&gt;

Boater&lt;br /&gt;

Teamster&lt;/p&gt;

&lt;p&gt;&lt;ins&gt;Tavern District&lt;/ins&gt;&lt;br /&gt;

Burglar&lt;br /&gt;

Porter&lt;br /&gt;

Boater&lt;br /&gt;

Pawn Shop&lt;br /&gt;

Gambling Hall&lt;br /&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2499986</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-griffons-vault</link>

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| &lt;tr&gt;                                                                                                                      |  |
| &lt;td&gt;&lt;a href="/wikis/silversheen" class="wiki-page-link"&gt;Silversheen&lt;/a&gt;&lt;/td&gt;                            |  |
| &lt;td&gt;250 gp&lt;/td&gt;                                                                                                     |  |
| &lt;/tr&gt;                                                                                                                     |  |
| &lt;tr&gt;                                                                                                                      |  |
| &lt;td&gt;&lt;a href="/wikis/cloak-of-charisma" class="wiki-page-link"&gt;Cloak of Charisma&lt;/a&gt; + 2&lt;/td&gt;            |  |
| &lt;td&gt;4,000 gp&lt;/td&gt;                                                                                                   |  |
| &lt;/tr&gt;                                                                                                                     |  |
| &lt;tr&gt;                                                                                                                      |  |
| &lt;td&gt;&lt;a href="/wikis/necklace-of-fireballs" class="wiki-page-link"&gt;Necklace of Fireballs&lt;/a&gt; Type I&lt;/td&gt; |  |
| &lt;td&gt;1,650 gp&lt;/td&gt;                                                                                                   |  |
| &lt;/tr&gt;                                                                                                                     |  |
| &lt;tr&gt;                                                                                                                      |  |
| &lt;td&gt;&lt;a href="/wikis/amulet-of-health" class="wiki-page-link"&gt;Amulet of Health&lt;/a&gt; + 2&lt;/td&gt;              |  |
| &lt;td&gt;4,000 gp&lt;/td&gt;                                                                                                   |  |
| &lt;/tr&gt;                                                                                                                     |  |
| &lt;tr&gt;                                                                                                                      |  |
| &lt;td&gt;Scroll of &lt;a href="/wikis/remove-disease" class="wiki-page-link"&gt;Remove Disease&lt;/a&gt;&lt;/td&gt;            |  |
| &lt;td&gt;375 gp&lt;/td&gt;                                                                                                     |  |
| &lt;/tr&gt;                                                                                                                     |  |

|  |                                                                                                             |     |
|--|-------------------------------------------------------------------------------------------------------------|-----|
|  |                                                                                                             |     |
|  | <a class="wiki-page-link" href="/wikis/quaals-feather-token-bird">Quaal&amp;#8217;s Feather Token, Bird</a> |     |
|  | 300 gp                                                                                                      |     |
|  |                                                                                                             |     |
|  | <a class="wiki-page-link" href="/wikis/bead-of-force">Bead of Force</a>                                     |     |
|  | 3,000 gp                                                                                                    |     |
|  |                                                                                                             |     |
|  | <a class="wiki-page-link" href="/wikis/stone-of-alarm">Stone of Alarm</a>                                   |     |
|  | 2,700 gp                                                                                                    |     |
|  |                                                                                                             |     |
|  | <a class="wiki-page-link" href="/wikis/amulet-of-natural-armor">Amulet of Natural Armor</a>                 | + 1 |
|  | 2,000 gp                                                                                                    |     |
|  |                                                                                                             |     |
|  | <a class="wiki-page-link" href="/wikis/gloves-of-arrow-snaring">Gloves of Arrow Snaring</a>                 |     |
|  | 4,000 gp                                                                                                    |     |
|  |                                                                                                             |     |

href="/wikis/farwater-marketplace" class="wiki-page-link">Farwater Marketplace</a>??<a href="/wikis/farwater-places-of-interest" class="wiki-page-link">Farwater Places of Interest</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2500022</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/thelios-wondrous-arcana</link>

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|--------------------------------------------------------------------------------------------|
|                                                                                            |
| <a class="wiki-page-link" href="/wikis/pipes-of-the-sewers">Pipes of the Sewers</a>        |
| 1,150 gp                                                                                   |
|                                                                                            |
| <a class="wiki-page-link" href="/wikis/bracers-of-archery">Bracers of Archery</a> , Lesser |
| 5,000 gp                                                                                   |
|                                                                                            |
| <a class="wiki-page-link" href="/wikis/bag-of-tricks">Bag of Tricks</a> , Gray             |
| 900 gp                                                                                     |
|                                                                                            |
| <a class="wiki-page-link" href="/wikis/dust-of-disappearance">Dust of Disappearance</a>    |

|                                                                               |
|-------------------------------------------------------------------------------|
| 3,500 gp                                                                      |
|                                                                               |
| <a class="wiki-page-link" href="/wikis/charm-person">Charm Person</a>         |
| 25 gp                                                                         |
|                                                                               |
| <a class="wiki-page-link" href="/wikis/elixir-of-love">Elixir of Love</a>     |
| 150 gp                                                                        |
|                                                                               |
| <a class="wiki-page-link" href="/wikis/belt-monks">Belt, Monk&amp;#8217;s</a> |
| 13,000 gp                                                                     |
|                                                                               |

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[Back to Farwater Civic District](/wikis/farwater-civic-district)
[Farwater Places of Interest](/wikis/farwater-places-of-interest)

<id>https://mark-1.obsidianportal.com/wiki\_pages/2500038</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/rufido-and-palliopes-curiosities</link>

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|  |                                                                                 |  |  |
|--|---------------------------------------------------------------------------------|--|--|
|  |                                                                                 |  |  |
|  | <a class="wiki-page-link" href="/wikis/pipes-of-sounding">Pipes of Sounding</a> |  |  |
|  | 1,800 gp                                                                        |  |  |
|  |                                                                                 |  |  |
|  |                                                                                 |  |  |
|  | <a class="wiki-page-link" href="/wikis/spider-climb-0">Spider Climb</a>         |  |  |
|  | 300 gp                                                                          |  |  |
|  |                                                                                 |  |  |
|  |                                                                                 |  |  |
|  | <a class="wiki-page-link" href="/wikis/disguise-self">Disguise Self</a>         |  |  |
|  | 150 gp                                                                          |  |  |
|  |                                                                                 |  |  |
|  |                                                                                 |  |  |
|  | <a class="wiki-page-link" href="/wikis/candle-of-truth">Candle of Truth</a>     |  |  |
|  | 2,500 gp                                                                        |  |  |
|  |                                                                                 |  |  |
|  |                                                                                 |  |  |
|  | <a class="wiki-page-link" href="/wikis/dust-of-illusion">Dust of Illusion</a>   |  |  |
|  | 1,200 gp                                                                        |  |  |
|  |                                                                                 |  |  |
|  |                                                                                 |  |  |
|  | + 1 Greataxe of Frost                                                           |  |  |



|                                                                                                         |
|---------------------------------------------------------------------------------------------------------|
| &lt;td&gt;8,320 gp&lt;/td&gt;                                                                           |
| &lt;/tr&gt;                                                                                             |
| &lt;tr&gt;                                                                                              |
| &lt;td&gt;&lt;a href="/wikis/boat-folding" class="wiki-page-link"&gt;Boat, Folding&lt;/a&gt;&lt;/td&gt; |
| &lt;td&gt;7,200 gp&lt;/td&gt;                                                                           |
| &lt;/tr&gt;                                                                                             |
| &lt;/table&gt;                                                                                          |

[Back to](#) [Farwater Civic District](/wikis/farwater-civic-district) [Farwater Places of Interest](/wikis/farwater-places-of-interest)

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&lt;td&gt;2,312 gp&lt;/td&gt;

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&lt;tr&gt;

&lt;td&gt;+ 1 Longsword&lt;/td&gt;

&lt;td&gt;2,315 gp&lt;/td&gt;

&lt;/tr&gt;

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&lt;td&gt;+ 2 Pick, Light&lt;/td&gt;

&lt;td&gt;8,304 gp&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;Silver Dagger, Masterwork&lt;/td&gt;

&lt;td&gt;322 gp&lt;/td&gt;

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&lt;td&gt;+ 1 Greatsword&lt;/td&gt;

&lt;td&gt;2,320 gp&lt;/td&gt;

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District</a>???<a href="/wikis/farwater-places-of-interest" class="wiki-page-link">Farwater  
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&lt;td&gt;+ 1 Shield, Heavy, Steel&lt;/td&gt;

&lt;td&gt;1,170 gp&lt;/td&gt;

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&lt;td&gt;+ 1 Shield, Heavy, Steel&lt;/td&gt;

&lt;td&gt;1,170 gp&lt;/td&gt;

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&lt;td&gt;+ 1 Shield, Heavy, Steel&lt;/td&gt;

&lt;td&gt;1,170 gp&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;+ 1 Shield, Light, Wooden&lt;/td&gt;

&lt;td&gt;1,153 gp&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;+ 1 Hide Armor of Shadow&lt;/td&gt;

&lt;td&gt;4,165 gp&lt;/td&gt;

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<tr>

<td>+ 1 Cold Iron Half-Plate </td>

<td>4,350 gp</td>

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<tr>

<td>+ 1 Breastplate</td>

<td>1,350 gp</td>

</tr>

<tr>

<td>+ 1 Leather</td>

<td>1,160 gp</td>

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Back to <a href="/wikis/farwater-civic-district" class="wiki-page-link">Farwater Civic District</a>???<a href="/wikis/farwater-places-of-interest" class="wiki-page-link">Farwater Places of Interest</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2500371</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/lynnus-potions</link>

<content gm\_only="true" format="html"><p>Lynnu (Female Gnome Exp3)</p>

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<td>Potion of <a href="/wikis/lesser-restoration" class="wiki-page-link">Lesser

Restoration

300 gp

Oil of [Magic](/wikis/magic-stone)

Stone

50 gp

Potion of [Owl](/wikis/owls-wisdom)

Wisdom

300 gp

Potion of [Protection](/wikis/protection-from-arrows)  
from Arrows

300 gp

Potion of [Shield](/wikis/shield-of-faith) of  
Faith + 2

50 gp

Oil of [Magic](/wikis/magic-weapon)  
Weapon

50 gp

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<td>Potion of <a href="/wikis/foxs-cunning" class="wiki-page-link">Fox&#8217;s  
Cunning</a></td>

<td>300 gp</td>

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<td>Potion of <a href="/wikis/invisibility-0" class="wiki-page-link">Invisibility</a></td>

<td>300 gp</td>

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<tr>

<td>Potion of <a href="/wikis/invisibility-0" class="wiki-page-link">Invisibility</a></td>

<td>300 gp</td>

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<tr>

<td>Potion of <a href="/wikis/remove-paralysis" class="wiki-page-link">Remove  
Paralysis</a></td>

<td>300 gp</td>

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<tr>

<td>Potion of <a href="/wikis/mage-armor-0" class="wiki-page-link">Mage  
Armor</a></td>

<td>50 gp</td>

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<tr>

|                                                                                                |           |        |
|------------------------------------------------------------------------------------------------|-----------|--------|
| <a class="wiki-page-link" href="/wikis/mage-armor-0">Mage Armor</a>                            | Potion of |        |
|                                                                                                |           | 50 gp  |
|                                                                                                |           |        |
| <a class="wiki-page-link" href="/wikis/blur">Blur</a>                                          | Potion of |        |
|                                                                                                |           | 300 gp |
|                                                                                                |           |        |
| <a class="create-wiki-page-link" href="/wikis/Hide%20From%20Animals/new">Hide From Animals</a> | Potion of |        |
|                                                                                                |           | 50 gp  |
|                                                                                                |           |        |
| <a class="wiki-page-link" href="/wikis/bears-endurance">Bear&amp;#8217;s Endurance</a>         | Potion of |        |
|                                                                                                |           | 300 gp |
|                                                                                                |           |        |
| <a class="wiki-page-link" href="/wikis/eagles-splendor">Eagle&amp;#8217;s Splendor</a>         | Potion of |        |
|                                                                                                |           | 300 gp |
|                                                                                                |           |        |
| <a class="create-wiki-page-link" href="/wikis/Hide%20from%20Undead/new">Hide from Undead</a>   | Potion of |        |
|                                                                                                |           | 50 gp  |

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<link>https://mark-1.obsidianportal.com/wiki\_pages/farus-emporium</link>

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| &lt;td&gt;4,000 gp&lt;/td&gt;                                                                                        |  |  |  |  |  |
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| &lt;td&gt;2,500 gp&lt;/td&gt;                                                                                        |  |  |  |  |  |
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| &lt;tr&gt;                                                                                                           |  |  |  |  |  |
| &lt;td&gt;&lt;a href="/wikis/incense-of-meditation" class="wiki-page-link"&gt;Incense of                             |  |  |  |  |  |

Meditation

4,900 gp

[Wind Fan](/wikis/wind-fan)

5,500 gp

[Bag of Tricks](/wikis/bag-of-tricks),

Tan

6,300 gp

[Vestment,](/wikis/vestment-druids)

Druid

3,750 gp

[Robe of](/wikis/robe-of-bones)

Bones

2,400 gp

[Necklace of](/wikis/necklace-of-fireballs)

Fireballs

4,350 gp



&lt;tr&gt;

&lt;td&gt;&lt;a href="/wikis/bracers-of-armor" class="wiki-page-link"&gt;Bracers of Armor&lt;/a&gt; +

2&lt;/td&gt;

&lt;td&gt;4,000 gp&lt;/td&gt;

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Back to &lt;a href="/wikis/farwater-temple-district" class="wiki-page-link"&gt;Farwater Temple District&lt;/a&gt;???&lt;a href="/wikis/farwater-places-of-interest" class="wiki-page-link"&gt;Farwater Places of Interest&lt;/a&gt;</content>

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<td><a href="/wikis/antitoxin-vial" class="wiki-page-link">Antitoxin (vial)</a></td>

<td>gp</td>

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<tr>

<td>Good <a href="/wikis/holy-water-flask" class="wiki-page-link">Holy water (flask)</a></td>

<td>gp</td>

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<td>Potion of <a href="/wikis/cure-light-wounds-0" class="wiki-page-link">Cure Light Wounds</a></td>

<td>50 gp</td>

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&lt;td&gt;Potion of &lt;a href="/wikis/lesser-restoration" class="wiki-page-link"&gt;Lesser Restoration&lt;/a&gt;&lt;/td&gt;

&lt;td&gt;300 gp&lt;/td&gt;

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&lt;/table&gt;

&lt;p&gt;Plus one of the following:&lt;br /&gt;

1d4&lt;br /&gt;

|1. Potion of &lt;a href="/wikis/cure-moderate-wounds" class="wiki-page-link"&gt;Cure Moderate Wounds&lt;/a&gt;|gp|&lt;br /&gt;

|2. Potion of [[]]|gp|&lt;br /&gt;

|3. Potion of [[]]|gp|&lt;br /&gt;

|4. Potion of [[]]|gp|&lt;/p&gt;

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&lt;td&gt;gp&lt;/td&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/edambri</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Small Town&lt;/strong&gt;&lt;br /&gt;

Conventional &lt;br /&gt;

LG &lt;br /&gt;

Highest Level Warrior&lt;br /&gt;

&lt;strong&gt;Population&lt;/strong&gt;: 1,764&lt;br /&gt;

&lt;strong&gt;Assets&lt;/strong&gt;: 70,400 gp&lt;br /&gt;

&lt;strong&gt;GP Limit&lt;/strong&gt;: 800 gp&lt;/p&gt;

&lt;p&gt;Adept: 6th&lt;br /&gt;

Aristocrat: 4th&lt;br /&gt;

Barbarian: 3rd&lt;br /&gt;

Bard: 4th&lt;br /&gt;

Cleric: 4th&lt;br /&gt;

Commoner: 10th&lt;br /&gt;

Druid: 3rd&lt;br /&gt;

Expert: 6th&lt;br /&gt;

Fighter: 8th&lt;br /&gt;

Monk: 4th&lt;br /&gt;

Paladin: 2nd&lt;br /&gt;

Ranger: 3rd&lt;br /&gt;

Rogue: 5th&lt;br /&gt;

Sorcerer: 4th&lt;br /&gt;

Warrior: 3rd&lt;br /&gt;

Wizard: 3rd&lt;/p&gt;

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Back to &lt;a href="/wikis/lux-geography" class="wiki-page-link"&gt;Lux Geography&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/a-portal-in-parts</link>

<content gm\_only="true" format="html">&lt;p&gt;PCs find a rare element/artifact in dungeon. When researched, it is discovered that if other element/artifacts are found and assembled correctly in the right place, a portal can be activated between two far away points.&lt;/p&gt;

&lt;p&gt;Could be combined with missing neighbor in Sylvandale:&lt;/p&gt;

&lt;p&gt;Wizard successfully assembled the portal, but a trapped, summoned creature or servant disassembled it to trap him on the other side.&lt;/p&gt;

If it?s a creature, PCs begin the quest by being sent to investigate mysterious attacks near wherever the creature is now living. The creature either tells the PCs of the portal or drops some clue to get the PCs investigating.

&lt;p&gt;If it?s a person (maybe a child or a beautiful young woman), PCs begin by investigating the cause of the wizard?s disappearance. When questioned, the person seems suspicious. After an intimidate/diplomacy/bluff, the person reveals what they did, but justifies their actions by explaining the wizard?s abuse.&lt;/p&gt;

&lt;p&gt;Either way, PCs must track down the remaining parts of the portal.&lt;/p&gt;

&lt;p&gt;1: Sold by someone with no clue of its function to a pawn shop/moneylender who, in turn, sold it to a member of a thieves guild&lt;/p&gt;

&lt;p&gt;2: Destroyed. PCs must find a replacement. This will require research and a dungeon delve&lt;/p&gt;

&lt;p&gt;3: Still hidden in house&lt;/p&gt;

&lt;p&gt;When the portal is reassembled, it leads to a faroff destination. On the other side, the wizard can be found if the PCs gather information or search for him. If they do not look for him, after frequent visits on this side, the wizard will find them (perhaps through henchmen).&lt;/p&gt;

&lt;p&gt;The PCs must fight the wizard. When he is defeated (or escapes) PCs discover that he had begun assembling materials for another set of portals. PCs can use this to set up a portal network.&lt;/p&gt;

&lt;p&gt;Perhaps wizard escapes and a cat and mouse game begins through the network&lt;/p&gt;

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Back to &lt;a href="/wikis/side-quests" class="wiki-page-link"&gt;Side Quests&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2521728</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dm-20</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 20. Refuse Pit (EL 5)&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;The shaft drops down into a large, mostly square chamber. A doorway opens in one wall, while two other walls have been broken through from the outside. Cramped, narrow tunnels beckon from beyond the breached walls.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;&lt;strong&gt;Creatures&lt;/strong&gt;: Two bloodscales await the party here, mounted on the backs of disgusting toadlike monstrosities called &lt;br /&gt;

slurks. As soon as anyone descends the shaft they attack.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/bloodscale-kobold" class="wiki-page-link"&gt;Bloodscale Kobold&lt;/a&gt;s



(2) CR 2  
hp 13 each; See [DM 12](/wikis/dm-12)  
[Slurk](/wikis/slurk)s (2) CR 2  
hp 13 each; See Appendix 2  

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Back to [Kobold  
Warrens](/wikis/kobold-warrens)

[https://mark-1.obsidianportal.com/wiki\\_pages/2521729](https://mark-1.obsidianportal.com/wiki_pages/2521729)

[https://mark-1.obsidianportal.com/wiki\\_pages/bloodscale-kobold](https://mark-1.obsidianportal.com/wiki_pages/bloodscale-kobold)

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[https://mark-1.obsidianportal.com/wiki\\_pages/slurk](https://mark-1.obsidianportal.com/wiki_pages/slurk)

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[https://mark-1.obsidianportal.com/wiki\\_pages/dm-22](https://mark-1.obsidianportal.com/wiki_pages/dm-22)

[gm\\_only="true" format="html">](#)  
**22. Mines (EL  
4)**

&lt;tr>

&td>The cramped passageways open to a large cavern filled with rocky overhangs and jutting boulders.&/td>

&lt;/tr>

&lt;/table>

The large boulders offer a lot of cover for anyone who wants to take advantage of them.

&p>Creatures: Merlokrep's cruel mining foreman, Lekmek, works a gaggle of slaves to death here in search of 'shiny good good' for Vreggma. Sadly, gold is not on the menu in these glum mines, whose walls are riddled instead with veins of iron ore. Vreggma's displeasure at the lack of gold is the source of many headaches for Merlokrep, who in turn takes out his frustrations on Lekmek. The foreman vents this mounting aggravation through harsh &br />

beatings administered to his digger-slaves on an hourly basis.&br />

Lekmek is short for a kobold, with spindly little chicken legs that contrast bizarrely with his tremendously muscled upper body. His broad shoulders and thick python-like arms are perched precariously on his wobbly little stick-legs. His face is &br />

squat and mean. His snout is stunted as if pushed in by a shovel. PCs familiar with Boss Teedum back in town are disturbed by Lekmek's striking resemblance to the ugly human. The foreman turns his frustration on the PCs if they venture here and orders the slaves to attack with their picks &br />

as he wades into melee with his hammer.&p>

&p>&strong>Lekmek CR 3&/strong>&br />

Male kobold expert 2/fighter 2&br />

LE Small humanoid (reptilian)&br />

Init + 1; Senses darkvision 60 ft.; Listen + 1, Spot + 1&/p>

&p>&strong>Defense&/strong>&br />

AC 16, touch 12, flat-footed 15&br />

(+ 3 armor, + 1 Dex, + 1 natural, + 1 size) &br />

hp 28 (2d6 + 4 and 2d10 + 4)<br />

Fort + 5, Ref + 1, Will + 4</p>

<p><strong>Offense</strong><br />

Spd 30 ft.<br />

Melee mwk heavy pick + 5 (1d4 + 7/x4)</p>

<p><strong>Tactics</strong><br />

<ins>During Combat</ins> Lekmek wields his pick two handed using Power Attack for 2 points (already figured in).<br />

<ins>Morale</ins> Lekmek is too ornery to flee.</p>

<p><strong>Statistics</strong><br />

<ins>Abilities</ins> Str 15, Dex 12, Con 14, Int 9, Wis 12, Cha 14</p>

<p><ins>Base Atk</ins> + 3; <ins>Grp</ins> + 1<br />

<ins>Feats</ins> Improved Unarmed Strike, Power Attack, Skill Focus (Intimidate), Weapon Focus (heavy pick)<br />

<ins>Skills</ins> Appraise + 2, Climb + 5, Craft (trapmaking) + 2, Escape Artist + 6, Hide + 6, Intimidate + 9, Jump + 4, Knowledge (dungeoneering) + 2, Profession (miner) + 3, Search + 1, Survival + 3. <br />

<ins>Languages</ins> Draconic<br />

<ins>SQ</ins> light sensitivity<br />

<ins>Gear</ins> masterwork heavy pick, masterwork studded leather, steel mining helmet</p>

<p><strong>Kobold slaves</strong> (6) CR 1/4<br />

hp 2 each; MM 161</p>

<p>These slaves have no armor (AC 13) and wield light picks (1d3?1/x4)</p>

<p><strong>Tactics</strong><br />

<ins>Morale</ins> The typically meek slaves fight like devils against the PCs, their fear of Lekmek's wrath overriding their usually potent selfpreservation instincts. If he falls, however, they

flee in abject terror.

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[https://mark-1.obsidianportal.com/wiki\\_pages/2521749](https://mark-1.obsidianportal.com/wiki_pages/2521749)

[https://mark-1.obsidianportal.com/wiki\\_pages/dm-23](https://mark-1.obsidianportal.com/wiki_pages/dm-23)

**Area 23. Stalagmite Cave (EL 5)**

|                                                                                                         |
|---------------------------------------------------------------------------------------------------------|
| The floor of this yawning cavern is filled with gigantic stalagmites, some standing six feet in height. |
|---------------------------------------------------------------------------------------------------------|

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[https://mark-1.obsidianportal.com/wiki\\_pages/dm-24](https://mark-1.obsidianportal.com/wiki_pages/dm-24)

**Area 24. Chokepoint Ambush (EL 5)**

&lt;p&gt;This tight, high-ceilinged corridor is flanked on both sides by tall ridges, eight feet above the corridor's rocky ground.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Creatures&lt;/strong&gt;: Two elite dark talon hunters are perched on the ridges above here. One of these evil little kobolds lurks on each side of the corridor. As the party navigates the tight passage, the dark talons swing &lt;br /&gt; their flying talons down at the PCs.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/dark-talon-hunter" class="wiki-page-link"&gt;Dark Talon Hunter&lt;/a&gt;s  
(2) CR 3&lt;br /&gt;

hp 14 each; see area &lt;a href="/wikis/dm-17" class="wiki-page-link"&gt;DM 17&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Tactics&lt;/strong&gt;&lt;br /&gt;

&lt;ins&gt;Before Combat&lt;/ins&gt; The dark talons attempt to hide from the PCs to achieve surprise, they take 10 on their Hide checks for a result of 21.&lt;br /&gt;

&lt;ins&gt;During Combat&lt;/ins&gt; The dark talons conduct sneak attacks from their ledges for as long as any characters remain flat-footed. As long as they remain on those ledges they receive cover from attacks below and higher ground ( + 1 on attack rolls) against anyone in the corridor.&lt;br /&gt;

&lt;ins&gt;Morale&lt;/ins&gt; The dark talons fight to the death.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/kobold-warrens" class="wiki-page-link"&gt;Kobold  
Warrens&lt;/a&gt;</content>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2521760</id>

<link>[https://mark-1.obsidianportal.com/wiki\\_pages/dm-25](https://mark-1.obsidianportal.com/wiki_pages/dm-25)</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 25. Intersection Ambush &lt;br /&gt;

(EL 7)&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;The narrow tunnel opens out in to a long cave, with openings in the north, south, and east walls.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;This branching intersection conceals three small but deep alcoves set into its walls (as noted on the map), making it the perfect place to stage a lethal ambush against large bumbling pink-skinned humans and pointy-eared elf types.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Creatures&lt;/strong&gt;: Merlokrep's Captain of His Highness's Royal Kill-stabbing Blood-scales, a tall kobold named Grugakrug, leads a band of dark talon hunters in a &lt;br /&gt;

daring assault against the party here. One dark talon hunter hides in each of the three alcoves, while Grugakrug, mounted on his trusty slurk, hides in the western corridor. When the PCs reach the intersection the kobolds spring their ambush.&lt;/p&gt;

&lt;p&gt;Grugakrug &lt;a href="/wikis/bloodscale-kobold" class="wiki-page-link"&gt;Bloodscale Kobold&lt;/a&gt; CR 2 hp 13; See area &lt;a href="/wikis/dm-12" class="wiki-page-link"&gt;DM 12&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Tactics&lt;/strong&gt;&lt;br /&gt;

&lt;ins&gt;During Combat&lt;/ins&gt; The slurk-mounted bloodscale hops wall to wall down the corridors and careens into anyone standing.&lt;br /&gt;

&lt;ins&gt;Morale&lt;/ins&gt; Grugakrug fights until slain in order to defend the hatchery (area &lt;a

[DM 26](/wikis/dm-26)) from the overly tall invading butchers.

[Dark Talon Hunter](/wikis/dark-talon-hunter)s

(3) CR 3

hp 14 each; see area [DM 17](/wikis/dm-17);

**Tactics**;

**Before Combat** The dark talons attempt to hide from the PCs to achieve surprise. They take 10 on their Hide checks for a result of 21.

**During Combat** The dark talons conduct sneak attacks from their ledges for as long as any characters remain flat-footed. They then use their flying talons to make trip and disarm attacks, hoping to make the PCs more vulnerable to the mounted bloodscale.

**Morale** The dark talons fight to the death.

[Slurk](/wikis/slurk) CR 2

hp 13; See Appendix 2

**Development**: If the PCs avoid this area by taking the branch of passage leading directly to the Kennel ([DM 27](/wikis/dm-27)), the kobolds here rush to area [DM 29](/wikis/dm-29); if they hear the shriekers there or rush to area [DM 30](/wikis/dm-30); if they hear the sounds of battle echoing through the warrens.

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2521763</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dm-26</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 26. Hatchery (EL 1/2)&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;Plaintive mewling cries emanate from this warm, damp chamber. A low wall of stone divides this cave into two partitions. One half of the cave contains several rows of large eggs half buried in sand. The other half contains a dozen infant kobolds, scrapping and playing with each other in the darkness.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;&lt;strong&gt;Creatures&lt;/strong&gt;: Mekapa, the tribe's midwife, a rotund little female who oversees the incubation and hatching of the tribal youth, stands between the PCs and the eggs. She is unarmed but steadfast, putting herself between the young and danger without hesitation. She attempts &lt;br /&gt;

to parley with the party (though she only speaks Draconic) and appeals to their sense of decency. She begs them to leave the eggs unmolested. If they do so, Mekapa thanks them profusely and gladly offers them information about Merlokrep she never liked the stupid king anyways) and Jekkajak (the old shaman brings no-thing but trouble to the tribe).&lt;/p&gt;

&lt;p&gt;Mekapa CR 1/4&lt;br /&gt;

hp 4; MM 161&lt;br /&gt;

Mekapa wears no armor (AC 13) and is unarmed.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/kobold-warrens" class="wiki-page-link"&gt;Kobold Warrens&lt;/a&gt;</content>



<link>https://mark-1.obsidianportal.com/wiki\_pages/dm-27</link>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2524456</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dm-29</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 29. Shrieker Tunnel (EL 3)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;This craggy zigzagging passageway seems to be the main thoroughfare of the kobolds, but actually they avoid it, preferring to use the connecting corridor between area &lt;a href="/wikis/dm-30" class="wiki-page-link"&gt;DM 30&lt;/a&gt; and &lt;a href="/wikis/dm-27" class="wiki-page-link"&gt;DM 27&lt;/a&gt; instead.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Add creatures from &lt;a href="/wikis/dm-25" class="wiki-page-link"&gt;DM 25&lt;/a&gt; and &lt;a href="/wikis/dm-27" class="wiki-page-link"&gt;DM 27&lt;/a&gt;&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Creatures: This narrow corridor is home to a pair of shrieker fungi whose keening wail warns kobolds in area &lt;a href="/wikis/dm-30" class="wiki-page-link"&gt;DM 30&lt;/a&gt; and Merlokrep and his myrmidons in the throne room (area &lt;a href="/wikis/DM%2031/new" class="create-wiki-page-link"&gt;DM 31&lt;/a&gt;).&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;&lt;a href="/wikis/shrieker" class="wiki-page-link"&gt;Shrieker&lt;/a&gt;s (2) CR 1&lt;br /&gt;

hp 11 each; MM 112&lt;/strong&gt;&lt;/p&gt;

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Back to &lt;a href="/wikis/kobold-warrens" class="wiki-page-link"&gt;Kobold  
Warrens&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/shrieker</link>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2527249</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/wisdom-of-ytthar</link>

<content gm\_only="true" format="html">&lt;p&gt;An ancient text that is sacred to the temple of &lt;a  
href="/wikis/argigion" class="wiki-page-link"&gt;Argigion&lt;/a&gt;. It contains the story and  
teachings of &lt;a href="/wikis/ytthar" class="wiki-page-link"&gt;Ytthar&lt;/a&gt;. Tradition has it that  
he was carried into a city of undersea dwellers in the belly of a great fish. Since his coming had  
been prophesied, he was allowed to dwell among the sea folk for a time, learning much of their ways

and wisdom.</p>

<hr />

Back to <a href="/wikis/argigion" class="wiki-page-link">Argigion</a>???<a href="/wikis/Sacred%20Texts/new" class="create-wiki-page-link">Sacred Texts</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2527255</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/hymns-of-the-deep</link>

<content gm\_only="true" format="html"><p>A collection of hymns devoted to the worship of Argigion. Though scholars have been able to trace the origins of some of the hymns within, most were passed down orally and were ancient by the standards of the earliest written histories.</p>

<p>This text is considered scripture by the worshippers of <a href="/wikis/argigion" class="wiki-page-link">Argigion</a>.</p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2527261</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/via-oceanum</link>

<content gm\_only="true" format="html"><p>The longest and best known scripture of <a href="/wikis/argigion" class="wiki-page-link">Argigion</a>. A compilation of the legends, prayers, traditions, hymns, and dire warnings of holy men from across the world. Translated to the common tongue by Sembrian scholars during the early empire period.</p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2529150</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/air-domain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2529152</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/animal-domain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2529159</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/chaos-domain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2529163</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/death-domain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2529168</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/destruction-domain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2529170</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/earth-domain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2529172</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/evil-domain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2529173</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/fire-domain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2529176</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/good-domain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2529642</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/healing-domain</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;&lt;span class="caps"&gt;HEALING&lt;/span&gt; &lt;span class="caps"&gt;DOMAIN&lt;/span&gt;&lt;/strong&gt;&lt;br /&gt;&lt;strong&gt;Deity&lt;/strong&gt;: Pelor. &lt;br /&gt;&lt;strong&gt;Granted Power&lt;/strong&gt;: You cast healing spells at + 1 caster level.&lt;/p&gt;&lt;p&gt;&lt;strong&gt;Healing Domain Spells&lt;/strong&gt;&lt;br /&gt;1 &lt;a href="/wikis/cure-light-wounds-0" class="wiki-page-link"&gt;Cure Light Wounds&lt;/a&gt;: Cures 1d8 damage + 1/level (max + 5). &lt;br /&gt;2 &lt;a href="/wikis/cure-moderate-wounds" class="wiki-page-link"&gt;Cure Moderate Wounds&lt;/a&gt;: Cures 2d8 damage + 1/level (max + 10). &lt;br /&gt;3 &lt;a href="/wikis/cure-serious-wounds" class="wiki-page-link"&gt;Cure Serious Wounds&lt;/a&gt;: Cures 3d8 damage + 1/level (max +15). &lt;br /&gt;4 &lt;a href="/wikis/cure-critical-wounds" class="wiki-page-link"&gt;Cure Critical Wounds&lt;/a&gt;: Cures 4d8 damage + 1/level (max + 20). &lt;br /&gt;5 &lt;a href="/wikis/Cure%20Light%20Wounds%2C%20Mass/new"

[Cure Light Wounds, Mass](#): Cures 1d8 damage + 1/level (max + 25) for many creatures.

[Heal](#) : Cures 10 points/level of damage, all diseases and mental conditions.

[Regenerate](#): Subject's severed limbs grow back, cures 4d8 damage + 1/level (max + 35).

[Cure Critical Wounds, Mass](#): Cures 4d8 damage + 1/level (max + 40) for many creatures.

[Heal, Mass](#): As heal, but with several subjects.

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[https://mark-1.obsidianportal.com/wiki\\_pages/2529665](https://mark-1.obsidianportal.com/wiki_pages/2529665)

[https://mark-1.obsidianportal.com/wiki\\_pages/knowledge-domain](https://mark-1.obsidianportal.com/wiki_pages/knowledge-domain)

**KNOWLEDGE DOMAIN**

**Deities**: Boccob, Vecna.

**Granted Power**: Add all Knowledge skills to your list of cleric class skills.

You cast divination spells at + 1 caster level.

**Knowledge Domain Spells**

- 1 [Detect Secret Doors](/wikis/detect-secret-doors): Reveals hidden doors within 60 ft.
- 2 [Detect Thoughts](/wikis/detect-thoughts): Allows ?listening? to surface thoughts.
- 3 [[Clairaudience/Clairvoyance]]: Hear or see at a distance for 1 min./level.
- 4 [Divination](/wikis/Divination/new) M: Provides useful advice for specific proposed actions.
- 5 [True Seeing](/wikis/True%20Seeing/new) M: Lets you see all things as they really are.
- 6 [Find the Path](/wikis/Find%20the%20Path/new): Shows most direct way to a location.
- 7 [Legend Lore](/wikis/Legend%20Lore/new) M F: Lets you learn tales about a person, place, or thing.
- 8 [Discern Location](/wikis/Discern%20Location/new): Reveals exact location of creature or object.
- 9 [Foresight](/wikis/Foresight/new): ?Sixth sense? warns of impending danger.
- 
- Back to [Cleric Domains](/wikis/cleric-domains)

<id>https://mark-1.obsidianportal.com/wiki\_pages/2529668</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/law-domain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2529672</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/luck-domain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2529679</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/magic-domain</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;&lt;span class="caps"&gt;MAGIC&lt;/span&gt; &lt;span class="caps"&gt;DOMAIN&lt;/span&gt;&lt;/strong&gt;&lt;br /&gt;&lt;strong&gt;Deities&lt;/strong&gt;: Boccob, Vecna, Wee Jas. &lt;br /&gt;&lt;strong&gt;Granted Power&lt;/strong&gt;: Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.&lt;/p&gt;&lt;p&gt;&lt;strong&gt;Magic Domain Spells&lt;/strong&gt;&lt;br /&gt;1 &lt;a href="/wikis/Nystul%27s%20Magic%20Aura/new" class="create-wiki-page-link"&gt;Nystul&amp;#8217;s Magic Aura&lt;/a&gt;: Alters object&amp;#8217;s magic aura. &lt;br /&gt;2 &lt;a href="/wikis/identify" class="wiki-page-link"&gt;Identify&lt;/a&gt;: Determines properties of magic item. &lt;br /&gt;3 &lt;a href="/wikis/dispel-magic" class="wiki-page-link"&gt;Dispel Magic&lt;/a&gt;: Cancels magical spells and effects. &lt;br /&gt;4 &lt;a href="/wikis/Imbue%20with%20Spell%20Ability/new" class="create-wiki-page-link"&gt;Imbue with Spell Ability&lt;/a&gt;: Transfer spells to subject. &lt;br /&gt;5 &lt;a href="/wikis/Spell%20Resistance/new" class="create-wiki-page-link"&gt;Spell Resistance&lt;/a&gt;: Subject gains SR 12 + level. &lt;br /&gt;6 &lt;a href="/wikis/antimagic-field" class="wiki-page-link"&gt;Antimagic Field&lt;/a&gt;: Negates



magic within 10 ft. <br />

7 <a href="/wikis/Spell%20Turning/new" class="create-wiki-page-link">Spell Turning</a>:  
Reflect 1d4 + 6 spell levels back at caster. <br />

8 <a href="/wikis/Protection%20from%20Spells/new" class="create-wiki-page-link">Protection  
from Spells</a> M F: Confers +8 resistance bonus. <br />

9 <a href="/wikis/Mordenkainen%27s%20Disjunction/new" class="create-wiki-page-link">Mordenkainen&#8217;s Disjunction</a>: Dispels magic,  
disenchants magic items.</p><br /></p><hr /><p>Back to <a href="/wikis/cleric-domains" class="wiki-page-link">Cleric  
Domains</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2529723</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/plant-domain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2529724</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/protection-domain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2529730</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/strength-domain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2529736</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sun-domain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2529737</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/travel-domain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2530604</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/trickery-domain</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;&lt;span class="caps"&gt;TRICKERY&lt;/span&gt;&lt;span class="caps"&gt;DOMAIN&lt;/span&gt;&lt;/strong&gt;&lt;br /&gt;&lt;strong&gt;Deities&lt;/strong&gt;: Boccob, Erythnul, Garl Glittergold, Olidammara, Nerull. &lt;br /&gt;&lt;strong&gt;Granted Power&lt;/strong&gt;: Add Bluff, Disguise, and Hide to your list of &lt;br /&gt;cleric class skills.&lt;/p&gt;&lt;p&gt;&lt;strong&gt;Trickery Domain Spells&lt;/strong&gt;&lt;br /&gt;1 &lt;a href="/wikis/disguise-self" class="wiki-page-link"&gt;Disguise Self&lt;/a&gt;: Disguise own appearance. &lt;br /&gt;2 &lt;a href="/wikis/invisibility-0" class="wiki-page-link"&gt;Invisibility&lt;/a&gt;: Subject invisible 1 min./level or until it attacks. &lt;br /&gt;3 &lt;a href="/wikis/nondetection" class="wiki-page-link"&gt;Nondetection&lt;/a&gt; M: Hides subject from divination, scrying. &lt;br /&gt;4 &lt;a href="/wikis/Confusion/new" class="create-wiki-page-link"&gt;Confusion&lt;/a&gt;: Subjects behave oddly for 1 round/level. &lt;br /&gt;5 &lt;a href="/wikis/False%20Vision/new" class="create-wiki-page-link"&gt;False Vision&lt;/a&gt; M: Fools scrying with an illusion. &lt;br /&gt;

6 <a href="/wikis/Mislead/new" class="create-wiki-page-link">Mislead</a>: Turns you invisible and creates illusory double. <br />

7 <a href="/wikis/Screen/new" class="create-wiki-page-link">Screen</a>: Illusion hides area from vision, scrying. <br />

8 <a href="/wikis/Polymorph%20Any%20Object/new" class="create-wiki-page-link">Polymorph Any Object</a>: Changes any subject into anything else. <br />

9 <a href="/wikis/Time%20Stop/new" class="create-wiki-page-link">Time Stop</a>: You act freely for 1d4+1 rounds.</p>

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Back to <a href="/wikis/cleric-domains" class="wiki-page-link">Cleric Domains</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2530605</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/war-domain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2530608</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/water-domain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2531727</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/artifice-domain</link>

<content gm\_only="true" format="html"><p><strong><span class="caps">ARTIFICE</span></strong><span class="caps">DOMAIN</span></strong><br />

<strong>Deities</strong>: (Olympian) Athena, Hephaestus; (Pharaonic) Imhotep<br />  
<strong>Granted Power</strong>: Gain + 4 bonus on Craft checks. You cast conjuration (creation) spells at + 1 caster level. (Those with access to both the Artifice and Creation domains cast conjuration [creation] spells at + 3 caster level.)</p>

<p><strong>Artifice Domain Spells</strong><br />

1 <a href="/wikis/animate-rope" class="wiki-page-link">Animate Rope</a><br />

2 <a href="/wikis/Wood%20Shape/new" class="create-wiki-page-link">Wood Shape</a><br />

3 <a href="/wikis/stone-shape" class="wiki-page-link">Stone Shape</a><br />

4 <a href="/wikis/Minor%20Creation/new" class="create-wiki-page-link">Minor Creation</a><br />

5 <a href="/wikis/Fabricate/new" class="create-wiki-page-link">Fabricate</a><br />

6 <a href="/wikis/Major%20Creation/new" class="create-wiki-page-link">Major Creation</a><br />

7 <a href="/wikis/Hardening/new" class="create-wiki-page-link">Hardening</a>\*<br />

8 <a href="/wikis/True%20Creation/new" class="create-wiki-page-link">True Creation</a>\*<br />

9 <a href="/wikis/Prismatic%20Sphere/new" class="create-wiki-page-link">Prismatic Sphere</a></p>

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Back to <a href="/wikis/cleric-domains" class="wiki-page-link">Cleric Domains</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2531931</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/charm-domain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2541917</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/plot-generator</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="https://www.kassoon.com/dnd/random-plot-hooks-generator/"&gt;gen&lt;/a&gt;&lt;/p&gt;&lt;hr /&gt;Back to &lt;a href="/wikis/random-generators" class="wiki-page-link"&gt;Random Generators&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2541995</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/quarantine</link>

<content gm\_only="true" format="html">&lt;p&gt;The city?s slums are infected with a contagious disease. The government tried to deal with it but failed. Rather than risking more important lives, they have quarantined the district until they can find a safer answer. Meanwhile the people inside grow desperate. A leader of the thieves? guild has escaped the quarantine (through the sewers?) and attempts a coup while the PCs are in the city. The PCs are sent into the palace to retake it. They fight the leader who tells them what really happened and how the government is to blame before escaping. PCs are left to investigate then choose sides. The leader can then be found again in his hideout, and will join the PCs in missions to fight the resistance. Perhaps the leader needs to find a relic proving his noble ancestry, but the relic is hidden in a dungeon far below the city.&lt;/p&gt;&lt;hr /&gt;Back to &lt;a href="/wikis/side-quests" class="wiki-page-link"&gt;Side Quests&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2543209</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/wilderness-place-name-generator</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="http://picastudio.com/random/"&gt;Gen&lt;/a&gt;&lt;/p&gt;&lt;hr /&gt;Back to &lt;a href="/wikis/random-generators" class="wiki-page-link"&gt;Random Generators&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2543758</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ipheria</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;img src="https://i.pinimg.com/originals/fa/46/38/fa463815df2b8f2d26c7c5510240580e.jpg" alt="" /&gt;&lt;/p&gt;&lt;p&gt;&lt;a href="https://www.fantasynamgenerators.com/human-sw-names.php"&gt;Names&lt;/a&gt;&lt;/p&gt;&lt;p&gt;&lt;strong&gt;Capital&lt;/strong&gt;: &lt;a href="/wikis/ipherius" class="wiki-page-link"&gt;Ipheries&lt;/a&gt;&lt;/p&gt;&lt;p&gt;&lt;strong&gt;Government&lt;/strong&gt;: Monarchy (King Neimalc Tavclaw)&lt;/p&gt;&lt;p&gt;&lt;strong&gt;Geography&lt;/strong&gt;: &lt;/p&gt;&lt;p&gt;&lt;strong&gt;Groups&lt;/strong&gt;: &lt;br /&gt;The Iphrah&lt;/p&gt;&lt;p&gt;&lt;strong&gt;&lt;a href="/wikis/ipheria-history" class="wiki-page-link"&gt;History&lt;/a&gt;&lt;/strong&gt;: &lt;br /&gt;

?Mostly [Caelian](/wikis/caelian); mixed with some [Ostregaric](/wikis/ostregaric);

?After the fall of the the Sembrian Empire, the Ipherians were not defeated by [Ostregaric](/wikis/ostregaric) barbarians.

**Religion**;

**Military**;

**Technology**;

**Trade**;

Ipheria has grown rich from the heavy taxation on merchants traveling from the northern kingdoms to the Sinnarian Coast. This caused tension

**Description**;

upper class favors pale, flowing robes



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Back to [Sinnarian Coast](/wikis/sinnarian-coast)

<id>https://mark-1.obsidianportal.com/wiki\_pages/2543886</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/beredia</link>

<content gm\_only="true" format="html"><p><a href="https://www.fantasynamgenerators.com/polish\_names.php#.WwWOrhYpCEc">Names</a></p><p><a href="https://www.fantasynamgenerators.com/east-european-town-names.php#.WwWSWhYpCEc">

&gt;Places&lt;/a&gt; 1, 2, 5-8&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/avralor" class="wiki-page-link"&gt;Avralor&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2544487</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ipherius</link>

<content gm\_only="true" format="html">&lt;p&gt;City of Orchards-famous for the ata fruit (like apples). trees go red during autumn. Also olive, oil palm, apricots, peaches, plums, cherries, etc&amp;#8230;&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/sinnarian-coast" class="wiki-page-link"&gt;Sinnarian Coast&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2545847</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/goblin-kingdom</link>

<content gm\_only="true" format="html">&lt;p&gt;Among the crumbling ruins of Termaria (This unfriendly mountain imperium was noted for its advanced water travel. It was destroyed by an alliance of its neighbors because of the people&amp;#8217;s extreme slavery, leaving behind only monuments and records)&lt;/p&gt;

&lt;p&gt;?Freernurt&lt;/p&gt;

&lt;p&gt;?Rilb&lt;/p&gt;

&lt;p&gt;?Prozz&lt;/p&gt;

&lt;p&gt;?Strilk&lt;/p&gt;



<hr />

Back to <a href="/wikis/sinnarian-coast" class="wiki-page-link">Sinnarian Coast</a>???<a href="/wikis/calimbria" class="wiki-page-link">Calimbria</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2545855</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/alder-mire</link>

<content gm\_only="true" format="html"><p>Terrain follows a pattern of thinly wooded hills with soggy land in between. Water flows through these gaps to drain into the Egara and Iphicus rivers. Alder trees are the most common in this area.</p>

<p>Occasional packs of <a href="/wikis/Runehounds/new" class="create-wiki-page-link">Runehounds</a><br />

Back to <a href="/wikis/sinnarian-coast" class="wiki-page-link">Sinnarian Coast</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2545978</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dhonahm-hills</link>

<content gm\_only="true" format="html"><p>?ruins remain of <a href="/wikis/hor-borim" class="wiki-page-link">Hor Borim</a> (first hill dwarf settlements)</p>

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Back to <a href="/wikis/sinnarian-coast" class="wiki-page-link">Sinnarian Coast</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2545979</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/hor-borim</link>

<content gm\_only="true" format="html">&lt;p&gt;Located in Dhonahm Hills, northwest of the &lt;a href="/wikis/giantshield-mountains" class="wiki-page-link"&gt;Giantshield Mountains&lt;/a&gt;. According to Dwarven lore, it is the site where the (neutral) Dwarves settled after departing &lt;a href="/wikis/dindural" class="wiki-page-link"&gt;Dindural&lt;/a&gt; during the &lt;a href="/wikis/war-of-the-false-king" class="wiki-page-link"&gt;War of the False King&lt;/a&gt;. &lt;br /&gt;

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Back to &lt;a href="/wikis/dwarven-lands" class="wiki-page-link"&gt;Dwarven Lands&lt;/a&gt;???

&lt;a href="/wikis/dhonahm-hills" class="wiki-page-link"&gt;Dhonahm Hills&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2546264</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/war-of-the-false-king</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/Jamnon%20Axebender/new" class="create-wiki-page-link"&gt;Jamnon Axebender&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2546303</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dwarven-history-timeline</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;The Age of Dreams&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;?4 million PC? Dwarves Vs Giants for mountains&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/nemoram" class="wiki-page-link"&gt;Nemoram&lt;/a&gt;: Split off into subraces (reverse Babel?)&lt;/p&gt;

&lt;p&gt;?Greatest magical Weapons ever forged&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;The Age of Empires&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;? 10,000 PC? &lt;a href="/wikis/the-war-of-the-slave-lords" class="wiki-page-link"&gt;The War of the Slave Lords&lt;/a&gt;: Dwarves Ally with humans and elves against the hordes of &lt;a href="/wikis/jokulsa" class="wiki-page-link"&gt;Jokulsa&lt;/a&gt;. The Ogres are driven back to the north, but there the dwarven forces are destroyed during the failed offensive. &lt;a href="/wikis/hammer-of-bhalthron" class="wiki-page-link"&gt;Hammer of Bhalthron&lt;/a&gt; is lost&lt;/p&gt;

&lt;p&gt;? &lt;a href="/wikis/dindural" class="wiki-page-link"&gt;Dindural&lt;/a&gt; splits into &lt;a href="/wikis/dorneldur" class="wiki-page-link"&gt;Dorneldur&lt;/a&gt; and &lt;a href="/wikis/tharedur" class="wiki-page-link"&gt;Tharedur&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;? before 8800 PC: Dwarves begin trading weapons with humans&lt;/p&gt;

&lt;p&gt;?&quot;Elder Wars&quot; (Elves vs. Dwarves) Elven City of Sylvandale destroyed by dwarves&lt;/p&gt;

&lt;p&gt;? Avralor Kings I: &lt;a href="/wikis/dorneldur" class="wiki-page-link"&gt;Dorneldur&lt;/a&gt; helps to rebuild Sylvandale for the 1st kings of Avralor&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/dwarven-history" class="wiki-page-link"&gt;Dwarven History&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2546316</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dwarven-historical-figures</link>

[Bhalthron Brightbeard](/wikis/bhalthron-brightbeard)

[Magnoc Brightbeard](/wikis/magnoc-brightbeard)

[Jamnon Axebender](/wikis/Jamnon%20Axebender/new)

[Durgeddin the Black](/wikis/durgeddin-the-black)

[Hetdral Wolddelver](/wikis/hetdral-wolddelver)

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[Back to Dwarven History](/wikis/dwarven-history)

[https://mark-1.obsidianportal.com/wiki\\_pages/2546322](https://mark-1.obsidianportal.com/wiki_pages/2546322)

[https://mark-1.obsidianportal.com/wiki\\_pages/durgeddin-the-black](https://mark-1.obsidianportal.com/wiki_pages/durgeddin-the-black)

[https://mark-1.obsidianportal.com/wiki\\_pages/2547159](https://mark-1.obsidianportal.com/wiki_pages/2547159)

[https://mark-1.obsidianportal.com/wiki\\_pages/drugarn](https://mark-1.obsidianportal.com/wiki_pages/drugarn)

The clan descended from the miners of [Dindural](/wikis/dindural).

+ 2 to Survival checks when underground.

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[Back to Mountain](/wikis/mountain-dwarves)

Dwarves

https://mark-1.obsidianportal.com/wiki\_pages/2547166

https://mark-1.obsidianportal.com/wiki\_pages/athaban

<p>The clan descended from the noble class of [Dindural](/wikis/dindural).</p><p>- 1 to Strength and Constitution, + 1 to Intelligence and Charisma.</p><p>+ 2 to any Charisma based skill used on other Mountain Dwarves or Hill Dwarves.<br /></p>

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[Back to \[Mountain Dwarves\]\(/wikis/mountain-dwarves\)](/wikis/mountain-dwarves)

https://mark-1.obsidianportal.com/wiki\_pages/2547171

https://mark-1.obsidianportal.com/wiki\_pages/nofrach

<p>The clan descended from the warriors of [Dindural](/wikis/dindural).</p><p>+ 1 Strength, &#8211; 1 Wisdom<br /></p>

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[Back to \[Mountain Dwarves\]\(/wikis/mountain-dwarves\)](/wikis/mountain-dwarves)

https://mark-1.obsidianportal.com/wiki\_pages/2547260

<link>https://mark-1.obsidianportal.com/wiki\_pages/cralarn</link>

<content gm\_only="true" format="html">&lt;p&gt;The clan descended from the priests of &lt;a href="/wikis/dindural" class="wiki-page-link"&gt;Dindural&lt;/a&gt;. &lt;/p&gt;  
&lt;p&gt;May choose Cleric (&lt;a href="/wikis/turim" class="wiki-page-link"&gt;Turim&lt;/a&gt;) as favored class. &lt;br /&gt;

\_\_\_\_\_ Back to &lt;a href="/wikis/mountain-dwarves" class="wiki-page-link"&gt;Mountain Dwarves&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2547342</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/jruzgar</link>

<content gm\_only="true" format="html">&lt;p&gt;The clan descended from the lower class of &lt;a href="/wikis/dindural" class="wiki-page-link"&gt;Dindural&lt;/a&gt;. &lt;/p&gt;  
&lt;p&gt;As &lt;span class="caps"&gt;PHB&lt;/span&gt;. &lt;br /&gt;

\_\_\_\_\_ Back to &lt;a href="/wikis/mountain-dwarves" class="wiki-page-link"&gt;Mountain Dwarves&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2547348</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/tchamac</link>

<content gm\_only="true" format="html">&lt;p&gt;The clan descended from the craftsmen of &lt;a

[Dindural](/wikis/dindural).

+ 2 to all Craft checks

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[Back to](#)

[Mountain](/wikis/mountain-dwarves)

[Dwarves](#)

[https://mark-1.obsidianportal.com/wiki\\_pages/2547360](https://mark-1.obsidianportal.com/wiki_pages/2547360)

[https://mark-1.obsidianportal.com/wiki\\_pages/hill-dwarves](https://mark-1.obsidianportal.com/wiki_pages/hill-dwarves)

Though not technically a clan, they are known among dwarves as [Banrynn](/wikis/banrynn).

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[Dwarven Races](/wikis/dwarven-races)

[https://mark-1.obsidianportal.com/wiki\\_pages/2551506](https://mark-1.obsidianportal.com/wiki_pages/2551506)

[https://mark-1.obsidianportal.com/wiki\\_pages/banrynn](https://mark-1.obsidianportal.com/wiki_pages/banrynn)

Clan name of the [Hill Dwarves](/wikis/hill-dwarves). Though they aren't technically a clan by Dwarven standards, they are assigned this catch all name. Once used derogatively, it is now a name accepted proudly by the Hill Dwarves.

Hired to build human and elven cities and roads

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[Back to &Dwarven Races](/wikis/dwarven-races) &[Hill Dwarves](/wikis/hill-dwarves)

<id>https://mark-1.obsidianportal.com/wiki\_pages/2569240</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/endhome-stats</link>

&p&strong&Endhome&/strong& (Large City):  
Republic; AL LN; &br /&  
40,000 gp limit; Assets 40,000,000 gp; &br /&  
Population &del&35,000&/del& 20,000; Mixed (80% human, 5% halfling, 5% half-elf, 5% dwarf, 3% elf, 2% other).&p&  
&p&strong&Authority figures&/strong&: &a href="/wikis/ranlan-pool" class="wiki-page-link"&Ranlan Pool&/a&, Human Male &br /&  
Exp6 (Governor).&p&  
&p&strong&Important Characters&/strong&: &br /&  
&a href="/wikis/stylus-kant" class="wiki-page-link"&Stylus Kant&/a&, male Human &br /&  
Wiz9 (Wizard's Academy Headmaster); &a href="/wikis/lurton-gaspar" class="wiki-page-link"&Lurton Gaspar&/a&, Male Human Ari6 (Nobleman); &a href="/wikis/amelia-gaspar" class="wiki-page-link"&Amelia Gaspar&/a&, Female Human Ari3 (Noblewoman); &br /&  
&a href="/wikis/bragger-bondhome" class="wiki-page-link"&Bragger Bondhome&/a&, Male Dwarf Ftr8 (Captain of &br /&  
the Guard).&p&  
&p&strong&Others&/strong&: Foot soldier War1 (x350); Sergeants War2 (x50);



Archer War1 (x100); Engineers Ftr1 (x25); Cavalrymen Ftr2 (x50); Exp5 (x10); Exp4 &lt;br /&gt;  
(x50); Exp3 (x75); Exp2 (x75), Exp1 (x150); Rog3 &lt;br /&gt;  
(x20); Rog2 (x40); Rog1 (x50); Com1 (x33,000).&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/endhome" class="wiki-page-link"&gt;Endhome&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2571270</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-renegade-wizard</link>

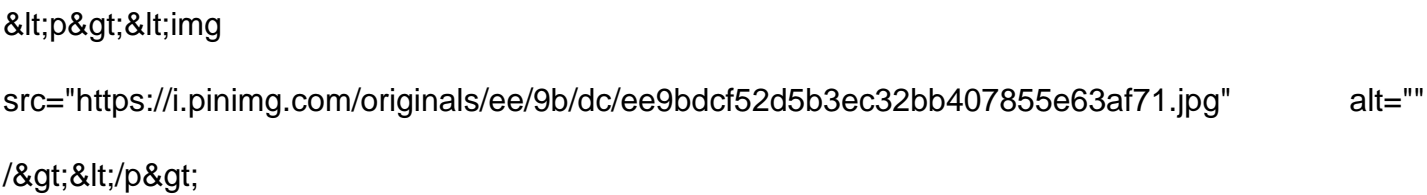
<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;The Renegade Wizard&lt;/strong&gt;&lt;br /&gt;

Bezlor Orloff was a promising professor of summoning at the Academy. Although not the friendliest staff member, he was a dedicated and serious teacher, and developed quite a following &lt;br /&gt; among the school?s future conjurers. Unfortunately, Bezlor had an abiding interest in both opium and, eventually and as a result of the opium, demonics. He saw no problem with the occasional experimental summoning of small demons. Stylus Kant, the Academy?s headmaster, did not see it this way. Now, Bezlor has not only had to endure the shame of being unceremoniously fired, but, and far worse, has been denied access to the coveted Academy library wherein he might further his studies. Not a man to sit idle, Bezlor, along with his devoted apprentice Kaiser, discovered, through his more unsavory contacts, an abandoned opium den in the sewers. He quickly set up residence here and set about attempting to tunnel his way into the library. No small chore this, obviously, but as it happens he managed to summon 2 dretches who, for reasons of their own, decided to remain permanently in his employ (he was a kinder master than the demon they had previously served).&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Standard Features&lt;/strong&gt;&lt;br /&gt;

The walls and floors of these rooms and passages are made of cut and mortared stone, although a

dwarf would quickly recognize all of it is of poor workmanship. The ceilings are 10-feet high and all areas are lit with everburning torches in wall sconces. Unless otherwise noted, all doors are 2 inches thick, with a Hardness 5, and hp 20.



[RW 2A](/wikis/rw-2a): The Secret Door

[RW 2B](/wikis/rw-2b): Opium Den

[RW 2C](/wikis/rw-2c): Empty Smoking Chambers

[RW 2D](/wikis/rw-2d): Krenshar Guards (EL 2)

[RW 2E](/wikis/rw-2e): Bezlur's and Kaiser's Chambers (EL 6)

[RW 2G](/wikis/rw-2g): Research Area

[RW 2H](/wikis/rw-2h): The Tunnel (EL 4)

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[Adventures in Endhome](/wikis/adventures-in-endhome)

[https://mark-1.obsidianportal.com/wiki\\_pages/2571511](https://mark-1.obsidianportal.com/wiki_pages/2571511)

[https://mark-1.obsidianportal.com/wiki\\_pages/delziras-potions](https://mark-1.obsidianportal.com/wiki_pages/delziras-potions)

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;The walls of this small, crowded shop are lined with wooden shelves containing an assortment of magical and alchemical ingredients, vials, and various other equipment used in the brewing of potions. As you enter, the scent of herbs and incense greet you&#8230;strong but not unpleasant&lt;/td&gt;

&lt;/table&gt;

&lt;p&gt;Audacious, inefficient&lt;/p&gt;

&lt;p&gt;This woman puts you in mind of a fluttering hummingbird. She has slitted eyes the color of burnished iron. Her thick, wavy, medium-length hair is the color of fresh blood, and is worn in a simple, precise style. She is very tall and has an amazonian build. Her skin is white. She has prominent, pointed ears which make it obvious that she has some elven blood. Her wardrobe is mysterious and elegant, with a completely blue and gray color scheme.&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;th&gt;Item&lt;/th&gt;

&lt;th&gt;Price (gp)&lt;/th&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;&lt;a href="/wikis/smokestick" class="wiki-page-link"&gt;Smokestick&lt;/a&gt;&lt;/td&gt;

&lt;td&gt;20&lt;/td&gt;

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&lt;tr&gt;

&lt;td&gt;&lt;a href="/wikis/acid-flask" class="wiki-page-link"&gt;Acid (flask)&lt;/a&gt;&lt;/td&gt;

&lt;td&gt;10&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;&lt;a href="/wikis/tanglefoot-bag-0" class="wiki-page-link"&gt;Tanglefoot Bag&lt;/a&gt;&lt;/td&gt;

&lt;td&gt;50&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;&lt;a href="/wikis/thunderstone" class="wiki-page-link"&gt;Thunderstone&lt;/a&gt;&lt;/td&gt;

&lt;td&gt;50&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;&lt;a href="/wikis/endure-elements" class="wiki-page-link"&gt;Endure Elements (potion)&lt;/td&gt;

&lt;td&gt;50&lt;/td&gt;

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&lt;td&gt;&lt;a href="/wikis/cure-light-wounds-0" class="wiki-page-link"&gt;Cure Light Wounds (potion)&lt;/td&gt;

&lt;td&gt;50&lt;/td&gt;

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&lt;tr&gt;

&lt;td&gt;&lt;a href="/wikis/sanctuary" class="wiki-page-link"&gt;Sanctuary (potion)&lt;/td&gt;

&lt;td&gt;50&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;&lt;a href="/wikis/Pass%20Without%20Trace/new" class="create-wiki-page-link"&gt;Pass

|                                                                                           |                   |
|-------------------------------------------------------------------------------------------|-------------------|
| Without Trace                                                                             | (potion)          |
| 50                                                                                        |                   |
|                                                                                           |                   |
|                                                                                           |                   |
| <a class="wiki-page-link" href="/wikis/cure-moderate-wounds">Cure Moderate Wounds</a>     | (potion)          |
| 300                                                                                       |                   |
|                                                                                           |                   |
|                                                                                           |                   |
| <a class="wiki-page-link" href="/wikis/invisibility-0">Invisibility</a>                   | (oil)             |
| 300                                                                                       |                   |
|                                                                                           |                   |
|                                                                                           |                   |
| <a class="wiki-page-link" href="/wikis/protection-from-arrows">Protection from Arrows</a> | 10/magic (potion) |
| 300                                                                                       |                   |
|                                                                                           |                   |
|                                                                                           |                   |
| <a class="wiki-page-link" href="/wikis/cats-grace">Cat's Grace</a>                        | (potion)          |
| 300                                                                                       |                   |
|                                                                                           |                   |
|                                                                                           |                   |
| <a class="wiki-page-link" href="/wikis/barkskin">Barkskin</a>                             | + 2 (potion)      |
| 300                                                                                       |                   |
|                                                                                           |                   |

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(potion)&lt;/td>
  &lt;td>750&lt;/td>
&lt;/tr>
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Solvent&lt;/a>&lt;/td>
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Timelessness&lt;/a>&lt;/td>
  &lt;td>150&lt;/td>
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Back to &lt;a href="/wikis/endhome" class="wiki-page-link">Endhome&lt;/a></content>
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<id>https://mark-1.obsidianportal.com/wiki\_pages/2572184</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/energy-drain</link>

<content gm\_only="false" format="textile">"Wiki":https://www.dandwiki.com/wiki/SRD:Energy\_Drain\_(Spell)</content>

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Endhome</a></p></content>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2573571</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-slaving-princess-adventure-hooks</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/old-mine</link>

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<p><a href="/wikis/old-mine-1" class="wiki-page-link">Old Mine 1</a> Entrance</p>

<p><a href="/wikis/old-mine-2" class="wiki-page-link">Old Mine 2</a> Entrance Tunnel South</p>

<p><a href="/wikis/Old%20Mine%203/new" class="create-wiki-page-link">Old Mine 3</a> Collapsed Tunnel</p>

<p><a href="/wikis/Old%20Mine%204/new" class="create-wiki-page-link">Old Mine



[4&lt;/a> Entrance Tunnel North&lt;/p>](#)

[&lt;p>&lt;a href="/wikis/old-mine-5" class="wiki-page-link"&gt;Old Mine 5&lt;/a> Slanted Slopes&lt;/p>](/wikis/old-mine-5)

[&lt;p>&lt;a href="/wikis/old-mine-6" class="wiki-page-link"&gt;Old Mine 6&lt;/a> Landing&lt;/p>](/wikis/old-mine-6)

[&lt;p>&lt;a href="/wikis/Old%20Mine%207/new" class="create-wiki-page-link"&gt;Old Mine 7&lt;/a> Guard Post&lt;/p>](/wikis/Old%20Mine%207/new)

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[&lt;p>&lt;a href="/wikis/Old%20Mine%2010/new" class="create-wiki-page-link"&gt;Old Mine 10&lt;/a>&lt;/p>](/wikis/Old%20Mine%2010/new)

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[&lt;p>&lt;a href="/wikis/old-mine-12" class="wiki-page-link"&gt;Old Mine 12&lt;/a> Grulzaag?s Room&lt;/p>](/wikis/old-mine-12)

[&lt;p>&lt;a href="/wikis/old-mine-13" class="wiki-page-link"&gt;Old Mine 13&lt;/a> Subterranean Lake&lt;/p>](/wikis/old-mine-13)

[&lt;p>&lt;a href="/wikis/old-mine-14" class="wiki-page-link"&gt;Old Mine 14&lt;/a> Sword Slope&lt;/p>](/wikis/old-mine-14)

[&lt;p>&lt;a href="/wikis/Old%20Mine%2015/new" class="create-wiki-page-link"&gt;Old Mine 15&lt;/a>&lt;/p>](/wikis/Old%20Mine%2015/new)

[&lt;p>&lt;a href="/wikis/Old%20Mine%2016/new" class="create-wiki-page-link"&gt;Old Mine 16&lt;/a>&lt;/p>](/wikis/Old%20Mine%2016/new)

[&lt;p>&lt;a href="/wikis/Old%20Mine%2017/new" class="create-wiki-page-link"&gt;Old Mine 17&lt;/a>&lt;/p>](/wikis/Old%20Mine%2017/new)

[>Old Mine 18</a></p>](/wikis/Old%20Mine%2018/new)

[>Old Mine 19</a></p>](/wikis/Old%20Mine%2019/new)

[>Old Mine 20</a></p>](/wikis/Old%20Mine%2020/new)

[>Old Mine 21</a></p>](/wikis/Old%20Mine%2021/new)

[>Old Mine 22</a></p>](/wikis/Old%20Mine%2022/new)

[>Old Mine 23</a></p>](/wikis/Old%20Mine%2023/new)

[>Old Mine 24</a></p>](/wikis/Old%20Mine%2024/new)

[>Old Mine 25</a></p>](/wikis/Old%20Mine%2025/new)

[>Old Mine 27</a><br />](/wikis/Old%20Mine%2027/new)

???

[>Old Mine Diplomacy</a><br />](/wikis/old-mine-diplomacy)

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[><span class="caps">TLCOB</span> Wilderness</a></p></content>](/wikis/tlcob-wilderness)

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class="wiki-page-link"&gt;Grulzaag&lt;/a&gt;&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/old-mine" class="wiki-page-link"&gt;Old Mine&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2583902</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/amulet-of-toxin-delay</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2583904</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/grulzaag</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Grulzaag&lt;/strong&gt;&lt;br /&gt;

Medium Humanoid (Goblinoid)&lt;br /&gt;

&lt;strong&gt;Hit Dice&lt;/strong&gt;: 3d8 + 3, 1d12 + 1\*(22 hp)\*&lt;br /&gt;

&lt;strong&gt;Initiative&lt;/strong&gt;: + 1 &lt;br /&gt;

&lt;strong&gt;Speed&lt;/strong&gt;: 30 ft. (6 squares)&lt;br /&gt;

&lt;strong&gt;Armor Class&lt;/strong&gt;: 21 (+ 1 Dex, + 3 natural, + 5 Chainmail, + 2 heavy steel shield), touch 11, flat-footed 16 &lt;br /&gt;

&lt;strong&gt;Base Attack/Grapple&lt;/strong&gt;: + 3/+ 5&lt;br /&gt;

&lt;strong&gt;Attack&lt;/strong&gt;: MW Morningstar + 8 melee (1d8 + 3) or javelin + 4 ranged &lt;br /&gt;

(1d6 + 3)&lt;br /&gt;

&lt;strong&gt;Full Attack&lt;/strong&gt;: MW Morningstar + 8 melee (1d8 + 2) or javelin + 4 ranged

(1d6 + 3)<br />

<strong>Space/Reach</strong>: 5 ft./5 ft.<br />

<strong>Special Attacks</strong>: ?<br />

<strong>Special Qualities</strong>: Darkvision 60 ft., scent <br />

<strong>Saves</strong>: Fort + 4, Ref + 4, Will + 1 <br />

<strong>Abilities</strong>: Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9</p>

<strong>Skills</strong>: Climb + 5, Jump + 3, Hide + 4, Listen + 4, Move Silently + 6, Spot + 4, Bluff + 1, Intimidate + 1 \*\*\*AC Penalty: &#8211; 7( &#8211; 5 Chainmail, &#8211; 2 Heavy Steel Shield)</p>

<strong>Feats</strong>: Alertness, Weapon Focus (morningstar), Combat Reflexes, Persuasive</p>

<strong>Environment</strong>: Temperate mountains <br />

Organization: Solitary, gang (2?4), or band (11?20 plus 150% <br />

noncombatants plus 2 2nd-level sergeants and 1 leader of <br />

2nd?5th level)<br />

<strong>Challenge Rating</strong>: 3<br />

<strong>Treasure</strong>: Standard <br />

<strong>Alignment</strong>: Usually chaotic evil <br />

Advancement: By character class <br />

Level Adjustment: +1</p>

<strong>Gear</strong> MW Morningstar, Chainmail, Heavy Steel Shield, <a href="/wikis/amulet-of-toxin-delay" class="wiki-page-link">Amulet of Toxin Delay</a></p>

<hr />

Back to <a href="/wikis/old-mine-12" class="wiki-page-link">Old Mine 12</a></content>

<link>https://mark-1.obsidianportal.com/wiki\_pages/old-mine-9</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/noz" class="wiki-page-link"&gt;Noz&lt;/a&gt;&lt;/p&gt;

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Back to &lt;a href="/wikis/old-mine" class="wiki-page-link"&gt;Old Mine&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2584353</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/noz</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Noz&lt;/strong&gt;&lt;br /&gt;

Male goblin Clr1; &lt;strong&gt;CR 1&lt;/strong&gt;; &lt;br /&gt;

Small humanoid (goblinoid); &lt;br /&gt;

&lt;strong&gt;HD&lt;/strong&gt; 1d8; &lt;strong&gt;hp&lt;/strong&gt; 8; &lt;br /&gt;

&lt;strong&gt;Init&lt;/strong&gt; + 1 (Dex); &lt;br /&gt;

&lt;strong&gt;Spd&lt;/strong&gt; 30 ft.; &lt;br /&gt;

&lt;strong&gt;AC&lt;/strong&gt; 15; &lt;br /&gt;

&lt;strong&gt;Atk&lt;/strong&gt; + 0 melee (1d6-1, light mace); &lt;br /&gt;

&lt;strong&gt;SA&lt;/strong&gt; 60-ft. darkvision, spells; &lt;br /&gt;

&lt;strong&gt;SQ&lt;/strong&gt; Spells;&lt;br /&gt;

AL NE;&lt;br /&gt;

&lt;strong&gt;SV&lt;/strong&gt; Fort + 2, Ref + 1, Will + 2;&lt;/p&gt;

&lt;p&gt;Str 8, Dex 13, Con 11, Int 10,&lt;br /&gt;

Wis 11, Cha 8.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Skills and Feats&lt;/strong&gt;: Concentration +4, Diplomacy +3, Heal +4,

Hide

+6, Listen +3, Move Silently +6, Spot +3; Alertness, Scribe Scroll.</p><p><strong>Spells Prepared</strong> (3/2): \*0\*<a href="/wikis/cure-minor-wounds" class="wiki-page-link">Cure Minor Wounds</a> (3); \*1st\*<a href="/wikis/bane" class="wiki-page-link">Bane</a>, <a href="/wikis/cure-light-wounds-0" class="wiki-page-link">Cure Light Wounds</a></p><p><strong>Possessions</strong>: 23 sp, 4 gp, light mace.</p><hr /><p>Back to <a href="/wikis/old-mine-9" class="wiki-page-link">Old Mine 9</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2584355</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/food-drink-and-lodging</link>

<content gm\_only="true" format="html"><p><a href="/wikis/unique-alcoholic-beverages" class="wiki-page-link">Unique Alcoholic Beverages</a></p><hr /><p>Back to <a href="/wikis/equipment" class="wiki-page-link">Equipment</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2584361</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/unique-alcoholic-beverages</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2586444</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/old-mine-2</link>

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&lt;tr&gt;
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&lt;td&gt;You make your way down from the entrance. Crouching, you step over moss covered stones, mud, and dead leaves until you reach level ground. Ahead to the north stretches a man made corridor. Stagnant water nearly a foot deep pools on the floor. On occasion, you see signs of the miners that once worked here- rotten piles of planks, the wheel of a cart, the corroded head of a pickaxe. You see a pile of reddish brown material lying on a pile of rubble. You can tell it?s the badly rusted remains of a chain.&lt;/td&gt;
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&lt;/tr&gt;
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&lt;/table&gt;
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&lt;table&gt;
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&lt;tr&gt;
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&lt;td&gt;After about 60 feet of walking straight you come to a smaller corridor leading off to the west. It looks like the ceiling has partially collapsed. The fallen dirt and stone is piled up on the floor leaving nothing but a foot and a half wide opening near the ceiling.&lt;/td&gt;
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&lt;/tr&gt;
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&lt;/table&gt;
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Back to &lt;a href="/wikis/old-mine" class="wiki-page-link"&gt;Old Mine&lt;/a&gt;</content>
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<id>https://mark-1.obsidianportal.com/wiki_pages/2586447</id>
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<link>https://mark-1.obsidianportal.com/wiki_pages/old-mine-6</link>
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<id>https://mark-1.obsidianportal.com/wiki_pages/2586448</id>
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<link>https://mark-1.obsidianportal.com/wiki_pages/old-mine-13</link>
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<link>https://mark-1.obsidianportal.com/wiki\_pages/old-mine-1</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2587018</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/worg</link>

<content gm\_only="false" format="textile">"Wiki":https://www.dandwiki.com/wiki/SRD:Worg</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/old-mine-diplomacy</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Grulzaag&lt;/strong&gt;&lt;br /&gt;  
? You talk to chief&amp;#8230;you kneel to chief!&lt;/p&gt;  
&lt;hr /&gt;  
Back to &lt;a href="/wikis/old-mine" class="wiki-page-link"&gt;Old Mine&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2590553</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/old-mine-14</link>



<content gm\_only="true" format="html">&lt;p&gt;The war is won, but I?m alone now&lt;/p&gt;  
&lt;hr /&gt;

Back to &lt;a href="/wikis/old-mine" class="wiki-page-link"&gt;Old Mine&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2592187</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/governor-ranlan-pool</link>

<content gm\_only="true" format="html">&lt;p&gt;Ranlan, a portly man of fifty or so, has been&lt;br /&gt;

governor for 10 years. After serving 12 years in&lt;br /&gt;

the senate (during which time he ran a success-&lt;br /&gt;

ful spice trading business), Ranlan was chosen to succeed Spiritous Mundae, who himself had been governor for almost a quarter of a century. Ranlan ties at his estate over-looking the Gaelon River. He is a frequent diner at Heaven?s Gate, and enjoys visiting the bazaar from time to time, just to see how the common folk are fairing.&lt;br /&gt;

&lt;a href="/wikis/governor-ranlan-pool" class="wiki-page-link"&gt;Governor Ranlan Pool&lt;/a&gt;,,  
Human Male Exp6:&lt;br /&gt;

hp 17; see &lt;span class="caps"&gt;NPC&lt;/span&gt; Appendix.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Personality&lt;/strong&gt;: Ranlan is the consummate politician. Always quick to shake a hand (especially&lt;br /&gt;

of the well connected and influential), and possessed of a fantastic memory for names, the Governor makes a quick and memorable impression on everyone he meets. Having spent so much time in public life, he has become adroit at disguising his true ambitions, feelings, and ideas, and one must spend much time alone with the governor to discover what lies beneath the layers of polished discourse. At his heart, Ranlan is desperate to maintain his notoriety, and calculates his

self worth from the number of people who know his name and vie for his attention. He has a quick temper with his servants and assistants, and is prone to bouts of disabling depression. Still, when all is said and done, he works hard for Endhome and, under his watch, the city will likely continue to thrive and grow.

[Back to Endhome NPCs](/wikis/endhome-npcs)

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gm\_only="true"format="html"><p><a href="https://www.dandwiki.com/wiki/SRD:Gaseous\_Form">wiki</a></p></content>

<link>https://mark-1.obsidianportal.com/wiki\_pages/invisible</link>

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<content gm\_only="true" format="html">&lt;p>&lt;a href="/wikis/fast-healing-0" class="wiki-page-link">Fast Healing&lt;/a>&lt;/p></content>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2600404</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/npc-generators-0</link>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2601847</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-slaving-priestess-locations</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2602077</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sp-warehouse</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2602078</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/endhome-patrol</link>

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&lt;a href="/wikis/foot-soldier" class="wiki-page-link"&gt;Foot Soldier&lt;/a&gt; (4)&lt;br /&gt;  
&lt;a href="/wikis/sergeant" class="wiki-page-link"&gt;Sergeant&lt;/a&gt;&lt;br /&gt;  
\_\_\_\_&lt;br /&gt;  
&lt;strong&gt;Watch&lt;/strong&gt;&lt;br /&gt;  
&lt;a href="/wikis/endhome-watch-constable" class="wiki-page-link"&gt;Endhome Watch  
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Wizard&lt;/a&gt;&lt;/p&gt;  
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NPCs&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2602096</id>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2602116</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sp-empty-warehouse</link>

<content gm\_only="true" format="html">&lt;p&gt;This derelict building adjacent to the slaver's warehouse, is too run down to serve as safe or useful storage. It is, however, just perfect as a home for &lt;del&gt;Betsy Ploom&lt;/del&gt; Casimira Morgante. Casimira wanders the streets of Endhome surviving off other people's refuse and, occasionally, picking up a little work as a seamstress. She quietly makes her home in one &lt;br /&gt;

corner of this building, unbeknownst to Elan and her thugs. In the southwest corner, under some old rags, are her belongings: an old coat, two pairs of boots with most of their soles missing, a tin cup, a fork, and a blanket. Casimira can be found here most nights, and, if bribed with some food or a gold piece or two, she divulges the following information:&lt;/p&gt;

&lt;p&gt;&lt;em&gt;Some kind of priest lady and big men with swords use the building next door. Every so often, they bring some people here in chains and hide them in the building. Eventually a ship comes and the people are brought on board. The ship then pulls away. She has recognized some of the people being taken onto the ship. She says they were all beggars who worked the streets.&lt;/em&gt;&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/endhome-the-docks" class="wiki-page-link"&gt;The Docks&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2602255</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-hired-thugs</link>

<content gm\_only="true" format="html">&lt;p&gt;As noted above, Elan may decide to hire some thugs from a local gang to intimidate the PCs into ceasing their investigation. If this occurs, soon after the PCs visit either the temple or the docks for the first time and begin asking questions, an unsavory looking fellow (Thug Leader) approaches them and says the following, &lt;em&gt;?You ought to quit asking so many questions. I don?t see any good in you poking around a holy lady that?s trying to rid the streets of so much filth and vermin. It?s entirely likely that some folks might become so upset that you?re trying to mess with this business that they might actually wish some harm on you. Do we understand one another??&lt;/em&gt;&lt;br /&gt;

This thug is not interested in a long discussion.

He does not answer any questions. If followed he

is staying at a small shack in the slums (Area 11 &lt;a href="/wikis/southern-warehouses-and-slums" class="wiki-page-link"&gt;Southern Warehouses and Slums&lt;/a&gt;). &lt;br /&gt;

If the PCs continue to show interest in the temple, the thugs ambush the PCs at night in the streets, preferably in the slums. The thugs are aiming to kill the PCs and steal their valuables as added payment for their services.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/thug-leader" class="wiki-page-link"&gt;Thug Leader&lt;/a&gt;, Male Human Rog2/War1: CR 2; hp 18; see &lt;span class="caps"&gt;NPC&lt;/span&gt; Appendix.&lt;/p&gt;

[Thug, Common](/wikis/thug-common-0), Male Human War1 (4): CR 1/2; hp 5; see NPC; Appendix.

**Tactics**: The gang prefers to fire on the PCs from the shadows first-the leader hopes to get two sneak attacks on the PCs before the PCs can act. Once the battle is joined the leader always attempts to sneak attack first, fight toe-to-toe second. If the leader or three thugs fall, the remaining members of the gang scatter and run.

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[The Slaving Priestess The Players](/wikis/the-slaving-priestess-the-players)

`<id>https://mark-1.obsidianportal.com/wiki_pages/2602256</id>`

`<link>https://mark-1.obsidianportal.com/wiki_pages/the-slaving-priestess-the-players</link>`

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Below is a list of all the major NPCs involved in

the adventure.

[Elan Kanto](/wikis/elan-kanto), Female Human Clr5 (Hureus):

hp 32; see NPC; Appendix.

[Acolyte](/wikis/acolyte)s (2), Male Human Clr2 (Hureus): hp 14; see NPC; Appendix.

[Durgan Procuro](/wikis/durgan-procuro), Male Human Ftr2: hp 19;

see NPC; Appendix.

[Father Beamus](/wikis/father-beamus), Male Human Clr3 (Hibus): hp 15; see NPC; Appendix.



[Slaving Priestess Guard](/wikis/slaving-priestess-guard) (7), male War1: hp 5; see NPC Appendix.

[The Hired Thugs](/wikis/the-hired-thugs)

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Back to [The Slaving Priestess](/wikis/the-slaving-priestess)

[https://mark-1.obsidianportal.com/wiki\\_pages/2602262](https://mark-1.obsidianportal.com/wiki_pages/2602262)

[https://mark-1.obsidianportal.com/wiki\\_pages/thug-common-0](https://mark-1.obsidianportal.com/wiki_pages/thug-common-0)

**Thug (Common)**,

Male Human War1:

**CR** 1/2;

**SZ** M;

**HD** 1d8 + 1;

**hp** 5;

**Init** + 0;

**Spd** 30 ft;

**AC** 15 (+ 3 armor, + 2 shield), touch 10, flat-footed 15;

**BAB** / **Grap** + 1/+ 3; **Atk** + 4 melee (1d8 + 2, longsword, crit 19 &#8211; 20), or

+ 1 ranged (1d10, heavy crossbow, crit 19- 20, range 120 ft.);

**AL** NE;

&lt;p&gt;&lt;strong&gt;SV&lt;/strong&gt; &lt;br /&gt;

Fort + 3, Ref + 0, Will &#8211; 1;&lt;/p&gt;

&lt;p&gt;Str 14, Dex 11, Con 12, &lt;br /&gt;

Int 8, Wis 8, Cha 10.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Skills&lt;/strong&gt;: Climb + 3, Intimidate + 4. &lt;br /&gt;

&lt;strong&gt;Feats&lt;/strong&gt;: Power Attack, Weapon Focus (longsword).&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Possessions&lt;/strong&gt;: longsword, heavy crossbow, bolt (x10), studded leather armor, heavy wooden shield, &lt;del&gt;10 gp&lt;/del&gt; 1d10 + 5 gp&lt;/p&gt;

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Back to &lt;a href="/wikis/the-hired-thugs" class="wiki-page-link"&gt;The Hired Thugs&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2602331</id>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/sp-17b</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/sp-17c</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2602334</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sp-17d</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2602335</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sp-17e</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2602336</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sp-17f</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2602337</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sp-17g</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 17G: Elan Kanto?s Chambers (EL 0 or 5)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Elan has spared no expense in furnishing her abode. In addition to a king-sized canopy bed, there is a mahogany writing table with matching mahogany chair against the east wall, a 12 foot- long mahogany serving table resplendent with liqueurs, ports, and sherries in crystal decanters, and, on a silver serving tray, 12 crystal goblets; there is an oak table and two matching oak chairs in the center of the room; there is a five foot-high portrait of Elan in a gold frame hanging on the southern wall, and a 4 foot by 8 foot well-done wool tapestry hanging above the serving table. It depicts a noble hunting party in the forest with various animals hiding among the trees. &lt;br /&gt;When not attending to duties elsewhere, Elan rests here. If she has any official business, particularly pertaining to the slave trade, she does it here also.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/elan-kanto" class="wiki-page-link"&gt;Elan Kanto&lt;/a&gt;, Female Human Clr5: CR 5; hp 32; see &lt;span class="caps"&gt;NPC&lt;/span&gt; Appendix.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Treasure&lt;/strong&gt;: The goblets, serving tray, and decanters are worth a

total of 400 gp; the portrait of Elan is worthless but its heavy (25 pounds) gold frame is not (150 gp); the well-done wool tapestry might fetch 250 gp from an art dealer. In addition, a secret compartment in the wall above the fireplace ([Search](/wikis/search)**DC 25**) contains a small locked box ([Open Lock](/wikis/open-lock)**DC 22**; [Break](/wikis/break)**DC 25**) within which are four black pearls worth 150 gp each. The key to the box is hidden in a loose stone in the fireplace itself ([Search](/wikis/search)**DC 28**). Lastly, there is a third secret compartment in the writing desk ([Search](/wikis/search)**DC 25**) containing the keys to Area [SP 17N](/wikis/sp-17n) and the strongbox therein.

**Development:** In the top drawer of Elan's desk are receipts for the sales of the slaves. She is immensely proud of her thriving business, and keeps scrupulous records of all transaction. They are listed thusly:

**Faos:** 9 total, 8 men 1 woman, 350 gp for men (43, 7 and 5 average), 56 gp for woman (concubine?). Total average per: 45, 10 and 1.

**Satrillon:** 8 total, 4 men, 4 women, 162 for men (40 and 5), 143 for women (35, 7, and 5). Total average per: 38, 1 and 3-must make sure they have all their fingers!

And so on.

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Back to [Endhome Temple of Xuna](/wikis/endhome-temple-of-xuna)

<id>https://mark-1.obsidianportal.com/wiki\_pages/2602338</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sp-17h</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2602339</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sp-17l</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 17L: The Lesson Room&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Disobedient slaves are brought here for some lessons. Elan administers these herself, usually with a whip. Except for a few bloodstains, this chamber is empty.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/endhome-temple-of-xuna" class="wiki-page-link"&gt;Endhome Temple of Xuna&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2602340</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sp-17j</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 17J: Pantry&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Breads, cheeses, dried meats, flour, beer, water, cornmeal, vegetables, and fruits are all stored here on shelves and in boxes and barrels.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/endhome-temple-of-xuna" class="wiki-page-link"&gt;Endhome Temple of Xuna&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2602341</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sp-17k</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2602342</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sp-17m</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2602343</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sp-17n</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 17N: Treasure Room (EL 3)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;The door to this room is both locked and trapped with a glyph of warding. Anyone opening the door without first uttering the words "Holy is the night" (or disarming the trap) is blasted by a burst of searing flames.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Locked Door&lt;/strong&gt;: 2 in. thick; Hardness 5; hp 35; &lt;a href="/wikis/open-lock" class="wiki-page-link"&gt;Open Lock&lt;/a&gt; (&lt;strong&gt;DC 25&lt;/strong&gt;); &lt;a href="/wikis/break" class="wiki-page-link"&gt;Break&lt;/a&gt; (&lt;strong&gt;DC 28&lt;/strong&gt;)&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Glyph of Warding Trap (fire)&lt;/strong&gt;: CR 4; spell; spell trigger; no reset; spell effect (glyph of warding [fire], 5th level cleric, 3d8 fire, &lt;strong&gt;DC 14 Reflex save half damage&lt;/strong&gt;); multiple targets (all targets within 5 ft.); &lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; (&lt;strong&gt;DC 28&lt;/strong&gt;); &lt;a href="/wikis/disable-device" class="wiki-page-link"&gt;Disable Device&lt;/a&gt; (&lt;strong&gt;DC 28&lt;/strong&gt;); Cost: 750 gp + 60 xp.&lt;/p&gt;

&lt;p&gt;This small room contains only a table, a chair, a locked iron strongbox (&lt;a href="/wikis/open-lock" class="wiki-page-link"&gt;Open Lock&lt;/a&gt;s &lt;strong&gt;DC

25</strong>, <a href="/wikis/break" class="wiki-page-link">Break</a>

</strong>DC 30</strong>), and a ledger. The ledger keeps a record of all the temple's income and expenses. Currently, the balance reads 600, 30, and 10. These are, in fact, the contents of the strongbox.</p>

<p><strong>Treasure</strong>: In the strongbox are 600 gp, 30 sp, and 10 cp.</p>

<p><strong>Development</strong>: PCs who decide to hand over this ill-gotten treasure to father Beamus for his continued work with the poor and homeless should be given a story award of 300 XP.</p>

<hr />

Back to <a href="/wikis/endhome-temple-of-xuna" class="wiki-page-link">Endhome Temple of Xuna</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2602350</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/break</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/sp-17i</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 171: Kitchen (EL  
Varies)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;All the food for both the slaves, the guards, and the clerics is prepared here. Arman Goal  
(Male Human Com1, hp 2, Profession [cook] +4) is in charge of preparing the food along with two  
beggars. There are two long tables for chopping and preparing food, a number of knives and  
cleavers hung on a rack on the southern wall, and a huge fireplace in which all the meals are  
cooked (primarily stews).&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Development&lt;/strong&gt;: Arman does not want to make trouble for himself.  
He?s glad to have a job and if questioned says he has no idea what happens to the ?poor lost  
souls? when they leave the church. He does not fight, only cowers and begs for mercy. Only when  
the temple has been cleared and Elan is dead or driven off does Arman confess that he had always  
suspected something foul was afoot, but, he counters, ?Ain?t that so all over the world??&lt;/p&gt;  
&lt;hr /&gt;

Back to &lt;a href="/wikis/endhome-temple-of-xuna" class="wiki-page-link"&gt;Endhome Temple of  
Xuna&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2602808</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/potion-of-cure-light-wounds-0</link>

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class="wiki-page-link"&gt;Potion of Cure Light Wounds&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2603700</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/silver-golem</link>



<id>https://mark-1.obsidianportal.com/wiki\_pages/2603705</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/house-rules</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;img src="https://i.pinimg.com/originals/b5/4b/92/b54b922cc801cdb989c9679a8e532fde.png" alt="" /&gt;&lt;/p&gt;&lt;ul&gt;&lt;li&gt;Note that this does not give the ability to ignore hardness, like an actual adamantine weapon does.&lt;/li&gt;&lt;/ul&gt;&lt;hr /&gt;Back to &lt;a href="/wikis/reference" class="wiki-page-link"&gt;Reference&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2604317</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/death-touch</link>

<content gm\_only="false" format="textile">"Wiki":https://www.dandwiki.com/wiki/SRD:Death\_Domain</content>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2604318</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/nondection</link>

<content gm\_only="false" format="textile">"Wiki":https://www.dandwiki.com/wiki/SRD:Nondetection</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-14</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2613831</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ehw-area-v</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area V: Brewer Gnome Encampment&lt;/strong&gt;&lt;/p&gt;  
&lt;p&gt;?Arrived on Veran 11th&lt;br /&gt;  
?Leaving Solidan 18th&lt;/p&gt;  
&lt;table&gt;  
&lt;tr&gt;

&lt;td&gt;Ahead you can see a clearing through the trees. Open ground with short grass and bushes here and there. In the center, a large cauldron on a good sized fire is being stirred by a gnome dressed in bright green. About 10 more of his kind are sprawled about what appears to be an encampment, wearing some of the brightest colored clothing and caps you?ve ever seen. Another much larger figure lies off to the side of the camp, asleep with its arm cradling an empty

barrel. Several more barrels stand here and there throughout the clearing.

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[Brewer Gnome Inventory](/wikis/brewer-gnome-inventory)

Doing
Physical
Name
Personality
Quotes

Waking up
M/Green/ tall, fair skin, friendly dark eyes, large nose, short curly hair, formal clothes, bruise on forehead
Bramble Starcreek
Distinctive laugh

Watching dancer
M/Purple slightly short, gangly, tan skin, dark green beady eyes, big nose, black hair braided down the sides
Carpus Starcreek

&lt;td&gt;&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;Mixing ingredients&lt;/td&gt;

&lt;td&gt;F/Sky Blue (new clothes) athletically built, pale skin, droopy dark eyes, large nose and round chin, Her short, fine, red hair is cropped short with wild bangs covering one eye &lt;/td&gt;

&lt;td&gt;Grevillea Starcreek&lt;/td&gt;

&lt;td&gt;Leader and Unemotional&lt;/td&gt;

&lt;td&gt;?Some of them say I don?t enjoy myself enough. They don?t understand&#8230;I enjoy seeking out supplies and preparing for our festivities just as much as partaking in them.&lt;br /&gt;

?Somebody?s got to do this. Old Anthur won?t be around forever.&lt;br /&gt;

Anthurium: Oh&#8230;I shall find a brew to remedy that. You?ll never be rid of me.&lt;br /&gt;

?If you?re a brewer, no matter how good at it you are, it?s no good brewing for yourself. The joy is in brewing for others.&lt;/td&gt;

&lt;/tr&gt;

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&lt;td&gt;Sleeping&lt;/td&gt;

&lt;td&gt;F/Green aging, tall, crooked, brown skin, deep large brown eyes, squarish jaw, long curly black hair with streaks of silver&lt;/td&gt;

&lt;td&gt;Mivian Starcreek&lt;/td&gt;

&lt;td&gt;&lt;/td&gt;

&lt;td&gt;&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;Advising Flax and Grevillea&lt;/td&gt;

&lt;td&gt;M/Green aging, wide-bodied with gold skin, large nose, friendly brown eyes, short, curly

hair is green and graying&lt;/td&gt;

&lt;td&gt;Anthurium Starcreek&lt;/td&gt;

&lt;td&gt;Mature, Gentle, Serious and Self indulgent&lt;/td&gt;

&lt;td&gt;?To the nights we don?t remember and the friends we won?t forget.&lt;br /&gt;

? Ahh you see? Proof that there are gods watching over us&lt;br /&gt;

?The most beautiful things are not associated with the things you carry; they are memories and moments. If you don?t celebrate those, they will pass you by. &lt;br /&gt;

?The more you praise and celebrate life, the more life there is to celebrate&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;Dancing&lt;/td&gt;

&lt;td&gt;F/Yellow (plain) tall, average build, fair skin, soft, sunken purple eyes, large nose, pointy chin, pale silver hair worn combed over&lt;/td&gt;

&lt;td&gt;Tangy Dappleghourd&lt;/td&gt;

&lt;td&gt;Absent-minded, Anxious, Silly and Content&lt;/td&gt;

&lt;td&gt;&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;Carving wood&lt;/td&gt;

&lt;td&gt;F/Orange (fashionable) Tall, fat, tan skin, small hazel eyes, large nose, softly shaped jaw, short, straight, dark brown hair worn in a cascading style&lt;/td&gt;

&lt;td&gt;Azalea Dappleghourd&lt;/td&gt;

&lt;td&gt;Resilient, Imaginative and Dependent&lt;/td&gt;

&lt;td&gt;&lt;/td&gt;

&lt;/tr&gt;

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&lt;td&gt;Stirring cauldron&lt;/td&gt;

&td&gt;Maroon (simple) tall and willowy, pale skin, tired brown eyes, hooked nose, rounded jaw, forked beard, straight blond hair standing out in every direction&td&gt;
&td&gt;Flax Dappleghourd&td&gt;
&td&gt;Focused&td&gt;
&td&gt;&td&gt;
&td&gt;
&td&gt;Waking up&td&gt;
&td&gt;Yellow green (fancy) tall, heavily built with brown skin, He has expressive, angular green eyes, a big nose, and a pointed chin. His short, lank, grey hair is braided.&td&gt;
&td&gt;Bim Dappleghourd&td&gt;
&td&gt;&td&gt;
&td&gt;&td&gt;
&td&gt;
&td&gt;Waking up&td&gt;
&td&gt;M/Red (well worn) Very short, gold skin, quick movements, tired, narrow pale grey eyes, a straight nose, fine, black hair is worn in pigtails&td&gt;
&td&gt;Cosmo Quickvale&td&gt;
&td&gt;&td&gt;
&td&gt;&td&gt;
&td&gt;
&td&gt;
&td&gt;Sleeping&td&gt;
&td&gt;M/Blue wide with tan skin, alert, large light brown eyes, a small nose, light brown hair is standing out in spikes&td&gt;
&td&gt;Aven Quickvale&td&gt;

&lt;td&gt;&lt;/td&gt;

&lt;td&gt;&lt;/td&gt;

&lt;/tr&gt;

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&lt;td&gt;Waking up&lt;/td&gt;

&lt;td&gt;Lavender&lt;/td&gt;

&lt;td&gt;Desily Quickvale&lt;/td&gt;

&lt;td&gt;&lt;/td&gt;

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&lt;/table&gt;

&lt;p&gt;&lt;strong&gt;Antics&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

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&lt;th&gt;d&lt;/th&gt;

&lt;th&gt;Result&lt;/th&gt;

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have made their way down through the countryside from the Longwatch Hills to the north

[Brewer Gnome](/wikis/brewer-gnome)

[Ogre](/wikis/ogre)

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Back to [Penprie Forest](/wikis/penprie-forest)???

[TLCOB Wilderness](/wikis/tlcob-wilderness)

[https://mark-1.obsidianportal.com/wiki\\_pages/2614960](https://mark-1.obsidianportal.com/wiki_pages/2614960)

[https://mark-1.obsidianportal.com/wiki\\_pages/liachyr](https://mark-1.obsidianportal.com/wiki_pages/liachyr)

The Liachyr were the non-ruling class of the Ilallian elves. Over millennia, they became shorter in stature than their rulers. They also developed shorter lifespans. As these and other changes became more apparent, their rulers became more haughty and elitist. Finally, the Liachyr rose up in revolt. [The Dawn Wars](/wikis/the-dawn-wars) lasted two millennia and ended with [The Nylren](/wikis/the-nylren) being overthrown and hunted



into exile.</p>

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<p>Back to <a href="/wikis/elven-history" class="wiki-page-link">Elven History</a> &#8212; <a href="/wikis/elven-history-the-age-of-dreams" class="wiki-page-link">Elven History- The Age of Dreams</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2615349</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sembrian-cities</link>

<content gm\_only="true" format="html"><p></p>

<p></p>

<p>Sembria Proper &#8220;The Light&#8217;s Seat&#8221;: Lythoria<br />

<a href="https://www.fantasynamegenerators.com/underwater-city-names.php">City Names</a></p>

<p>Capital: <a href="/wikis/beliris" class="wiki-page-link">Beliris</a><br />Calara, Limutria, Tsunathis, Saliria, Coratin, Temperia, Therin, Salatria, Thelina</p>

<hr />

Back to <a href="/wikis/sembria" class="wiki-page-link">Sembria</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2620235</id>

<link>[https://mark-1.obsidianportal.com/wiki\\_pages/inn-and-tavern](https://mark-1.obsidianportal.com/wiki_pages/inn-and-tavern)</link>

<content gm\_only="false" format="textile">\*Name\*

"Mithril Mages":<https://www.mithrilandmages.com/utilities/Inns.php>

"Seventh Sanctum":<http://www.seventhsanctum.com/generate.php?Genname=tavernname>

"Red Dragon":[http://www.rdinn.com/tavern\\_name\\_generator.php](http://www.rdinn.com/tavern_name_generator.php)

"Chartopia":<https://chartopia.d12dev.com/en/chart/114/>

\*Inventory\*

"D100	random	tavern
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drinks":[https://docs.google.com/spreadsheets/d/1twzg\\_vsL3LDk9oCHXp3MqggcOU34orNByBhRy40I3Ms/htmlview](https://docs.google.com/spreadsheets/d/1twzg_vsL3LDk9oCHXp3MqggcOU34orNByBhRy40I3Ms/htmlview)

[[Unique Alcoholic Beverages]]

"Forgotten Realms":<http://forgottenrealms.wikia.com/wiki/Wine>

"Pathfinder":[https://pathfinderwiki.com/wiki/Alcoholic\\_beverages](https://pathfinderwiki.com/wiki/Alcoholic_beverages)

\_Wine\_

Torefleur Branco: a white wine from Galados

Chistodrovian Dark: a Dark wine from Zemlyia high in alcohol content

Lindemilch: semi-sweet white Khulish wine

Spirits

Hearthfire:

Achtenschlager:

Beverages

Cava, Black Tea: Dark brown in color, served hot and has a stimulant effect

**Floorplan**

"Inkwell":[http://www.inkwellideas.com/roleplaying\\_tools/random\\_inn/index.shtml](http://www.inkwellideas.com/roleplaying_tools/random_inn/index.shtml)

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Back to [[Random  
Generators]]???[[Inn]]???[[Tavern]]</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Name&lt;/strong&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="https://www.mithrilandmages.com/utilities/Inns.php"&gt;Mithril  
Mages&lt;/a&gt;&lt;/p&gt;

<p><a

href="http://www.seventhsanctum.com/generate.php?Genname=tavernname">Seventh  
Sanctum</a></p>

<p><a href="http://www.rdinn.com/tavern\_name\_generator.php">Red  
Dragon</a></p>

<p><a href="https://chartopia.d12dev.com/en/chart/114/">Chartopia</a></p>

<p><strong>Inventory</strong></p>

<p><a

href="https://docs.google.com/spreadsheets/d/1twzg\_vsL3LDk9oCHXp3MqggqcOU34orNByBhRy40I  
3Ms/htmlview">D100 random tavern drinks</a></p>

<p><a href="/wikis/unique-alcoholic-beverages" class="wiki-page-link">Unique Alcoholic  
Beverages</a></p>

<p><a href="http://forgottenrealms.wikia.com/wiki/Wine">Forgotten  
Realms</a></p>

<p><a

href="https://pathfinderwiki.com/wiki/Alcoholic\_beverages">Pathfinder</a></p>

<p><em>Wine</em></p>

<p>Torefleur Branco: a white wine from Galados</p>

<p>Chistodrovian Dark: a Dark wine from Zemlyia high in alcohol content</p>

<p>Lindemilch: semi-sweet white Khulish wine</p>

<p><em>Spirits</em></p>

<p>Hearthfire:</p>

<p>Achtenschlager:</p>

<p><em>Beverages</em></p>

<p>Cava, Black Tea: Dark brown in color, served hot and has a stimulant effect</p>

<p><strong>Floorplan</strong></p>

<p><a

href="http://www.inkwellideas.com/roleplaying\_tools/random\_inn/index.shtml"&gt;Inkwell&lt;/a&gt;&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/random-generators" class="wiki-page-link"&gt;Random Generators&lt;/a&gt;???&lt;a href="/wikis/inn" class="wiki-page-link"&gt;Inn&lt;/a&gt;???&lt;a href="/wikis/tavern" class="wiki-page-link"&gt;Tavern&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/zemlya</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Cities&lt;/strong&gt;:&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Small Settlements&lt;/strong&gt;:&lt;/p&gt;

&lt;p&gt;Svogorsk, Grobna, Kuratov, Novomolzhsy, Zarensk, Chistodrov, Mopukhov, Severansk, Severopul, Kostrossyisk, Novomoshma, Svoboretsk, Lesombov, Kostrostroma, Chaykorechny, Glachensk, Solivkar&lt;/p&gt;

&lt;p&gt;city of the blue star&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/north-central" class="wiki-page-link"&gt;North Central&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2620929</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/rw-2a</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;The Secret Door&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;The opium addicts that built this little retreat

didn't want to be discovered any more than Bezlur, and so constructed a simple secret door to hide their lair. Bezlur fashioned a lock as well. If the PCs find the door, they also find the keyhole. A careful character might ([Spot](/wikis/spot) DC 15) notice some fresh dirt scattered on the walkway in front of the door.

**Locked Secret Door**: 2 in. thick; Hardness 10; hp 30; ([Open Lock](/wikis/open-lock) DC 15); **Break** (DC 25); ([Search](/wikis/search) DC 20).

**Optional Development**: Bezlur has the dretches unload the dirt and rocks right into the sewer.

At the DM's discretion the PCs might happen by while the dretches are dumping the dirt. Or the PCs might be too far off to see this occur but close enough to hear the splash.

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Back to [The Renegade Wizard](/wikis/the-renegade-wizard)

<id>https://mark-1.obsidianportal.com/wiki\_pages/2621953</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/rw-2b</link>

<content gm\_only="true" format="html"><p><b>Area 2B: Opium Den</b></p>

<p>There are still a few remnants of what used to go on this area. Some stained and tattered pillows

lay piled in the southwest, beside which stands a dilapidated hookah. Dust and mud are everywhere.

In the center of the chamber is a small stone pallet atop which burns an incense of clear air (see below). As a result, the air in this room, as well as the rest of this small complex, is clear and fresh smelling.

Development: If the PCs make much noise, they draw the attention of the Krenshars in Area [RW 2D](/wikis/rw-2d).



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<strong>Incense of Fresh Air</strong>	
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When burned this plain-looking incense eliminates all unpleasant or harmful odors within 40 square feet. The incense burns for 48 hours.

Caster Level: 3rd; Prerequisites: Craft

Wondrous Item; Market Price: 75 gp; Weight:

1/2 pound each.

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Back to [The Renegade Wizard](/wikis/the-renegade-wizard)

<link>https://mark-1.obsidianportal.com/wiki\_pages/rw-2c</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2C: &lt;br /&gt;

Empty Smoking Chambers&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;These areas used to serve as small private smoking chambers. Now they are completely empty.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/the-renegade-wizard" class="wiki-page-link"&gt;The Renegade Wizard&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2621956</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/rw-2d</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2621957</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/rw-2e</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/rw-2g</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2G: Research Area&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Two wooden tables, one against the east wall and one against the south, are filled with alchemical equipment of all kinds. A large hookah stands against the north wall. Bezlur continues his



research here with the aid of his hookah and Kaiser.</p>

<p>&em>Treasure</em>: The alchemy equipment is worth 50 <br />gp, the hookah is worth 10 gp.</p>

<hr />

Back to <a href="/wikis/the-renegade-wizard" class="wiki-page-link">The Renegade Wizard</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2621959</id>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bezlur</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2622975</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/kaiser</link>

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<tr>

<td>Several gnomes are sitting around the fire talking loudly. More are laying in the grass here and there apparently asleep, some with mugs in their hands. Two are standing at what appears to be a makeshift table. These two look like they're working on something while talking to the one stirring the cauldron.</td>

</table>

<p><a href="/wikis/bge-approach-openly" class="wiki-page-link"><span class="caps">BGE</span> Approach Openly</a></p>

<p><a href="/wikis/bge-approach-stealthily" class="wiki-page-link"><span class="caps">BGE</span> Approach Stealthily</a><br />

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Back to <a href="/wikis/ehw-area-v" class="wiki-page-link"><span class="caps">EHW</span> Area V</a></p></content>

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&td&gt;Several gnomes are sitting around the fire talking loudly. More are laying in the grass here and there apparently asleep, some with mugs in their hands. Two are standing at what appears to be a makeshift table. These two look like they?re working on something while talking to the one stirring the cauldron.&td&gt;

&td&gt; &td&gt;<br /&td&gt;

&td&gt;<br /&td&gt;

&td&gt;

&td&gt;As you make your way into the encampment, the gnomes begin to stop what they&#8217;re doing as they take notice of you. An aging but wary looking gnome gives a tensecommand and the others spring into action. Most draw clubs, some produce potionswhich are quickly unstoppered and quaffed,some simply vanish from sight altogether. The larger figure off to the side of the camp stirs slowly, then stands to its full height of at least 9 feet. You can see now that it&#8217;s an ogre.&td&gt;

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Back to &td&gt;<a href="/wikis/ehw-area-v" class="wiki-page-link"&td&gt;&td&gt;<span class="caps"&td&gt;EHW&td&gt;</span&td&gt; Area V&td&gt;<a&td&gt;???&td&gt;<a href="/wikis/bge-observe" class="wiki-page-link"&td&gt;&td&gt;<span class="caps"&td&gt;BGE&td&gt;</span&td&gt; Observe&td&gt;<a&td&gt;</content>

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&td&gt;Several gnomes are sitting around the fire talking loudly. More are laying in the grass here

and there apparently asleep, some with mugs in their hands. Two are standing at what appears to be a makeshift table. These two look like they're working on something while talking to the one stirring the cauldron.

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[https://mark-1.obsidianportal.com/wiki\\_pages/2633875](https://mark-1.obsidianportal.com/wiki_pages/2633875)

[https://mark-1.obsidianportal.com/wiki\\_pages/abalim](https://mark-1.obsidianportal.com/wiki_pages/abalim)

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[https://mark-1.obsidianportal.com/wiki\\_pages/2638182](https://mark-1.obsidianportal.com/wiki_pages/2638182)

[https://mark-1.obsidianportal.com/wiki\\_pages/templates](https://mark-1.obsidianportal.com/wiki_pages/templates)

[Dungeon Room Template](/wikis/dungeon-room-template)

[Geography Templates](/wikis/geography-templates)

[Table Templates](/wikis/table-templates)

[Group](/wikis/group-templates)

Templates

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[Back to Reference](/wikis/reference)

[https://mark-1.obsidianportal.com/wiki\\_pages/2638183](https://mark-1.obsidianportal.com/wiki_pages/2638183)

[https://mark-1.obsidianportal.com/wiki\\_pages/group-templates](https://mark-1.obsidianportal.com/wiki_pages/group-templates)

[Affiliation Template](/wikis/affiliation-template) (PHB2)

[House Template](/wikis/house-template)  
limited by lineage and nature

[Guild Template](/wikis/guild-template) limited by the types of goods and services offered within the community

[Organization Template](/wikis/Organization%20Template/new) myriad of different topics

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[Templates](/wikis/templates)

[https://mark-1.obsidianportal.com/wiki\\_pages/2638184](https://mark-1.obsidianportal.com/wiki_pages/2638184)

[https://mark-1.obsidianportal.com/wiki\\_pages/affiliation-template](https://mark-1.obsidianportal.com/wiki_pages/affiliation-template)

**Symbol**

**Background, Goals, and Dreams**

**Enemies and Allies**

<p><strong>Members</strong></p>

<p><strong>Type</strong></p>

<p><strong>Scale</strong></p>

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<th>Criterion</th>

<th>Affiliation Score Modifier</th>

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<p><strong>Titles, Benefits, and Duties</strong></p>

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<th>Affiliation Score</th>

<th>Title: Benefits and Duties</th>

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<p><strong>Executive Powers</strong></p>

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Templates</a></content>

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&lt;p&gt;&lt;a href="/wikis/oldwarden-bog" class="wiki-page-link"&gt;Oldwarden

Bog</a></p>

<p><a href="/wikis/darkmoon-vale" class="wiki-page-link">Darkmoon Vale</a></p>

<p><strong>Rivers</strong> Sanne Alcacia Dormlaith Echera Casivina</p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2648162</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/giantshield-mountains</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/droskar</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/endless-plains</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/miniatures</link>



[Finish](/wikis/finish)

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[Reference](/wikis/reference)

[https://mark-1.obsidianportal.com/wiki\\_pages/2649738](https://mark-1.obsidianportal.com/wiki_pages/2649738)

[https://mark-1.obsidianportal.com/wiki\\_pages/finish](https://mark-1.obsidianportal.com/wiki_pages/finish)

There are basically two finishes:

Gloss.

Matte.

Two types of clear coat:

Varnish.

Lacquer.

And three ways to apply it:

Brush on.

Aerosol spray.

Airbrush.

Now, let's first deal with the finish. You will likely read that gloss varnish/lacquer is more resilient to damage than matte. This is a myth. The only difference between the two is that matte clear coats contain a matting agent. This does not significantly alter the resilience of the clear coat at all.

The difference between a varnish and a lacquer is subtle, but generally varnishes used on miniatures are water based acrylics and lacquers aren't. This means you have to be slightly more careful with a lacquer as the solvents used in them may attack acrylic paint.

And, the different ways to apply a clear coat come down to personal preference and

practicality. Brush on is by far the easiest method, as it&#8217;s just like painting, but you do risk leaving brush marks in the clear coat. Airbrushing is only practical if you have an airbrush. And with aerosol sprays you need to be careful about ambient temperature and humidity, otherwise you can get frosting.</p>

<p>So, first things first, which ever method, type, and finish, you choose to use it&#8217;s worth testing out on some unimportant pieces first.</p>

<p>If you have, or have access to, an airbrush, then I would strongly recommend using this method, as it will give you the finest coat, and is least likely to have issues such as frosting, and won&#8217;t result in brush marks.</p>

<p>If not, and you&#8217;re protecting a lot of miniatures, then an aerosol is well worth using. But read up on the best way to use the particular product you choose to use.</p>

<p>But, if you don&#8217;t have an airbrush, and don&#8217;t want to risk frosting, then brush on varnishes are very good, and easy to apply.</p>

<p>Which ever method you choose, start with a matte coat over the entire figure(s), and then apply a gloss coat only in the areas you want shiny. It almost always makes sense to apply the gloss coat by brush as this gives you the most control over where it goes.</p>

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<p><em>Playwrights</em></p>

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<p><a href="/wikis/bailarines-de-sombra" class="wiki-page-link">Bailarines de Sombra</a></p>

<p><a href="/wikis/the-old-order" class="wiki-page-link">The Old Order</a></p>

<p>Inquisitors</p>

<p>Undead Hunters</p>

<p>Lycanthrope Hunters</p>

<p>Dragon Shamans</p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/hetdral-wolddelver</link>

<content gm\_only="true" format="html">&lt;p&gt;A great Dwarven poet. His verses are remembered for their blunt, yet elegantly to the point use of the dwarven language. Decades after his death, his works became some of the first dwarven poetry to become known among humans and even elves.&lt;/p&gt;

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Back to &lt;a href="/wikis/dwarven-historical-figures" class="wiki-page-link"&gt;Dwarven Historical Figures&lt;/a&gt;</content>

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Back to &lt;a href="/wikis/gnomish-historical-figures" class="wiki-page-link"&gt;Gnomish Historical Figures&lt;/a&gt;</content>

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Info

If Dennovar is the eastern gateway to Elsir Vale, then the small town of Drellin's Ferry is the western. Once a dwarf-made bridge spanned the Elsir River here, but it was destroyed during an epic flood about a hundred years ago. Since that time, travelers on the Dawn Way have crossed by means of a ferry, from which the town gets its name.

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[Back to Elsir Vale Settlements](/wikis/elsir-vale-settlements)

[https://mark-1.obsidianportal.com/wiki\\_pages/2666532](https://mark-1.obsidianportal.com/wiki_pages/2666532)

[https://mark-1.obsidianportal.com/wiki\\_pages/hammerfist-holds](https://mark-1.obsidianportal.com/wiki_pages/hammerfist-holds)

[Map](/wikis/Hammerfist%20Holds%20Map/new)

[Stats](/wikis/Hammerfist%20Holds%20Stats/new)

[Places of Interest](/wikis/Hammerfist%20Holds%20Places%20of%20Interest/new)

[Groups](/wikis/Hammerfist%20Holds%20Groups/new)

[History](/wikis/Hammerfist%20Holds%20History/new)

[Gather](/wikis/Hammerfist%20Holds%20Gather%20Info/new)

Info

In the high foothills of the Wyvernwatch Mountains lie the Hammerfist Holds, a half-dozen dwarf

clanholds that sometimes trade with the humans of the vale.

Each of the holds is a hamlet or village, home to a hundred or more dwarves. If you feel like expanding the adventure, you can have the PCs head into these mountains to try to recruit

the dwarves to their cause. Taken together, the Holds have these characteristics.

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[https://mark-1.obsidianportal.com/wiki\\_pages/2666533](https://mark-1.obsidianportal.com/wiki_pages/2666533)

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[Map](/wikis/Marthton%20Map/new) [Stats](/wikis/Marthton%20Stats/new) [Places of Interest](/wikis/Marthton%20Places%20of%20Interest/new) [Groups](/wikis/Marthton%20Groups/new) [History](/wikis/Marthton%20History/new) [Gather Info](/wikis/Marthton%20Gather%20Info/new)



&lt;p&gt;Located in the shadow of the Marth forest, this small town thrives on woodcutting and catering to traders on the Dawn Way. In the hills nearby lie a number of the ancient barrows and stone circles of the long-vanished druidic folk who once dwelled in these lands. Marthton is governed by Lord Erethal Rethrew (N male human aristocrat 5), an old and miserly man who lays heavy taxes on the folk of his small domain.&lt;/p&gt;

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Back to &lt;a href="/wikis/elsir-vale-settlements" class="wiki-page-link"&gt;Elsir Vale Settlements&lt;/a&gt;</content>

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Back to <a href="/wikis/ehw-area-t" class="wiki-page-link"><span class="caps">EHW</span> Area T</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2672515</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/shadow-lesser</link>

<content gm\_only="true" format="html"><p>

<hr />

Back to <a href="/wikis/ehw-area-t" class="wiki-page-link"><span class="caps">EHW</span> Area T</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2680081</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ytthar</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2691720</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-12</link>

<content gm\_only="true" format="html"><p><strong>Area 2-12: The Unholy Pool</strong></p>

&lt;p&gt;The walls of this chamber are painted a pale blue and have been inscribed in Abyssal (see  
&lt;br /&gt;

below). In the center of the floor is a 30 feet-deep pool filled with cool and brackish saltwater  
surrounded by three low stone benches.&lt;br /&gt;

At the bottom of the pool, on the southern wall, is a 2 1/2 foot-square grate through which the pool  
is fed water. The grate leads to a channel that leads to the body of water in Area [&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt;2-13&lt;/a&gt;. Removing the grate requires a successful Strength check \(&lt;strong&gt;DC  
18&lt;/strong&gt;\) or \[&gt;Open Lock&lt;/a&gt;  
check \\(&lt;strong&gt;DC 15&lt;/strong&gt; with proper light source, &lt;strong&gt;DC  
25&lt;/strong&gt; without\\). Once the grate is removed characters may swim through the channel to  
Area \\[&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt;2-13&lt;/a&gt;. However, much movement here attracts the  
attention of the squids in Area 2-13 who swim forward and attack.&lt;br /&gt;\\]\\(/wikis/bks-2-13\\)\]\(/wikis/open-lock\)](/wikis/bks-2-13)

The writing on the walls describes a ceremony whereby a cleric of an evil deity may turn the waters  
of the pool &lt;em&gt;unholy&lt;/em&gt;. Unholy water has the adverse affect of holy water: it heals  
undead, and damages paladins and good clerics as per holy   
water.&lt;p&gt;  
&lt;hr /&gt;

Back to [&gt;Barakus Level  
2&lt;/a&gt;</content>](/wikis/barakus-level-2)

<id>https://mark-1.obsidianportal.com/wiki\_pages/2691721</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-13</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2691728</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-20</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2696196</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/galados-history</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Post Plague&lt;/strong&gt;&lt;br /&gt;  
With the population drastically reduced, the demand for peasants to work the fields rose to the point that they were able to demand higher wages and greater liberty from the nobility. In turn, the nobles complained ceaselessly to King Engerand of the inability to find adequate workers. The king enacted laws limiting the movement of the lower class from place to place and fixing the wages at a more manageable level. This resulted in strikes and revolts. Many peasants simply began leaving the kingdom altogether. Finally, sensing the gravity of the situation, the king granted the peasants the right to bargain for their wages and the freedom to move as they pleased. The nobles were desperate enough at this point to agree to this. Over the next few years, things began to stabilize. Because of this, the king was thereafter known as Engerand the Just.&lt;/p&gt;  
&lt;hr /&gt;  
Back to &lt;a href="/wikis/galados" class="wiki-page-link"&gt;Galados&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2698675</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/medium-salamander</link>

<content gm\_only="false" format="textile">"Wiki":https://www.dandwiki.com/wiki/SRD:Average\_Salamander</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="https://www.dandwiki.com/wiki/SRD:Average\_Salamander"&gt;Wiki&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2698680</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/average-salamander</link>

<content gm\_only="false" format="textile">"Wiki":https://www.dandwiki.com/wiki/SRD:Average\_Salamander</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="https://www.dandwiki.com/wiki/SRD:Average\_Salamander"&gt;Wiki&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2698683</id>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2700354</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/fiendish-dire-ape</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2700504</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-ring-of-rajick</link>

<content gm\_only="true" format="html">&lt;p&gt;This plain platinum band appears to be a standard &lt;a href="/wikis/ring-of-wizardry" class="wiki-page-link"&gt;Ring of Wizardry&lt;/a&gt; I, and indeed

it functions as such. It has, however, two additional features, both of which become known to the wearer once it is donned. As a standard action the wearer may teleport without error ([Greater Teleport](/wikis/greater-teleport)) back to the top floor of the Wizard's Library (Area S4). Furthermore, and most importantly, the wearer is affected by a [Lesser Geas](/wikis/lesser-geas) spell to seek out The Book of Korbus and return it to the tower. Since Rajick knew the basic location of the book, he imbued the ring with this information, which is then made known telepathically to the wearer. Until the book is returned the ring is considered cursed and cannot be removed except by the normal magical means. Once the book is returned the geas is lifted and the teleport power is lost, though the ring continues to function as a ring of wizardry I.

Caster Level: 13th; Prerequisites: Forge Ring, limited wish, teleport without error ([Greater Teleport](/wikis/greater-teleport)), lesser geas;

Market price 20,000 gp.

[Cursed Items](/wikis/cursed-items)

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Back to [EHW](/wikis/ehw-area-s) Area S

[https://mark-1.obsidianportal.com/wiki\\_pages/2700505](https://mark-1.obsidianportal.com/wiki_pages/2700505)

[https://mark-1.obsidianportal.com/wiki\\_pages/ring-of-wizardry](https://mark-1.obsidianportal.com/wiki_pages/ring-of-wizardry)

format="textile">"Wiki":[https://www.dandwiki.com/wiki/SRD:Ring\\_of\\_Wizardry](https://www.dandwiki.com/wiki/SRD:Ring_of_Wizardry)

format="html"><p><a

href="https://www.dandwiki.com/wiki/SRD:Ring\_of\_Wizardry">Wiki</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2700507</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/lesser-geas</link>

<content gm\_only="false" format="textile">"Wiki":https://www.dandwiki.com/wiki/SRD:Lesser\_Geas</content>

<content gm\_only="true" format="html">&lt;p>&lt;a href="https://www.dandwiki.com/wiki/SRD:Lesser\_Geas">Wiki</a>&lt;/p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2700514</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/cursed-items</link>

<content gm\_only="false" format="textile">"Wiki":https://www.dandwiki.com/wiki/SRD:Cursed\_Items</content>

<content gm\_only="true" format="html">&lt;p>&lt;a href="https://www.dandwiki.com/wiki/SRD:Cursed\_Items">Wiki</a>&lt;/p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2700542</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ehw-area-s1</link>

<content gm\_only="true" format="html">&lt;p>The walls of this level are covered floor-to-ceiling



with bookshelves packed with books. An enormous U-shaped table upon which are set three candelabras holding [Everburning Candle](/wikis/everburning-candle)s dominates the center of the chamber. There is an eight foot-high ladder on wheels against the southern wall, and several standing torch holders containing everburning torches set throughout the chamber. A set of stairs in the north sweeps upwards to the next level, and a tighter, smaller spiral staircase in the south descends to [EHW](/wikis/ehw-area-r) Area R10.

The books on this level cover a wide variety of topics, both arcane and mundane. Rajick divided the titles by subject (aberrations, arithmetic, cartography, demons, devils, dragons, etc&#8230;), and then again by title. 90% of the books are written in Common, with the other 10% scribed in Draconic, Elven, Undercommon and even a few in Ancient Common (Arthemian). With a successful Int check (**DC 10**) a character may use this level of the library to increase a single Knowledge skill check or Bardic Knowledge check by +4, though it requires one hour of study minus the character's Int bonus X 10 minutes of study to receive this benefit. The character must have the library at his disposal to get this bonus, however, so simply studying-up isn't going to help the PC on future Knowledge checks.

With a successful [Search](/wikis/search) of the library's many books (**DC 25**) the PCs notice two tomes that have been book marked with yellowing strips of parchment. The first book, a history, is called Great Persons of the First Age, and is written in Common. The marked page describes briefly the lives of three wizards: Liefing, a half-elf who is rumored to have battled three dragons by himself;

Delf, a human Sorcerer who led a band of powerful adventurers into the Underdark; and Korbus, a wildly creative and reclusive conjurer. The second book, another history also written in Common, is entitled Wizards Who Shaped Our Time, and the chapter marked in it is called Korbus: The Last Great Conjurer. Most of the chapter is dedicated to the story of his life and the author's theories of why Korbus chose to focus on Conjunction magic.

At the end of the chapter, however, is a passage that reads as follows:

&lt;p&gt;&lt;em&gt;?By the end of his career, Korbuss became consumed with research on what he called simply, ?The greatest summoning spell.? What this was exactly is unknown, but it appears he was successful. A colleague, Wentroft the Vain, an important Sorcerer at the time, visited the aging wizard in his waning years. Korbuss declared he had indeed mastered this highly complex spell but that he found its discovery ultimately unsatisfying. The spell was so complex, in fact, that it took an entire book unto itself. Korbuss died shortly thereafter. The book has never been found.?&lt;/em&gt;&lt;p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/ehw-area-s" class="wiki-page-link"&gt;&lt;span class="caps"&gt;EHW&lt;/span&gt; Area S&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2700543</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ehw-area-s2</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2700654</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ehw-area-s3</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2700658</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ehw-area-s4</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2700781</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/brewer-gnome-inventory</link>

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Wounds&lt;/a&gt; x2&lt;/td&gt;
&lt;td&gt;50gp&lt;/td&gt;
&lt;/tr&gt;
&lt;tr&gt;
&lt;td&gt;&lt;a href="/wikis/protection-from-evil" class="wiki-page-link"&gt;Protection from
Evil&lt;/a&gt;&lt;/td&gt;
&lt;td&gt;50 gp&lt;/td&gt;
&lt;/tr&gt;
&lt;tr&gt;
&lt;td&gt;&lt;a href="/wikis/resist-energy" class="wiki-page-link"&gt;Resist Energy&lt;/a&gt; (Acid)
10&lt;/td&gt;
&lt;td&gt;300gp&lt;/td&gt;
&lt;/tr&gt;
&lt;tr&gt;
&lt;td&gt;&lt;a href="/wikis/bears-endurance" class="wiki-page-link"&gt;Bear&#8217;s
Endurance&lt;/a&gt;&lt;/td&gt;
&lt;td&gt;300 gp&lt;/td&gt;
&lt;/tr&gt;
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&lt;td&gt;&lt;a href="/wikis/foxs-cunning" class="wiki-page-link"&gt;Fox&#8217;s
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&lt;td&gt;300gp&lt;/td&gt;
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<a class="wiki-page-link" href="/wikis/cats-grace">Cat&amp;#8217;s Grace</a>	
<a class="wiki-page-link" href="/wikis/resist-energy">Resist Energy</a>	
<a class="wiki-page-link" href="/wikis/passionberry-cider">Passionberry Cider</a>	
<a class="wiki-page-link" href="/wikis/pond-scum-stout">Pond Scum Stout</a>	
<a class="wiki-page-link" href="/wikis/silver-moon-ale">Silver Moon Ale</a>	
<a class="wiki-page-link" href="/wikis/waterfall-wine">Waterfall Wine</a>	

<td></td>

</tr>

</table>

<p></p>

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Back to <a href="/wikis/ehw-area-v" class="wiki-page-link"><span

class="caps">>EHW</span> Area V</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2701073</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/fiendish-tiger</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2705541</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/blue-slaad</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2706330</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/magic-circle-against-good-0</link>

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href="https://www.dandwiki.com/wiki/SRD:Magic\_Circle\_against\_Good">Wiki</a></p></

content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2706460</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/greater-teleport</link>

<content gm\_only="false" format="textile">"Wiki":https://www.dandwiki.com/wiki/SRD:Greater\_Teleport</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="https://www.dandwiki.com/wiki/SRD:Greater\_Teleport"&gt;Wiki&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2706461</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/poison</link>

<content gm\_only="false" format="textile">"Wiki":https://www.dandwiki.com/wiki/SRD:Poison\_(Spell)</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="https://www.dandwiki.com/wiki/SRD:Poison\_(Spell)"&gt;Wiki&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2707057</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ehw-dark-forest</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2707059</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ehw-cursed-fountain</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2707695</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/rinn-and-flynn</link>

<content gm\_only="true" format="html">&lt;p&gt;Male Wolves: CR 1; SZ  
M Animal; HD 2d8+4; hp 14, 12; Init +2 (Dex);  
Spd 50 ft.; AC 14 (+2 Dex, +2 natural), touch 12,  
flat-footed 12; BAB/Grap +1/+2; Atk +3 melee  
(1d6+1, bite); SA trip; SQ low-light vision, scent;  
AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex  
15, Con 15, Int 2,Wis 12, Cha 6.  
Skills: Hide +2, Listen +3, Move Silently +3,  
Spot +3, Survival +1 (+5 when tracking by scent).  
Feats: Track (b),Weapon Finesse (bite).&lt;/p&gt;  
&lt;hr /&gt;  
Back to &lt;a href="/wikis/ehw-area-a" class="wiki-page-link"&gt;&lt;span  
class="caps"&gt;EHW&lt;/span&gt; Area A&lt;/a&gt;???&lt;a href="/wikis/gilda-waynetrop"  
class="wiki-page-link"&gt;Gilda Waynetrop&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2716179</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/area-ehw-r1</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area R1: Living Area (EL

5)</strong></p>

<table>

<tr>

<td>A few remnants of the previous occupants still remain in this area: a broken table pushed against the northern door, a shattered bookcase in the northeast, and some fragments of broken potion bottles here and there. Otherwise, the place is filled with twigs, leaves, dust, and mud. Over the years denizens of the forest have wandered in here and called this old structure home.</td>

</tr>

</table>

<p>A few remnants of the original occupant still remain in this area: a broken table pushed against the northern door, a shattered bookcase in the northeast, and some fragments of broken potion bottles here and there. Otherwise, the place is filled with twigs, leaves, dust, and mud. Over the years denizens of the forest have wandered in here and called this old structure home. The door in the northwest is secured with an arcane lock.</p>

<p><strong>Arcane-Locked Door</strong>: 2 in. thick, iron rein-<br />

forced; Hardness 6; hp 35; <strong>Break DC 35</strong> <strong><a href="/wikis/dispel-magic" class="wiki-page-link">Dispel Magic</a> (DC 24).</strong></p>

<p>The house was the lair of a <del>greater</del> barghest. Killed by PCs on Veran 20th.</p>

<p><strong>Treasure</strong>: A thorough search of the refuse in the chamber (<strong><a href="/wikis/search" class="wiki-page-link">Search</a> DC 20)</strong> uncovers a red-brown spinel worth 250 gp.</p>

<hr />

Back to <a href="/wikis/ehw-area-r" class="wiki-page-link"><span class="caps">EHW</span> Area R</a></content>



<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area R2:

Library&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;The west, east, and south walls of this chamber are still lined with sturdy wooden bookshelves secured to the walls with thick steel screws. The bookshelves are, however, empty except for dirt and small animal droppings. The floor, on the other hand, is strewn with the tattered remains of hundreds of books.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;Most of the pages have been so badly sodden with rain and moisture that the words written thereupon are entirely illegible. Every successful &lt;strong&gt;&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; check (DC 10)&lt;/strong&gt; uncovers a page or two of still legible writing-usually in Common (80%), though occasionally in Draconic (15%) or Elven (5%)-and all dealing with magic in some way or other.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Treasure&lt;/strong&gt;: If a very careful &lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; of the rotted books is made (&lt;strong&gt;DC 28&lt;/strong&gt;) the PCs uncover a scrap of paper on which is written, in Common, the following:&lt;/p&gt;

&lt;p&gt;&lt;em&gt;&#8230;moning traps seem to work well. Am most&lt;br /&gt;

confounded by this ring. I know there is a way&lt;br /&gt;

to incorporate teleportation into it, but I cannot figure out how yet. Will have to see if the kindly wizards of Endhome will let me into that library of theirs. Oh, if they only knew what a library old

Rajick has. Must be sure the tower is secure before I leave. I think I can rig up this or that along the way to it as well. We shall see.

[Back to](/wikis/ehw-area-r) [EHW](/wikis/ehw-area-r) [Area R](/wikis/ehw-area-r)

[https://mark-1.obsidianportal.com/wiki\\_pages/2716293](https://mark-1.obsidianportal.com/wiki_pages/2716293)

[https://mark-1.obsidianportal.com/wiki\\_pages/area-ehw-r3](https://mark-1.obsidianportal.com/wiki_pages/area-ehw-r3)

**Area R3: Potion Room**

The west and east walls of this chamber are lined with sturdy wooden shelves secured to the wall with thick screws. These shelves are divided into small cubicles, perhaps three hundred in all. Most of the cubicles are empty, but a few still hold small, empty bottles. The floor of the room is littered with broken glass.

[Back to](/wikis/ehw-area-r) [EHW](/wikis/ehw-area-r) [Area R](/wikis/ehw-area-r)

[https://mark-1.obsidianportal.com/wiki\\_pages/2716294](https://mark-1.obsidianportal.com/wiki_pages/2716294)

[https://mark-1.obsidianportal.com/wiki\\_pages/area-ehw-r4](https://mark-1.obsidianportal.com/wiki_pages/area-ehw-r4)

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<content gm_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area R4:
Bedchamber&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;This area contains a pile of blankets in the southwest and a heap of bones in the
southeast. The fireplace is filled with garbage.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;Otherwise, this room is empty. The barghest is currently using this area as his bedchamber.
The blankets serve as a bed; the bones are the remains of his meals.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Treasure&lt;/strong&gt;: A &lt;strong&gt;&lt;a href="/wikis/search"
class="wiki-page-link"&gt;Search&lt;/a&gt;&lt;/strong&gt; of the trash in the fireplace
&lt;strong&gt;(DC 20)&lt;/strong&gt; uncovers a small pouch containing six small diamonds worth
100 gp each.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/ehw-area-r" class="wiki-page-link"&gt;&lt;span
class="caps"&gt;EHW&lt;/span&gt; Area R&lt;/a&gt;</content>
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<id>https://mark-1.obsidianportal.com/wiki_pages/2716295</id>
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<link>https://mark-1.obsidianportal.com/wiki_pages/area-ehw-r5</link>
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<content gm_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area R5: The Trapped Stairs (EL
1)&lt;/strong&gt;&lt;/p&gt;

&lt;table&gt;

&lt;tr&gt;
```

&td>This small chamber contains only a set of spiral stairs heading down through the floor into the darkness.</td>

</table>

&p>The stairs are trapped. Anyone stepping on the first, third, or sixth stair is struck with a violent electrical shock.</p>

&p>&strong>Electrical Stair: CR 2</strong> magic device; location trigger; automatic reset; spell effect (&a href="/wikis/shocking-grasp" class="wiki-page-link">Shocking Grasp</a>, 1st level wizard, 1d8 + 1 electrical damage, &strong>DC 12</strong> Reflex save half damage); &strong>&a href="/wikis/search" class="wiki-page-link">Search</a> (DC 26)</strong> &strong>Disable (DC 26)</strong>; Market price: 500 gp + 40 xp.</p>

&p>The stairs descend 50 feet and terminate in a small subterranean chamber (Area R6).</p>

&hr />

Back to &a href="/wikis/ehw-area-r" class="wiki-page-link"&span class="caps"&EHW</span> Area R</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2716296</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/area-ehw-r6</link>

<content gm\_only="true" format="html">&p>&strong>Area R6: Subterranean Chamber</strong></p>

&table>

&tr>

&td>The spiral stairs descend to a small, roughly square chamber. The walls here appear to have been worked some, and the ceiling is supported with arched, wooden beams. Where the

northwest corner would be, a tunnel opens into darkness beyond. A barrel stands next to the opening.

The barrel contains two unused [Sunrod](/wikis/sunrod)s.

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Back to [&span class="caps">EHW](/wikis/ehw-area-r) [Area R](#)

[https://mark-1.obsidianportal.com/wiki\\_pages/2716297](https://mark-1.obsidianportal.com/wiki_pages/2716297)

[https://mark-1.obsidianportal.com/wiki\\_pages/area-ehw-r7](https://mark-1.obsidianportal.com/wiki_pages/area-ehw-r7)

**Area R7: The Long Passage**

This tunnel appears to have been partially worked from an existing natural cave. It runs more or less in a straight line to the northwest. The ceiling is supported with rough wooden beams and the floor is flat and fairly smooth. After about 15 minutes of travel (half a mile), you come to an intersection. A natural cave branches off to the right (north) of the tunnel you've been following.

The passage leads on and on in more or less a straight line.

This passage runs in a more-or-less straight line northwest for 3.5 miles, interspersed along

the way with a few of caves. Like Area R6, the tunnel (and all the chambers through which it runs) appears to have been worked, though not finished. The ceiling of the tunnel is supported with rough wooden beams and the floor is flat and fairly smooth. Travel through the tunnel is at the standard overland movement rate with sufficient

light, half without.

If PCs explore natural caves, Survival check.

|
 \_Result | \_Time ||
|
 00-04 | 1 hour lost. Reroll. ||
|
 05-09 | 30 mins lost. Reroll at +2 ||
|
 10-14 | 30 mins lost. Reroll at +4 ||
|
 15-19 | Explored in 45 mins ||

<tr>

<td>20+</td>

<td>Explored in 30 mins</td>

</tr>

</table>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2716298</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/area-ehw-r8</link>

<content gm\_only="true" format="html"><p><strong>Area R8: Resting Spot (EL 2)</strong></p>

<table>

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<td>You continue along the worked tunnel. After about 15 minutes (half mile), you can see that the tunnel opens up into a small chamber ahead. There is a pool of water in the eastern half of this cave, beside which is a bucket and ladle. A small wooden bench sits against the western wall.</td>

</tr>

</table>

<p>There is a pool of water in the eastern half of this cave, beside which is a bucket and ladle. The bucket is a quarter filled with dirt and mud, the ladle rusted. A small wooden bench sits against the western wall. The water is a trap. It is thoroughly poisonous, but tastes sweet and, upon the first sip, the imbiber feels a bit refreshed. If a cup or more of the stuff is consumed, however, the imbiber

must succeed at a <strong>Fort save (DC 15)</strong> or suffer 1d6 Con/2d6 Con. The poison can be detected for by all the normal means.</p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2716302</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/area-ehw-r9</link>

<content gm\_only="true" format="html"><p><strong>Area R9: The Misleading Passage (EL 3)</strong></p>

<table>

<tr>

<td>The tunnel continues in more or less a straight line to the northwest. You pass more openings to natural caves here and there. It becomes clear that this passageway was worked out of an existing natural cave system, only periodically tunneling through solid rock to connect parallel caves. After a monotonous hour of hearing the echoes of your own boots and gear, you see that the tunnel opens up into another small chamber ahead. As you approach, you see that the chamber is empty with a single, narrow, unworked passage stretching to the south.</td>

</tr>

</table>

<p>This cave is empty. There is, however, a well-hidden secret door in the northwest <br />

<strong>(<a href="/wikis/search" class="wiki-page-link">Search</a> DC 25)</strong>. It is securely locked, and there is no apparent keyhole. An additional successful <a href="/wikis/search" class="wiki-page-link">Search</a> of the secret door



<strong>(DC 25)</strong> reveals a quarter inch-wide 3 inch-deep circular slot. This is the keyhole, but due its unusual dimensions, it is nearly impossible to pick.</p>

<p><strong>Locked Secret Door</strong>: 4 in. thick; Hardness 12; hp 70; <strong>Break DC 35; <a href="/wikis/open-lock" class="wiki-page-link">Open Lock</a> (DC 40); <a href="/wikis/search" class="wiki-page-link">Search</a> (door) (DC 25) or (keyhole) (DC 25).</strong></p>

<p>There is a single, narrow passage stretching to the south, halfway along which is a trap. Anyone stepping on the shaded square is dropped ten feet into a pit filled with poison-coated spikes.</p>

<p><strong>Poison Spiked Pit Trap: CR 3</strong> mechanical; location trigger; automatic reset; <a href="/wikis/DC%2020%20Reflex/new" class="create-wiki-page-link">DC 20 Reflex</a> save avoids; 10 ft. deep (1d6, fall); pit spikes (Atk + 10 melee 1d6 spikes per target for 1d4 damage plus poison, crit x3); poison (<strong>Fort Save DC 15,</strong> 1d6/1d6Str); <a href="/wikis/search" class="wiki-page-link">Search</a> (DC 20); <a href="/wikis/disable-device" class="wiki-page-link">Disable Device</a> (DC 20); Market price: 4,250 gp.</p>

<p>The trapped passage eventually dead ends. There is a secret compartment in the north wall of the dead end (<strong><a href="/wikis/search" class="wiki-page-link">Search</a> DC 20</strong> containing a rounded quarter inch-wide, 4 inch-long steel tool. This is the key to the secret door in the adjoining chamber.</p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2716304</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/area-ehw-r10</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2716654</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/everburning-candle</link>

<content gm\_only="true" format="html">&lt;p&gt;Each candleabra counts as 1 &lt;a href="/wikis/everburning-torch-0" class="wiki-page-link"&gt;Everburning Torch&lt;/a&gt; (Market price: 110 gp, 55 to sell)&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2718728</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/blue-passionberry-quest</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2720184</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/passionberry-cider</link>

<content gm\_only="true" format="html">&lt;p&gt;Appearance: ?Translucent ?blue&lt;br /&gt; ?foam on top&lt;/p&gt;

&lt;p&gt;Smell: sweet with a hint of berry&lt;/p&gt;

&lt;p&gt;This lovely cider is fermented from rare passionberries, and it seems to augment the berry?s amorous side effects. Anyone drinking the cider gains a + 2 bonus to Charisma for every mug imbibed, but suffers a ? 2 penalty to Wisdom per mug, and a net ? 2 circumstance penalty on all saves against Enchantment spells, illusions, and Sense Motive checks. If a drinker sees or speaks with &lt;br /&gt;

any reasonably suitable mate (preferred sex or same race) while under the influence of this drink, he must succeed at a DC 14 Will save to avoid becoming infatuated with his newfound love.&lt;/p&gt;

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Back to &lt;a href="/wikis/brewer-gnome-inventory" class="wiki-page-link"&gt;Brewer Gnome Inventory&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2720185</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/pond-scum-stout</link>

<content gm\_only="true" format="html"&gt;&lt;p&gt;Appearance: Dark, opaque,&lt;br /&gt;

brownish foam&lt;/p&gt;

&lt;p&gt;Smell: Hearty but pleasant&lt;/p&gt;

&lt;p&gt;Although no one cares to know what the brewer gnomes put in this stout, no one complains of its excellent, hearty flavor. The stout grants a + 2 bonus to Strength and a ? 2 penalty to both Intelligence and Wisdom per mug, and anyone drinking it is immune to fear effects for 1 hour per mug.&lt;/p&gt;

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Back to &lt;a href="/wikis/brewer-gnome-inventory" class="wiki-page-link"&gt;Brewer Gnome Inventory&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2720186</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/silver-moon-ale</link>

<content gm\_only="true" format="html"&gt;&lt;p&gt;Mostly opaque, silver,&lt;br /&gt;

white foam&lt;/p&gt;

&lt;p&gt;A smooth draught that can go right to one?s head. Anyone who is not a dwarf, gnome, or fey who drinks this ale must succeed at a DC 14 Fortitude saving throw or pass out. Each additional

mug imbibed requires another save, and increases the DC by + 1. Anyone who passes out remains asleep for one year per mug unless they are woken up: 3 full rounds of slapping and yelling in a victim's ear, or else a blow that actually deals at least 1 point of damage is required to wake the victim. Those who do not succumb to the ale's slumber (including dwarves, gnomes, and fey who drink the stuff) find themselves in an abundantly cheerful mood, and if the moon is visible, they also gain the ability to fly. This functions as the fly spell cast by a 12th-level sorcerer, activated once per mug imbibed.

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Back to [Brewer Gnome Inventory](/wikis/brewer-gnome-inventory)

<id>https://mark-1.obsidianportal.com/wiki\_pages/2720187</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/waterfall-wine</link>

<content gm\_only="true" format="html"><p>Bubbly and white</p>

<p>This bubbly white wine grants the ability to breathe underwater for 1 hour per drink as the water breathing spell.</p>

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Back to [Brewer Gnome Inventory](/wikis/brewer-gnome-inventory)

<id>https://mark-1.obsidianportal.com/wiki\_pages/2725982</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/minotaurs</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2730406</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/dravian-the-exalted</link>

<content gm\_only="true" format="html">&lt;p&gt;Solarian under whose rule Sembria declared war on the elven nations.&lt;/p&gt;

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Back to &lt;a href="/wikis/sembrian-historic-figures" class="wiki-page-link"&gt;Sembrian Historic Figures&lt;/a&gt;???&lt;a href="/wikis/sembrian-history" class="wiki-page-link"&gt;Sembrian History&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/corcosia</link>

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&lt;p&gt;&lt;strong&gt;Fortifications&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Wilderness&lt;/strong&gt;&lt;/p&gt;

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&lt;p&gt;&lt;strong&gt;Government&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Demonyms&lt;/strong&gt; &lt;br /&gt;

<p>Mesida Messidos Epigeneia Massolis Thyrium Demissos Sidonnos Thermonion Tigeneia

Myonia,      Theodosia      Myonae      Argicia      Ithasia      Corcosia      Imbretria      Dimonia

&lt;strong&gt;Demaria&lt;/strong&gt; Truria Methephyria Massarae&lt;/p&gt;

&lt;p&gt;Mephathenes&lt;/p&gt;

&lt;p&gt;Capital City: tall white towers built around the mountains&lt;/p&gt;

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Back to &lt;a href="/wikis/central" class="wiki-page-link"&gt;Central&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/golden-plains</link>

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&lt;hr /&gt;

Back    to    &lt;a    href="/wikis/sinnarian-coast"    class="wiki-page-link"&gt;Sinnarian Coast&lt;/a&gt;</content>

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<content    gm\_only="true"    format="html"&gt;&lt;p&gt;East    of    &lt;a    href="/wikis/elsir-vale"

[Elsir Vale](#); lies a vast, arid steppeland that quickly gives way to rocky desert. In the vicinity of [Dennovar](/wikis/dennovar), the Golden Plains are dry, flat grassland, but within a few dozen miles the grass gives way to a rock-littered badland of flats and mesas?a waterless and inhospitable wilderness posing a formidable trial for the trade caravans following the Dawn Way.

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[https://mark-1.obsidianportal.com/wiki\\_pages/dwarven-language](https://mark-1.obsidianportal.com/wiki_pages/dwarven-language)

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<p><strong>Places</strong></p>

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    <th>Dwarven</th>

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<p>1. Older language<br />

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[<a href="/wikis/dwarves" class="wiki-page-link">Dwarves</a></p></content>](#)

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2774259</id>

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<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Core Deities&lt;/strong&gt;: Gruumsh, Hextor, St. Cuthbert, Wee Jas.&lt;br /&gt;

&lt;strong&gt;Other Deities&lt;/strong&gt;: None.&lt;br /&gt;

&lt;strong&gt;Granted Power&lt;/strong&gt;: You gain the Spell Focus (Enchantment) feat.&lt;p&gt;

&lt;p&gt;&lt;strong&gt;Domination Domain Spells&lt;/strong&gt;&lt;br /&gt;

1 &lt;a href="/wikis/command-0" class="wiki-page-link"&gt;Command&lt;/a&gt;: One subject obeys one-word command for 1 round.&lt;br /&gt;

2 &lt;a href="/wikis/enthrall" class="wiki-page-link"&gt;Enthrall&lt;/a&gt;: Captivates all within 100 ft. + 10 ft./level.&lt;br /&gt;

3 &lt;a href="/wikis/Suggestion/new" class="create-wiki-page-link"&gt;Suggestion&lt;/a&gt;: Compels subject to follow stated course of action.&lt;br /&gt;

4 &lt;a href="/wikis/Dominate%20Person/new" class="create-wiki-page-link"&gt;Dominate Person&lt;/a&gt;: Controls humanoid telepathically.&lt;br /&gt;

5 &lt;a href="/wikis/Greater%20Command/new" class="create-wiki-page-link"&gt;Greater Command&lt;/a&gt;: As command, but affects one subject/level.&lt;br /&gt;

6 &lt;a href="/wikis/Geas/new" class="create-wiki-page-link"&gt;Geas&lt;/a&gt;: As lesser geas, but affects any creature.&lt;br /&gt;

7 &lt;a href="/wikis/Suggestion%2C%20Mass/new" class="create-wiki-page-link"&gt;Suggestion, Mass&lt;/a&gt;: As suggestion, plus one/level subjects.&lt;br /&gt;

8 &lt;a href="/wikis/True%20Domination/new" class="create-wiki-page-link"&gt;True

Domination&lt;/a&gt;\*: As dominate person, but save at ?4.&lt;br /&gt;

9 &lt;a href="/wikis/Monstrous%20Thrall/new" class="create-wiki-page-link"&gt;Monstrous Thrall&lt;/a&gt;x \*: As true domination, but permanent and affects any creature.&lt;/p&gt;

&lt;p&gt;x:? (Complete Divine)&lt;/p&gt;

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Back to &lt;a href="/wikis/cleric-domains" class="wiki-page-link"&gt;Cleric Domains&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/pact-domain</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Core Deities&lt;/strong&gt;: None.&lt;br /&gt;

&lt;strong&gt;Other Deities&lt;/strong&gt;: Bralm, Mouqol.&lt;br /&gt;

&lt;strong&gt;Granted Power&lt;/strong&gt;: Add &lt;a href="/wikis/Appraise/new" class="create-wiki-page-link"&gt;Appraise&lt;/a&gt;, &lt;a href="/wikis/intimidate" class="wiki-page-link"&gt;Intimidate&lt;/a&gt;, and &lt;a href="/wikis/sense-motive" class="wiki-page-link"&gt;Sense Motive&lt;/a&gt; to your list of cleric class skills.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Pact Domain Spells&lt;/strong&gt;&lt;br /&gt;

1 &lt;a href="/wikis/command-0" class="wiki-page-link"&gt;Command&lt;/a&gt;: One subject obeys selected command for 1 &lt;br /&gt;

round.&lt;br /&gt;

2 &lt;a href="/wikis/shield-other" class="wiki-page-link"&gt;Shield Other&lt;/a&gt;: You take half of subject?s damage.&lt;br /&gt;

3 &lt;a href="/wikis/Speak%20With%20Dead/new" class="create-wiki-page-link"&gt;Speak With Dead&lt;/a&gt;: Corpse answers one question/two levels.&lt;br /&gt;

4 <a href="/wikis/Divination/new" class="create-wiki-page-link">Divination</a>: Provides useful advice for specific proposed actions.<br />

5 <a href="/wikis/Stalwart%20Pact/new" class="create-wiki-page-link">Stalwart Pact</a>x?: You gain combat bonuses automatically when reduced to half hit points or lower.<br />

6 <a href="/wikis/Zealot%20Pact/new" class="create-wiki-page-link">Zealot Pact</a>x?: You automatically gain combat bonuses when you attack someone of opposite alignment.<br />

7 <a href="/wikis/Renewal%20Pact/new" class="create-wiki-page-link">Renewal Pact</a>x?: Creature is automatically healed if adverse condition affects it.<br />

8 <a href="/wikis/Death%20Pact/new" class="create-wiki-page-link">Death Pact</a> m,x?: Deity brings you back from the dead automatically.<br />

9 <a href="/wikis/Gate/new" class="create-wiki-page-link">Gate</a>: Connects two planes for travel or summoning.</p>

<p>?: new spell (Complete Divine)<br />

x and m: ?</p>

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Back to <a href="/wikis/cleric-domains" class="wiki-page-link">Cleric Domains</a></content>

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<p><strong>Female</strong><br />

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<https://www.fantasynamgenerators.com/etruscan-names.php> Etruscan

[https://www.fantasynamgenerators.com/italian\\_names.php](https://www.fantasynamgenerators.com/italian_names.php) Italian

<https://www.fantasynamgenerators.com/latin-names.php> Latin

[https://www.fantasynamgenerators.com/roman\\_names.php](https://www.fantasynamgenerators.com/roman_names.php) Roman

[https://www.fantasynamgenerators.com/imperial\\_names.php](https://www.fantasynamgenerators.com/imperial_names.php) Imperial

[https://www.fantasynamgenerators.com/breton\\_names.php](https://www.fantasynamgenerators.com/breton_names.php) Breton

<https://www.fantasynamgenerators.com/hyborian-names.php> Hyborian

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</wikis/endhome> Endhome

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[https://mark-1.obsidianportal.com/wiki\\_pages/darkness-domain](https://mark-1.obsidianportal.com/wiki_pages/darkness-domain)

<content gm\_only="true" format="html">&lt;p&gt;(Book of Vile Darkness)&lt;br /&gt;

&lt;strong&gt;Deities&lt;/strong&gt;: Graz?zt, The Xammux.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Granted Power&lt;/strong&gt;: Character gains the Blind-Fight feat.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Darkness Domain Spells&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;1 &lt;a href="/wikis/darkvision" class="wiki-page-link"&gt;Darkvision&lt;/a&gt;. See 60 ft. in total darkness.&lt;br /&gt;

2 &lt;a href="/wikis/Darkbolt/new" class="create-wiki-page-link"&gt;Darkbolt&lt;/a&gt;. Deals 1d8 damage/2 levels and stuns 1 round.&lt;br /&gt;

3 &lt;a href="/wikis/deeper-darkness" class="wiki-page-link"&gt;Deeper Darkness&lt;/a&gt;. Object sheds absolute darkness in 60-ft. radius.&lt;br /&gt;

4 &lt;a href="/wikis/Damning%20Darkness/new" class="create-wiki-page-link"&gt;Damning Darkness&lt;/a&gt;. Darkness deals either 2d6 or 1d6 damage per round.&lt;br /&gt;

5 [[Evard?s Black Tentacles]]. 1d4 +1/level tentacles grapple randomly within 15 ft.&lt;br /&gt;

6 &lt;a href="/wikis/Wall%20of%20Force/new" class="create-wiki-page-link"&gt;Wall of Force&lt;/a&gt;. Wall manifests as opaque black wall, is immune to damage.&lt;br /&gt;

7 &lt;a href="/wikis/Shadow%20Walk/new" class="create-wiki-page-link"&gt;Shadow Walk&lt;/a&gt;. Step into shadow to travel rapidly.&lt;br /&gt;

8 &lt;a href="/wikis/Utterdark/new" class="create-wiki-page-link"&gt;Utterdark&lt;/a&gt;. 100-ft./level?radius of darkness that evil creatures can see through.&lt;br /&gt;

9 &lt;a href="/wikis/Screen/new" class="create-wiki-page-link"&gt;Screen&lt;/a&gt;. Illusion hides area from vision, scrying.&lt;/p&gt;

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Back to &lt;a href="/wikis/cleric-domains" class="wiki-page-link"&gt;Cleric Domains&lt;/a&gt;h2. Your title here&amp;#8230;</content>



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?one border should be marked by appearance of the \_\_ tree &lt;br /&gt;  
?named valleys&lt;br /&gt;  
?lake&lt;br /&gt;  
?named springs (couple or few)&lt;br /&gt;  
?&lt;a href="/wikis/tribal" class="wiki-page-link"&gt;Tribal&lt;/a&gt; people?&lt;br /&gt;  
?crescent shaped dunes&lt;br /&gt;  
?named dunes area (\_\_ Dunes)&lt;/p&gt;  
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"Types of Deserts":https://pubs.usgs.gov/gip/deserts/types/

"Location of Deserts":http://lexicontexture.com/wp-content/uploads/2016/02/W

"List of Deserts":https://en.m.wikipedia.org/wiki/List\_of\_deserts\_by\_area

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Back to [[scale]]</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/jhang</link>

<content gm\_only="true" format="html">&lt;p&gt;Cai Shi, Xue Shia-Zhe, Tao La, Lei Xiao-Tou, Zhou Jai-Xiu, Mao Liu, Lai Tu, Liu Yong,&lt;br /&gt;Wei Jiao&lt;/p&gt;

&lt;p&gt;Ancient Teacher of Wisdom (Xuna): Zhou Tu&lt;/p&gt;

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Back to &lt;a href="/wikis/the-far-kingdoms" class="wiki-page-link"&gt;The Far Kingdoms&lt;/a&gt;</content>

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<content gm\_only="true" format="html">&lt;p&gt;Capital of Sembria.&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/erymanthus</link>

<content gm\_only="true" format="html">&lt;p&gt;First priest to rule Sembria. He was high priest of the Sembrian temple of Sol when \_\_\_\_ was assassinated. Erymanthus ruled Beliris for a year while the veteran general &lt;a href="/wikis/Halas/new" class="create-wiki-page-link"&gt;Halas&lt;/a&gt; waged war against a coalition of his competitors.&lt;/p&gt;

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<content gm\_only="true" format="html">&lt;p&gt;Player&amp;#8217;s Handbook&lt;/p&gt;

&lt;p&gt;1 Identify (M: 100 gp pearl)&lt;br /&gt;

2 Arcane Lock (M: 25 gp gold dust)&lt;br /&gt;

2 Continual Flame (M: 50 gp ruby dust)&lt;br /&gt;

2 Detect Thoughts (F: a copper piece)&lt;br /&gt;

2 Magic Mouth (M: 10 gp jade dust)&lt;br /&gt;

2 (Leomund's) Trap (M: 50 gp of prepared dust)&lt;br /&gt;

3 Gentle Repose (M: a cp for each eye of the corpse)&lt;br /&gt;

3 Illusory Script (M: 50 gp lead based ink)&lt;br /&gt;

3 Nondetection (M: 50 gp of diamond dust)&lt;br /&gt;

3 Sepia Snake Sigil (M: 500 gp of powdered amber)&lt;br /&gt;

4 Scrying (F: Highly polished silver mirror worth 1,000 GP)&lt;br /&gt;

4 Fire Trap (M: 25 gp gold dust)&lt;br /&gt;

4 Stoneskin (M: 250 gp diamond dust)&lt;br /&gt;

5 Animate Dead (M: 50 gp black onyx)&lt;br /&gt;

5 Fabricate (M: Original Material)&lt;br /&gt;

5 False Vision (M: 250 gp jade dust)&lt;br /&gt;

5 Wall of Iron (M: 50 gp of gold dust)&lt;br /&gt;

6 Analyze Dweomer (F: Golden loop with 1,500 ruby or sapphire lens)&lt;br /&gt;

6 Circle of Death (M: 500 gp black pearl powder)&lt;br /&gt;

6 Contingency (F: Ivory statuette decorated with gems worth 1,500 gp)&lt;br /&gt;

6 Legend Lore (M: 250 gp incense, F: Four ivory strips worth 50 gp each)&lt;br /&gt;

6 Magic Jar (F: Gem or crystal worth 100 gp)<br />

6 Permanency (XP: Varies)<br />

6 Permanent Image (M: 100 gp jade powder)<br />

6 Programmed Image 6 (Tenser's) Transformation (M: Potion of Strength)<br />

6 True Seeing (M: 250 gp ointment)<br />

7 Forcecage (M: 1,500 gp ruby dust)<br />

7 Greater Scrying (F: Highly polished silver mirror worth 1,000 GP)<br />

7 (Drawmij's) Instant Summons (M: 1,000 gp sapphire)<br />

7 Limited Wish (XP: 300)<br />

7 (Rary's) Mnemonic Enhancer (F: An ivory plaque worth 50 gp)<br />

7 Simulacrum (M: 100 gp of powdered ruby, XP: 1,000)<br />

7 (Mordenkainen's) Sword (F: Miniature platinum sword worth 250 gp)<br />

7 Vision (M: 250 gp worth of incense, XP: 100)<br />

8 Binding (500 gp props, 500 gp per HD of opals)<br />

8 Clone (M: 1,000 GP lab supplies, F: Lab costing 500 gp)<br />

8 Protection from Spells (M: 500 gp diamond, F: 1,000 gp diamond per creature affected)<br />

8 Symbol (M: 5,000 gp of powdered diamond and opal)<br />

8 Sympathy (M: 1,500 gp worth of crushed pearls)<br />

8 Trap the Soul (M: 1,000 gp per HD gem)<br />

9 Astral Projection (M: 1,000 gp jacinth, 5 gp silver bar per person)<br />

9 Refuge (M: 1,500 gp of gems on item)<br />

9 Shapechange (F: Jade circlet worth 1,500 gp)<br />

9 Soul Bind (F: Black Sapphire worth 1,000 gp per HD of creature to be bound)<br />

9 Teleportation Circle (M: 1,000 gp amber dust)<br />

9 Temporal Stasis (M: 5,000 gp (diamond, ruby, emerald and sapphire dust)<br />

9 Wish (XP: 5,000)</p><p><br />Spells not on the Sorcerer or Wizard List</p>

&lt;p&gt;1 Bless Water (M: 25 gp silver dust)&lt;br /&gt;

1 Curse Water (M: 25 gp silver dust)&lt;br /&gt;

2 Augery (F: Sticks, bones, tokens or likewise worth 25 gp)&lt;br /&gt;

2 Consecrate (M: 25 gp silver dust and some holy water)&lt;br /&gt;

2 Desecrate (M: 25 gp silver dust and some unholy water)&lt;br /&gt;

2 Shield Other (F: Pair of platinum rings worth 50 gp each)&lt;br /&gt;

3 Glyph of Warding (M: 200 gp diamond dust)&lt;br /&gt;

4 Divination (M: Incense and sacrifice worth 25 gp)&lt;br /&gt;

4 Restoration (M: 100 gp diamond dust)&lt;br /&gt;

5 Atonement (F: Prayer beads or similar worth 500 gp, (XP 500)&lt;br /&gt;

5 Awaken (XP: 250)&lt;br /&gt;

5 Commune (XP: 100, holy or unholy water)&lt;br /&gt;

5 Hallow (M: 1,000 gp of herbs, oils and incense, +1,000 gp per level of spell included)&lt;br /&gt;

5 Raise Dead (M: 500 gp diamond)&lt;br /&gt;

5 Unhallow (M: 1,000 gp of herbs, oils and incense, +1,000 gp per level of spell included)&lt;br /&gt;

6 Create Undead (M: 50 gp per HD onyx gem)&lt;br /&gt;

6 Forbiddance (M: 1,500 gp worth of incense per 60 foot cube, +5,000 gp of incense per 60-foot cube for password)&lt;br /&gt;

6 Greater Glyph of Warding (M: 400 gp diamond dust)&lt;br /&gt;

7 Destruction (F: Special silver holy symbol worth 500 gp)&lt;br /&gt;

7 Greater Restoration (XP: 500)&lt;br /&gt;

7 Resurrection (M: 500 gp diamond)&lt;br /&gt;

8 Cloak of Chaos (F: Reliquary worth at least 500 gp)&lt;br /&gt;

8 Create Greater Undead (M: 50 gp per HD onyx gem)&lt;br /&gt;

8 Holy Aura (F: Reliquary worth at least 500 gp)&lt;br /&gt;

8 Shield of Law (F: Reliquary worth at least 500 gp)&lt;br /&gt;

8 Unholy Aura (F: Reliquary worth at least 500 gp)&lt;br /&gt;

9 Miracle ((XP: 5,000))&lt;br /&gt;

9 True Resurrection (M: 5,000 gp diamond)&lt;/p&gt;

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Back to &lt;a href="/wikis/spells" class="wiki-page-link"&gt;Spells&lt;/a&gt;</content>

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&lt;p&gt;Turrianos, Lethos, Kritias: philosophers of the Orisian school&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/thales-of-thermetri" class="wiki-page-link"&gt;Thales of  
Thermetri&lt;/a&gt;: Sage and philosopher&lt;/p&gt;

&lt;p&gt;Antigenes: sage during Sembrian era who gathered and edited Xunaic texts remaining from  
destruction of Orissos. His own teachings served to fill in the gaps. Now remembered in Xunaic faith  
as High Serene.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/arpos-barristus" class="wiki-page-link"&gt;Arpos Barristus&lt;/a&gt; mad  
physician&lt;/p&gt;

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History&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/endhome-watch-wizard</link>

<content gm\_only="true" format="html">&lt;p&gt;Male Human Wiz 3&lt;br /&gt;  
&lt;strong&gt;CR&lt;/strong&gt; 3&lt;br /&gt;  
&lt;strong&gt;Size&lt;/strong&gt; M&lt;br /&gt;  
&lt;strong&gt;HD&lt;/strong&gt; 3d4+3&lt;br /&gt;

<strong>HP</strong> 11<br />

<strong>Init</strong> +2<br />

<strong>Sp</strong> 30 ft.</p>

<p><strong>AC</strong> 13 (+2 Dex, +1 Bracers of Armor +1), 12 touch, 11 flat-footed</p>

<p><strong><span class="caps">BAB</span>/Grap</strong>:

<ins>1</ins>1</p>

<p><strong><span class="caps">ATK</span></strong>: +4 ranged (light crossbow, 1d8, 19-20&#215;2, 80 ft) or<br />

+1 melee (quarterstaff, 1d6, x2)</p>

<p><strong>SA</strong>: spells <br />

<strong>SQ</strong>: -<br />

<strong>AL</strong>: NG</p>

<p><strong>SV</strong> Fort +4, Ref +3, Will +4</p>

<p><span class="caps">STR</span>: 10 (<ins>0</ins><br />

<span class="caps">DEX</span>: 14 (<ins>2</ins><br />

<span class="caps">CON</span>: 13 (<ins>1</ins><br />

<span class="caps">INT</span>: 15 (<ins>2</ins><br />

<span class="caps">WIS</span>: 12 (+1)<br />

<span class="caps">CHA</span>: 8 (-1)</p>

<p><strong>Skills</strong> Listen +3, Spot +3, Sense Motive +1, Concentration +7, Craft (alchemy) +4, Decipher Script +4, Knowledge (arcana) +8, Knowledge (local) +8, Knowledge (the planes) +4, Spellcraft +10</p>

<p><strong>Feats</strong> Alertness, Combat Casting, Investigator, Scribe Scroll</p>

<p><strong>Arcane Spells Prepared</strong> (4/3/2; base DC 12 + spell level)<br />

[Daze](/wikis/daze-0),  
[Detect Magic](/wikis/detect-magic),  
[Message](/wikis/message), [[Open/Close]]  
[Color Spray](/wikis/color-spray),  
[Mage Armor](/wikis/mage-armor-0),  
[Magic Missile](/wikis/magic-missile),  
[Invisibility](/wikis/invisibility-0),  
[Web](/wikis/web)

**Posessions**

10 gp, Quarterstaff (x1, 4 lb.), Crossbow, Light (masterwork) (x1, 4 lb.), Spell Component Pouch (x1, 2 lb.), Torch (x1, 1 lb.), Potion of Cure Light Wounds (x3, 0.3 lb.), Bracers of Armor (+1) (x1, 1 lb.), Bolts (x20, 2 lb.), Bolts +1 (x10, 1 lb.), Scroll of [Bull&#8217;s Strength](/wikis/bulls-strength) (x1, 0 lb.), Scroll of [See Invisibility](/wikis/see-invisibility) (x1, 0 lb.), Scroll of [Detect Thoughts](/wikis/detect-thoughts) (x1, 0 lb.), Scroll of [Knock](/wikis/knock) (x1, 0 lb.), Scroll of [Mirror Image](/wikis/mirror-image) (x1, 0 lb.), [Thunderstone](/wikis/thunderstone) (x1, 1 lb.), [Alchemist&#8217;s Fire](/wikis/Alchemist%27s%20Fire/new) (x1, 1 lb.), [Antitoxin](/wikis/Antitoxin/new) (x1, 0 lb.)

**Spellbook** (not carried on person):

Spell Level 0

Acid Splash

Arcane Mark

Dancing Lights

Daze&lt;br /&gt;  
Detect Magic&lt;br /&gt;  
Detect Poison&lt;br /&gt;  
Disrupt Undead&lt;br /&gt;  
Flare&lt;br /&gt;  
Ghost Sound&lt;br /&gt;  
Light&lt;br /&gt;  
Mage Hand&lt;br /&gt;  
Mending&lt;br /&gt;  
Message&lt;br /&gt;  
Open/Close&lt;br /&gt;  
Prestidigitation&lt;br /&gt;  
Ray of Frost&lt;br /&gt;  
Read Magic&lt;br /&gt;  
Resistance&lt;br /&gt;  
Touch of Fatigue&lt;/p&gt;  
&lt;p&gt;Spell Level 1&lt;br /&gt;  
Magic Missile&lt;br /&gt;  
Mage Armor&lt;br /&gt;  
Color Spray&lt;br /&gt;  
Disguise Self&lt;br /&gt;  
Protection from Evil&lt;br /&gt;  
Charm Person&lt;br /&gt;  
Obscuring Mist&lt;/p&gt;  
&lt;p&gt;Spell Level 2&lt;br /&gt;  
Invisibility&lt;br /&gt;  
Web&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/endhome-watch-constable</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;CR&lt;/strong&gt; 1/2&lt;br /&gt;

Male or female human warrior 1&lt;br /&gt;

LG, LN, LE, NG, or N Medium humanoid&lt;br /&gt;

&lt;strong&gt;Init&lt;/strong&gt; + 4&lt;br /&gt;

&lt;strong&gt;Senses&lt;/strong&gt; Listen + 2, Spot + 2&lt;br /&gt;

&lt;strong&gt;Languages&lt;/strong&gt; Common&lt;br /&gt;

&lt;strong&gt;AC&lt;/strong&gt; 14, &lt;br /&gt;

touch 10&lt;br /&gt;

flat-footed 14 (+ 4 armor)&lt;br /&gt;

&lt;strong&gt;hp&lt;/strong&gt; 6 (1 HD)&lt;br /&gt;

&lt;strong&gt;Fort + 3, Ref + 0, Will + 0&lt;/strong&gt;&lt;br /&gt;

&lt;strong&gt;Speed&lt;/strong&gt; 30 ft. (6 squares)&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Attacks&lt;/strong&gt;&lt;br /&gt;

Melee halberd + 2 (1d10+1/x3) or&lt;br /&gt;

Melee longsword + 2 (1d8+ 1/19?20)&lt;/p&gt;

&lt;p&gt;Ranged light crossbow + 1 (1d8/19?20)&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Base Atk&lt;/strong&gt; + 2&lt;br /&gt;

&lt;strong&gt;Grp&lt;/strong&gt; + 2&lt;br /&gt;

&lt;strong&gt;Abilities Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Feats&lt;/strong&gt; Alertness, Improved Initiative&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Skills&lt;/strong&gt; Climb + 2, Intimidate + 2, Jump + 2, Listen + 2, Ride + 3,

Spot + 2&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Possessions&lt;/strong&gt; longsword, halberd, light crossbow, chain shirt, watch tabard&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Nonhuman Rookies&lt;/strong&gt;: Remove 1 rank each from Climb, Intimidate, Jump, and Ride (changing the modifiers to Climb + 1, &lt;br /&gt;

Intimidate + 1, Jump + 1, Ride + 2). Remove Improved Initiative &lt;br /&gt;

(changing initiative modifier to + 0).&lt;/p&gt;

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&lt;p&gt;Back to &lt;a href="/wikis/endhome-patrol" class="wiki-page-link"&gt;Endhome Patrol&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/endhome-watch-corporal</link>

<content gm\_only="true" format="html">&lt;p&gt;CR 1; SZ M;

HD 2d8+4, hp 15; Init +5 (Dex, Improved Ini-

tiative); Spd 30 ft.; AC 15 (+1 Dex, +4 chain

shirt), touch 11, flat-footed 16; BAB/

Grap +2/+4; Atk +5 melee (halberd, 1d10+2/x3) or +4 melee (longsword, 1d8+2/19-20x2) or +3

ranged (light crossbow, 1d8/19-20x3, 80 ft); AL NG; SV Fort +5, Ref +1, Will +1;

Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

+2, Swim -1. Feats: Improved Initiative, Weapon

Focus (halberd). 1d12+4 gp&lt;/p&gt;

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Back to &lt;a href="/wikis/endhome-patrol" class="wiki-page-link"&gt;Endhome Patrol&lt;/a&gt;</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Endhome Watch Sergeant&lt;/strong&gt;&lt;br /&gt;&lt;strong&gt;M Human War4&lt;/strong&gt;; &lt;br /&gt;&lt;strong&gt;CR&lt;/strong&gt; 2&lt;br /&gt;Medium Humanoid&lt;br /&gt;&lt;strong&gt;HD&lt;/strong&gt; 4d8+4&lt;br /&gt;&lt;strong&gt;hp&lt;/strong&gt; 20&lt;br /&gt;&lt;strong&gt;Init&lt;/strong&gt; &lt;ins&gt;5 (Dex, Improved Initiative)&lt;br /&gt;&lt;strong&gt;Spd&lt;/strong&gt; 30 ft. &lt;br /&gt;&lt;strong&gt;AC&lt;/strong&gt; 14 (&lt;/ins&gt;4 mwk chain shirt)&lt;br /&gt;&lt;strong&gt;Base Attack/Grapple&lt;/strong&gt; &lt;ins&gt;4/&lt;/ins&gt;6&lt;/p&gt;&lt;p&gt;&lt;strong&gt;Atk&lt;/strong&gt; &lt;ins&gt;8 melee (&lt;/ins&gt;1 Halberd, 1d10+3/x3) or &lt;ins&gt;5 ranged (mwk light crossbow, 1d8/19-20 x2) or +7 melee (mwk longsword, 1d8&lt;/ins&gt;2/19-20 x2)&lt;/p&gt;&lt;p&gt;&lt;strong&gt;SA&lt;/strong&gt; &lt;br /&gt;&lt;strong&gt;SQ&lt;/strong&gt;&lt;/p&gt;&lt;p&gt;&lt;strong&gt;AL&lt;/strong&gt; NG&lt;/p&gt;&lt;p&gt;&lt;strong&gt;SV&lt;/strong&gt; Fort +5, Ref +1, Will +1&lt;/p&gt;&lt;p&gt;&lt;strong&gt;Str&lt;/strong&gt; 14, &lt;strong&gt;Dex&lt;/strong&gt; 11, &lt;strong&gt;Con&lt;/strong&gt; 12, &lt;strong&gt;Int&lt;/strong&gt; 10, &lt;strong&gt;Wis&lt;/strong&gt; 10 , &lt;strong&gt;Cha&lt;/strong&gt; 10&lt;/p&gt;&lt;p&gt;&lt;strong&gt;Skills&lt;/strong&gt; Climb +6\*, Intimidate +4, Jump +4\*, Ride +4&lt;br /&gt;Spot +2, Listen +2, Sense Motive +0&lt;/p&gt;



<ul style="text-align:center;">

<li style="text-align:center;">= AC Penalty: -1<br />

<strong>Feats</strong>: Alertness, Weapon Focus (halberd)</li>

</ul>

<p><strong>Possessions</strong><br />

<ins>1 Halberd, Mwk Crossbow, Mwk Longsword, Mwk Chain Shirt, Watch Tabard, 1d20</ins>10 gp</p>

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<content gm\_only="true" format="html"><p><a href="/wikis/nagoth" class="wiki-page-link">Nagoth</a> (or his mortal representative) has their reign on the material plane unexpectedly disrupted by a nature? god reincarnating a saint.</p>

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Back to <a href="/wikis/mythos" class="wiki-page-link">Mythos</a></content>

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Back to &lt;a href="/wikis/zythria" class="wiki-page-link"&gt;Zythria&lt;/a&gt;</content>

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&lt;p&gt;Elven king: &lt;a href="/wikis/iaxuldo" class="wiki-page-link"&gt;laxuldo&lt;/a&gt;&lt;/p&gt;

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Gilda&#8217;s&lt;/a&gt;&lt;/p&gt;

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<content gm\_only="true" format="html">&lt;p&gt;The Language of Barakus &lt;br /&gt;  
(Ancient Common)&lt;/p&gt;

&lt;p&gt;Scattered throughout the subterranean city of Barakus are a number of messages written in an ancient form of common. Reading it would be comparable to a modern English-speaker attempting to decipher English from the time of Chaucer. Aside from &lt;a href="/wikis/comprehend-languages" class="wiki-page-link"&gt;Comprehend Languages&lt;/a&gt;, a reader might, with a successful Int or &lt;a href="/wikis/decipher-script" class="wiki-page-link"&gt;Decipher Script&lt;/a&gt; check (DC 16), be able glean the basic meaning of a passage. If a character has been successful in deciphering the language on at least three occasions he may, for one skill point, take Ancient Common as an additional language, which allows him to read-slowly-all passages written in this long forgotten tongue.&lt;/p&gt;

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Back to &lt;a href="/wikis/barakus-level-1" class="wiki-page-link"&gt;Barakus Level 1&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/veremund</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;human male fallen Pal2/Ftr1&lt;/strong&gt;: &lt;br /&gt;&lt;strong&gt;CR&lt;/strong&gt; 3;&lt;br /&gt;&lt;strong&gt;SZ&lt;/strong&gt; M; &lt;br /&gt;&lt;strong&gt;HD&lt;/strong&gt; d10 + 12; &lt;strong&gt;hp&lt;/strong&gt; 35;&lt;br /&gt;&lt;strong&gt;Init&lt;/strong&gt; + 1 (Dex); &lt;br /&gt;



<strong>Spd</strong> 20 ft.; <br />

<strong>AC</strong> 21 ( + 1 Dex, + 6 armor, + 4 bracers), touch 11, flat-footed 20; <br />

<strong><span class="caps">BAB</span> + 3/+ 8 \* \*;</p>

<p><strong>Atk</strong></p>

<p>+ 10 melee (2d6 + 7, masterwork greatsword, crit 19-20), or</p>

<p><ins>4</ins> ranged (1d8+5, composite longbow (Str +4), crit x3</p>

<p>No Rapid Shot and beyond 30 ft: <ins>5</ins> ranged (1d8</ins>4)<br />

No Rapid Shot and within 30 ft: <ins>6</ins> ranged (1d8</ins>5)<br />

Rapid Shot and beyond 30 ft: <ins>3</ins>3 ranged (1d8+4)<br />

Rapid Shot and within 30 ft: <ins>4</ins>4 ranged (1d8+5);</p>

<p><strong>AL</strong> CE;</p>

<p><strong>SV</strong> Fort + 9, Ref + 1, Will + 1;</p>

<p>Str 20\*\*, Dex 12, Con 18\*\*, Int 8, Wis 12 (4)\*\*, Cha 15 (7) \* \* \*</p>

<p>\*\*These stats assume Veremund is wearing his bracers.</p>

<p>\*\*\*Veremund was quite the charmer in his prime, but he's let his looks go a bit of late. With his face smeared in dried blood, a bushy beard streaked with dried saliva, long matted hair, and crazed, bug eyes, he doesn't turn heads like he used to.</p>

<p><strong>Skills</strong>: Climb +5, Heal +2, Ride +6.</p>

<p><strong>Feats</strong>: Point Blank Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Focus (greatsword).</p>

<p><strong>Possessions</strong>: masterwork greatsword, composite longbow (Str +4), 30 arrows, banded mail, Arlcon's Bracers of Insanity.</p>

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Back to <a href="/wikis/bks-2-10" class="wiki-page-link"><span

class="caps">BKS</span> 2-10</a>???<a href="/wikis/bks-level-2-npcs"

class="wiki-page-link"><span class="caps">BKS</span> Level 2

NPCs</a></content>

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<content gm\_only="true" format="html">&lt;p>&lt;strong>Aid Another&lt;/strong>&lt;br /&gt;

You can help another character achieve success on his or her skill check by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you are helping gets a +2 bonus to his or her check, as per the rule for favorable conditions. (You can't take 10 on a skill check to aid another.) In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once.

In cases where the skill restricts who can achieve certain results you can't aid another to grant a bonus to a task that your character couldn't achieve alone.

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https://mark-1.obsidianportal.com/wiki\_pages/2950125

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https://mark-1.obsidianportal.com/wiki\_pages/drowning

https://mark-1.obsidianportal.com/wiki\_pages/2950132

https://mark-1.obsidianportal.com/wiki\_pages/aquatic-terrain

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<link>https://mark-1.obsidianportal.com/wiki\_pages/caels</link>

<content gm\_only="true" format="html">&lt;p&gt;An offshoot of the &lt;a href="/wikis/nacer" class="wiki-page-link"&gt;Nacer&lt;/a&gt; who settled &lt;a href="/wikis/calimbria" class="wiki-page-link"&gt;Calimbria&lt;/a&gt; (settlers from Zythria?). Their kingdom was an early ally, then a province of &lt;a href="/wikis/sembria" class="wiki-page-link"&gt;Sembria&lt;/a&gt;. When the empire fell, Calimbria fell with it, conquered by monstrous hordes and &lt;a href="/wikis/ostragars" class="wiki-page-link"&gt;Ostragars&lt;/a&gt; sweeping in from the north. The survivors intermarried with their conquerers.&lt;/p&gt;

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Back to &lt;a href="/wikis/nacer" class="wiki-page-link"&gt;Nacer&lt;/a&gt;???&lt;a href="/wikis/calimbria" class="wiki-page-link"&gt;Calimbria&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/ostregars</link>

<content gm\_only="true" format="html">&lt;p&gt;Descendants of the migrating &lt;a href="/wikis/obrec" class="wiki-page-link"&gt;Obrec&lt;/a&gt; who turned south then west into &lt;a href="/wikis/avralor" class="wiki-page-link"&gt;Avralor&lt;/a&gt;.&lt;/p&gt;

&lt;p&gt;Practical, stoic, and industrious.&lt;/p&gt;

&lt;p&gt;&lt;em&gt;Demonyms:&lt;/em&gt; An Ostregar, The/many Ostregars, Ostregaric influence&lt;/p&gt;

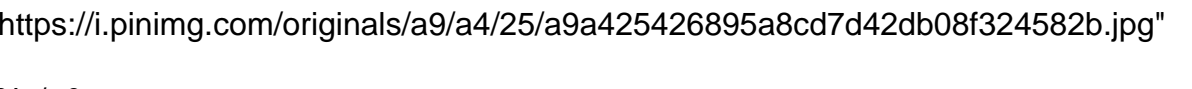
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[Calimbria](#)

[https://mark-1.obsidianportal.com/wiki\\_pages/2958118](https://mark-1.obsidianportal.com/wiki_pages/2958118)

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[https://mark-1.obsidianportal.com/wiki\\_pages/2958124](https://mark-1.obsidianportal.com/wiki_pages/2958124)

[https://mark-1.obsidianportal.com/wiki\\_pages/ostregaric](https://mark-1.obsidianportal.com/wiki_pages/ostregaric)

</wikis/ostregars>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/ipheria-history</link>

<content gm\_only="true" format="html">&lt;p&gt;?Mostly &lt;a href="/wikis/caelian" class="wiki-page-link"&gt;Caelian&lt;/a&gt; mixed with some &lt;a href="/wikis/ostregaric" class="wiki-page-link"&gt;Ostregaric&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;?55PC-0 After the fall of the the Sembrian Empire, the Ipherians were not defeated by &lt;a href="/wikis/ostregaric" class="wiki-page-link"&gt;Ostregaric&lt;/a&gt; barbarians.&lt;/p&gt;  
&lt;p&gt;?435 &lt;a href="/wikis/farwater" class="wiki-page-link"&gt;Farwater&lt;/a&gt; won its independence with aid from &lt;a href="/wikis/endhome" class="wiki-page-link"&gt;Endhome&lt;/a&gt;&lt;/p&gt;

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[https://mark-1.obsidianportal.com/wiki\\_pages/2961307](https://mark-1.obsidianportal.com/wiki_pages/2961307)

[https://mark-1.obsidianportal.com/wiki\\_pages/bks-2-32](https://mark-1.obsidianportal.com/wiki_pages/bks-2-32)

**Area 2-32: Basil's Lair (EL 4)**

Basil prefers his small, tidy sanctuary to the mess in Area [BKS 2-31](/wikis/bks-2-31). This chamber contains only a locked, trapped, chest, and three tapestries depicting a tall tower against a night sky, a boat on a stormy ocean, and a horse grazing in a field. The tapestries have no particular meaning; Basil just likes how they look.

?? [Basil](/wikis/basil), male human ghost  
Sor2: CR 4; hp 16; see **NPC** Appendix.

? ???Chest: Hardness 5; hp 30; Break (DC 25); Open Locks (DC 20).

Magic Missile Trap: CR 2; spell; spell trigger; no reset; spell effect (magic missile, 5th level wizard, 1d4+1 [X3], fired at one or more characters [DM's choice]); Search (DC 26); Disable Device (DC 26); Cost: 2,500 gp + 200 xp.

? Treasure: Within the chest are a bronze statue of a goat worth 65 gp, three gold bracelets worth 15 gp each, a set of masterwork sculptor's tools, an arcane scroll of true strike (1st level), and a [Ring of Jumping](/wikis/ring-of-jumping). Beside the chest on the floor are a masterwork light crossbow and a quiver of 11 masterwork silver bolts.

? Tactics: Basil is more interested in scaring off intruders than killing them. Thus, he sneaks up on the party while they are investigating Areas [BKS 2-31](/wikis/bks-2-31)



[BKS 2-31](#)A, B, and C, and uses his telekinesis first, hurling small objects around the room. If this fails to drive away the intruders, he employs his frightful moan. If this too fails, he manifests and resorts to his spells, using multiple sleep spells first, and then magic missiles. If Basil is successful in putting the entire party to sleep, he uses his telekinesis to move their sleeping bodies to Area [BKS 2-30](#).

[Ring of Jumping](#)

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[Back to Barakus Level 2](#)

[https://mark-1.obsidianportal.com/wiki\\_pages/2961308](https://mark-1.obsidianportal.com/wiki_pages/2961308)

[https://mark-1.obsidianportal.com/wiki\\_pages/ring-of-jumping](https://mark-1.obsidianportal.com/wiki_pages/ring-of-jumping)

[https://www.dandwiki.com/wiki/SRD:Ring\\_of\\_Jumping](#)

[https://www.dandwiki.com/wiki/SRD:Ring\\_of\\_Jumping](#)

[https://mark-1.obsidianportal.com/wiki\\_pages/2961493](https://mark-1.obsidianportal.com/wiki_pages/2961493)

[https://mark-1.obsidianportal.com/wiki\\_pages/bks-2-21](https://mark-1.obsidianportal.com/wiki_pages/bks-2-21)

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-25</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-25: Grezzo?s Chamber (EL 1)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;The walls of this chamber have been painted with crude images of Orcus ruling over his minions and defiling the good. Against the western wall is a small wooden bed and an iron side table upon which is a shrunken human head. There is also a small writing table and chair against the eastern wall. On the table are four sheets of vellum and a quill pen and ink. The vellum is blank, but Grezzo plans to use them to scribe scrolls sometime in the near future.&lt;br /&gt;

Beneath the bed (&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt;&lt;strong&gt;DC 12&lt;/strong&gt;) is a trapped unlocked wooden chest containing the Treasure.&lt;/p&gt;

&lt;p&gt;&lt;em&gt;Trapped Chest&lt;/em&gt;: CR 2; mechanical; touch trigger; repair reset; lock bypass (&lt;a href="/wikis/open-lock" class="wiki-page-link"&gt;Open Lock&lt;/a&gt; DC 30); &lt;br

/&gt;

Atk +10 ranged (1d4, needles plus poison); poison (1d2/1d2 Dex; Fort Save DC 14); &lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; (DC 20); &lt;a href="/wikis/Disable/new" class="create-wiki-page-link"&gt;Disable&lt;/a&gt; (DC 20): Market price: 4,720 gp.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Treasure&lt;/strong&gt;: Within the chest is a gold picture frame worth 75 gp, a string of pearls (200 gp), six silver rings (15 gp each), and 12 pairs of silver earrings (10 gp each [pair]).&lt;/p&gt;

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<content gm\_only="true" format="html"&gt;&lt;p&gt;&lt;strong&gt;Area 2-26: Kissel?s Chamber&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;A small cot stands against the west wall, beside which is an overturned barrel and a trunk. This is Kissel?s chamber (see &lt;a href="/wikis/bks-2-34" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 2-34&lt;/a&gt;). There is nothing much of interest here, although the trunk contains 3 masterwork daggers and Kissel?s spellbook.&lt;/p&gt;

&lt;p&gt;\_Kissel?s Spellbook \_: 0-all; 1st-cause fear, chill touch, magic missile, protection from good, ray &lt;br /&gt;

of enfeeblement.&lt;/p&gt;

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2</a></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-27</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-27: Well Room&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Standing in the center of this room is a stone well. Several rusted metal pails, a rusted pickaxe, and three broken clubs lay in one corner. The shaft of the well descends 30 feet and can be &lt;a href="/wikis/climb" class="wiki-page-link"&gt;Climb&lt;/a&gt;ed with a successful skill check &lt;strong&gt;(DC 20)&lt;/strong&gt;. There is seven feet of standing water at the bottom of well, sunken in which (&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; &lt;strong&gt;DC 15&lt;/strong&gt;) is a simple brass key that opens the top lock to the door in &lt;a href="/wikis/bks-1-24" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 1-24&lt;/a&gt;. There is also a secret door 12 feet up on the eastern wall of the well shaft (&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; &lt;strong&gt;DC 20&lt;/strong&gt;).&lt;/p&gt;

&lt;p&gt;&lt;em&gt;Secret Door&lt;/em&gt;: 2 in. thick; Hardness 8; hp 30; &lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; (&lt;strong&gt;DC 20&lt;/strong&gt;).&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-29</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-29: Empty Room&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Like the passage west of it, the floor of this room is littered with chunks of broken rocks. Both doors are jammed shut (&lt;a href="/wikis/break" class="wiki-page-link"&gt;Break&lt;/a&gt; &lt;strong&gt;DC 20&lt;/strong&gt;). Otherwise, the room is empty.&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-30</link>

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&lt;p&gt;The southern half of this room has collapsed and is completely impassable.&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-31</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-31: The Haunted Halls (EL 4)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;These chambers and halls were once a sanctuary of some kind. Empty sconces line the walls, and dust and cobwebs collect in every corner. Basil, a Sor2 Ghost, haunts these halls. He flies out of his lair in &lt;a href="/wikis/bks-2-32" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 2-32&lt;/a&gt; as soon as he senses anything living violating his sanctum.&lt;/p&gt;

&lt;p&gt;&lt;em&gt;Area A&lt;/em&gt;: Scattered about this area are numerous broken chests, trunks, and coffers. They are all empty.&lt;/p&gt;

&lt;p&gt;&lt;em&gt;Area B&lt;/em&gt;: This area is littered with chunks of broken stone tablets. All the tablets are inscribed with &lt;a href="/wikis/ancient-common" class="wiki-page-link"&gt;Ancient Common&lt;/a&gt; runes. With an impressive Intelligence check (DC 25) a character could assemble the various pieces (assuming, of course, they can read Ancient Common) into two pages of a spell book containing the arcane spells confusion and mislead.&lt;/p&gt;

&lt;p&gt;&lt;em&gt;Area C&lt;/em&gt;: Shattered glass covers the floor of this area.&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-33</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-33: Kings and Queens&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;The north, south, and east walls of this chamber are lined with life-size statues of kings (northern area of the chamber) and queens (southern part of the chamber) facing one another. The statues, 40 in all, are in a sorry state: some have been broken in half, others are missing arms, noses, or heads. There is nothing particularly magical or interesting about these statues, though a close examination of the lettering (in &lt;a href="/wikis/ancient-common" class="wiki-page-link"&gt;Ancient Common&lt;/a&gt;) at the &lt;br /&gt;

base of each statue might, with a successful Intelligence check (DC 16), reveal that each king is facing his queen, and visa versa. The eastern door is ajar, and the northern and southern doors are closed.&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-34</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2966369</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-35</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-35: Iron Doors (EL 2)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Both these huge, iron double doors are locked and trapped.&lt;/p&gt;

&lt;p&gt;Iron Double Doors: Hardness 10; hp 60; Break (DC 30); Open Locks (DC 28).&lt;/p&gt;

&lt;p&gt;Lightning Trap: CR 4; magic device; touch trigger; automatic reset; spell effect (lightning bolt, 5th level wizard, 3d6 lightning bolt, 10 feet-wide and 30 feet-long fired northward from door, DC

14 Reflex save half damage); Search (DC 28); Disable Device (DC 28); Cost: 7,500 +600 xp. The trap resets itself automatically 1 minute after being sprung.</p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2966371</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/arm-of-gromm</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2967064</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/flesh-golem</link>

<content gm\_only="false" format="textile">!https://media-waterdeep.cursecdn.com/avatars/thumbnails/0/359/1000/1000/636252778311644574.jpeg!

[This automaton looks as though it was constructed from a grisly assortment of decaying human body parts, stitched and bolted together into a form taller than a living man. It smells faintly of freshly dug earth and dead flesh.]



"Wiki":https://www.dandwiki.com/wiki/SRD:Flesh\_Golem</content>

<content gm\_only="true" format="html">&lt;p&gt;&lt;img src="https://media-waterdeep.cursecdn.com/avatars/thumbnails/0/359/1000/1000/636252778311644574.jpeg" alt="" /&gt;&lt;/p&gt;&lt;table&gt;&lt;tr&gt;&lt;td&gt;This automaton looks as though it was constructed from a grisly assortment of decaying human body parts, stitched and bolted together into a form taller than a living man. It smells faintly of freshly dug earth and dead flesh.&lt;/td&gt;&lt;/tr&gt;&lt;/table&gt;&lt;p&gt;&lt;a href="https://www.dandwiki.com/wiki/SRD:Flesh\_Golem"&gt;Wiki&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2967073</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-37</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-37: Buried Chamber&lt;/strong&gt;&lt;/p&gt;&lt;p&gt;This area is choked with dust and dirt from the cave in. The northern and eastern walls are inscribed in &lt;a href="/wikis/ancient-common" class="wiki-page-link"&gt;Ancient Common&lt;/a&gt; lettering giving general details on how to activate the power source. If the dust is cleaned from the walls and assuming the PCs can read the script and a successful Intelligence check is made (DC 20), the PCs learn the following: All three ?torches? must be lit simultaneously, after which the

Sword of Kell may be activated. The Sword of Kell stays active as long as all three torches remain lit or until ?he who will not die? is slain. The inscription also mentions a ?terrible stone,? and that the sword might be used to destroy this as well, but that in so doing the sword would certainly be destroyed as well.</p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-38</link>

<content gm\_only="true" format="html"><p><strong>Area 2-38: Blocked Passage</strong></p>

<p>This north-south corridor is completely blocked by a cave-in.</p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2967478</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/wight-0</link>

<content

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|This creature resembles a human corpse. Its wild, frantic eyes burn with malevolence. The leathery, desiccated flesh is drawn tight across its bones, and the teeth have grown into sharp, jagged needles.|

"wiki":https://www.dandwiki.com/wiki/SRD:Wight</content>

<content

gm\_only="true"format="html">&lt;p&gt;&lt;imgsrc="https://i.pinimg.com/originals/58/e6/c7/58e6c700bf27d82111f358d263ba707f.jpg"alt=""/&gt;&lt;/p&gt;&lt;table&gt;&lt;tr&gt;&lt;td&gt;This creature resembles a human corpse. Its wild, frantic eyes burn with malevolence. The leathery, desiccated flesh is drawn tight across its bones, and the teeth have grown into sharp, jagged needles.&lt;/td&gt;&lt;/tr&gt;&lt;/table&gt;&lt;p&gt;&lt;a href="https://www.dandwiki.com/wiki/SRD:Wight"&gt;wiki&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-41</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2967497</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/drow-warrior</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-42</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-43</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2967560</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-44</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-44: Store Room&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Areas &lt;a href="/wikis/bks-2-41" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 2-41&lt;/a&gt; to &lt;a href="/wikis/bks-2-44" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 2-44&lt;/a&gt; used to contain a lot of useless trash accumulated over the years. The drow tossed most of it in here. Strewn about the floor are filthy rags, old bones, broken glass, shattered furniture, torn books, cracked skulls, a box of buttons, a bag of leather straps, and a three kegs of foul rum.&lt;/p&gt;

&lt;hr /&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-45</link>

<content gm\_only="true" format="html">&#x2602;p&#x2602;&#x2602;strong&#x2602;Area 2-45: Guardian at the Gates (EL 5)&#x2602;/strong&#x2602;&#x2602;p&#x2602;

&#x2602;p&#x2602;The east and west portions of this room are covered floor-to ceiling filled with thick spider webs. The floor is littered with humanoid skulls and bones. Sizret commissioned Risstor, an aranea Sor4, to guard this chamber and the stairs to the south of it that lead to Level 4. Recently, Risstor has been having to stave off too many goblins and orcs and is considering abandoning her post. The drow sent some emissaries (see &#x2602;a href="/wikis/bks-2-43" class="wiki-page-link"&#x2602;&#x2602;span class="caps"&#x2602;BKS&#x2602;/span&#x2602; 2-43&#x2602;/a&#x2602;) to calm the aranea, placate her with a few baubles, and set some traps in the room to the north to make Risor?s job a little easier. They also installed a bolt on her side of the door. Risstor keeps the bolt thrown at all times and only opens the door if it is struck three times and the password ?Gilfnet? is given.&#x2602;p&#x2602;

&#x2602;p&#x2602;&#x2602;em&#x2602;Note&#x2602;/em&#x2602;: Anyone entering the webbed areas in this room must succeed at a Ref save (DC 15) or be stuck within the webs as per the web spell.&#x2602;p&#x2602;

&#x2602;p&#x2602;&#x2602;a href="/wikis/risstor" class="wiki-page-link"&#x2602;Risstor&#x2602;/a&#x2602;, Female Aranea Sor4: CR 8; hp 40; see &#x2602;span class="caps"&#x2602;NPC&#x2602;/span&#x2602; Appendix.&#x2602;p&#x2602;

&#x2602;p&#x2602;Locked Wooden Door: Hardness 5; hp 25; Break (DC 25); Open Locks NA (bolted).&#x2602;p&#x2602;

&#x2602;p&#x2602;&#x2602;em&#x2602;Tactics&#x2602;/em&#x2602;: Risstor hides within her webs (Hide +5 due to the webs). If the door is opened by force she immediately casts her web at the first intruders, followed by glitterdust and cause fear, and, if possible several magic missiles. She prefers to cast true strike

before attempting to bite her opponents. It is possible to negotiate with Risstor. Since she is nothing more than a mercenary, she can be bribed to let the PCs pass into the drow compound below. This requires a fairly hefty sum, however, since once she has accepted the bribe her job as gate guardian is effectively over. Only gold or valuables worth 1,500 gp would suffice. If the PCs are willing to pay this, she takes their money and leaves the dungeon, never to be seen or heard from again.

**Treasure:** Hidden within the webs (Search DC 20) is a pouch with 4 jaspers worth 50 gp each (the drow's payment), and a suit of halfling-sized half plate.

**Stairs:** These stone steps twist down into the darkness for some 200 yards, until they emerge in [Area BKS 4-1](/wikis/bks-4-1), below.

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2967728</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/barakus-to-endhome</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/crask</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/fentarus</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/gruss</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2967759</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/belidar</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2967762</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/branbolton</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2968156</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-46</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-46: Half-orc Lookout (EL 1)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;A pair of half-orc brothers have set up an ambush here in the hopes of lining their pockets with goblin and orcish coins. One half-orc, Garrick, waits here and spies through a peephole (&lt;a href="/wikis/spot" class="wiki-page-link"&gt;Spot&lt;/a&gt; &lt;strong&gt;DC 35&lt;/strong&gt;) at anyone passing down the northwest to southeast passage. Once some victims are spotted, he runs to &lt;a href="/wikis/bks-2-47" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 2-47&lt;/a&gt;, and alerts his brother.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/garrick" class="wiki-page-link"&gt;Garrick&lt;/a&gt;, male half-orc Ftr1: CR 1; hp 11; see &lt;span class="caps"&gt;NPC&lt;/span&gt; Appendix.&lt;/p&gt;

&lt;p&gt;The secret door leading to this area has a Search DC 20.&lt;/p&gt;

&lt;p&gt;&lt;em&gt;Secret Door&lt;/em&gt;: 2 in. thick; Hardness 8; hp 30; Search (DC 20).&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-48</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-48: The Arcane-Locked Door&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;The floor of this chamber is littered with dust, broken rocks, a discarded helmet, and about anhalf-dozen broken arrow shafts. The door in the south has been sealed with an arcane lock. If the PCs stay long in this room (ten minutes or more), and the orcs in &lt;a href="/wikis/bks-2-49" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 2-49&lt;/a&gt; have not been slain, the PCs hear banging against the other side of the door as if someone or something were trying to break it down.&lt;/p&gt;

&lt;p&gt;? &lt;strong&gt;Arcane Locked door&lt;/strong&gt;: Hardness 5; hp 25; Break (DC 35); Dispel (DC 21).&lt;/p&gt;

&lt;p&gt;? The secret door leading to Area &lt;a href="/wikis/bks-2-47" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 2-47&lt;/a&gt; has a Search DC 20. Secret Door: 2 in. thick; Hardness 8; hp 30; Search (DC 20).&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-47</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-47: Firing Range (EL 1)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Braam, the second half-orc robber waits here for word from his brother in Area &lt;a href="/wikis/bks-2-46" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 2-46&lt;/a&gt;. This small chamber contains a box with 10 extra arrows, two stools, and a 5-gallon jug of mead.&lt;/p&gt;

&lt;p&gt;?? &lt;a href="/wikis/braam" class="wiki-page-link"&gt;Braam&lt;/a&gt;, male half-orc Ftr1: CR 1; hp 11; see &lt;span class="caps"&gt;NPC&lt;/span&gt; Appendix.&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/orc-warrior</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/wild-dog</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/vermin-traits</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2969009</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bezzalt</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/minor-xorn</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/gibbon</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2969100</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/falling</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/endurance</link>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2976255</id>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-56</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/2984068</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-59</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-59: Closet&lt;/strong&gt;&lt;br /&gt;

This was once a walk-in closet for the occupants of Area &lt;a href="/wikis/bks-2-58" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 2-58&lt;/a&gt;, though there is nothing here now to suggest this. A five foot-wide portion of the eastern wall has been torn apart revealing a narrow, rough passage that stretches to the east.&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-70</link>

<content gm\_only="true" format="html"><p><strong>Area 2-70: A Shocking Pillar</strong></p>

<p>Standing in the center of this room is a wide stone pillar covered in unrecognizable runes. Anyone stepping within five feet of the pillar receives a violent electrical shock and suffers 2d4 electrical damage every 10 seconds. A successful <a href="/wikis/knowledge" class="wiki-page-link">Knowledge</a> (Arcana) check (<strong>DC 25</strong>) alerts a character to the pillars defensive powers. There are three secret compartments in the pillar. The first (<a href="/wikis/search" class="wiki-page-link">Search</a> <strong>DC 20</strong>) contains a potion of <a href="/wikis/cure-serious-wounds" class="wiki-page-link">Cure Serious Wounds</a> (5th level, 1 dose); the second (<a href="/wikis/search" class="wiki-page-link">Search</a> <strong>DC 25</strong>) contains 4 +1 arrows; the third (<a href="/wikis/search" class="wiki-page-link">Search</a> <strong>DC 30</strong>) contains a +1 shortspear.</p>

<p><em>Note</em>: A PC only finds all three secret compartments with a Search roll of 30 or higher. A roll of 25-29 only finds the potion and the arrows; a roll of 20-24 only finds the potion.</p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-71</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-71: Deactivation Mechanisms&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Each alcove along this passage has a small secret compartment in its northern wall (&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; &lt;strong&gt;DC 25&lt;/strong&gt;). Within each compartment are two buttons: A) a red and blue button; B) a yellow and a red button; C) a green and a red button. If the blue, yellow, and green buttons are pressed, the electrical protection around the pillar in Area &lt;a href="/wikis/bks-2-70" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 2-70&lt;/a&gt; is turned off for five minutes. The protection is deactivated if only the blue, yellow, and green buttons are pushed. If at any time a red button is pushed, the series is ?reset.? Thus, if the PCs push the blue, then the yellow, and then a red button, they must go back and push the blue again and so on without pressing another red. Also, if the PCs leave the door to Area &lt;a href="/wikis/bks-2-70" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 2-70&lt;/a&gt; ajar, they hear a faint humming coming from the chamber once the correct pattern of buttons has been pushed.&lt;/p&gt;

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&lt;p&gt;Back to &lt;a href="/wikis/barakus-level-2" class="wiki-page-link"&gt;Barakus Level 2&lt;/a&gt;&lt;/p&gt;</content>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/2987587</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-74</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3053956</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/council-of-high-wizardry</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/The%20Veiled%20Tower/new" class="create-wiki-page-link"&gt;The Veiled Tower&lt;/a&gt;&lt;br /&gt; ???&lt;br /&gt;

&lt;a href="/wikis/lux" class="wiki-page-link"&gt;Lux&lt;/a&gt;&lt;p&gt;&lt;p&gt;&lt;a href="/wikis/an-alons-tower" class="wiki-page-link"&gt;An-Alon&amp;#8217;s Tower&lt;/a&gt;&lt;p&gt;&lt;p&gt;Sembria&lt;/p&gt;&lt;p&gt;Corcosia&lt;/p&gt;&lt;p&gt;Anoch&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/ergrestor" class="wiki-page-link"&gt;Ergrestor&lt;/a&gt;?&lt;br /&gt;&lt;p&gt;

&lt;p&gt;?wizards dominate &lt;br /&gt;

?terrible wars fought&lt;br /&gt;

?council formed to guard knowledge&lt;br /&gt;

?portal system&lt;br /&gt;

?&lt;a href="/wikis/Central%20Hub/new" class="create-wiki-page-link"&gt;Central Hub&lt;/a&gt; in &lt;a href="/wikis/Pocket%20Dimension/new" class="create-wiki-page-link"&gt;Pocket

Dimension</a>&lt;br />

<a href="/wikis/Veiled%20Tower/new" class="create-wiki-page-link">Veiled Tower</a>  
constructed in <a href="/wikis/Pocket%20Dimension/new" class="create-wiki-page-link">Pocket  
Dimension</a>&lt;br />

?centuries as guardians&lt;br />

?Lux&lt;br />

\_\_\_\_\_&lt;/p>

&lt;p>&#8220;The Zythrians had perfected, with Draconic magic, the ability to grow crystals  
of every structure and essence in an accelerated growth within the underground crystal beds of  
Southern Galados, Adratha, Corcosia, and Anoch, all being Zythrian Colonies, accessed through  
the portal system.&#8221;&lt;/p>

&lt;p>As human civilization grew more advanced, men used their knowledge of draconic, elven,  
and other sources of magic to create more refined and efficient spells. Human wizards grew  
powerful. Before long, the kingdoms with the most adept wizards began to dominate those around  
them. Many wars were fought which found fellow wizards on opposing sides. This made it difficult for  
them to exchange knowledge and as a result, the art began to suffer. Not wanting to let the politics  
of kings and kingdoms set them against each other, an accord was reached where an organization  
of wizards would guard the teaching of such powerful knowledge. In 3669 PC, the Council of High  
Wizardry was formed. They combined their power to construct a network of portals connecting the  
major arcane universities and towers across the world. These portals all led to a <a  
href="/wikis/Central%20Hub/new" class="create-wiki-page-link">Central Hub</a> hidden in a  
<a href="/wikis/Pocket%20Dimension/new" class="create-wiki-page-link">Pocket  
Dimension</a>. The <a href="/wikis/Veiled%20Tower/new"  
class="create-wiki-page-link">Veiled Tower</a> was constructed to house this nexus. The  
Council of High Wizardry remained the guardians of arcane knowledge and an unseen power for  
nearly four Centuries until the wizards of Lux conquered them in 3,293 PC.&lt;/p>  
&lt;hr />



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<id>https://mark-1.obsidianportal.com/wiki\_pages/3089957</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/garos</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/south-central</link>

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\_\_\_\_\_ Back to <a href="/wikis/regions" class="wiki-page-link">Regions</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3091805</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sajadi-desert</link>

<content gm\_only="true" format="html">&lt;p&gt;Djinn Caliphates&lt;/p&gt;  
&lt;hr /&gt;  
Back to &lt;a href="/wikis/south-central" class="wiki-page-link"&gt;South Central&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/brithelas</link>

<content gm\_only="true" format="html">&lt;p&gt;Settled by Maris after &lt;a href="/wikis/war-of-the-slave-lords" class="wiki-page-link"&gt;War of the Slave Lords&lt;/a&gt;. First human fortification in Rhalessa.&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/irragen" class="wiki-page-link"&gt;Irragen&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/llazent" class="wiki-page-link"&gt;Llazent&lt;/a&gt;&lt;br /&gt;  
\_\_\_\_\_ Back to &lt;a href="/wikis/rhalessa" class="wiki-page-link"&gt;Rhalessa&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/keolis</link>

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<p><a href="/wikis/keolis-roads" class="wiki-page-link">Keolis Roads</a></p>  
<p><strong>Duchies</strong> <br />  
<a href="/wikis/salinmoor" class="wiki-page-link">Salinmoor</a>, <a href="/wikis/Aglodure/new" class="create-wiki-page-link">Aglodure</a>, <a href="/wikis/Riphylon/new" class="create-wiki-page-link">Riphylon</a>, <a href="/wikis/dreadwood" class="wiki-page-link">Dreadwood Preserve</a>, <a href="/wikis/Hool%20Marshes%20Protectorate/new" class="create-wiki-page-link">Hool Marshes Protectorate</a>,</p>  
<p><strong>Capital</strong><br />  
<a href="/wikis/Hyrad/new" class="create-wiki-page-link">Hyrad</a></p>  
<p><strong>Cities</strong><br />  
<a href="/wikis/Aglomoure/new" class="create-wiki-page-link">Agglomoure</a>???<a href="/wikis/Colgreth/new" class="create-wiki-page-link">Colgreth</a></p>  
<p><strong>Small Communities</strong><br />  
<a href="/wikis/burle" class="wiki-page-link">Burle</a>???<a href="/wikis/saltmarsh-dwarven-mine" class="wiki-page-link">Saltmarsh Dwarven Mine</a>???<a href="/wikis/Saltmarsh%20Lizardfolk%20Lair/new" class="create-wiki-page-link">Saltmarsh Lizardfolk Lair</a>??? <a href="/wikis/saltmarsh" class="wiki-page-link">Saltmarsh</a>???<a href="/wikis/seaton" class="wiki-page-link">Seaton</a>???<a href="/wikis/cladwyr" class="wiki-page-link">Cladwyr</a></p>  
<p><strong>Points of Interest</strong><br />  
<a href="/wikis/Saltmarsh%20Haunted%20House/new" class="create-wiki-page-link">Saltmarsh Haunted House</a>???<a href="/wikis/warthalkeel" class="wiki-page-link">Warthalkeel</a>???<a href="/wikis/Saltmarsh%20Sahuagin%20Fortress/new" class="create-wiki-page-link">Saltmarsh Sahuagin Fortress</a>???<a href="/wikis/tower-of-zenopus" class="wiki-page-link">Tower

of Zenopus

**Geographic Features**

[Dreadwood](/wikis/dreadwood)  
[Drowned Forest](/wikis/drowned-forest)  
[Hool Marshes](/wikis/hool-marshes)  
[Dunwater River](/wikis/dunwater-river)  
[Silverstand](/wikis/silverstand)  
[Abbey Isle](/wikis/abbey-isle)  
[Sabarean Sea](/wikis/Sabarean%20Sea/new)

**Groups**

[Knights of Keolis](/wikis/knights-of-keolis)

[Scarlet Brotherhood](/wikis/scarlet-brotherhood)

[Sea Princes](/wikis/sea-princes)

[Liarei](/wikis/liarei)

Trival

Dagonnin

Bellannan

Namor

Clameth

Carantine

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<link>https://mark-1.obsidianportal.com/wiki\_pages/saltmarsh</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;img src="https://i.pinimg.com/originals/91/81/13/918113723913388245a1a457b965e52d.jpg" alt="" /&gt;&lt;/p&gt;&lt;p&gt;&lt;a href="/wikis/saltmarsh-map" class="wiki-page-link"&gt;Saltmarsh Map&lt;/a&gt;&lt;/p&gt;&lt;p&gt;&lt;a href="/wikis/saltmarsh-npcs" class="wiki-page-link"&gt;Saltmarsh NPCs&lt;/a&gt;&lt;/p&gt;&lt;hr /&gt;&lt;p&gt;&lt;a href="/wikis/salinmoor" class="wiki-page-link"&gt;Salinmoor&lt;/a&gt;??&lt;a href="/wikis/keolis" class="wiki-page-link"&gt;Keolis&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3110621</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/saltmarsh-docks</link>

<content gm\_only="true" format="html">&lt;p&gt;The docks of Saltmarsh are the beating heart of the town. The fishing trade and related commerce that keep the town alive are based here.&lt;/p&gt;&lt;p&gt;The docks have recently undergone a series of expansions intended to lure larger merchant vessels into the port. Two primary piers are used to load and unload large ships, while a series of smaller ones accommodate humbler vessels.&lt;/p&gt;&lt;p&gt;This part of Saltmarsh is almost constantly busy; it's rare to see the large piers unoccupied. Guarded warehouses are a common sight in this district, and it is considered suspicious behavior to walk near those places at night.&lt;/p&gt;&lt;p&gt;The docks are a hotbed of rumors and gossip. The sailors and laborers who frequent this

area are bored, eager for news, and inclined to share what they have heard. A character who spends a few hours asking for news can learn the current scuttlebutt. The "Dock Rumors" table below can be an inspiration for the sort of whispers characters might hear.

[op\\_random\\_num\\_result\\_b3ByYW5kb21udW0xop\\_random\\_num\\_btn\\_b3ByYW5kb21udW0x'](#) Rumor

**1** The crown dispatched a caravan with enough gold to commission six new warships. It went missing near the Hool Marshes.

**2** Drow traders posing as surface elves have been doing business in town.

**3** Someone's sabotaging fishing boats. It's those dwarves ? they want to take over!

**4** The king's agents have infiltrated town. It's only a matter of time before they remove the council and replace them with foppish nobles.

**5** That tiefling who's looking to buy crocodile skulls can't be up to anything good.

**6** A couple of fishing boats have gone missing. If the sea devils aren't behind it, I'm a merman.

**7** A big critter's been going through everyone's trash at night. Something from the swamp, I'd reckon ? maybe a troll.

**8** Sometimes on a moonless night, you can meet the ghost of a drowned sailor trying to get home. Lead one to their home, and you'll get a wish. Fail, and they'll strangle you.

**9** If you see someone at the docks wearing a red cloak after dark, slip them a copper piece and they'll connect you with smugglers from beyond this world who can sell you anything you've dreamed of.

**10** It's only a matter of time before the dwarves dig too deep and unleash something horrible.

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3110622</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/saltmarsh-city-gate</link>

<content gm\_only="true" format="html"><p>Saltmarsh was built on the ruins of a much older settlement, sometimes called Old Saltmarsh or the Old Harbor. One sign of this is that the town has a small stretch of wall and a single town gate secured by two or three guards. The wall is old, crumbling, and badly worn by centuries of rain and wind coming in from the Azure Sea.</p>

<p>The garrison at the gate consists of older guards, those nearing retirement and unwilling or unable to walk patrols. Their eyes are sharp, and they are prone to gossip. A pull from a flask of whiskey or a few silver pieces can persuade them to provide information on recent visitors.</p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3110629</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/saltmarsh-barracks-and-jail</link>

<content gm\_only="true" format="html"><p>Built on a low hill, the Saltmarsh barracks are also its jail. It is one of the few structures in Saltmarsh with an underground level. The jailer, Kraddok Stonehorn (LG male human <a href="/wikis/gladiator" class="wiki-page-link">Gladiator</a>), is an old comrade of <a href="/characters/eliander" class="wiki-content-link">Eliander</a>. He is a stickler for the rules, and Eliander trusts him

with his life.</p>

<p>The jail in the cellar consists of two sections. A single large chamber holds drunks, brawling fishers, and other troublemakers who need to cool off for a few nights. The lock is high quality (requiring a successful DC 20 Dexterity check with thieves' tools to pick), and the door is built of stout wood with a small window to allow guards to check in on their charges.</p>

<p>A side passage holds six individual cells with higher-quality locks (each requiring a successful DC 25 Dexterity check with thieves' tools to pick) and solid doors that lack windows. One cell was long ago warded against both teleportation and divination magic. Spellcasters are kept here, blindfolded and manacled. Occasionally Eliander uses this cell to conduct meetings that require the utmost secrecy.</p>

<p>The jail is used to hold prisoners with sentences of up to a year, but those facing longer terms or sentenced to hard labor are transferred to the prison at Seaton, a larger, heavily fortified port to the east.</p>

<p>At any given time, 2d4 <a href="/wikis/guard" class="wiki-page-link">Guard</a>,, led by a <a href="/wikis/veteran" class="wiki-page-link">Veteran</a>,, keep watch<br/><hr/><a href="/wikis/saltmarsh-map" class="wiki-page-link">Saltmarsh Map</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3110630</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/gladiator</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3110637</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/guard</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3110639</id>



<link>https://mark-1.obsidianportal.com/wiki\_pages/veteran</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3110644</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-wicker-goat</link>

<content gm\_only="true" format="html">&lt;p&gt;Bearing the dubious honor of being the oldest tavern in town, the Wicker Goat is owned by Lankus Kurrid (NG male human &lt;a href="/wikis/guard" class="wiki-page-link"&gt;Guard&lt;/a&gt;), a retired officer of the Keoish army who caters to the dwarven miners and town guard. The two-story building has sleeping quarters for rent on the upper floor, usually sufficient to accommodate the slow stream of travelers making their way through Saltmarsh on the way to somewhere else.&lt;/p&gt;

&lt;p&gt;Those who seek an audience with &lt;a href="/characters/manistrad" class="wiki-content-link"&gt;Manistrad&lt;/a&gt; can find her here when she?s not working at the mine. She sometimes has need for adventurers to help keep the mining operation secure. Roll a d6 and consult the table below to determine the nature of an available task.&lt;/p&gt;

&lt;p&gt;d6 ( &lt;a class='op\_random\_num\_result\_b3ByYW5kb21udW0xop\_random\_num\_btn\_b3ByYW5kb21udW0x'&gt;&lt;/a&gt;) Task&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;1&lt;/strong&gt; Guard a mining shaft that was recently attacked by duergar from the Underdark.&lt;br /&gt;

&lt;strong&gt;2&lt;/strong&gt; Escort supply wagons moving to and from Saltmarsh.&lt;br /&gt;

&lt;strong&gt;3&lt;/strong&gt; Explore a tunnel discovered in the mines that bears signs of troglodyte infestation.&lt;br /&gt;

&lt;strong&gt;4&lt;/strong&gt; Find a group of miners who went missing underground and may have been snatched by slavers.&lt;br /&gt;

&lt;strong&gt;5&lt;/strong&gt; Track down a thief who stole a shipment of expensive mining gear in

Saltmarsh.&lt;br /&gt;

&lt;strong&gt;6&lt;/strong&gt; Locate the source of zombies and skeletons that have been sighted in the mines recently.&lt;/p&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3110672</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/elianders-house</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3110684</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/mining-company-headquarters</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3110687</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/animated-armor</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3110688</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/rug-of-smothering</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3110695</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/keleddek-tower</link>

<content gm\_only="true" format="html">&lt;p&gt;This three-story tower is home to the town?s resident sage and wizard, &lt;a href="/characters/keledек-the-unspoken" class="wiki-content-link"&gt;Keledек the Unspoken&lt;/a&gt; (LE male human &lt;a href="/wikis/mage" class="wiki-page-link"&gt;Mage&lt;/a&gt;). Keledек?s dusky skin, bald head, and bright red silk turban ? not to mention his height of nearly 7 feet ? make him an unmistakable figure in town.&lt;/p&gt;

&lt;p&gt;Keledек came to town years ago from Ket, a distant kingdom held in a mix of contempt, mistrust, and fear by the locals. Rumor around town claims that speaking his name aloud allows Keledек to eavesdrop on a conversation for a short time. In truth, Keledек relies on his familiar, an &lt;a href="/wikis/imp" class="wiki-page-link"&gt;Imp&lt;/a&gt; named Zivmal, to spy on the townsfolk.&lt;/p&gt;

&lt;p&gt;Keledек is a close associate of &lt;a href="/characters/gellan-primewater" class="wiki-content-link"&gt;Gellan Primewater&lt;/a&gt;. He uses his magic to help a gang of smugglers based out of the nearby &lt;a href="/wikis/tower-of-zenopus" class="wiki-page-link"&gt;Tower of Zenopus&lt;/a&gt; in exchange for rare spell components and magic items.&lt;/p&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3110696</id>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3110721</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/empty-net</link>

<content gm\_only="true" format="html">&lt;p&gt;Partially supported by stilts driven into the harbor waters, this rickety tavern is purportedly a haven for smugglers, mercenaries, assassins and even pirates. The owner,

&lt;p&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3110722</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/green-market</link>

<content gm\_only="true" format="html">&lt;p&gt;A strip of open land that is the place for everything that isn't fish, salt, or nautical wares, this market stretches among a dozen stalls down to the bridge. A few goats, eggs, cloth, marsh plants, and pots are available, as well as the occasional mule or ox for hauling carts.&lt;/p&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3110724</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/sharkfin-bridge</link>

<content gm\_only="true" format="html">&lt;p&gt;This single large bridge spans the river, with shops and homes along its length. The bridge predates the village and is large enough for laden carts to pass two abreast. Elves and fey folk feel vaguely nauseated when they cross the bridge, owing to an ancient curse placed on it long before Keolis rose to existence.&lt;/p&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3110728</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/kesters-leather-goods</link>

<content gm\_only="true" format="html">&lt;p&gt;Kiorna Kester (LN female human commoner) runs this tannery, where she produces smooth, colorful leather for every purpose and sells both the cured hides and items she fashions from it. Kiorna is keenly interested in acquiring hides from exotic creatures to craft into expensive leather. She pays a fee in gold pieces equal to 100 times a creature's challenge rating for the intact hide of any beast or monstrosity of challenge rating 3 or higher. Harvesting the hide from such a creature requires an intact carcass, an hour of work, and a successful DC 15 Dexterity (Sleight of Hand) or Wisdom (Survival) check to preserve it in top condition for Kiorna's purposes. On a failed check, the hide does not meet Kiorna's standards but can still be sold for a lesser price.&lt;/p&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3110751</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/hoolwatch-tower</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3111344</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-snapping-line</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3111346</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/commoner</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3111351</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/council-hall</link>

<content gm\_only="true" format="html">&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;You come to a large brick building. A wooden sign depicting a net filled with fish hangs above the double doors leading into the hall. A small tower rises from the building, housing a horn at the top, likely used to signal the start of a meeting. In front of the hall is a sturdy but weatherbeaten platform with a gallows.&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;p&gt;This large brick building contains the offices of the town council and the chamber where they meet to discuss the town business. The hall is built from sturdy stone from the nearby cliffs and a variety of hardwood from the nearby Hool Marshes. A wooden sign depicting a net filled with fish hangs above the double doors leading into the hall. A small tower rises from the building, housing a horn at the top, which is blown to announce the beginning of a council session or other significant events.&lt;/p&gt;

&lt;p&gt;The town has a sturdy but weatherbeaten platform and gallows in front of the hall for use in the event of an execution. Such punishments are rare, but when they do occur, they draw a large crowd. In any given week, there is a 2 percent chance of an execution, usually of some bandit or other non-native ne?er-do-well.&lt;/p&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3111352</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/weekly-market</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3111354</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/primewater-mansion</link>

<content gm\_only="true" format="html"&gt;&lt;p&gt;&lt;a href="/characters/gellan-primewater" class="wiki-content-link"&gt;Gellan Primewater&lt;/a&gt; maintains a large mansion right on the docks, allowing him to oversee his ships from his upstairs window. He sometimes leans out to shout orders or answer questions for his captains and crews, his booming voice echoing over the docks. The location of his house also makes it convenient for his smugglers; the crews slip goods through a

secret entrance that leads to his mansion's cellar.</p>

<p>The mansion's most notable feature is its grand entryway and feast hall. Gellan hosts at least one extravagant feast per week, headlined by food and drink bought in distant ports. His cook, a young gnome named Feliza, sometimes hires adventurers to find rare herbs, meats, and other ingredients for her dishes.</p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3111355</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-dwarven-anvil</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3111356</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/fishmongers-plants</link>

<content gm\_only="true" format="html"><p>The large fish-processing buildings in this area reek of prosperity (and fish). All are engaged in salting or brining the catch brought in by the fleet. Most of the time these places are busy, and the workers have little time for chatter.</p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/oweland-house</link>



[Eda Oweland](/characters/eda-oweland)

The Oweland family has owned this sprawling mansion for generations. Despite the family's wealth, the building is a sprawling collection of new construction, expansions, and additions. Each generation of the family has added to the building to accommodate the clan's growth. The family takes in fishers who have fallen on hard times, sharing their wealth with others until they can recover.

The sprawling, mazelike interior of the Oweland house has spawned rumors of hidden passages and secret chambers within it. The family once engaged in smuggling, and several hidden tunnels run from the cellars beneath the mansion to points out of town. [Skerrin Wavechaser](/characters/skerrin-wavechaser) has discovered a few that are unknown even to the family.

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[https://mark-1.obsidianportal.com/wiki\\_pages/3111365](https://mark-1.obsidianportal.com/wiki_pages/3111365)

[https://mark-1.obsidianportal.com/wiki\\_pages/mariners-guildhall](https://mark-1.obsidianportal.com/wiki_pages/mariners-guildhall)

[https://mark-1.obsidianportal.com/wiki\\_pages/3111369](https://mark-1.obsidianportal.com/wiki_pages/3111369)

<link>https://mark-1.obsidianportal.com/wiki\_pages/ingo-the-drovers-house</link>

<content gm\_only="true" format="html">&lt;p&gt;General Illinar the Fifth is a disgraced human general of the East Faladon, currently living in Saltmarsh and trying to stay one step ahead of King Ladegan&#8217;s assassins after he supported an unsuccessful bid to usurp the throne. He goes by the name Ingo the Drover here and is slowly building a reputation as a good source for guards, marines, and muscle when sailing through difficult waters. His only link to his prior life is his campaign medals ? souvenirs that remind him of his former glories even if their discovery would reveal his past. He keeps a &lt;a href="/wikis/shield-guardian" class="wiki-page-link"&gt;Shield Guardian&lt;/a&gt; in his home, a last, hidden resort to foil any attempts on his life.&lt;/p&gt;

&lt;p&gt;Ingo (LN male human gladiator) tries to keep a low profile. He avoids taking sides in any conflict, but if his cover comes under pressure, he can be compelled to throw in with one faction or the other. He has a good friendship with &lt;a href="/characters/eliander" class="wiki-content-link"&gt;Eliander&lt;/a&gt;. The two sometimes meet for a drink and share stories of their experiences in the military. Although Ingo tries to keep his stories vague enough to maintain his cover, Eliander suspects his true origin.&lt;/p&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3111373</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/carpenters-guildhall</link>

<content gm\_only="true" format="html">&lt;p&gt;Run by a snobby gnome named Jilar Kanklesten (N female gnome &lt;a href="/wikis/commoner" class="wiki-page-link"&gt;Commoner&lt;/a&gt;), the carpenters? guild has plenty of work building houses, assembling fish barrels, repairing docks, and

much more. The whole building is a marvel of workmanship, made without a single nail. Jilar is obsessed with rare woods; she pays handsomely for adventurers to make expeditions in search of specific trees in the [Hool Marshes](/wikis/hool-marshes), the [Drowned Forest](/wikis/drowned-forest), and the [Dreadwood](/wikis/dreadwood). Roll a d8 and consult the table below if the characters seek work from her.

d8	(Object)
1	The branch of a tree used to hang a murderer
2	Splinters from a tree struck by lightning
3	A shard of a treant's bark, given freely
4	A wooden stake used to impale a vampire
5	Tendrils harvested from a shambling mound
6	Deck planks stolen from a pirate ship
7	Log taken from the Hool Marshes, transported in swamp water
8	Wood from a shipwreck

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[https://mark-1.obsidianportal.com/wiki\\_pages/crabbers-cove](https://mark-1.obsidianportal.com/wiki_pages/crabbers-cove)

Just east of the docks, built along the shores of a

secluded bay, are a handful of buildings known collectively as Crabber's Cove. The buildings are weathered, abandoned by the residents of Saltmarsh years ago. Since then, thousands of crabs have taken up residence in the crumbling remains. Crabbers from Saltmarsh are cautious about the cove, as more than one overeager fisher has disappeared into the clacking darkness, never to be seen again. Unknown to the folk of Saltmarsh, a [Vampire](/wikis/vampire) named Xolec is trapped in a hidden cellar beneath one of the old cabins. Xolec was buried in an ancient tomb, unleashed on

Saltmarsh decades ago when his sealed coffin was brought to town by a trader and opened. A cleric of St. Cuthbert confronted him, but she wasn't able to destroy him. Instead, she trapped him here by means of a powerful curse: Xolec can leave the cellar only if someone pure of heart carries him from it.

Xolec is best left trapped, except for one detail: by a stroke of fate, agents of the [Scarlet Brotherhood](/wikis/scarlet-brotherhood) use the cabin above him for clandestine meetings. He knows the full details of their operation and [Skerrin's](/characters/skerrin-wavechaser) role in it. He trades this information for his freedom if confronted by adventurers.

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[https://mark-1.obsidianportal.com/wiki\\_pages/the-leap](https://mark-1.obsidianportal.com/wiki_pages/the-leap)

<content gm\_only="true" format="html">&lt;p&gt;The Leap is an outcropping of rock nearly a hundred feet above the churning water below. Several stone benches stand near this precipitous edge, and a few stone markers sit in the tall grass nearby.&lt;/p&gt;

&lt;p&gt;Traditionally, the people of Saltmarsh leap from the cliffs into the water below when a loved one drowns at sea. The jump is usually not fatal; the water below the Leap is free of rocks, and it is a short swim back to dry land.&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/saltmarsh-cemetary</link>

<content gm\_only="true" format="html">&lt;p&gt;The town's cemetery is well-kept, but many of its graves are little more than memorial stones laid for those who died at sea. Krag (NG male half-orc &lt;a href="/wikis/commoner" class="wiki-page-link"&gt;Commoner&lt;/a&gt;) is the town gravedigger, as well as something of a town historian and local loremaster. He has conducted extensive research into the folk buried here and events in the region. He can be an invaluable resource for adventurers seeking information and is especially helpful to those who can help him with his research.&lt;/p&gt;

&lt;p&gt;In his spare time, Krag helps organize and translate &lt;a href="/characters/eliander" class="wiki-content-link"&gt;Eliander's&lt;/a&gt; library. He keeps a room in the guard commander's home, and the two are close friends.&lt;/p&gt;

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Map</a></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/winstons-store</link>

<content gm\_only="true" format="html">&lt;p&gt;The owner of this establishment, a retired rogue, knows a great deal about the &lt;a href="/wikis/hool-marshes" class="wiki-page-link"&gt;Hool Marshes&lt;/a&gt;. Winston (N male halfling &lt;a href="/wikis/bandit" class="wiki-page-link"&gt;Bandit&lt;/a&gt;) spent years as an outlaw lurking in the marshes before a raid on an army payroll caravan netted him enough loot to open a business. The increased presence of law enforcement in Saltmarsh has him on edge, and he is concerned that his involvement in the heist will emerge. In the meantime, he does business with sailors, adventurers, and those who need ?solid goods at honest prices,? as he often says. Winston has a few maps of the marshes, and those who intend to explore that area often consult with him for guidance.&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/druid</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3111399</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/standing-stones</link>

<content gm\_only="true" format="html">&lt;p&gt;Two enormous runestones stand on this island. In ages past, a siren was chained to the stones here and sacrificed by an evil human tribe as an offering to the sea. Since then, the fishing in the region has flourished. The siren's spirit was captured in the stones, and her captivating song continues to echo through the weave and draw fish to the area. The siren's sisters and allies, among them a powerful djinn, have scoured the planes in search of her spirit for centuries.&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/saltmarsh-temple-of-argigion</link>

<content gm\_only="true" format="html">&lt;p&gt;Services at this long-standing sea god's temple are well attended. The congregation is led by a one-legged former whaler: Wellgar Brinehanded (CG male human &lt;a href="/wikis/priest" class="wiki-page-link"&gt;Priest&lt;/a&gt;), an older human man with a sharp memory for every storm, lost ship, and enormous catch ever brought into Saltmarsh harbor. He knows many fanciful stories of shipwrecks, lucky escapes, and famous captains. Matters ashore rarely interest him, but the temple and its bell tower are also served by a half-dozen novitiates and laypeople who keep things running smoothly.&lt;/p&gt;

&lt;p&gt;Wellgar uses the blessings of &lt;a href="/wikis/argigion"

class="wiki-page-link"&gt;Argigion&lt;/a&gt; to seek out shipwrecks in order to recover the remains of sailors for a proper burial. He is willing to trade cleric spells of up to 5th level, including raise dead, in return for recovery of the remains he seeks.&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/noble</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/saltmarsh-npcs</link>

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&lt;a href="/characters/eda-oweland" class="wiki-content-link"&gt;Eda Oweland&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/characters/gellan-primewater" class="wiki-content-link"&gt;Gellan Primewater&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Minor&lt;br /&gt;

&lt;a href="/characters/keledек-the-unspoken" class="wiki-content-link"&gt;Keledек the Unspoken&lt;/a&gt;&lt;/p&gt;



<p><strong>Loyalists</strong><br />  
Major<br />  
<a href="/characters/eliander" class="wiki-content-link">Eliander Fireborn</a><p>  
<p><a href="/characters/manistrad" class="wiki-content-link">Manistrad  
Copperlocks</a><p>  
<p>Minor<p>  
<p><a href="/characters/tom-and-will-stoutly" class="wiki-content-link">Tom and Will  
Stoutly</a><p>  
<p><a href="/characters/kraddok-stonehorn" class="wiki-content-link">Kraddok  
Stonehorn</a><p>  
<p><a href="/characters/lankus-kurrid" class="wiki-content-link">Lankus  
Kurrid</a><p>  
<p><strong>Scarlet Brotherhood</strong><p>  
<p><a href="/characters/anders-solmor" class="wiki-content-link">Anders  
Solmor</a><p>  
<p><a href="/characters/skerrin-wavechaser" class="wiki-content-link">Skerrin  
Wavechaser</a><p>  
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&p&&a href="/wikis/saltmarsh-docks" class="wiki-page-link">Saltmarsh Docks&/a&&/p&

&p&1. [Saltmarsh City Gate](/wikis/saltmarsh-city-gate)&/a& 2. [Saltmarsh Barracks and Jail](/wikis/saltmarsh-barracks-and-jail)&/a& 3. [The Wicker Goat](/wikis/the-wicker-goat)&/a& 4. [Eliander&#8217;s House](/wikis/elianders-house)&/a& 5. [Mining Company Headquarters](/wikis/mining-company-headquarters)&/a& 6. [Keledек Tower](/wikis/keledек-tower)&/a& 7. [Saltmarsh Quartermaster](/wikis/saltmarsh-quartermaster)&/a& 8. [Empty Net](/wikis/empty-net)&/a& 9. [Green Market](/wikis/green-market)&/a& 10. [Sharkfin Bridge](/wikis/sharkfin-bridge)&/a& 11. [Kester&#8217;s Leather Goods](/wikis/kesters-leather-goods)&/a& 12. [Hoolwatch](/wikis/hoolwatch-tower)

Tower</a> 13. <a href="/wikis/the-snapping-line" class="wiki-page-link">The Snapping Line</a> 14. <a href="/wikis/council-hall" class="wiki-page-link">Council Hall</a> 15. <a href="/wikis/weekly-market" class="wiki-page-link">Weekly Market</a> 16. <a href="/wikis/primewater-mansion" class="wiki-page-link">Primewater Mansion</a> 17. <a href="/wikis/the-dwarven-anvil" class="wiki-page-link">The Dwarven Anvil</a> 18. <a href="/wikis/fishmongers-plants" class="wiki-page-link">Fishmonger&#8217;s Plants</a> 19. <a href="/wikis/oweland-house" class="wiki-page-link">Oweland House</a> 20. <a href="/wikis/solmor-house" class="wiki-page-link">Solmor House</a> 21. <a href="/wikis/mariners-guildhall" class="wiki-page-link">Mariner&#8217;s Guildhall</a> 22. <a href="/wikis/ingo-the-drovers-house" class="wiki-page-link">Ingo the Drover&#8217;s House</a> 23. <a href="/wikis/carpenters-guildhall" class="wiki-page-link">Carpenter&#8217;s Guildhall</a> 24. <a href="/wikis/crabbers-cove" class="wiki-page-link">Crabber&#8217;s Cove</a> 25. <a href="/wikis/the-leap" class="wiki-page-link">The Leap</a> 26. <a href="/wikis/saltmarsh-temple-of-argigion" class="wiki-page-link">Saltmarsh Temple of Argigion</a> 27. <a href="/wikis/saltmarsh-cemetary" class="wiki-page-link">Saltmarsh Cemetary</a> 28. <a href="/wikis/winstons-store" class="wiki-page-link">Winston&#8217;s Store</a> 29. <a href="/wikis/sea-grove-of-eone" class="wiki-page-link">Sea Grove of Eone</a> 30. <a href="/wikis/standing-stones" class="wiki-page-link">Standing Stones</a></p><hr />

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3116334</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/saltmarsh-quartermaster</link>

<content gm\_only="true" format="html">&lt;p&gt;Dame Liandre&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/burle</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3120796</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/knight</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/treant</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3120802</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/saltmarsh-dwarven-mine</link>

<content gm\_only="true" format="html">&lt;p&gt;Dwarven prospectors have toiled in this new mine for the past three years. Soldiers from Keolis's royal army are stationed here for security alongside dwarf fighters from the Copperlocks clan. Travelers in need of shelter can rest on cots in the guard towers that surround the place, but only those with business related to the mine are allowed inside the gates without supervision.&lt;/p&gt;

&lt;p&gt;The mine is a broad shaft dug into a steep hillside near the shore. Stone walls encompass it, with two guard towers overlooking the main gate and three other towers spaced evenly around the perimeter. The inner area contains a small village with warehouses, workshops, and houses, all erected during the time when the excavation was beginning and enormous amounts of stone became available for building.&lt;/p&gt;

&lt;p&gt;The laborers also took the time to build a tavern, the Miner's Respite, and spend their off hours there drinking, swapping tales, and gambling. The game of darts has become an obsession among the bored miners and soldiers, and anyone with real skill at the game has a chance of talking their way past the guard at the door to engage in a match.&lt;/p&gt;

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other sea caves are rumored to hide pirate treasure troves.</p>

<p>P ? Ellorwis. Described only as a "small but busy city," the

name implies a harbor and facilities for shipping like docks

and warehouses. Supporting this, the town is situated on a

trade route "linking the caravan routes from the south to

the merchant ships" that ply the sea. These details may help

place the dungeon and flesh it out, but are not essential for

running the dungeon. Since it is a starting adventure, equip-

ment should be available at the standard rulebook prices.</p>

<p>GD ? Green Dragon Inn. Here adventurers meet to explore

"the fabulous passages of the ruined Wizard's tower." Any

prominent tavern or inn could serve as the Green Dragon.

It's a good place to hear rumors; see Appendix C for ideas.</p>

<p>T ? Thaumaturgist's Tower. As noted in the original, other

wizards have arrived in town since the demise of Zenopus,

and presumably one of these is the Thaumaturgist (Room F).

His two-story tower opens to a street in Ellorwis but is also

not far from the tower ruins, being just a few hundred feet

to the southwest and over Room S of the dungeon.</p>

<p>C ? Cemetery. Also called the graveyard, it is near the ruins

with the tunnel east from Room P ending beneath it. The

original dungeon mentions "inhuman rites" practiced "deep

in the ghoulish passages beneath the graveyard".</p>

<p>AR ? Ancient Ruins. Zenopus dug his passages in search of

the treasures of the pre-human city "of doubtful history" on

which Portown is built, and thus the dungeons lie near the

ancient ruins. Room N at the north end of the dungeon is

also indicated to be part of the catacombs of Ellorwis

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[Races](/wikis/races)

[Regions](/wikis/regions)

[History](/wikis/history)

[Cosmology](/wikis/cosmology)

[Reference](/wikis/reference)

[Motifs](/wikis/motifs)

[test](/wikis/test)

https://mark-1.obsidianportal.com/wiki\_pages/3122974

https://mark-1.obsidianportal.com/wiki\_pages/surika

?jungles home to ancient ruins and tribes of warrior women

?in a past age, the land was covered in forest rather than jungle. The elven kingdom of [Ilallia](/wikis/ilallia) existed within.



href="/wikis/south-central" class="wiki-page-link">South Central</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3122986</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/nyathar</link>

<content gm\_only="true" format="html"><p>When the Nylren were conquered during <a href="/wikis/the-dawn-wars" class="wiki-page-link">The Dawn Wars</a>, some fled to the underdark to become the <a href="/wikis/drow" class="wiki-page-link">Drow</a>. The others fled to far-off lands. These were called the Nyathar. Where they fled to is not known for sure. Some say they were seen on the northern continent. Some say they are the descendents of the ogres. It is at least probable that they spent some time wandering. Most legends point to them becoming completely intermixed with the descendants of <a href="/wikis/the-andar" class="wiki-page-link">The Andar</a> who would go on to found <a href="/wikis/zythria" class="wiki-page-link">Zythria</a>. Many sages subscribe to this view because it would explain the stature and complexion of the Zythrians as well as the magical knowledge.</p><hr />

<p>Back to <a href="/wikis/elven-races" class="wiki-page-link">Elven Races</a>???<a href="/wikis/elven-history" class="wiki-page-link">Elven History</a>???<a href="/wikis/elven-history-the-age-of-dreams" class="wiki-page-link">Elven History- The Age of Dreams</a></p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/the-dawn-wars</link>

<content gm\_only="true" format="html"><p><a href="/wikis/wars-of-exclusion"

class="wiki-page-link">Wars of Exclusion</a></p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/nylren</link>

<content gm\_only="true" format="html"><p>Highborn descendants of the Elori who ruled Ilallia for centuries. Cast out during the <a href="/wikis/wars-of-exclusion" class="wiki-page-link">Wars of Exclusion</a>. Ancestors of the <a href="/wikis/nyathar" class="wiki-page-link">Nyathar</a>.</p><hr />

Back to <a href="/wikis/elven-races" class="wiki-page-link">Elven Races</a>???<a href="/wikis/elven-history" class="wiki-page-link">Elven History</a>???<a href="/wikis/wars-of-exclusion" class="wiki-page-link">Wars of Exclusion</a>???<a href="/wikis/elven-history-the-age-of-dreams" class="wiki-page-link">Elven History- The Age of Dreams</a></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/drowned-forest</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3155856</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/fiends</link>

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Back to [[Fiends]]</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/hool-marshes</link>

<content gm\_only="true" format="html">&lt;p&gt;The treacherous Hool Marshes are notorious for pools of water that seem easy to cross but hide deep wells and layers of mud. The area is full of tall, sickly trees and great swarms of biting insects. None but the desperate venture into this place, making it the ideal hiding place for outlaws or raiders.&lt;/p&gt;&lt;p&gt;Stinging Insects. The vast number of mosquitoes and other pests in the marshes makes camping difficult. If the party tries to take a short or long rest, one character must make a DC 15 Wisdom (Survival) check. On a successful check, the group gains the benefit of the rest. On a failed check, the insects prove too bothersome and the group gains no benefit from the rest.&lt;/p&gt;

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&lt;td&gt;\_Outer Fringe&lt;/td&gt;

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&lt;td&gt;\_Dreaded Deeps&lt;/td&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3155963</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/wild-flame-pact</link>

<content gm\_only="true" format="html">&lt;p&gt;Years ago, the knights of Keolis helped the denizens of the forest defeat an incursion by cultists worshipping elemental evil fire. Since then, the elves, the treants, and the crown of Keoland have observed the Wild Flame Pact ? a treaty that calls for mutual defense against the Dreadwood?s horrors.&lt;/p&gt;

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Back to &lt;a href="/wikis/burle" class="wiki-page-link"&gt;Burle&lt;/a&gt;??&lt;a href="/wikis/silverstand" class="wiki-page-link"&gt;Silverstand&lt;/a&gt;??&lt;a href="/wikis/dreadwood" class="wiki-page-link"&gt;Dreadwood&lt;/a&gt;</content>

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&lt;p&gt;&lt;a href="https://www.google.com/amp/s/scholarsandserpents.wordpress.com/2018/02/21/ashardalon-a-nd-the-vampire-gulthias/amp/"&gt;Reference&lt;/a&gt;&lt;/p&gt;

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[https://mark-1.obsidianportal.com/wiki\\_pages/thilena-alora](https://mark-1.obsidianportal.com/wiki_pages/thilena-alora)

&#13; rings of the warrior

Chakram 15 gp 1d6 x3 30 ft. 4 lb. Slashing

[https://mark-1.obsidianportal.com/wiki\\_pages/3167444](https://mark-1.obsidianportal.com/wiki_pages/3167444)

[https://mark-1.obsidianportal.com/wiki\\_pages/rhalessian-history](https://mark-1.obsidianportal.com/wiki_pages/rhalessian-history)

[https://mark-1.obsidianportal.com/wiki\\_pages/3167795](https://mark-1.obsidianportal.com/wiki_pages/3167795)

[https://mark-1.obsidianportal.com/wiki\\_pages/rhalessian-history-first-cities-era](https://mark-1.obsidianportal.com/wiki_pages/rhalessian-history-first-cities-era)

After the [,](/wikis/war-of-the-slave-lords)

a human leader named Maris leads his men into Rhalessa and builds a fort on the east bank of Lake Peridron. The men take Braoni wives and within a few generations, Astoriath becomes the capital of the surrounding lands, forming the kingdom of [.](/wikis/brithelas)

Local wizards build a tower near what is now Colgreth.

[Braoni Brithelas Astoriath,](/wikis/Ettarion/new)

Wizards Tower near Colgreth

[Agati Agatia \(Keolis\)](/wikis/cladwyr)

[Riadni Salinmoor](/wikis/Berent/new) (ruins)

---

Tower destroyed (refugees to Olwevere?)

Tension begins to build between Astoriath, the Wizards, Liareth, and the tribal peoples. Many battles and alliances take place.

Ashardalon is Slain by Dydd the Wise

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[Back to Rhalessian History](/wikis/rhalessian-history)

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<link>https://mark-1.obsidianportal.com/wiki_pages/rhalessian-history-kings-i-era</link>

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&lt;td&gt;G&lt;/td&gt;	
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[3A-19](/wikis/bks-3a-19) [3A-20](/wikis/bks-3a-20) [3A-21](/wikis/bks-3a-21) [3A-22](/wikis/bks-3a-22) [3A-23](/wikis/bks-3a-23) [3A-24](/wikis/bks-3a-24) [3A-25](/wikis/bks-3a-25) [3A-26](/wikis/bks-3a-26)

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**Area 3A-1: The Gates of Fear**

The winding stairs from Level 2 terminate in a wide smooth stone landing that faces a set of open iron gates. Cryptic runes are carved on the wall above the gates and the floor before the gates. A successful Knowledge (Arcana) check (DC 18) reveals these runes to be both warding and necromantic in nature.

The builders of this level made a small miscalculation. This first area was meant as testing ground to

help filter out undesirable candidates. They did not assume at the time that evil creatures would be seeking to inhabit these halls, and so only good or neutral creatures attempting to cross the threshold of the gates must succeed at a Will save (DC 16) or refuse to pass into Area [BKS](/wikis/bks-3a-2) 3A-2. Evil creatures may pass through without worry (although, if you have an evil party, you might want to change this). Once a character has failed his save he may not attempt to cross the threshold of these gates unless 24 hours has passed or a remove fear or similar spell has been cast on him. Because of this small quirk, a number of evil creatures have made this level their home.

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**Area 3A-2: Hall of Fear**

Six niches line the east and west walls of this long hall. Within each niche is a stone platform upon which is a single unlit candle. The candles are of varying height, with the shortest being in the northwest and the tallest being in the southeast (the second tallest in the in east, the next tallest the northeast, and so on). Once a good or neutral character has entered the shaded area, he begins to experience a growing sense of doubt and unease. Every round he remains within the shaded area he must succeed at a Will save (DC 12) or grow increasingly panicked. The effects are as follows: 1 failed saving throw: Unease. -1 to all Will saves. 2 failed saving throws: Doubt. -2 to all Will saves, and -1 to all other Wisdom and Intelligence based skills. 3 failed saving throws: Fear.

-2 to all Will saves, and -2 to all other Wisdom and Intelligence based skills. Must succeed at a Concentration check (DC 12 + spell level) to cast a spell. 4 failed saving throws: Panic. Character must immediately succeed at another Will save (DC 15) or run from the area and refuse to return. Even if the character succeeds at the second saving throw he continues to suffer a -3 to all Will saves and Wisdom and Intelligence based skills, and must succeed at a Concentration check (DC 14 + spell level) to cast a spell. 5 failed saving throws: Terror. Character is frozen in horror. The character cannot move until a remove fear spell has been cast on him or the candles have been lit (see below). However, even once the terror has faded the character continues to suffer a -1 to all Will saves for the next 24 hours. 6 failed saving throws: Death from fear. To counter the effects of the hall, all six candles must be lit in order from the shortest to the tallest. Lighting a candle is a full round action. Once all six candles have been lit, the good characters may proceed through the hall normally (though see above). The candles burn for six hours and then must be relit. The candles are magical and do not melt.

The secret door in the south has a Search DC 22.

**Secret Door**: 2 in. thick; Hardness 8; hp 30; Search (DC 22).

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<content gm\_only="true" format="html">&lt;p&gt;Area 3A-4: Werewolf Lair&lt;br /&gt;

A bed of rags and straw sits in the northeast corner of the his chamber, beside which is a small trunk. The chamber is otherwise empty.&lt;br /&gt;

Treasure: Within the trunk are 78 sp, 5 gp, a locked gauntlet, a clay tankard which rattles when shaken (inside its base is a 50 gp sapphire that can be found by breaking it open), 3 flasks of lamp oil, a tinderbox and 3 potions cure light wounds (1st level, 1 dose each).&lt;/p&gt;

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<content gm\_only="true" format="html">&lt;p&gt;Area 3A-5: Empty Room&lt;br /&gt;

Except for a few empty wooden boxes and a leg- less chair, this chamber is empty. The western door, however, has two cloves of garlic nailed to it.&lt;/p&gt;

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<content gm\_only="true" format="html">&lt;p&gt;Area 3A-6: Empty Room&lt;br /&gt;

Except for a few rats and piles of dung here and there, this room is empty. The southern door has a string of garlic nailed to it.</p>

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<content gm\_only="true" format="html"><p>Area 3A-8: Thurba's Chambers<br />

There is a six-foot long wooden table in the middle of this room, and a large straw mattress against the western wall. Thurba sleeps here but spends most of his time in Area 3A-7 with the orcs.<br />

Treasure: A secret compartment in the southern wall (Search DC 18) contains a tiny gold figurine of a mermaid (55 gp) and a deep green spinel worth 100 gp.</p>

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<content gm\_only="true" format="html">&lt;p&gt;Areas 3A-9a-3A-9c:&lt;br /&gt;

Doors to the Chamber of Fear&lt;br /&gt;

All three of these doors are essentially identi- cal: They are made of solid iron, with a handle on the right side and a small square depression in the center. The doors are solidly locked, and may not be opened or breached by magical means. Nor may their locks be picked. The ?lock? is in fact the small square depression in the center of the door. Each door has a slightly different sized depression, and their corresponding tiles are dis- tributed throughout this level. Once the correct tile has been placed in its door that door is con- sidered ?unlocked,? though it cannot be opened. Only when all three doors are unlocked will the doors to the Chamber of Fear fully unlock, and even then only the last door into which a key was inserted. Note: If a door is unlocked and then the tile is removed, that door is once again considered locked.&lt;/p&gt;

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<content gm\_only="true" format="html">&lt;p&gt;Area 3A-14: Locked, Trapped Secret Door (EL 2)&lt;br /&gt;

This well hidden secret door (Search DC 25) is both locked and trapped. The keyhole, however, is even better hidden than the door itself (Search DC 28). If, in searching for a secret door, the searching PC rolls a 28 or higher, then he finds both the secret door and its keyhole. If he rolls a 25 to 27 he finds only the secret door and must make an additional Search attempt to find the keyhole. Opening the door sets off a burning hands trap.&lt;br /&gt;

Locked Secret Door: 3 in. thick; Hardness 10; hp 30; Open Locks (DC 25)&lt;br /&gt;

Burning Hands Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (burning hands, 5th level wizard, 5d4 fire damage, DC 16 Reflex save half damage); Search (DC 26); Disable Device (DC 26); Cost: 2,500 gp + 200&lt;/p&gt;

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<content gm\_only="true" format="html">&lt;p&gt;Area 3A-16: Converted Temple&lt;br /&gt;

The large temple is lit by a half dozen ever- burning torches in wall sconces. Three long stone pews face a raised stone dais in the southern wall, atop which is a kind of makeshift altar to Freya constructed from bits of cloth and spear handles and strips of leather. The floor of the chamber has been swept clean, and the walls are scrawled with portions of prayers to the Goddess of Fertility.&lt;br /&gt;

Should the PCs make any noise upon entering this area, the southern door behind the dais bursts open and Kabbal Sharn steps out brandishing his holy symbol (Freya). If not attacked immediately, he stares at the PCs as if he recognizes them, and then lowers his holy symbol and bellows, "At last! Reinforcements!"&lt;br /&gt;

Note: Because Areas 3A-16 and 3A-17 are now technically Kabbal Sharn's home, Klar cannot enter those areas unless invited to do so by Kabbal. Thus far, Kabbal has not done so.&lt;/p&gt;

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<content gm\_only="true" format="html">&lt;p&gt;Area 3A-19: The Sprung Trap and the Tempting Statue (EL 2)&lt;br /&gt;

As the PCs round the corner they are greeted by a grisly sight: a human skeleton impaled on four spikes. The spikes obviously sprang up through the floor and are in fact a sprung trap. The skeleton still wears a suit of leather armor and a short sword in a belt sheath.&lt;br /&gt;

Within the room itself is a raised stone dais topped by a bronze statue of an eight-armed goddess. A successful Knowledge (religion) check (DC 28) reveals this to be the goddess Kringa, an ancient and long-forgotten deity of temptation. A successful Knowledge check (religion) (DC 22), reveals that Kringa was a primitive goddess worshiped in particular by young women seeking suitors. Each hand has a small pearl embedded in it. Removing each pearl requires a successful Open Locks check (DC 20). Removing a pearl also springs a trap.&lt;br /&gt;

Electric Shock Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (2d8+2, electrical shock to anyone removing pearl); Search (DC 22); Disable Device (DC 22); Cost: 3,000gp + 240 xp. Note: each pearl is trapped and must be searched for and disabled separately.&lt;br /&gt;  
Treasure: The pearls are worth 25 gp each. The skeleton has a small belt pouch within which are 5 gp and a small, flat, black tile. This is the tile to the door in Area 3A-9b.&lt;/p&gt;

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<content gm\_only="true" format="html">&lt;p&gt;Area 3A-20: A Little Carnage&lt;br /&gt;

The door to this room is ajar, and through it can be heard the sound of buzzing flies. Within the chamber are the bodies of three dead gnolls, all badly clawed and scratched. With a successful Heal check (DC 15) closer examination reveals their bodies appear to have lost most of their blood. They were slain by Klar's pet dire wolves, and their bodies, once drained of blood, were dumped here. The room also contains sacks and sacks of dirt. Beneath some of these sacks is a trapdoor (Search DC 18) leading to Area &lt;a href="/wikis/bks-3a-21" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 3A-21&lt;/a&gt;. &lt;/p&gt;

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<content gm\_only="true" format="html">&lt;p&gt;Area 3A-21: Buried Alive&lt;br /&gt;

This low antechamber is six feet below Area 3A-20, and the floor is made of loose dirt. Lying in the northeast corner is the body of a half-orc dressed in chainmail. This is Trom, Klar's half- brother who had come here hoping to slay him. He had little hope of doing so alone, and when he fled and hid in this small cellar, Klar simply piled some sacks of dirt on the trap door and let him starve to death.&lt;br /&gt;

Treasure: Trom wears masterwork chainmail, and carries a masterwork longsword and a mighty composite longbow (+3). In his quiver are 5 +1 arrows and 20 normal arrows.&lt;/p&gt;

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<content gm\_only="true" format="html"><p>Area 3A-24: Klar's Casket<br />

This small chamber contains only a black casket and an iron chest. The casket contains dirt from Klar's homeland. He retreats here in gaseous form if reduced to 0 hp. The chest is locked (DC 25) and contains the treasure.<br />

Treasure: The chest contains 750 gp, 4 gold figurines of an elf, a dryad, sprite, and a pixie, each worth 125 gp, and, in a secret compartment (Search DC 20) the tile to Area 3A-9c.</p>

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<content gm\_only="true" format="html">&lt;p&gt;Area 3A-25: The Pool and the Mirrors of Courage&lt;br /&gt;

In the center of this chamber is a three-foot high, 10-foot wide stone pool filled with water. A secret compartment on the outside of the pool (Search DC 20) contains a small gold cup. A three-foot square silver framed mirror hangs in the center of the south, west, and eastern walls. Look- ing into the mirrors and drinking from the pool with the gold cup have the following affects:&lt;br /&gt;

Drinking from the cup: The character feels sick and must succeed at a Fort save (DC 15) or lose 1d4+1 temporary Con. Even if the charac- ter succeeds at the saving throw he still suffers 1 point of temporary Con loss.Looking into the western mirror: The charac- ter sees himself as an old man, crippled and bent. A dread fear runs through him and he must suc- ceed at a Will save (DC 15) or suffer 1d4+1 tem- porary Str loss. Even if he succeeds at his save he still suffers 1 point of temporary Str loss.&lt;br /&gt;

Looking into the southern Mirror: The char- acter sees himself on his deathbed as life is slip- ping from him. He must succeed at a Will save (DC 15) or suffer 1d4 temporary Dex loss. Even if he succeeds at the save he still suffers 1 point of temporary Dex loss.&lt;br /&gt;

Looking into the eastern mirror: The charac- ter sees himself as he is now, only is acutely aware of all of flaws, foibles, and peccadilloes. He must succeed at a Will save (DC 15) or suffer 1d4+1 temporary Int loss. Even if he succeeds at the Will save he still suffers 1 point of temporary Int loss.&lt;br /&gt;

If a character performs all four tasks, in any order, he is immediately cured of all lost charac- teristic points and gains +5 to all fear saves for the next 48 hours.&lt;/p&gt;

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<content gm\_only="true" format="html">&lt;p&gt;Area 3A-26:&lt;br /&gt;

The Chamber of Fear and the Second Flame (EL 7)&lt;br /&gt;

This large triangular chamber contains a 20-foot tall, four-tiered ziggurat. Atop the ziggurat is a pedestal, resting within which is a small brass circle. If the circle is inserted in the eastern post in Area 2-23, that pillar's sphere is ?lit? (see Acti- vating the Sword).&lt;br /&gt;

None of the above is visible when the characters first enter, however, as the chamber is guarded by 2 fear guards, who have blanketed this room in their impenetrable darkness. When the characters open the door, it is as if they are staring into a void.&lt;br /&gt;

Fear Guard (2): CR 5; hp 39 each; see Mon- ster Appendix.&lt;br /&gt;

Tactics: One fear guard stands back and uses his spells while the other attacks the PCs with his Wisdom drain ability. Once the first fear guard is out of spells, they switch.&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-75</link>

<content gm\_only="true" format="html">&lt;p&gt;Area 2-75:&lt;br /&gt;

&lt;strong&gt;Hobgoblin Guards (EL 1)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Arbin insists on posting 2 hobgoblin guards in this area at all times, believing his brother

might attempt to surprise him in his sleep. Both hobgoblins wear red headbands. If the hobgoblins hear commotion in any of the surrounding chambers, one alerts Arbin while the other goes into investigate.

[Hobgoblin](/wikis/hobgoblin)s (2): CR 1/2; hp 6 each; see Monster Appendix.

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Area 2-76:

**Arbin's Chambers (EL 3)**

A huge pile of furs lays against the northern wall. The eastern and western walls are decorated with dried humanoid heads and strips of red cloth. Arbin rests here in his bed of furs.

[Arbin](/wikis/arbin), Male Bugbear Ftr1: CR 3; hp 25; see NPC Appendix.

**Tactics**: If Arbin hears any disturbance nearby, he rushes immediately to investigate, believing his brother has launched an assault against his hobgoblins. In combat, Arbin enjoys tripping or disarming his opponents with his chain.

**Development**: If the PCs are attacking the southern portion of the complex, and Kersh is aware of the intrusion, he rushes here to persuade Arbin to assist his brother and his brother's troops. It takes 10 rounds for Kersh to convince Arbin that it is in his best interest to aid his brother, after which Arbin and Kersh gather up all the hobgoblins in the northern

part of the complex and head south in search of intruders.

**Treasure:** Buried within the bed of furs (Search DC 18) is a small, locked iron strongbox (Open Locks DC 20) containing 3 large quartz crystals (10 gp each), a harp made of gold and silver inlaid wood (300 gp), and a tiny jeweled scepter worth 100 gp.

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**Area 2-78:**

**Hobgoblin Lookouts (EL 1)**

Gramb posts 2 hobgoblins here at all times to keep an eye on Area 2-72. Both wear blue headbands. Gramb has instructed these hobgoblins to warn him of any intruders, and both hobgoblins do just that at the first sign of trouble.

[Hobgoblin](/wikis/hobgoblin)s (2): CR 1/2; hp 6 each; see Monster Appendix.

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3207419</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-79</link>

<content gm\_only="true" format="html">&lt;p&gt;Area 2-79:&lt;br /&gt;

&lt;strong&gt;Gramb?s Chambers (EL 3)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;An old straw mattress rests against the northern wall, beside which stands a massive oak trunk. The floor of this room is covered in shards of broken bone. Gramb resides here, fussing over his collection (see below).&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/gramb" class="wiki-page-link"&gt;Gramb&lt;/a&gt;, Male Bugbear Brb1: CR 3; hp 23 (31); see &lt;span class="caps"&gt;NPC&lt;/span&gt; Appendix.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Tactics&lt;/strong&gt;: Gramb becomes enraged and attacks any intruders immediately. If he hears any disturbance outside his chamber, he rushes to assist, believing his brother is launching an assault.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Development&lt;/strong&gt;: If word reaches him that the northern portion of the complex is being attacked, Gramb deliberates for 12 rounds before gathering his forces and heading north to investigate.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Treasure&lt;/strong&gt;: Gramb collects skulls. His locked oak trunk (&lt;strong&gt;&lt;a href="/wikis/open-lock" class="wiki-page-link"&gt;Open Lock&lt;/a&gt;s DC 20&lt;/strong&gt;) contains approximately 45 of them. There is also a secret compartment in the base of the trunk (&lt;strong&gt;&lt;a href="/wikis/search" class="wiki-page-link"&gt;Search&lt;/a&gt; DC 22&lt;/strong&gt;) containing 6 sardonyx stones worth 50 gp each.&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-80</link>

<content gm\_only="true" format="html">&lt;p&gt;Area 2-80:&lt;br /&gt;

&lt;strong&gt;Hobgoblin Guards (EL 1)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Two hobgoblins wearing blue headbands stand guard here at all times. If attacked from the south they flee through the door in the north to warn Gramb and the other hobgoblins. They investigate any sounds of combat to the north.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/hobgoblin" class="wiki-page-link"&gt;Hobgoblin&lt;/a&gt;s (2): CR 1/2; hp 6 each; see Mon- ster Appendix.&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-81</link>

<content gm\_only="true" format="html">&lt;p&gt;Area 2-81: &lt;br /&gt;

&lt;strong&gt;Trapped Door (EL 2)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Upon opening this door, a magic missile spell is fired at the nearest character.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Magic Missile Trap&lt;/strong&gt;: CR 2; spell; spell trigger; no reset; spell effect (magic missile, 5th level wizard, 1d4+1 [X3], fired at one or more characters [DM?s choice]); Search (DC 26); Disable Device (DC 26); Cost: 2,500 gp + 200 xp&lt;/p&gt;

&lt;hr /&gt;

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2</a></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-82</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3207449</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-83</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3207451</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-84</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-84: Relics Room&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;This chamber is filled with earthen vases painted with images of lovely pastoral scenes. There are close to a hundred of these vases, some as tall as five feet, some only six inches. Written on the bottom of each vase is the word "Thilflass". Lying at the bottom of the largest vase is the third and final key to Area [&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 1-24&lt;/a&gt;F \(\[&lt;/p&gt;\]\(/wikis/search\)](/wikis/bks-1-24)

&lt;hr /&gt;

Back to [&gt;Barakus Level 2&lt;/a&gt;</content>](/wikis/barakus-level-2)

<id>https://mark-1.obsidianportal.com/wiki\_pages/3207489</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/mummy-tough</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;CR&lt;/strong&gt; 5; &lt;br /&gt;  
M Undead; &lt;br /&gt;  
HD 9d12+6; &lt;strong&gt;hp&lt;/strong&gt; 64; &lt;br /&gt;  
&lt;strong&gt;Init&lt;/strong&gt; &lt;ins&gt;0; &lt;br /&gt;  
&lt;strong&gt;Spd&lt;/strong&gt; 20 ft.; &lt;br /&gt;  
&lt;strong&gt;AC&lt;/strong&gt; 20, touch 10, flat-footed 20; &lt;br /&gt;  
&lt;strong&gt;&lt;span class="caps"&gt;BAB&lt;/span&gt;/Grap&lt;/strong&gt;  
+4&lt;/ins&gt;11;&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Atk&lt;/strong&gt; &lt;ins&gt;11 melee (1d6&lt;/ins&gt;10 plus &lt;a  
href="/wikis/mummy-rot" class="wiki-page-link"&gt;Mummy Rot&lt;/a&gt;, slam);&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;SA&lt;/strong&gt; despair, mummy rot; &lt;br /&gt;  
&lt;strong&gt;SQ&lt;/strong&gt; DR (5/- ), darkvision 60&lt;br /&gt;  
ft., undead traits, vulnerability to fire;&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;AL&lt;/strong&gt; LE;&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;SV&lt;/strong&gt; Fort +5, Ref +3, Will +8;&lt;/p&gt;  
&lt;p&gt;Str 24, Dex 10, Con &#8211; ,&lt;br /&gt;  
Int 6,Wis 14, Cha 15.&lt;/p&gt;  
&lt;p&gt;&lt;strong&gt;Skills&lt;/strong&gt;: Hide +7, Listen +9, Move Silently +7,&lt;br /&gt;  
Spot +9. Feats: Alertness, Great Fortitude, Toughness (x2).&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3207495</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-50</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3207500</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-51</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-51:Hall of Words (EL 2)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;The outer walls of this wide hall are inscribed in Ancient Common lettering. If deciphered, the lettering tells the tale of a great wizard named Devron who thrived among the Barakusites for fifty years until there was a great falling out and he became "one who does not die." According to the wall tableau, for this heinous crime Devron was imprisoned "deep beneath Barakus." The tableau goes on to describe how the key to the prison was hidden beneath the "three islands" and that a key was given to the high priest of each island should a "champion ever be chosen."&lt;br /&gt;

The wall facing the door to Area &lt;a href="/wikis/bks-2-50" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 2-50&lt;/a&gt; has also been inscribed with Ancient Common lettering. It reads as follows:&lt;/p&gt;

&lt;p&gt;&lt;em&gt;Pass now if though art a guardian strong&lt;br /&gt;

Pass now if though art a keeper of the sword Pass now if though art a warrior fearless&lt;br /&gt;

For he who waits fears nothing and knows only&lt;br /&gt;

death&lt;br /&gt;

Pass now if though speakest the word that all&lt;br /&gt;

men wish to know&lt;/em&gt;&lt;/p&gt;

&lt;p&gt;If the word "fearless" is intoned while facing the secret door, the wall upon which it is written dissolves revealing a five foot-wide opening to Area 2-52.&lt;br /&gt;

There are three traps in this hall. The northern two, a pair of poison bolt traps were set by the goblins, while the southern trap, a spiked pit trap, was set by the orcs.&lt;br /&gt;

Poison Bolt Trap: CR 3; mechanical; location trigger; manual reset; Atk +10 ranged (1d8, cross- bow

bolt plus poison, crit 19-20); poison (1d4/1d4 Str; Fort save DC 14 resists); Search (DC 20); Disable Device (DC 20); Market price: 12,090. A trip wire has been strung across the floor. The crossbow bolts are fired from the northern wall.<br />

10 Foot-Deep Spiked Pit Trap: CR 2; no attack roll necessary (1d6 crushing damage plus 2d4 piercing); Search (DC 15); Disable Device (NA; pit must just be avoided).</p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3207503</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-52</link>

<content gm\_only="true" format="html"><p><strong>Area 2-52: The First Flame</strong></p>

<p>In the center of this chamber is a three foot- high stone pedestal atop which is a small triangular indention. Within the indentation is a brass triangle. If this triangle is inserted in the western post in Area <a href="/wikis/bks-2-23" class="wiki-page-link"><span class="caps">BKS</span> 2-23</a>, that post's sphere is ?lit? (see Activating The Sword, below).</p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3207808</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-level-3b-npcs</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/fraam" class="wiki-page-link"&gt;Fraam&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/festuss" class="wiki-page-link"&gt;Festuss&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/kiva" class="wiki-page-link"&gt;Kiva&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/pale" class="wiki-page-link"&gt;Pale&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/teelo" class="wiki-page-link"&gt;Teelo&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/thrassit" class="wiki-page-link"&gt;Thrassit&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/vorban" class="wiki-page-link"&gt;Vorban&lt;/a&gt;&lt;/p&gt;  
&lt;hr /&gt;  
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NPCs&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/thrassit</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3207810</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-level-3a-npcs</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/kabbal-sharn" class="wiki-page-link"&gt;Kabbal Sharn&lt;/a&gt;&lt;/p&gt;

<p><a href="/wikis/klar" class="wiki-page-link">Klar</a></p>  
<hr />  
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NPCs</a></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/kabbal-sharn</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3207812</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/klar</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3208795</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/endhome-shopping</link>

<content gm\_only="true" format="html"><p>40,000 gp limit</p>  
<p><strong>Weapons and Armor</strong></p>  
<p>1d6 + 9 each weapons and armor <br />  
Roll instead of <span class="caps">DMG</span> table 7-2 and 7-9 (pg 222):</p>  
<p>50/50 armor or shield</p>  
<p><a class='op\_random\_result\_b3ByYW5kb20x  
op\_random\_btn\_b3ByYW5kb20x'></a></p>  
<table>  
<tr>  
<th>D%</th>

&lt;th&gt;Weapon/Armor Bonus&lt;/th&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;1-67&lt;/td&gt;

&lt;td&gt;+2&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;68-82&lt;/td&gt;

&lt;td&gt;+1 and special&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;83-90&lt;/td&gt;

&lt;td&gt;+3&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;91-95&lt;/td&gt;

&lt;td&gt;+2 and special&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;96, 97&lt;/td&gt;

&lt;td&gt;+4&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;98&lt;/td&gt;

&lt;td&gt;+3 and special&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;



99, 100

Specific

a result of special requires a reroll. If same result is rolled, add a second special ability.

**Potions and Oils**

Per item sought: % roll

[op\\_random\\_num\\_btn\\_b3ByYW5kb21udW0x](#)

Item has 100 percent chance of being available minus its price divided by 100

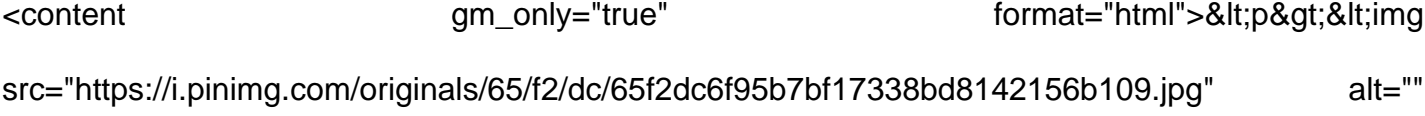
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[https://mark-1.obsidianportal.com/wiki\\_pages/solembrae](https://mark-1.obsidianportal.com/wiki_pages/solembrae)

[https://mark-1.obsidianportal.com/wiki\\_pages/3232989](https://mark-1.obsidianportal.com/wiki_pages/3232989)

[https://mark-1.obsidianportal.com/wiki\\_pages/salinmoor](https://mark-1.obsidianportal.com/wiki_pages/salinmoor)

A screenshot of a webpage showing a map of Salinmoor Roads. The map is a top-down view of a road network with various buildings and landmarks. The text "Salinmoor Roads" is visible in the bottom right corner of the image.

[Salinmoor Roads](/wikis/salinmoor-roads)

<p><strong>Points of Interest</strong></p>

<p>Capital: <a href="/wikis/seaton" class="wiki-page-link">Seaton</a></p>

<p><a href="/wikis/abbey-isle" class="wiki-page-link">Abbey Isle</a>???<a href="/wikis/burle" class="wiki-page-link">Burle</a>???<a href="/wikis/saltmarsh-dwarven-mine" class="wiki-page-link">Saltmarsh Dwarven Mine</a>???<a href="/wikis/Saltmarsh%20Haunted%20House/new" class="create-wiki-page-link">Saltmarsh Haunted House</a>???<a href="/wikis/Saltmarsh%20Lizardfolk%20Lair/new" class="create-wiki-page-link">Saltmarsh Lizardfolk Lair</a>???<a href="/wikis/Saltmarsh%20Sahuagin%20Fortress/new" class="create-wiki-page-link">Saltmarsh Sahuagin Fortress</a>??? <a href="/wikis/saltmarsh" class="wiki-page-link">Saltmarsh</a><a href="/wikis/tower-of-zenopus" class="wiki-page-link">Tower of Zenopus</a></p>

<p><strong>Geographic Features</strong></p>

<p><a href="/wikis/dreadwood" class="wiki-page-link">Dreadwood</a>???<a href="/wikis/drowned-forest" class="wiki-page-link">Drowned Forest</a>???<a href="/wikis/hool-marshes" class="wiki-page-link">Hool Marshes</a>???<a href="/wikis/dunwater-river" class="wiki-page-link">Dunwater River</a>???<a href="/wikis/silverstand" class="wiki-page-link">Silverstand</a></p>

<p><strong>Sabarean Sea</strong></p>

<p><a href="/wikis/salinmoor-history" class="wiki-page-link">Salinmoor History</a></p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/salinmoor-roads</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3250585</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ii-party-roll</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3250586</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/v-party-roll</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3254353</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/first-sembrian-war-of-conquest</link>

<content gm\_only="true" format="html">&lt;p&gt;? (possibly triggered by Avralor pressuring Luxian rule in Adratha) Elves march on coastal kingdoms to the south of them while Sembria attacks Dalos. Sembria loses badly to a superior naval force, but the victorious elves turn coastal kingdoms&#8217; fleets toward aiding Sembria at sea. The Minotaurs figure that letting Dalos fall will bring Luxian attention from Corcosia. Corcosia moves in on the side of Dalos against the Sembrian/elven alliance who slowly retreat. Soon, Avralor&#8217;s pressure on the Luxians in Adratha forces the Corcosians to fall back. The minotaurs, angered by this, also fall back forcing Dalos to surrender. The minotaurs, seeking to defeat the greater of two enemies, soon join the alliance against Lux. They secretly sail south of Corcosia to cut off shipping lanes from Luxian Anoch. Before Corcosia can pull their forces back from the west, the alliance attacks. Corcosia fights a retreating battle counting on reinforcements from the south. They learn of the minotaur blockade and turn to fight. The alliance&#8217;s fleet is nearly destroyed. The Corcosians begin to sail northward to press the sudden turn in fortunes, but they themselves are destroyed in a terrible storm. The minotaur fleet retreats from the blockade, but harries Corcosian ports long enough to

interfere with rebuilding their fleet, but the Corcosian fleet assisting Adratha returns driving the minotaurs back toward their home. Meanwhile, the elves provide high amounts of excellent timber and instructions to build a superior fleet. The Corcosians set sail with backup from Anoch, but are crushed in a massive naval battle. The alliance makes landfall on Corcosia. A long war is fought, but the allies are able to threaten the Luxian capital there. Most of the Luxians, sensing defeat, flee to Adratha.</p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3254357</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/beredian-war</link>

<content gm\_only="true" format="html"><p>Now with their own naval fleet, Sembria enters into the trade arena on the Libanian Sea. They immediately spark competition with Beredia who gathers an ally and tests the new power.</p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3254372</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/minotaur-lands</link>

<content gm\_only="true" format="html"><p>Minotaurs once ruled Dalos and the islands nearby. They were scattered by the Sembrians. They reclaimed Kyris and Itharis long ago. Many have since

returned peacefully to Dalos where they have been permitted by the human kingdom to reclaim certain ancestral sites. They also have colonies and outposts on western shores of the Surikan Isthmus.

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[https://mark-1.obsidianportal.com/wiki\\_pages/minotaur-names](https://mark-1.obsidianportal.com/wiki_pages/minotaur-names)

<https://www.fantasynamengenerators.com/narnia-minotaur-names.php> Names

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[https://mark-1.obsidianportal.com/wiki\\_pages/minotaur-history](https://mark-1.obsidianportal.com/wiki_pages/minotaur-history)

Minotaurs once ruled Dalos and the islands nearby. This kingdom was destroyed during the Dalosian War. The minotaur who survived either scattered across the Sabarean it became enslaved by the Sembrians. They reclaimed Kyris and Itharis long ago. Many have since returned peacefully to Dalos where they have been permitted by the human kingdom to reclaim certain ancestral sites. They also have colonies and outposts on western shores of the Surikan Isthmus.

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<link>https://mark-1.obsidianportal.com/wiki\_pages/anochian-war</link>

<content gm\_only="true" format="html"><p>Sembria vs. Corcosia, Minotaur, and Anoch</p>

<p>&#8220;Corcosia turns on Sembria. Sembrian forces retaliate by attacking Orissos&#8221;</p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/dalosian-war</link>

<content gm\_only="true" format="html"><p>Destruction of Minotaur kingdom. Survivors scatter or are enslaved by Sembria.</p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3255592</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/corcosian-war</link>

<content gm\_only="true" format="html">&lt;p&gt;Corcosia turns on Sembria. Sembrian forces retaliate by attacking Orissos. &lt;br /&gt;  
Orissos and the &lt;a href="/wikis/orissian-school" class="wiki-page-link"&gt;Orissian School&lt;/a&gt; are destroyed.&lt;/p&gt;  
&lt;hr /&gt;  
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<id>https://mark-1.obsidianportal.com/wiki\_pages/3255596</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/orissian-school</link>

<content gm\_only="true" format="html">&lt;p&gt;Legendary university where the great thinkers studied and shared knowledge. Included a library of many very ancient texts that are now lost to time. Destroyed by the Sembrians during the &lt;a href="/wikis/corcosian-war" class="wiki-page-link"&gt;Corcosian War&lt;/a&gt;.&lt;/p&gt;  
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<link>https://mark-1.obsidianportal.com/wiki\_pages/the-light-of-axion</link>

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with Sol&#217;s creation of the sun and telling of how Axion instructed the first mortals. Some  
turned against his teachings, thus creating evil, and this evil spirit has waxed and waned over time.  
Some versions portray Axion as the sun itself, rather than its creator, and tell of Axion&#217;s  
attempts to win back those who have strayed from his light. The Light of Axion only has minor

variations in it, and all are considered canonical, despite these small discrepancies. The book is often enchanted to glow with a soft solar radiance when it&#8217;s closed, and some versions are gilded.</p>

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<p>2. <a href="http://enneadgames.com/generators/urban-gang-details-generator/">Name, description, etc</a></p>

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<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 4-3: The Pool and the Statue&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;In the center of this cave is a 40-foot wide, 25-foot deep pool of water surrounded by a low, brick wall. A life-size statue of a maiden with long hair, a flowing gown, and a sea shell cupped in both hands stand in the center of the pool. The statue is supported on a thick stone base that descends to the bottom of the pool. The statue is that of an ancient Neutral Good water goddess worshipped by a small number of the citizens of Barakus. Her name, &lt;a href="/wikis/tiras" class="wiki-page-link"&gt;Tiras&lt;/a&gt;, is written in &lt;a href="/wikis/ancient-common" class="wiki-page-link"&gt;Ancient Common&lt;/a&gt; on her right wrist (Search DC 12 to find if examining closely). Anyone submersing themselves in the pool and saying a heartfelt prayer to this goddess is blessed as per the spell and gains the ability to breathe under water for 24 hours. In addition, the entire area is considered hallowed, as per the spell. &lt;br /&gt;

A powerful ward protects the statue. Anyone attempting to harm the goddess automatically receives 1.5 times the amount hp inflicted on the statue. Should anyone be willing to endure the &lt;br /&gt; damage necessary to fully destroy the statue, it has a Hardness 10, hp 50.&lt;/p&gt;

&lt;p&gt;Note: when calculating damage done to a character, ignore the statue?s Hardness. Thus, if a character strikes the statue for 12 hp, even though the statue only takes 2 hp after factoring in its Hardness, the character takes 18 hp (12 X 1.5).&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Development&lt;/strong&gt;: This statue particularly irritates the drow. They would love nothing more than to figure a way to destroy it, but have thus far been unable to do so. Sizret would also like to see the hallowed effect removed, and is awaiting an answer from her superiors as to whether a high level priestess is going to be arriving soon to aid in this.&lt;/p&gt;

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Back to &lt;a href="/wikis/barakus-level-4" class="wiki-page-link"&gt;Barakus Level 4&lt;/a&gt;</content>

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<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 4-5: Drow Spy (EL 4)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Crouched in this small cave is Izora, a drow elf Rog3. Izora?s job is to listen for any activity in area 4-3, then act according to her instructions (see Development, below).&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/izora" class="wiki-page-link"&gt;Izora&lt;/a&gt;, Female Drow Elf Rog3: CR 3; hp 14; see &lt;span class="caps"&gt;NPC&lt;/span&gt; Appendix.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Tactics&lt;/strong&gt;: Izora is not about to take on a group of adventurers single-handed, and so unless surprised here Izora always attempts to run rather than engage in melee. If forced to defend herself, she attempts to keep her distance for as long as possible, hoping to put as many of her adversaries to sleep with her poisoned bolts. More than likely she just quaffs her potion of invisibility, and sneaks away. If she hears combat in any nearby caves where she knows drow are currently stationed, she investigates.&lt;/p&gt;

&lt;p&gt;Development: Sizret knows creatures sometimes wander down from the upper levels. Therefore she has instructed Izora to be on the lookout for anyone or anything that might be powerful enough to consider taking on the Hydra. A party of adventurers, of course, fits this description. As soon as she spots the PCs in area 4-3, she downs her potion of change self, changing her appearance to that of a female human rogue. She then approaches the PCs and explains that she is the last remaining member of an adventuring party that was wiped out by a hydra in Area &lt;a href="/wikis/bks-4-4" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 4-4&lt;/a&gt;. She says that the Hydra is hurt and should be easy prey, and has a nice treasure, all of which the PCs can keep. She only wishes to avenge her comrades? death and retrieve their valuables.If the PCs buy the story, she accompanies them to the



cave of the hydra, and, once the combat <br />

has begun, downs her potion of invisibility and watches the melee from a safe distance. Whatever the outcome, be it the death of the PCs or the hydra, Izora races back to Sizret once the combat is over and reports the results to her. If the PCs are suspicious or reluctant, Izora bids them good-bye and heads toward area 4-1. Before she gets there, however, she drinks a potion of invisibility and, if possible, goes to warn Darlorn in Area <a href="/wikis/bks-4-6" class="wiki-page-link"><span class="caps">BKS</span> 4-6</a> who is then dispatched to warn Sizret. Izora then attempts to tail the PCs for as long as possible, waiting for just the right moment to spring from the shadows and sneak attack one of their numbers (preferably an arcane spellcaster).</p>

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Back to <a href="/wikis/barakus-level-4" class="wiki-page-link">Barakus Level 4</a></content>

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<p><a href="/wikis/izora" class="wiki-page-link">Izora</a></p>

<p><a href="/wikis/sizret" class="wiki-page-link">Sizret</a></p>

<p><a href="/wikis/solass" class="wiki-page-link">Solass</a></p>

<p><a href="/wikis/zeerfon" class="wiki-page-link">Zeerfon</a></p>

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&lt;p&gt;Hidden in the shadows 20 or so feet from the mouth to Area &lt;a href="/wikis/bks-4-3" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 4-3&lt;/a&gt; is Darlorn, a male drow elf Rog2. Darlorn?s only job is to warn Sizret of any activity in Area &lt;a href="/wikis/bks-4-3" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 4-3&lt;/a&gt; (see Development, below).&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/darlorn" class="wiki-page-link"&gt;Darlorn&lt;/a&gt;, Male Drow Elf Rog2: CR 2; hp 10; see &lt;span class="caps"&gt;NPC&lt;/span&gt; Appendix.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Tactics&lt;/strong&gt;: If surprised, Darlorn immediately quaffs his potion of invisibility and attempts to escape to Area &lt;a href="/wikis/bks-4-15" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 4-15&lt;/a&gt; and warn Sizret. If he hears combat in any nearby caves where he knows drow are currently stationed, he goes to investigate.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Development&lt;/strong&gt;: Darlorn has been instructed to warn Sizret of any activity in Area &lt;a href="/wikis/bks-4-3" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 4-3&lt;/a&gt;. As soon as he spots the PCs therein, he stealthily makes his way back to Area &lt;a href="/wikis/bks-4-16" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 4-16&lt;/a&gt; and informs his leader of what he has seen.&lt;/p&gt;

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4</a></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-4-7</link>

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&lt;p&gt;There is a small pool of water in the northeast of this chamber, fed from small cracks in the cave wall. Otherwise, there is nothing of interest here.&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-4-9</link>

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&lt;p&gt;Various goods are stored in this small side cave. In a half dozen crates and boxes are 6 hand crossbows, 110 bolts, six large vials of sleep poison (enough to coat 150 bolts), 2 chain shirts, 3 masterwork shortswords, and pounds of dried rations. There is also a small locked chest in one

corner (Hardness 5; hp 20; Break DC 25; Open Locks DC 20) that contains only 100 cp. Sizret put it here and trapped it to teach a lesson to any of her men who might decide to take something that doesn't belong to them.

**Glyph of Warding Trap (cold): CR 4; spell; spell trigger; no reset; spell effect ([Glyph of Warding](/wikis/glyph-of-warding); [cold], 6th level cleric, 3d8 cold, DC 15 Reflex save half damage); multiple targets (all targets**

within 5 ft.); Search (DC 28); Disable Device (DC 28); Cost: 750 gp + 600 xp;

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[https://mark-1.obsidianportal.com/wiki\\_pages/3279277](https://mark-1.obsidianportal.com/wiki_pages/3279277)

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-4-16</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 4-16: Sizret's Chamber (EL 7)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Dark images of drow struggling against the forces of good adorn these walls. A small wooden bed piled with furs sits in one corner, and two large trunks in another. A 2-foot high ebony statuette of the Spider Goddess stands in the middle of the room surrounded by the husks of small insects. Sizret, a female drow elf Clr6 resides here, praying to her evil god and planning her attack on Thelkor and the hydra.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/sizret" class="wiki-page-link"&gt;Sizret&lt;/a&gt;, female drow elf Clr6: CR 6; hp 43; see &lt;span class="caps"&gt;NPC&lt;/span&gt; Appendix.&lt;/p&gt;

&lt;p&gt;Both large trunks are locked (Hardness 5; hp 20; Break DC 25; Open Locks DC 20). One contains only basic personal belongings; the other is trapped and contains the Treasure.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Glyph of Warding Trap (electrical)&lt;/strong&gt;: CR 4; spell; spell trigger; no reset; spell effect (&lt;a href="/wikis/glyph-of-warding" class="wiki-page-link"&gt;Glyph of Warding&lt;/a&gt; [electrical], 6th level cleric, 3d8 electrical, DC 15 Reflex save half damage);

multiple targets (all targets within 5 ft.); Search (DC 28); Disable Device (DC 28); Cost: 750 gp + 600 xp

**Tactics:** In combat, Sizret always prefers to cast bull's strength, shield of faith, and either protection from good or magic circle against good (depending on how many allies are nearby at the time of casting) in that order. Once in melee, she casts doom at the toughest looking fighter, followed by searing light at an arcane spellcaster.

Though capable of defending herself, if surprised here she would rather cast invisibility and sneak away in search of comrades than take on a band of well armed adventurers alone.

**Treasure:** A small oak box lined with velvet containing 35 tiny diamonds each worth 15 gp; a pouch with 35 pp; a suit of masterwork chainmail; a masterwork heavy mace; and a divine scroll of flame strike (9th level caster). In a silver scroll case (8 gp) there is also the following note, written in Undercommon:

*Sizret:*

I received your missive in good time. Do not despair-help is on the way. We shall fortify this area then move onto the rest of this location. You have done good work. Do I see a promotion in your future? Please be sure to scout out as much of the other levels as possible. Helsass has indicated that this might be earmarked for our next great city!

*Tiernant:*

**Development:** Helsass and Tiernant are Sizret's two immediate superiors. The drow are indeed interested in Barakus as a possible location for a future stronghold or even a mighty city. How you choose to handle this is entirely up to you. If the PCs wipe out this small contingent then perhaps the drow's plans are scuttled. On the other hand, drow are notoriously determined when they see something they want, and it is just as likely these troops would be replaced by more-and even tougher-reinforcements.

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<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 4-24: Entrance to Level 3B&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;This passage twists and slopes upward for several hundred yards before arriving at Area &lt;a href="/wikis/bks-3b-7" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt;3B-7&lt;/a&gt;. &lt;/p&gt;

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Back to &lt;a href="/wikis/barakus-level-4" class="wiki-page-link"&gt;Barakus Level 4&lt;/a&gt;</content>

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<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 3B-1: Stairs From Level &lt;br /&gt;

2 and Lair of the Mad &lt;br /&gt;

Troglodyte (EL 4)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;A spiral stone staircase terminates in the south-west corner of this chamber. Strange, crude symbols have been painted on the walls and floor in black. The room is filled with odd debris: small stone pedestals broken off their bases, bent picture frames, animal skins and bones. Two of the pedestals are being used to block the north and east doors (Break DC 20 from the ?outside?).

Thrassit, a mad troglodyte Ftr3 holes up here. He hears anyone descending the staircase and hides behind it, springing out and attacking the invaders once they reach the bottom. He likewise attacks anyone attempting to break open the doors to his room.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/thrassit" class="wiki-page-link"&gt;Thrassit&lt;/a&gt;, Male Troglodyte Ftr3: CR 4; hp 30; &lt;br /&gt;

see &lt;span class="caps"&gt;NPC&lt;/span&gt; Appendix.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Treasure&lt;/strong&gt;: Hidden amid the clutter (Search DC 15) is a shriveled, severed human leg, around which is a gold ankle bracelet worth 75 gp.&lt;/p&gt;

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Back to &lt;a href="/wikis/barakus-level-3b" class="wiki-page-link"&gt;Barakus Level 3B&lt;/a&gt;</content>

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<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 3B-2: Battle Scene&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;There are a dozen recessed niches in the walls of this small chamber, within each of which rests a humanoid skull. There is also a wooden bucket in northeast filled with urine, and a bucket in the northwest filled with blood.

Two dwarves dressed in chainmail lay sprawled on the floor, dried blood staining the floor around their bodies. They appear to have been dead for quite some time. Their bodies have been looted of everything except their chainmail (badly damaged from whatever killed them) and a dagger in one dwarf's belt.&lt;/p&gt;

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Back to &lt;a href="/wikis/barakus-level-3b" class="wiki-page-link"&gt;Barakus Level 3B&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-3b-13</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 3B-13: The Rune Room&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;The walls and floor of this area have been covered in odd runes. Anyone making a successful

Knowledge (Arcana) check (DC 15) or a successful Spellcraft check (DC 15) notices that the runes seem to be more or less warding in nature but are improperly drawn; it is as if whoever inscribed these runes had seen them once long ago and then attempted by memory to recreate them. The runes, as such, are totally harmless and ineffective. If the characters make any amount of noise here they gain the attention of Festuss in Area

3B-14.

Back to [Barakus Level 3B](/wikis/barakus-level-3b)

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-62</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-62: Guard Rooms&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;These two small facing rooms used to house the guards to the gates to Level 3A. Both rooms still contain wooden weapon racks affixed to the wall with iron bolts. The rooms are otherwise empty.

In the middle of the hallway, directly between the two chambers and facing Area 2-63, is an extremely life-like statue of an orc, his battleaxe raised above his head as if he were about to strike. Apparently he never got the chance.&lt;/p&gt;

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Back to &lt;a href="/wikis/barakus-level-2" class="wiki-page-link"&gt;Barakus Level 2&lt;/a&gt;</content>

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<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-64: Preparation

Chamber

A set of wide double doors opens into this room

from the north, while a solid, iron door bars the

way in the south. The room is empty and unre-

markable except for three words inscribed in Dra-

conic above the southern door: Vershaw, Kazip, and Florn.

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Area 2-66: Jailor's Room

A simple wooden slat bed stands against the

eastern wall. On the north wall, hung on three

spikes, are a cat-o-nine-tails, a pair of masterwork

manacles, and a large key ring packed with keys.

The key ring has a total of 25 keys on it, of all

different shapes and sizes. One of the keys is to

the set of masterwork manacles (still quite func-

tional), another is the second key to the door in

Area 1-24F.</p>

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Back to <a href="/wikis/barakus-level-2" class="wiki-page-link">Barakus Level 2</a></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-67</link>

<content gm\_only="true" format="html"><p><strong>Area 2-67: Hall of Pillars</strong></p>

<p>Fifteen massive, 10 foot-thick stone pillars line

this long hall. The chamber has no eastern wall:

the floor simply ends at the edge of a 40 foot-deep

crevasse. A 10 foot-wide, natural stone bridge

stretches into the darkness from the center of the

eastern part of the hall. The roof of the cavern east

of the hall extends 30 feet into the inky blankness

(and 70 feet from the cavern floor).</p>

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Back to <a href="/wikis/barakus-level-2" class="wiki-page-link">Barakus Level 2</a></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-2-69</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 2-69: The River Cavern (EL  
Varies)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;A 10 foot-deep river flows north to south through this massive cavern, entering and exiting  
the cave

through low holes in the walls. The floor of the

cavern is rough, damp, and strewn with rocks,

making footing treacherous. Anyone attempting

to run or fight in this cave must succeed at a Bal-

ance check (DC 10) or fall. There are a number of

points of interest in this area, all detailed below.&lt;/p&gt;

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2&lt;/a&gt;</content>

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&lt;p&gt;Map scale is wrong, 1 square = 5 ft.&lt;br /&gt;

35 &amp;#215; 35 squares &lt;br /&gt;

175 &amp;#215; 175 feet&lt;/p&gt;

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<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="https://zenopusarchives.blogspot.com/2015/02/part-46-zenopus-built-tower.html?m=1"&gt;Ref erence&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;The wizard Zenopus once dwelled in this tower on the cliffs outside Saltmarsh. He built his lair next to the remains of an ancient graveyard rumored to be haunted.&lt;/p&gt;

&lt;p&gt;One night, the tower was engulfed in a fiery green aura. A few brave folks from town investigated the tower and found it abandoned. The door at the base of the cellar stairs was covered with strange symbols and wrapped in silver chains. An explorer tried to open the door, but a jolt of lightning from the door's runes nearly killed her. Shortly afterward, strange spirits and capering fey were seen atop the tower. After a few travelers went missing nearby, the town council asked a Keoish galleon to bombard the structure with catapult fire until it was battered into rubble.&lt;/p&gt;

&lt;p&gt;Since then, the ruins have been largely forgotten. The exception is Keleddek the Unspoken, the town wizard, who used magic to open the cellar door and found that the passages led to a hidden sea cave. He uses the cave as a meeting point for smugglers. He has recruited several &lt;a href="/wikis/goblin-0" class="wiki-page-link"&gt;Goblin&lt;/a&gt;s to keep watch over the place, along with a trained &lt;a href="/wikis/giant-constrictor-snake" class="wiki-page-link"&gt;Giant Constrictor Snake&lt;/a&gt; he raised from a hatchling. The goblins barricaded several passages leading deeper into the dungeons after losing several of their number to &lt;a href="/wikis/Ghouls/new" class="create-wiki-page-link"&gt;Ghouls&lt;/a&gt; and &lt;a href="/wikis/Giant%20Rats/new" class="create-wiki-page-link"&gt;Giant Rats&lt;/a&gt; that emerged from the depths.&lt;/p&gt;

&lt;p&gt;Keleddek is loath to tell anyone about his secret stronghold, but he can't shake the idea of following the deeper passages for the chance of unearthing Zenopus's lost secrets. If the characters earn his trust, he might take them into his confidence. The details of the deep dungeons are left to the DM's invention.&lt;/p&gt;

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[&gt;Tower of Zenopus&lt;/a&gt;</content>](/wikis/tower-of-zenopus)

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[&gt;Tower of Zenopus&lt;/a&gt;</content>](/wikis/tower-of-zenopus)

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&lt;p&gt;&lt;strong&gt;Ocean Currents&lt;/strong&gt;&lt;br /&gt;

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&lt;p&gt;&lt;strong&gt;Wind Directions&lt;/strong&gt;&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-3b-6</link>

<content gm\_only="true" format="html"><p><strong>Area 3B-6: The Illustrated Floor</strong></p>

<p>The floor of this large and oddly shaped room is covered in crude drawings. Each drawing is a different attempt to render the Stone of Madness. There are thirteen drawings in all. Anyone uttering the word "florn" in Area <a href="/wikis/bks-2-65" class="wiki-page-link"><span class="caps">BKS</span> 2-65</a> is teleported to the center of this chamber.</p>

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\_\_\_\_\_ Back to [[Wiki Creatures]]</content>

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<content gm\_only="false" format="textile">"Wiki":https://www.dandwiki.com/wiki/SRD:Stone\_Giant

| This giant resembles a lean, muscular human. Its hard, hairless flesh is smooth and gray. It has gaunt facial features and deep-sunken, black eyes that makes it seem

grim.

18 ft.

[Back to \[\[Giant\]\]](#)

[https://www.dandwiki.com/wiki/SRD:Stone\\_Giant](https://www.dandwiki.com/wiki/SRD:Stone_Giant)

This giant resembles a lean, muscular human. Its hard, hairless flesh is smooth and gray. It has gaunt facial features and deep-sunken, black eyes that makes it seem grim.
-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------

18 ft.

Back to [a href="/wikis/giant"](/wikis/giant)

[Giant](#)

<id>https://mark-1.obsidianportal.com/wiki\_pages/3343720</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/muddy-hound-inn</link>

<content gm\_only="true" format="html">&lt;p&gt;This inn is moderately well furnished.&lt;br /&gt;  
After a few moments, the PCs can notice that the paintings on the wall look badly done, as though  
by an amateur. Regular customers know they&#8217;re painted by the Innkeeper, Carloman.  
They joke about the art, but only in hushed tones.&lt;/p&gt;  
  
&lt;p&gt;Innkeeper: Carloman Erlang, a middle-aged male. The fellow has thick beard and dons

worn and dirty clothes. He appears to be generous. He regularly is quick to anger.</p>

<p>He is motivated by becoming a famous painter.</p>

<p>He has a secret: he was once a member of an ancient evil cult responsible for recent sacrificial killings.</p>

<hr />

Back to <a href="/wikis/burle" class="wiki-page-link">Burle</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3350799</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-3b-4</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3350800</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-3b-5</link>

<content gm\_only="true" format="html"><p><strong>Area 3B-5: Toy Maker's Workshop</strong></p>

<p>Against the southern wall is a long wooden bench, atop which are dozens of small wooden toys, as well as some springs, bolts, and numerous small metal tools similar to those found in Area <a href="/wikis/bks-2-3" class="wiki-page-link"><span class="caps">BKS</span>2-3</a>. Each toy (goblins, faeries, dogs, etc?) has a little screw in its back, which, if turned, causes it to walk for about a minute. There are fourteen toys in all.</p>

<hr />

Back to <a href="/wikis/barakus-level-3b" class="wiki-page-link">Barakus Level 3B</a></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-3b-7</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3350808</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-3b-8</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3350818</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-3b-9</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3350819</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/fraam</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3350826</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-3b-10</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3350996</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-3b-11</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 3B-11: Locked Room&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Both doors to this room are bolted from the inside (Hardness 5; hp 30; Break DC 30). Sitting on a stool in the northeast corner is a skeleton in studded leather armor with a battleaxe across

what used to be its lap. This poor fool, utterly paranoid, locked himself in here until he starved to death. In his mind, he was guarding the secret door (Search DC 20) behind him.</p>

<p><strong>Secret Door</strong>: 2 in. thick; Hardness 8; hp 30; Search (DC 20)</p>

<p><strong>Treasure</strong>: The battleaxe is masterwork. Otherwise, there is nothing of value in this room.</p>

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Back to <a href="/wikis/barakus-level-3b" class="wiki-page-link">Barakus Level 3B</a></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-3b-12</link>

<content gm\_only="true" format="html"><p><strong>Area 3B-12: The Three Amulets (EL 4)</strong></p>

<p>The threshold to this small chamber is rigged with a deadly pit trap.</p>

<p>Poisoned Spiked Pit Trap: CR 5; mechanical; location trigger; automatic reset; DC 18 Reflex save avoids ; 20 ft. deep (2d6, fall); pit spikes (Atk +12 melee (2d4 spikes per target for 1d4 each) plus poison [Fort save DC 15, 1d6/1d6 temporary Con], crit x3); Search (DC 20); Disable Device (DC 20); Market price: 4,000 gp.</p>

<p>Standing against the southern wall are three stone statues of warriors. Each warrior clasps a halberd in both hands, is dressed in full plate, and, upon closer examination, is wearing a medal-lion. The westernmost statue's medallion bears the image of a lightning bolt; the center statue's medallion shows a shining sun; the easternmost statue's medallion shows an open eye. Inscribed in Ancient Common on the wall behind the statues (Search DC 12) are the words: Lotus. Gortus. Tjool. If the word Lotus is uttered, the westernmost statue's medallion ?animates;? that is, it

turns from stone to gold and silver and can be removed from the statues neck. Likewise, if the word Gortus is uttered, the center statue's medallion can be removed, and if the word Tjool is uttered the easternmost statue's amulet can be removed. The amulets are as follows:

Lightning Amulet: The Heart of Gromm (see below)

Shining Sun Amulet: Amulet of Protection Against Madness

Open Eye Amulet: Medallion of Thought Projection.

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Back to [Barakus Level 3B](/wikis/barakus-level-3b)

[https://mark-1.obsidianportal.com/wiki\\_pages/3351016](https://mark-1.obsidianportal.com/wiki_pages/3351016)

[https://mark-1.obsidianportal.com/wiki\\_pages/bks-3b-15](https://mark-1.obsidianportal.com/wiki_pages/bks-3b-15)

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[https://mark-1.obsidianportal.com/wiki\\_pages/bks-3b-16](https://mark-1.obsidianportal.com/wiki_pages/bks-3b-16)

[https://mark-1.obsidianportal.com/wiki\\_pages/3351020](https://mark-1.obsidianportal.com/wiki_pages/3351020)

[https://mark-1.obsidianportal.com/wiki\\_pages/bks-3b-17](https://mark-1.obsidianportal.com/wiki_pages/bks-3b-17)

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[https://mark-1.obsidianportal.com/wiki\\_pages/bks-3b-18](https://mark-1.obsidianportal.com/wiki_pages/bks-3b-18)

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3351310</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ghoul-lord</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/festuss</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/kiva</link>

<content gm\_only="true" format="html">&lt;p&gt;male halfling Mnk3: &lt;br /&gt;

&lt;strong&gt;CR&lt;/strong&gt; 3; &lt;br /&gt;

SZ S; &lt;br /&gt;

HD 3d8+3; &lt;strong&gt;hp&lt;/strong&gt; 20; &lt;br /&gt;

&lt;strong&gt;Init&lt;/strong&gt; +3 (Dex); &lt;br /&gt;

&lt;strong&gt;Spd&lt;/strong&gt; 25 ft.;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;AC&lt;/strong&gt; 17 (+1 size, +3 Dex, +3 Wis), touch 14, flat- footed

14;&lt;/p&gt;

&lt;p&gt;&lt;span class="caps"&gt;BAB&lt;/span&gt;/Grap &lt;ins&gt;2&lt;/ins&gt;1;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Atk&lt;/strong&gt; &lt;ins&gt;6 melee [&lt;/ins&gt;4&lt;/ins&gt;4 with flurry of  
blows] (1d6&lt;/ins&gt;2, unarmed strike); or &lt;ins&gt;6 melee [&lt;/ins&gt;4&lt;/ins&gt;4 with flurry  
of blows] (1d6&lt;/ins&gt;2, masterwork nunchacku);&lt;/p&gt;

&lt;p&gt;\*SA\*flurry of blows;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;SQ&lt;/strong&gt; unarmed strike, &lt;a href="/wikis/evasion" class="wiki-page-link"&gt;Evasion&lt;/a&gt;, &lt;a href="/wikis/still-mind" class="wiki-page-link"&gt;Still Mind&lt;/a&gt;;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;AL&lt;/strong&gt; LN (LG);&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;SV&lt;/strong&gt; Fort +6, Ref +8, Will +8;&lt;/p&gt;

&lt;p&gt;Str 14, Dex 16, Con 12,&lt;br /&gt;

Int 10, Wis 16, Cha 8.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Skills&lt;/strong&gt;: Balance +5, Climb +4, Escape Artist +11, Hide +13, Jump +4, Move Silently +11.&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Feats&lt;/strong&gt;: Agile, Deflect Arrows, &lt;a href="/wikis/dodge" class="wiki-page-link"&gt;Dodge&lt;/a&gt;, &lt;a href="/wikis/mobility" class="wiki-page-link"&gt;Mobility&lt;/a&gt;, &lt;a href="/wikis/stunning-fist" class="wiki-page-link"&gt;Stunning Fist&lt;/a&gt; (DC 14), Weapon Focus (unarmed strike).&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Possessions&lt;/strong&gt;: Masterwork nunchaku, +1 &lt;a href="/wikis/cloak-of-resistance" class="wiki-page-link"&gt;Cloak of Resistance&lt;/a&gt;.&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3351393</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/pale</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3351398</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/teelo</link>

<content gm\_only="true" format="html">&lt;p&gt;male halfling Rog4: &lt;br /&gt;

<strong>CR</strong> 4; <br />

SZ S; <br />

HD 4d6+8; <strong>hp</strong> 25; <br />

<strong>Init</strong> +4 (Dex); Spd 20 ft.;</p>

<p><strong>AC</strong> 18 (<ins>1 size, +4 Dex, +3 armor), touch 15, flat-footed 14; <br />

<span class="caps">BAB</span>Grap +3</ins>0;</p>

<p><strong>Atk</strong> <br />

<ins>6 melee (1d4</ins>1, small masterwork shortsword, crit 19-20), or</p>

<p><ins>9 ranged (1d3</ins>1, thrown small dagger, crit 19-20);</p>

<p><strong>SA</strong> sneak attack (2d6);</p>

<p><strong>SQ</strong> <a href="/wikis/evasion"

class="wiki-page-link">Evasion</a>, trap sense +1, trapfinding, <a

href="/wikis/uncanny-dodge" class="wiki-page-link">Uncanny Dodge</a>;</p>

<p><strong>AL</strong> CE (NG);</p>

<p><strong>SV</strong> Fort +4, Ref +9, Will +3;</p>

<p>Str 12, Dex 18, Con 14, <br />

Int 14, Wis 12, Cha 8.</p>

<p><strong>Skills</strong>: Balance +6, Climb +10, Escape Artist +11, Hide +15, Jump +6, Listen +10, Move Silently +13, Open Locks +11, Search +9, Spot +8, Tumble +13.</p>

<p><strong>Feats</strong>: <a href="/wikis/dodge"

class="wiki-page-link">Dodge</a>, Weapon Focus (swordsword).</p>

<p><strong>Possessions</strong>: small masterwork shortsword, 4 small throwing daggers, masterwork studded leather armor, drow ring of invisibility\*.</p>

<p>\*This ring is similar to a ring of invisibility except that upon exposure to sunlight it crumbles to a silvery dust. Its market price is therefore only 10,000 gp. An identify spell merely identifies this

item as a ring of invisibility.</p></content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/statue-guardian</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3351423</id>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/still-mind</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3351701</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/uncanny-dodge</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/scarlet-brotherhood</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;&lt;span class="caps"&gt;MUST&lt;/span&gt;&lt;/p&gt;&lt;/content>

class="caps"&gt;RESKIN&lt;/span&gt;&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;The Scarlet Brotherhood claims that the bloodline of its followers traces back to an ancient line of kings, House Lamoval, and their goal is to restore the old Suloise noble houses to prominence in the world. As scions of a realm that once enjoyed unmatched arcane power and a vast dominion, its members see themselves as superior to all other folk and the only ones fit to rule.&lt;/p&gt;

&lt;p&gt;For decades, this group has been concocting a conspiracy to spread fear, chaos, and uncertainty across the land. When the time is right, the Brotherhood will strike to seize the reins in kingdoms all across the world. Already its assassins have slain those who might oppose their sinister plans. In almost every court in the land, from the most remote backwater barony to the imperial courts of world powers, the Brotherhood's agents have quietly assumed positions of influence.&lt;/p&gt;

&lt;p&gt;In Saltmarsh, the Brotherhood supports councilman Anders Solmor and his family's trade cartel. They hope to use Anders to destabilize the region, weaken the crown, and clear the way for the Scarlet Brotherhood to seize control. The Brotherhood arranges for the Solmor ships to meet with eager merchants in distant ports who pay well above market value for his goods, ensuring his popularity and dependence on Brotherhood contacts. The Brotherhood plans to surround him with their advisers and functionaries to ensure that Saltmarsh develops under their control. They intend to ignite open war between Keoland and the Sea Princes, leaving both realms battered and weakened while the Brotherhood moves in.&lt;/p&gt;

&lt;p&gt;Unlike the other factions in Saltmarsh, there is no good side to the Scarlet Brotherhood. As unrepentant megalomaniacs, they are villains through and through.&lt;/p&gt;

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Back to &lt;a href="/wikis/keolis" class="wiki-page-link"&gt;Keolis&lt;/a&gt;???&lt;a href="/wikis/rhalessa" class="wiki-page-link"&gt;Rhalessa&lt;/a&gt;</content>

<link>https://mark-1.obsidianportal.com/wiki\_pages/knights-of-keolis</link>

<content gm\_only="true" format="html">&lt;p&gt;? Years ago, the Knights of Keolis helped the denizens of the forest defeat an incursion by cultists worshipping elemental evil fire. Since then, the elves, the treants, and the crown of Keolis have observed the &lt;a href="/wikis/wild-flame-pact" class="wiki-page-link"&gt;Wild Flame Pact&lt;/a&gt; ? a treaty that calls for mutual defense against the Dreadwood?s horrors.&lt;/p&gt;

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Back to &lt;a href="/wikis/keolis" class="wiki-page-link"&gt;Keolis&lt;/a&gt;???&lt;a href="/wikis/salinmoor" class="wiki-page-link"&gt;Salinmoor&lt;/a&gt;???&lt;a href="/wikis/burle" class="wiki-page-link"&gt;Burle&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/liarei</link>

<content gm\_only="true" format="html">&lt;p&gt;The Liarei are &lt;a href="/wikis/ariesti" class="wiki-page-link"&gt;Ariesti&lt;/a&gt; whose ancestors abandoned the city of &lt;a href="/wikis/liareth" class="wiki-page-link"&gt;Liareth&lt;/a&gt; and now live scattered across Rhalessa.&lt;/p&gt;

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Back to &lt;a href="/wikis/liareth" class="wiki-page-link"&gt;Liareth&lt;/a&gt;???&lt;a href="/wikis/rhalessa" class="wiki-page-link"&gt;Rhalessa&lt;/a&gt;???&lt;a href="/wikis/keolis" class="wiki-page-link"&gt;Keolis&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/sea-princes</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3363679</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/burle-blacksmith</link>

<content gm\_only="true" format="html">&lt;p&gt;Jaoven Thoraval&lt;/p&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3363864</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/burle-general-store</link>

<content gm\_only="true" format="html">&lt;p&gt;Juna Guillevic&lt;/p&gt;

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3363927</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/wildflame-keep</link>

<content gm\_only="true" format="html">&lt;p&gt;Barracks&lt;br /&gt;

Chapel&lt;br /&gt;

Spellcasters: scrolls: 0- 1st- (1d4+2)&lt;br /&gt;

Wander Root?s Grove&lt;/p&gt;

&lt;p&gt;Well&lt;/p&gt;

&lt;p&gt;Various services, library, armory, trophy room, kitchen, alchemy lab, bedrooms, and a stable.&lt;/p&gt;

&lt;p&gt;A typical small castle is maintained by a crew of 10 or more hirelings as maids and maintenance, and 30 or more soldiers, not including incidental roles. Small castles can hold up to a crew of 50 other people without crowding, and up to 1000 extra people in times of need before it becomes too cramped, not including the owner&#8217;s living quarters.&lt;/p&gt;

&lt;p&gt;7 Knights of Keolis&lt;br /&gt;

Ranking&lt;br /&gt;

Wizards&lt;br /&gt;

Clerics&lt;br /&gt;

13 Rangers&lt;br /&gt;

30 Royal Garrison &lt;br /&gt;

\_\_\_\_\_ Back to &lt;a href="/wikis/burle" class="wiki-page-link"&gt;Burle&lt;/a&gt;&lt;/p&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3367754</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/saethori-flight-arrows</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3367759</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/saethori-signal-arrows</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3367814</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/armor-of-the-wood-walker</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-4a-1</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 4A-1: Choices, Choices (EL 3)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;The sloping passage from Area &lt;a href="/wikis/bks-3a-15" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 3A-15&lt;/a&gt; terminates in a large rectangular chamber. All five doors are ironbound and securely locked (Hardness 8; hp 25; Break DC 25; Open Locks DC 25). Written above the threshold on the eastern wall in &lt;a href="/wikis/ancient-common" class="wiki-page-link"&gt;Ancient Common&lt;/a&gt; are the words, "Leave ye now if you do not know the way." The northern door is trapped. Anyone picking the lock or breaking down the door triggers a magic missile trap. There is nothing but a blank wall beyond the trapped door. However, a successful Search of the wall (DC 20) reveals a small depression, within which is a brass plate with a diagram (see insert). This diagram shows the pattern one must follow on the checkerboard floor in Area &lt;a href="/wikis/bks-4a-6" class="wiki-page-link"&gt;&lt;span class="caps"&gt;BKS&lt;/span&gt; 4A-6&lt;/a&gt;. The secret door has a Search DC 22.&lt;/p&gt;

&lt;p&gt;Magic Missile Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (d4+1 [x5] magic missiles fired at the closest PC); Search (DC 26); Disable Device (DC 26); Cost: 3,500 gp + 280 xp.&lt;/p&gt;

&lt;p&gt;Secret Door: 2 in. thick; Hardness 8; hp 30; Search (DC 22).&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/barakus-level-4a" class="wiki-page-link"&gt;Barakus Level 4A&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3410824</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-4a-2</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;strong&gt;Area 4A-2: The Falling Floor (EL 4)&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;This room appears to be empty except for some wall sconces. Anyone examining the floor notices that it is covered with an odd, oily substance. The door in the west is unlocked. Should more than 50 pounds of pressure be placed on the darkly shaded area of the floor, the entire lightly shaded area of the floor suddenly drops down at a 75-degree angle (see diagram). Anyone anywhere on the shaded area must succeed at a Reflex save (DC 20) to avoid sliding down the slick floor into a wide pit filled with sharpened spikes (see diagram). Note: Only those characters within reach of a wall or the eastern portion of the room are allowed this saving throw. Those in the middle of the floor have nothing to grab hold of. What?s more, those characters clinging to the wall must still somehow climb to safety. A failed Climb check (DC 20) results in the character tumbling down the incline into the pit.&lt;/p&gt;

&lt;p&gt;Falling Floor Pit Trap: CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids (see above); 20 ft. deep (2d6 fall); pit spikes (Atk &lt;ins&gt;10 melee, 2d4 spikes per target for 1d6&lt;/ins&gt;1 each, crit 18-20); Search (DC 20); Disable (DC 20): Market price: 3,600

gp.&lt;/p>

&lt;p>The door in the west leads to a blank wall.&lt;/p>

&lt;hr />

Back to &lt;a href="/wikis/barakus-level-4a" class="wiki-page-link">Barakus Level 4A&lt;/a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3410828</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-4a-3</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3410829</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-4a-4</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3410836</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-4a-5</link>

<content gm\_only="true" format="html">&lt;p>&lt;strong>Area 4A-5: The Trapped Hall (EL 8)&lt;/strong>&lt;/p>

&lt;p>At the spot marked ?T? on the map is a 10-foot by 10-foot pressure plate. As soon as 50 pounds or more of pressure is placed on the plate, a 20-foot wide trapdoor in the shaded area of the corridor opens. The trapdoor is actually two 10-foot by 10-foot trapdoors, one hinged on the east and the other on the west. Anyone standing in the shaded area is dropped 10 feet to a 20-foot wide metal ramp that slopes down at a 75-degree angle for 30 feet. Characters are allowed a Reflex save (DC 20) to see if they can grab hold of the wall or floor in the passage. Those who fail their save tumble down the ramp and then drop down another 20 feet into a 15-foot by 40-foot chamber. As



soon the trapdoor above has been sprung, a deadly gas is released in this chamber, filling the entire room in one round. The gas dissipates after 20 rounds. The trap door in the passage remains open as long as 50 pounds of pressure remains on the pressure plate. Should this pressure be removed, the doors slam shut. Anyone still dangling from the floor or wall when the doors close suffers 4d6 crushing damage and is pinned by the two sides of the trap door. A character may avoid this con-

sequence by letting go (Ref save DC 15), though he is then dropped down to the ramp and on into the gas-filled chamber.

Trapdoor: CR 3; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 30 ft. deep (3d6 fall); Search (DC 20); Disable Device (DC 20): Market price: 3,000gp;

Poison Gas Trap: CR 8; mechanical; proximity trigger (trapdoor trigger); repair reset; gas; never miss; onset delay (1 round); poison (1d6/2d6 Con,

Fort save DC 20); multiple targets (all targets in 15 ft. by 40 ft. room); Search DC NA; Disable Device NA; Market price: 16,200.

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Back to [Barakus Level 4A](/wikis/barakus-level-4a)

[https://mark-1.obsidianportal.com/wiki\\_pages/3410838](https://mark-1.obsidianportal.com/wiki_pages/3410838)

[https://mark-1.obsidianportal.com/wiki\\_pages/bks-4a-6](https://mark-1.obsidianportal.com/wiki_pages/bks-4a-6)

**Area 4A-6: The Checkerboard Hall (EL 3)**

This wide hallway ends in a set of locked, brass, double doors. Carved into the wall flanking the doors are a pair of tall, stern looking warriors, each dressed in full ceremonial plate armor and carrying a greatsword. The double doors (3 in. thick; Hardness 15; hp 100), cannot be picked or

opened with a knock spell, although a dispel magic (DC 25) unlocks the doors for three rounds.

&lt;br /&gt;

The floor of this hall is painted in a black and gray checkerboard. If the checkerboard is traversed in the pattern shown on the map, the hall can be crossed safely, and once a character steps on the final square, the doors unlock. When a character steps on a correct square in the correct order, he feels a soft heat emanating from that square. Should a character step on a square other one of those indicated in the pattern, or step on a square in the pattern but not in the correct order, he receives a violent electrical shock (4d4 electrical damage; Fort save [DC 17] halves). A character must step on all the correct squares in the correct order to open the doors. Once the doors have been opened the trap is deactivated for 48 hours.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/barakus-level-4a" class="wiki-page-link"&gt;Barakus Level 4A&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3410842</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bks-4a-7</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3420572</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/salinmoor-history</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3434595</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/galnesarine</link>

<content gm\_only="true" format="html"&gt;&lt;p&gt;Large drow city in the &lt;a href="/wikis/underdark"

[Underdark](/wikis/sinnarian-coast) near the [Sinnarian Coast](/wikis/sinnarian-coast)

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Back to [Maleatha](/wikis/maleatha) [Underdark](/wikis/underdark) [Sinnarian Coast](/wikis/sinnarian-coast)

[https://mark-1.obsidianportal.com/wiki\\_pages/3438048](https://mark-1.obsidianportal.com/wiki_pages/3438048)

[https://mark-1.obsidianportal.com/wiki\\_pages/imperium-daemoniorum](https://mark-1.obsidianportal.com/wiki_pages/imperium-daemoniorum)

[old tome of magic on the summoning and binding of demons](#)

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[https://mark-1.obsidianportal.com/wiki\\_pages/books](https://mark-1.obsidianportal.com/wiki_pages/books)

1. Academic paper
2. Academic publishing
3. Almanac
4. Autobiography
5. Biography
6. Blueprint

7. Book report&lt;br /&gt;
8. Creative nonfiction&lt;br /&gt;
9. Design document&lt;br /&gt;
10. Diagram&lt;br /&gt;
11. Diary&lt;br /&gt;
12. Dictionary&lt;br /&gt;
13. Encyclopedia&lt;br /&gt;
14. Essay&lt;br /&gt;
15. Guides and manuals&lt;br /&gt;
16. Handbook&lt;br /&gt;
17. History&lt;br /&gt;
18. Journal&lt;br /&gt;
19. Journalism&lt;br /&gt;
20. Letter&lt;br /&gt;
21. Literary criticism&lt;br /&gt;
22. Memoir&lt;br /&gt;
23. Natural history&lt;br /&gt;
24. Nonfiction films (e.g. documentaries)&lt;br /&gt;
25. Philosophy&lt;br /&gt;
26. Popular science&lt;br /&gt;
27. Science book&lt;br /&gt;
28. Scientific paper&lt;br /&gt;
28. Statute&lt;br /&gt;
29. Technical writing&lt;br /&gt;
30. Textbook&lt;br /&gt;
31. Thesaurus&lt;br /&gt;
32. Theology&lt;br /&gt;

33. Travelogue<br />

34. Cosmology<br />

35. Magic</p>

<p><a href="/wikis/imperium-daemoniorum" class="wiki-page-link">Imperium  
Daemoniorum</a></p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3547432</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-maze</link>

<content gm\_only="true" format="html"><p>Reference: Backrooms</p>

<p><a href="/wikis/Pocket%20Dimension/new" class="create-wiki-page-link">Pocket  
Dimension</a></p>

<p>City of the Lost</p>

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Locations</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3595875</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/clickable-map</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3675456</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/alverian-sundering</link>

<content gm\_only="true" format="html">&lt;p&gt;Under the rule of &lt;a href="/wikis/dravian-the-exalted" class="wiki-page-link"&gt;Dravian the Exalted&lt;/a&gt;, Sembria declares war on their elven neighbors and long time allies, the kingdom of &lt;a href="/wikis/alverion" class="wiki-page-link"&gt;Alverion&lt;/a&gt;, since the elves refuse to submit to the Sembrian holy laws. The Alveri scatter, fighting along the way and leaving a curse on their forest. This was known as the Alverian Sundering. In their absence, a great tide of monstrous races and human barbarians descends and deals the Sembrians a massive defeat and effectively becoming the beginning of the end for the empire.&lt;/p&gt;

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Back to &lt;a href="/wikis/history" class="wiki-page-link"&gt;History&lt;/a&gt;???&lt;a href="/wikis/sembrian-history" class="wiki-page-link"&gt;Sembrian History&lt;/a&gt;???&lt;a href="/wikis/elven-history" class="wiki-page-link"&gt;Elven History&lt;/a&gt;???&lt;a href="/wikis/Alverian%20History/new" class="create-wiki-page-link"&gt;Alverian History&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3675464</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/tathariel</link>

<content gm\_only="true" format="html">&lt;p&gt;Kingdom of &lt;a href="/wikis/moon-elves" class="wiki-page-link"&gt;Moon Elves&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Demonyms&lt;/strong&gt;&lt;br /&gt;

&lt;a href="/wikis/tathari" class="wiki-page-link"&gt;Tathari&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Traits:&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;?Resourcefulness&lt;br /&gt;

?Expertise in subarctic environments&lt;br /&gt;

?Shamanistic traditions&lt;br /&gt;

?Fierceness in battle&lt;br /&gt;

?Focus on family and community&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Beliefs and Customs:&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;?Reverence for the natural world and the power of the moon&lt;br /&gt;

?Deep connection to their elven heritage and the greater elven community&lt;br /&gt;

?Rich tradition of storytelling and music, passing down tales of their people and their land through the generations&lt;br /&gt;

?Strong emphasis on self-sufficiency and independence&lt;br /&gt;

?Deep respect for the land and its inhabitants, including spirits and animals&lt;br /&gt;

?Disdain for the frivolities of other cultures, particularly those of humans&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Government:&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;The Tetharian moon elves are governed by a council of elders, made up of the most respected and experienced members of their society. The council is responsible for making important decisions and settling disputes, but they are careful to take the opinions and needs of the entire community into account. The Tetharians value consensus and cooperation, and the council&#8217;s decisions are generally accepted without question.&lt;/p&gt;

&lt;hr /&gt;

&lt;p&gt;Resourcefulness: The Tetharians have developed a strong sense of self-sufficiency and resourcefulness due to their isolation. They rely on their skills and knowledge of the land to sustain themselves.&lt;br /&gt;

Expertise in subarctic environments: With a large portion of their forest being subarctic, the Tetharians have a deep understanding of surviving in harsh, cold environments. They have developed unique technologies and techniques to deal with the extreme cold and snow.&lt;br /&gt;

Shamanistic traditions: The Tetharians have a deeper connection to the spiritual world than the other moon elf kingdoms. They have shamanistic traditions that involve communing with the spirits of the forest and the moon.&lt;br /&gt;

Fierceness in battle: The Tetharians have developed a fierce and efficient fighting style that emphasizes quick strikes and hit-and-run tactics due to the threats they have faced from the north.<br />

Trusting nature: The Tetharians, having had little contact with other cultures, have a trusting nature and are naive about the potential dangers outsiders may pose. However, they have the potential to become overly defensive and cautious in the face of such dangers.<br />

Focus on family and community: The Tetharians have a strong sense of family and community, with each member of the society contributing to the greater good of the group. They have a tight-knit society that values cooperation and mutual support.<br />

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3676136</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ergrestor-history</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3676144</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/ergrestor-map</link>

<content gm\_only="true" format="html"><p>?The Grand Bazaar: This bustling marketplace is the heart of the city, where gnomish artisans sell their inventions and creations to locals and visitors alike. Here, you can find everything from clockwork toys to intricate automata, and even experimental flying machines.</p>

<p>?The School of Engineering: This legendary institution is the pride of Ergrestor, attracting aspiring engineers and inventors from all over the world. The school is housed in a massive stalactite and features state-of-the-art laboratories and classrooms, where students learn to design



and build complex machines and devices.

**The Steamworks:** This sprawling complex is where the most ambitious engineering projects in Ergrestor take shape. Here, gnomish inventors and engineers work together to build massive steam-powered machines, including airships, submarines, and even siege engines.

**The Residential Quarter:** This neighborhood is home to many of the city's gnomish residents, who live in colorful houses and apartments carved into the stalactites. The streets are narrow and winding, and every building seems to be adorned with some kind of clockwork contraption or mechanical gadget.

**The Crystal Gardens:** This tranquil park is a rare oasis of natural beauty within the city. The gardens are filled with exotic plants and flowers, many of which are bioluminescent and emit a soft glow at night. The centerpiece of the gardens is a massive crystal tree that sparkles in the sunlight and casts rainbows on the surrounding buildings.

[Back to Ergrestor](/wikis/ergrestor)

[https://mark-1.obsidianportal.com/wiki\\_pages/3676283](https://mark-1.obsidianportal.com/wiki_pages/3676283)

[https://mark-1.obsidianportal.com/wiki\\_pages/celandor](https://mark-1.obsidianportal.com/wiki_pages/celandor)

[https://mark-1.obsidianportal.com/wiki\\_pages/3678466](https://mark-1.obsidianportal.com/wiki_pages/3678466)

[https://mark-1.obsidianportal.com/wiki\\_pages/labyrinthine-plane](https://mark-1.obsidianportal.com/wiki_pages/labyrinthine-plane)

This is a plane of chaos and confusion, created as a result of a failed attempt to create a new plane. It is a complex, interconnected network of twisting passageways and hidden chambers, haunted by remnants of the original planar creation.

&lt;p&gt;On the top surface of the Labyrinthine plane: A garden that is perpetually in night time. With pathways in a grid. Pools, fountains, and statues serve as decoration. Every 50 feet or so is a door set in a brick wall grown over with ivy. The wall is only about 10 feet long. On the opposite side of the door, if one were to uncover it, they&#8217;d find it to be brick wall. But when you open certain doors, you can see into another plane.&lt;/p&gt;

&lt;p&gt;suspended high above the garden: The nexus. A bizarre network of floating brick paths. Leading to portals.&lt;/p&gt;

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Back to &lt;a href="/wikis/planes" class="wiki-page-link"&gt;Planes&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3729732</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/hoolwatch-noticeboard</link>

<content gm\_only="true" format="html">&lt;p&gt;The noticeboard reads &quot;\_??HELP  
&lt;span class="caps"&gt;NEEDED&lt;/span&gt;: &lt;span class="caps"&gt;FIND&lt;/span&gt;  
&lt;span class="caps"&gt;CAPTIVE&lt;/span&gt; MERCHANT??\_&lt;/p&gt;

&lt;p&gt;&lt;em&gt;??Reward of 1,000 gold for Unraveling Goblin Trail??&lt;/em&gt;&lt;/p&gt;

&lt;p&gt;&lt;em&gt;Attention, bold adventurers!&lt;/em&gt;&lt;/p&gt;

&lt;p&gt;&lt;em&gt;A merchant named Eldric has been taken by crafty goblins. We seek those with keen eyes and sharp wits to follow their tracks, uncover their lair, and bring Eldric back unharmed. The reward is a thousand gold pieces for the triumphant rescuers. Inquire inside for more information.&lt;/em&gt;&lt;/p&gt;

&lt;p&gt;&lt;em&gt;- Captain Eliander Fireborn&lt;/em&gt;&quot;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/Asking%20about%20the%20quest/new" class="create-wiki-page-link"&gt;Asking about the quest&lt;/a&gt;&lt;/p&gt;

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[https://mark-1.obsidianportal.com/wiki\\_pages/3736512](https://mark-1.obsidianportal.com/wiki_pages/3736512)

[https://mark-1.obsidianportal.com/wiki\\_pages/zythrian-crystals](https://mark-1.obsidianportal.com/wiki_pages/zythrian-crystals)

[zythrian-crystals](https://mark-1.obsidianportal.com/wiki_pages/zythrian-crystals) gm\_only="false"  
format="textile">"Reference?":<http://dnd5e.wikidot.com/wondrous-items:spell-gem>

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[Back to \[\[Zythrian Poser System\]\]](#)

<http://dnd5e.wikidot.com/wondrous-items:spell-gem> gm\_only="true" format="html">&lt;p&gt;&lt;a  
href="http://dnd5e.wikidot.com/wondrous-items:spell-gem"&gt;Reference?&lt;/a&gt;&lt;/p&gt;  
&lt;hr /&gt;  
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[https://mark-1.obsidianportal.com/wiki\\_pages/throgren-moors](https://mark-1.obsidianportal.com/wiki_pages/throgren-moors)

[https://mark-1.obsidianportal.com/wiki\\_pages/3748106](https://mark-1.obsidianportal.com/wiki_pages/3748106)

[https://mark-1.obsidianportal.com/wiki\\_pages/wyvernwatch-mountains](https://mark-1.obsidianportal.com/wiki_pages/wyvernwatch-mountains)

<content gm\_only="true" format="html">&lt;p&gt;South of Elsir Vale lie the Wyvernwatch Mountains, a forbidding range of high, steep mountains with few passes leading to the other side. The Wyvernwatches divide Elsir Vale from the more densely populated and civilized realms of the southern coast. Only the most determined trekkers cross the range; most go hundreds of miles out of their way by circling east or west around the mountains before turning north.&lt;/p&gt;

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Back to &lt;a href="/wikis/sinnarian-coast" class="wiki-page-link"&gt;Sinnarian Coast&lt;/a&gt;???&lt;a href="/wikis/elsir-vale" class="wiki-page-link"&gt;Elsir Vale&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3748107</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/oldwarden-bog</link>

<content gm\_only="true" format="html">&lt;p&gt;(Incomplete) The Oldwarden Bog is a swamp surrounding Lake Sunderfair. Legend has it that the bog was once watched over by an ancient and powerful guardian known as the Oldwarden.&lt;/p&gt;

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Back to &lt;a href="/wikis/sinnarian-coast" class="wiki-page-link"&gt;Sinnarian Coast&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3815776</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/elathrial-forest</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;a href="/wikis/elathria"

class="wiki-page-link">Elathria</a></p>

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Back to <a href="/wikis/west-faladon-geographical-features" class="wiki-page-link">West  
Faladon Geographical Features</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3815810</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/elathrian-history</link>

<content gm\_only="true" format="html"><p>?in ages past, Sylvandale was the site of a small  
Elathrial city. As mankind blossomed into civilization, they pushed closer from the east. The city  
traded with them for centuries. Alliances were made to fight wars together. During the elder wars,  
the city was raised by the dwarves. Men claimed the neutral territory nearby. Much of the region  
east of the Elathrial river became deforested by their presence in the following years. The city was  
left ruined until the first kings of Avralor rose to the throne. Recognizing the growing power of this  
human kingdom the Elathrial ceded the ruined city to the human crown with the agreement that  
Avralor wouldn't push further into the Elathrial forest than the border made by the rivers. This was  
an agreeable deal to both sides since there were great trading opportunities for each.</p>

<p>?War of the Slave Lords: remained aloof</p>

<p><a href="/wikis/namara" class="wiki-page-link">Namara</a><br />

\_\_\_\_\_ Back to <a href="/wikis/elathria"  
class="wiki-page-link">Elathria</a>&#8212;<a href="/wikis/elven-history"

class="wiki-page-link">Elven History</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3815907</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/aglantos</link>

<content gm\_only="true" format="html">&lt;p&gt;Monumental statue built by &lt;a href="/wikis/Garadred%20li/new" class="create-wiki-page-link"&gt;Garadred li&lt;/a&gt; at the mouth of the Elathrial river that depicts his grandfather &lt;a href="/wikis/garadred" class="wiki-page-link"&gt;Garadred&lt;/a&gt; I with a shattered sword and a torch held high.&lt;/p&gt;

&lt;hr /&gt;

Back to &lt;a href="/wikis/west-faladon-important-sites" class="wiki-page-link"&gt;West Faladon Important Sites&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3815910</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/garadred</link>

<content gm\_only="true" format="html">&lt;p&gt;Allied with an army from Lachredonia to defeat the Pythians of Southern Galados. Betrothed his son, &lt;a href="/wikis/Albilean%20III/new" class="create-wiki-page-link"&gt;Albilean &lt;span class="caps"&gt;III&lt;/span&gt;&lt;/a&gt; to the daughter of the king of Lachredonia thus setting up to be high king of Avralor. This marks the beginning of the &lt;a href="/wikis/Kings%20II/new" class="create-wiki-page-link"&gt;Kings II&lt;/a&gt; era of Avralor. Memorialized by the &lt;a href="/wikis/aglantos" class="wiki-page-link"&gt;Aglantos&lt;/a&gt; which was built by his grandson &lt;a href="/wikis/Garadred%20II/new" class="create-wiki-page-link"&gt;Garadred II&lt;/a&gt;.&lt;/p&gt;

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Back to &lt;a href="/wikis/avralor-history-0" class="wiki-page-link"&gt;Avralor History&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3816055</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/xaluth-kotl-the-forsaken</link>

<content gm\_only="true" format="html">&lt;p&gt;Areas of Expertise:&lt;/p&gt;

&lt;p&gt;?Archaic and Enigmatic Texts&lt;/p&gt;

&lt;p&gt;Personality:&lt;br /&gt;

Mysterious and Curious&lt;/p&gt;

&lt;p&gt;Xaluth?kotl the Forsaken was a scholar and historian who passionately collected and deciphered ancient, enigmatic texts from various civilizations within the culture of Lux. His studies spanned a wide range of subjects without the influence of his sinister homeland. He was deeply curious and driven by an insatiable thirst for knowledge, and his quest for the truth was unwavering, even in the face of dark mysteries.&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/thales-of-thermetri</link>

<content gm\_only="true" format="html">&lt;p&gt;Areas of Expertise:&lt;/p&gt;

&lt;p&gt;? Ethics&lt;br /&gt;

? Metaphysics&lt;br /&gt;

? Cosmos&lt;/p&gt;

&lt;p&gt;Personality:&lt;br /&gt;

Contemplative and Wise&lt;/p&gt;

&lt;p&gt;Thales of Sophos is a revered sage and philosopher known for his extensive works on

ethics, metaphysics, and the study of the cosmos within the culture of Corcosia. He seeks solitude to ponder life's profound questions and is regarded as a mentor to many, offering profound philosophical guidance.

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[https://mark-1.obsidianportal.com/wiki\\_pages/3816257](https://mark-1.obsidianportal.com/wiki_pages/3816257)

[https://mark-1.obsidianportal.com/wiki\\_pages/flavelio](https://mark-1.obsidianportal.com/wiki_pages/flavelio)

**Profession and Fields of Study:** Historian and scholar with a focus on meticulous research and an emphasis on historical accuracy in interpreting legends.

**Personality:** Methodical, patient, and analytical, Flavelio approaches his work like a puzzle to be unraveled, emphasizing precision and thorough examination in his interpretations.

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[https://mark-1.obsidianportal.com/wiki\\_pages/3816258](https://mark-1.obsidianportal.com/wiki_pages/3816258)

[https://mark-1.obsidianportal.com/wiki\\_pages/lucidus](https://mark-1.obsidianportal.com/wiki_pages/lucidus)

**Profession and Fields of Study:** Philosopher and moralist who explores the moral and philosophical dimensions



of myths and legends.<br />

<strong>Personality:</strong> Compassionate, gentle, and contemplative, Lucidus approaches stories with a focus on the moral lessons they carry, offering empathetic reflections and moral guidance.</p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/elathori</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/alveri</link>

<content gm\_only="true" format="html"><p>a reclusive and proud people. Their homeland of [Alverion](/wikis/alverion) was once a prosperous and magical forest kingdom, but they were driven from their forest by the Sembrians late in the Age of Empires. The surviving Alverni scattered across the land, some wandering as nomads and others forming small enclaves in remote forests or even human cities. Despite their scattered and isolated existence, Alverni culture has persisted, with a focus on preserving ancient knowledge and tradition. They have a deep connection to nature, and many practice powerful forms of magic. Recently, a group has returned to their ancient homeland to begin work on healing the land.</p><hr />

Back to [Alverion](/wikis/alverion) &#8212; [Ariesti](/wikis/ariesti) &#8212; [Elven Lands](/wikis/elven-lands) &#8212; [Elven History](/wikis/elven-history) &#8212; [Sembrian History](/wikis/sembrian-history) &#8212; [North Central](/wikis/north-central) </content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/alverion</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3821848</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/steppe-striders</link>

<content gm\_only="true" format="html">&lt;p&gt;&lt;img src="https://db4sgowjqfwig.cloudfront.net/campaigns/78647/assets/1366881/IMG\_8179.jpeg?1699481550" class="asset-reference image-asset-reference media-item-align-none" data-asset-id="1366881" alt="IMG\_8179.jpeg" title="IMG\_8179.jpeg"/&gt;&lt;/p&gt;

&lt;ol&gt;

&lt;li&gt;Steppe Striders&lt;/li&gt;

&lt;/ol&gt;&lt;p&gt;&lt;strong&gt;Huge beast, neutral&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;b&gt;Armor Class&lt;/b&gt; 14 (natural armor)&lt;br /&gt;

&lt;b&gt;Hit Points&lt;/b&gt; 84 (8d12 + 32)&lt;br /&gt;

&lt;b&gt;Speed&lt;/b&gt; 50 ft.&lt;/p&gt;

&lt;p&gt;&lt;b&gt;&lt;span class="caps"&gt;STR&lt;/span&gt;&lt;/b&gt; 20 (&lt;ins&gt;5&lt;/ins&gt;)&lt;br /&gt;

&lt;b&gt;&lt;span class="caps"&gt;DEX&lt;/span&gt;&lt;/b&gt; 12 (&lt;/ins&gt;1&lt;/ins&gt;)&lt;br /&gt;

&lt;b&gt;&lt;span class="caps"&gt;CON&lt;/span&gt;&lt;/b&gt; 18 (&lt;ins&gt;4&lt;/ins&gt;)&lt;br /&gt;

&lt;b&gt;&lt;span class="caps"&gt;INT&lt;/span&gt;&lt;/b&gt; 2 (-4)&lt;br /&gt;

&lt;b&gt;&lt;span class="caps"&gt;WIS&lt;/span&gt;&lt;/b&gt; 12 (&lt;ins&gt;1&lt;/ins&gt;)&lt;br /&gt;

&lt;b&gt;&lt;span class="caps"&gt;CHA&lt;/span&gt;&lt;/b&gt; 6 (-2)&lt;/p&gt;

&lt;p&gt;&lt;b&gt;Skills&lt;/b&gt; Perception +3&lt;br /&gt;

&lt;b&gt;Senses&lt;/b&gt; darkvision 60 ft., passive Perception 13&lt;/p&gt;

&lt;p&gt;&lt;b&gt;Challenge&lt;/b&gt; 4 (1,100 XP)&lt;/p&gt;

&lt;hr /&gt;

**Charge.** If the Steppe Strider moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 14 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

---

**Multiattack.** The Steppe Strider makes two attacks: one with its gore and one with its stomp.

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**Gore.** *Melee Weapon Attack:* *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 5) piercing damage.

---

**Stomp.** *Melee Weapon Attack:* *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 14 (2d8 + 5) bludgeoning damage.

---

**Charge.** If the Steppe Strider moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 16 (3d10) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

**Guiding Presence.** While near a Steppe Strider, creatures gain advantage on Survival checks related to travel and navigation.

**Appearance:**

Steppe Striders are colossal creatures, standing at over 10 feet tall at the shoulder and measuring up to 20 feet in length. They have robust, barrel-like bodies covered in thick, shaggy fur that varies in color from earthy browns and grays to a pale, snowy white. Their fur serves to protect them from the harsh elements of the endless plains.

&lt;p&gt;These creatures have a distinctive set of cloven hooves adapted for traversing the open steppes. Their legs are strong and sturdy, designed for carrying heavy loads and pulling wagons across vast distances. On their massive heads, they sport a pair of sweeping, crescent-shaped horns that can grow to impressive lengths, often decorated with intricate tribal carvings.&lt;/p&gt;

&lt;p&gt;Behavior:&lt;br /&gt;

Steppe Striders are known for their gentle and docile nature. They are social creatures, often found in small herds led by a dominant matriarch. The Namanya have cultivated a deep, spiritual bond with these creatures over generations, and it?s not uncommon to find nomads sitting by the fire with their Steppe Strider companions.&lt;/p&gt;

&lt;p&gt;These creatures are well-suited for the nomadic lifestyle of the Namanya, possessing incredible endurance, a steady gait, and a strong sense of direction. They are capable of covering long distances without tiring, making them the perfect choice for pulling the heavy wagon-homes of the culture.&lt;/p&gt;

&lt;p&gt;Cultural Significance:&lt;br /&gt;

The Steppe Striders are revered as sacred companions on the endless journey of the Namanya. They are believed to be gifts from Modes, the deity of travel, and their presence in the culture is symbolic of divine guidance and protection. The bond between the Namanya and their Steppe Striders is celebrated in various rituals and ceremonies, where these creatures are adorned with ceremonial attire, and their horns are often carved with religious symbols.&lt;/p&gt;

&lt;p&gt;In the art and iconography of the Namanya, the Steppe Striders? image is prominent, representing the eternal journey and the strength that guides them across the vast steppes.&lt;br /&gt;

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[&gt;Back to &lt;a href="/wikis/fantastic-locations" class="wiki-page-link">&gt;Fantastic Locations&lt;/a&gt;&lt;/p&gt;&lt;/content>](/wikis/fantastic-locations)

<link>https://mark-1.obsidianportal.com/wiki\_pages/namanya</link>

<content gm\_only="true" format="html">&lt;p&gt;The Nomadic Namanya:&lt;/p&gt;

&lt;p&gt;? Wagon-Homes on Wheels: The Namanya culture could be known for their massive, wheeled wagon-homes. These wagons are their mobile dwellings, crafted intricately and handed down through generations, symbolizing the eternal journey of life. They are not just functional but also beautifully adorned.&lt;br /&gt;

? Worship of Modes: Modes, the deity of travel and guidance, is central to their belief system. They view their never-ending nomadic lifestyle as sacred, and they believe that each journey in their massive wagon-homes is a pilgrimage guided by Modes. Temples to Modes can be found at key crossroads on their routes.&lt;br /&gt;

? Vast Endless Plains: They roam across seemingly endless plains, which are considered holy ground to them. These plains represent the in-between places outside of civilization, echoing their belief in the liminal spaces that Modes watches over.&lt;/p&gt;

&lt;p&gt;Fantastic Beasts of Burden:&lt;/p&gt;

&lt;p&gt;? &lt;a href="/wikis/steppe-striders" class="wiki-page-link"&gt;Steppe Striders&lt;/a&gt;:: The Namanya use massive, fantastical creatures native to their endless plains as the beasts of burden for their wagon-homes. These creatures might have long, shaggy fur to protect against the elements and large, strong bodies capable of pulling the heavy wagons for long distances. &lt;br /&gt;

? Sacred Bond: The relationship between the Namanya and their giant steppe beasts is sacred. They believe these creatures are gifts from Modes and treat them with great reverence. It?s not just a practical partnership but a spiritual one, with rituals performed before and after journeys.&lt;/p&gt;

&lt;p&gt;Cultural Practices:&lt;/p&gt;

&lt;p&gt;? Cycle of Pilgrimages: The Namanya undertake cyclical pilgrimages, following specific routes across the endless plains. These routes are akin to sacred circuits, and every journey is an

act of devotion to Modes.<br />

? Offerings and Rituals: At certain stops along their journey or during significant celestial events, the Namanya make offerings and perform rituals to honor Modes. These rituals could involve lighting fires, singing hymns, or reading from sacred scrolls.<br />

? Nomadic Traditions: They have a rich tradition of oral storytelling, and their bards recite epic tales of their people's endless journeys, often incorporating the symbolism of the wheel and the quarterstaff.</p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/the-birth-of-the-selarians</link>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/the-veridracon</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/3875707</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/puerta-maris</link>

<content gm\_only="true" format="html"><p>? Capital Porta Sanctus: The heart of Adratha's territory, Capital Porta Sanctus is a sprawling coastal city with grand temples dedicated to the sea deity. Surrounding the capital are smaller coastal communities, each contributing to the maritime and religious endeavors of Adratha.<br />

? The Azure Shores: A series of coastal settlements, each with its own unique character, connected by a network of bustling trade routes. The Azure Shores thrive on the trade of exotic goods and are home to skilled artisans and merchants.<br />

? Admiral Valeria Castellanos: Overseeing Adratha's territory, Admiral Valeria is a charismatic leader known for her strategic acumen and dedication to expanding Adratha's influence across the coastal expanse.</p>

<p>? City of Sanctus Maris: The main settlement is a bustling coastal city adorned with grand temples and religious architecture, dedicated to the sea deity Sanctus Maris. Intricate carvings and mosaics depict maritime scenes and religious motifs.<br />

? The Azure Market: A vibrant marketplace where traders from Lux and the Old Continent exchange exotic goods. Colorful stalls line the waterfront, offering spices, textiles, and mystical artifacts.<br />

? Captain Isabella Díaz: Leader of the Adrathan colony, Captain Isabella is known for her strategic naval prowess and diplomatic finesse. She navigates the intricate balance between religious devotion and the pragmatic pursuit of wealth.</p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3875708</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/evershield-haven</link>

<content gm\_only="true" format="html"><p>? Eldergrove Castle: A central stone fortress surrounded by a flourishing Eldergrove, symbolizing the unity between nature and Faladon's protective presence. The castle serves as both a political seat and a military stronghold.<br />

? The Hearthlands: Vast farmlands surrounding Eldergrove Castle, sustaining the colony with rich



harvests and showcasing Faladon's agricultural strength.<br />

? Sir Roland Everforge: The noble leader of Evershield Haven, Sir Roland is known for his chivalrous demeanor and a commitment to the well-being of the colonists. He emphasizes cooperation with the land, forging alliances with local tribes through peaceful means.</p>

<p>2. Evershield Haven (Faladon's Territory):<br />

? Eldergrove Bastion: A central fortress surrounded by the Eldergrove, Eldergrove Bastion stands as the political and military center of Faladon's territory. It overlooks a vast expanse of fertile lands known as the Hearthlands.<br />

? The Hearthlands: A collection of agricultural communities sustaining Evershield Haven with bountiful harvests. Each settlement is characterized by rustic charm, with farmers and craftsmen contributing to the colony's prosperity.<br />

? Lord Cedric Ironhart: Ruling over Evershield Haven, Lord Cedric is a stoic and just leader, embodying the ideals of protection and unity. He maintains strong ties with the land and its people.</p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3875709</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/hommage-lien</link>

<content gm\_only="true" format="html"><p>Hommage Lien (Galidos' Territory):<br />

? Aubry Enclave: A network of interconnected communities collectively known as Aubry Enclave. This territory exemplifies Galidos' commitment to a decentralized yet united approach, where each community contributes to the overall prosperity.<br />

? Harmony Crossroads: The central hub where colonists and native tribes converge for trade,

diplomacy, and cultural exchange. Harmony Crossroads embodies the cooperative spirit between Galidos and the indigenous peoples.

? Lady Elara DuPont's Realm: Led by Lady Elara, this diverse territory promotes equality and collaboration. Communities within Hommage Lien vary in size and function, reflecting a harmonious integration of Galidian and tribal influences.

3. Hommage Lien (Galidos' Colony):

? Aubry Commune: A collection of smaller, self-sufficient communities interconnected through a central hub known as Aubry Commune. Traditional Galidian architecture blends seamlessly with the tribal influences, creating a harmonious environment.

? Harmony Square: The heart of Aubry Commune, where colonists and tribes convene for cultural exchange, trade negotiations, and diplomatic discussions. A place symbolizing the unity forged between Galidos and the native tribes.

? Lady Elara DuPont: Governess of Hommage Lien, Lady Elara is respected for her diplomatic finesse. Her commitment to fostering equality and mutual benefit with the tribes has earned her admiration among both colonists and natives.

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<id>https://mark-1.obsidianportal.com/wiki\_pages/3875726</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/luxian-tribes</link>

<content gm\_only="true" format="html"><p><a href="/wikis/Kalthraxia/new" class="create-wiki-page-link">Kalthraxia</a>; powerful kingdom further inland</p>

<p>1. Yogthara Clan (Strongest):<br />

? Nestled among towering peaks in Zalothkuhl's Dominion, the Yogthara Clan showcases

unparalleled resilience and agricultural prowess. High Shaman Yogganar guides their spiritual pursuits, tapping into ancient cosmic knowledge to navigate the challenges of their mountainous abode.<br />

## 2. Xylothos Coalition (Medium):<br />

? Across diverse landscapes, the Xylothos Coalition harmoniously thrives, boasting excellence in agriculture, trade, and craftsmanship. Led by Chieftain Xylothos, this coalition embodies unity amid varied environments, showcasing their adaptability and collaborative spirit.<br />

## 3. Quarnothan Federation (Weakest):<br />

? Along the coastal expanse of Zalothkuhl's Dominion, the Quarnothan Federation is a beacon of coastal resilience. Seer Quarnotha guides their society, leading in matters of religious practices and societal decisions. Their skilled craftsmanship and celestial insight are the hallmarks of a society flourishing in the coastal regions.</p></div>
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<link>https://mark-1.obsidianportal.com/wiki\_pages/rock-scissors-parchment</link>

<content gm\_only="true" format="html">&lt;p>In the lore of our world, there's a game called 'Rock, Scissors, Parchment,' a classic pastime known to many. It's a simple game where players use hand gestures to represent rock, scissors, or parchment, with each having its own advantage over the other.&lt;/p>

&lt;p>Rock beats scissors, scissors beats parchment, and parchment beats rock?it's a cycle of wins and losses. It's a common sight in taverns and gatherings, where folks play for fun or to settle disputes.&lt;/p>

&lt;p>Now, in the quirky communities of gnomes, they've put their own spin on the game with 'Hand Shaped Gambit.' Gnomes being gnomes, they've added a bunch of extra hand gestures to complicate things even more. It's like a playful puzzle within a game, and it always brings a smile to those who try their hand at it.&lt;/p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/tritons</link>

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&lt;p>&lt;a href="/wikis/Triton%20Races/new" class="create-wiki-page-link">Triton

Races

[Triton Lands](/wikis/triton-lands)

[Triton History](/wikis/Triton%20History/new)

[Triton Legends](/wikis/Triton%20Legends/new)

[Triton Religion](/wikis/Triton%20Religion/new)

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[https://mark-1.obsidianportal.com/wiki\\_pages/perilous-divide](https://mark-1.obsidianportal.com/wiki_pages/perilous-divide)

A raised ridge running north to south along the ocean floor about halfway between the [Tilcier Ridge](/wikis/Tilcier%20Ridge/new) and the [Sagrane Trench](/wikis/sagrane-trench). Infested with [Abyssal Stalkers](/wikis/abyssal-stalkers). Rarer, but even more terrifying, the ghostly [Abyssal Wraiths](/wikis/abyssal-wraiths) are also found here.

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Geography</a></content>

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[https://mark-1.obsidianportal.com/wiki\\_pages/agalna](https://mark-1.obsidianportal.com/wiki_pages/agalna)

**Agalna**

**1. Grand Citadel**

**Location:** At the center of the fortification, the grand citadel stands proudly.

**Appearance:** An enormous dome crafted from living coral and stone, its surface emitting a soft, bioluminescent glow. Within this central hub, Princess Sehyrn Thalorath holds court and oversees the city's affairs.

**Structure:** The grand citadel comprises multiple interconnected smaller domes, forming a complex network of chambers and halls. The main dome serves as the throne room and central command center. Surrounding domes house living quarters, meeting rooms, and storerooms.

**2. Defensive Perimeters**

**First Perimeter:** Constructed from coral walls and reinforced stone barriers, this outer layer shields Agalna. Hidden within the coral are flexible net barriers and concealed harpoon launchers, poised to defend against intruders.

**Second Perimeter:** Rising from the seabed, a network of guard towers provides panoramic views. These towers are equipped with signaling devices, alerting the citadel to approaching threats.

**3. Outer Structures**

**Residential Areas:** Smaller coral domes encircle the grand citadel, housing Triton citizens. Tunnels and bridges made from woven seaweed and coral connect these homes, fostering a sense of community.

**Marketplace:** Near the outer edge of Agalna, traders and merchants gather in an open area. Stalls and shops, ingeniously built into coral formations, offer goods and supplies.

**4. Military Installations**

**Barracks:** Located near the first perimeter, the barracks house Triton soldiers. Sturdy stone and

coral construction ensures secure accommodation and training grounds.<br />

?Armory: Adjacent to the barracks, the armory stores weapons and armor designed for underwater combat. It is heavily fortified and guarded.<br />

<strong>5. Natural Defenses:</strong> <br />

?Coral Gardens: Surrounding Agalna, these gardens provide natural camouflage. Various sea creatures inhabit them, trained to aid in defense.<br />

?Underwater Currents: Triton magic manipulates the currents, creating strong eddies around Agalna. Approaching enemies find it challenging to navigate these powerful waters.</p>

<p>Key Features: Secrets and Strength<br />

Bioluminescent Pathways: Illuminated walkways crisscross Agalna, guiding residents and visitors alike.<br />

Hidden Entrances: Known only to Tritons, secret tunnels and passages facilitate swift, covert movement in and out of the fortification.<br />

Training Grounds: Designated areas for military drills?combat practice, spellcasting, and physical conditioning.<br />

Princess Sehyrn Thalorath?s Residence: Within the heart of the grand citadel, her private dome boasts intricate coral carvings and bioluminescent flora. Enhanced security measures protect her private quarters, throne room, and council chamber where advisors and nobles convene.</p>

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[Pahnoma](/wikis/pahnoma)

[Agalna](/wikis/agalna)

[Dhamura](/wikis/dhamura)

[Nahrezath](/wikis/nahrezath)

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[Tritons](/wikis/tritons)

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[https://mark-1.obsidianportal.com/wiki\\_pages/dhamura](https://mark-1.obsidianportal.com/wiki_pages/dhamura)

**Dhamura**

1. Main Citadel:

? Location: At the bottom of the deep undersea channel, central to the U-shaped passage.

? Appearance: A grand coral dome, fortified with layers of magically enhanced stone and bioluminescent flora. The citadel serves as the command center and the heart of Dhamura's defenses.

? Structure: Multiple interconnected chambers and halls, including war rooms, barracks, and armories. The central chamber houses the commanding officer's quarters and the strategic command center.

2. Guard Towers:

? Placement: Spaced within sight of each other along the U-shaped channel, rising from the seabed to the upper edges of the channel walls.

? Function: Provide constant surveillance and early warning for any approaching threats. Each tower is equipped with signaling devices, magical wards, and powerful harpoon launchers.

/&gt;

? Design: Constructed from living coral and stone, reinforced with Triton magic. The towers are designed to blend with the natural environment, making them difficult to spot from a distance.&lt;br

/&gt;

### 3. Defensive Perimeters:&lt;br /&gt;

? Inner Perimeter:&lt;br /&gt;

? Structure: A series of enchanted net barriers and magical wards that create a defensive ring around the main citadel. These barriers are designed to entangle or slow down intruders.&lt;br /&gt;

? Defensive Features: Harpoon launchers, flexible net barriers, and magical traps positioned strategically to protect the citadel.&lt;br /&gt;

? Outer Perimeter:&lt;br /&gt;

? Structure: Guard towers and sentinel posts along the channel walls, creating a network of defenses that can signal and respond to threats.&lt;br /&gt;

? Defensive Features: Magical harpoons, enchanted coral formations that can be activated to block or trap invaders, and underwater currents manipulated to create challenging obstacles for approaching enemies.&lt;br /&gt;

### 4. Military Installations:&lt;br /&gt;

? Barracks:&lt;br /&gt;

? Location: Near the main citadel, providing accommodation and training grounds for Triton soldiers.&lt;br /&gt;

? Design: Built from sturdy coral and stone, with facilities for combat training, spell practice, and physical conditioning.&lt;br /&gt;

? Armory:&lt;br /&gt;

? Location: Adjacent to the barracks, securely storing weapons and armor designed for underwater combat.&lt;br /&gt;

? Security: Heavily fortified and guarded, with magical wards to prevent theft or sabotage.&lt;br /&gt;

## 5. Living Quarters:<br />

? Location: Smaller coral domes surrounding the main citadel, connected by tunnels and archways.<br />

? Design: Private quarters for the inhabitants, including families of soldiers and key personnel. Each dome is decorated with bioluminescent flora and coral carvings.<br />

## 6. Trade and Communication Hub:<br />

? Location: A dedicated dome near the outer edge of the fortification.<br />

? Function: Serves as the center for trade, communication, and diplomatic activities. Includes marketplaces, storage areas, and communication chambers.<br />

? Design: Integrated with the natural environment, using living coral and stone to create a harmonious and functional space.<br />

## 7. Natural Defenses:<br />

? Coral Gardens: Surrounding the fortification, these gardens provide natural camouflage and act as an additional barrier. They are home to various sea creatures trained for defense.<br />

? Underwater Currents: Manipulated by Triton magic to create strong currents around the fortification, making it difficult for enemies to approach undetected.</p>

## <p>Key Features</p>

- <b>Bioluminescent Pathways:</b> Illuminated pathways throughout the fortification, providing light and guiding residents and visitors.<br />

- <b>Hidden Entrances:</b> Secret tunnels and passages known only to the Tritons, allowing for quick and covert movement in and out of the fortification.<br />

- <b>Training Grounds:</b> Areas designated for military training, including combat practice with weapons and spells, as well as physical conditioning.<br />

- <b>Early Warning Systems:</b> Guard towers and sentinel posts equipped with magical signaling devices, providing constant surveillance and early detection of threats.</p>

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Geography&lt;/a&gt;???&lt;a href="/wikis/triton-lands" class="wiki-page-link"&gt;Triton Lands&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/the-maw</link>

<content gm\_only="true" format="html">&lt;p&gt;Deep within the Sagrane Trench, at its narrowest and most foreboding point, lies an awe-inspiring geological feature known as The Maw. This immense, vertical shaft plunges straight down from the trench floor, its walls slick with bioluminescent algae and dotted with jagged outcrops that seem to glow with an eerie light. Descending into this abyss is a journey into darkness and mystery, where the pressures of the deep and the chill of the ocean create an environment both awe-inspiring and dangerous.&lt;/p&gt;

&lt;p&gt;Geological Features:&lt;/p&gt;

&lt;p&gt;? Formation: The Maw is believed to be the result of intense tectonic activity, where the subduction of one tectonic plate beneath another created a deep trench that further eroded into this nearly vertical shaft. Its sides are steep, with terraced cliffs that plunge downwards into unfathomable depths.&lt;br /&gt;

? Dimensions: The Maw is an enormous vertical chasm, reaching depths that defy human comprehension. The shaft itself is approximately 2 miles (3.2 kilometers) in diameter at its widest point, narrowing as it descends further into the abyss.&lt;/p&gt;

&lt;p&gt;Biological Features:&lt;/p&gt;

&lt;p&gt;? Bioluminescence: The walls of The Maw are alive with bioluminescent algae, providing a

ghostly illumination that flickers and pulses in the darkness. This natural light source creates an ethereal, almost mystical atmosphere, revealing the outline of the shaft and the silhouettes of the creatures that inhabit it.<br />

? Flora and Fauna: The Maw is home to a variety of deep-sea creatures adapted to its extreme conditions. Colossal sea anemones, schools of bioluminescent fish, and otherworldly jellyfish drift through its depths. These creatures, along with the eerie glow of the algae, make The Maw a place of both beauty and danger.</p>

<p>The Portal:</p>

? The Great Rift: At the very bottom of The Maw lies The Great Rift, a massive portal to the Plane of Water. This rift appears as a swirling vortex of energy, its edges flickering with light and shadow. The portal is a tear in the fabric of reality, where the water of the Material Plane merges with the elemental waters of the Plane of Water.<br />

? Function: The Maw serves as a crucial defense point against potential threats from the Plane of Water. Triton warriors and guardians are stationed here, vigilant and ever-watchful for any signs of danger that might emerge from the portal.<br />

? Defensive Measures: The Maw is heavily fortified with magical wards and enchantments designed to detect and repel invaders. Guardians patrol the area, equipped with weapons and armor attuned to the energies of the portal. Enchanted barriers, though not physical walls, create zones of protection and alarm systems to alert the Tritons of any breach.</p>

<p>Cultural Significance:</p>

? Religious Importance: The Maw holds great religious significance for the Tritons. It is considered a sacred site where the boundary between worlds is thin. Priests and priestesses perform rituals here to honor the sea gods and maintain the delicate balance between the Material Plane and the Plane of Water.<br />

? Myth and Legend: Stories abound among the Tritons about The Maw. It is said to be a place where heroes have ventured to prove their worth, where ancient sea gods can be glimpsed, and where the fate of entire civilizations could be decided.</p>

&lt;p&gt;The Maw stands as a testament to the power and mystery of the ocean?s depths, a place where the natural and the supernatural converge in a dance of light and shadow, life and danger. It is a symbol of the Tritons? vigilance and their eternal guardianship of the realms beneath the waves.&lt;/p&gt;

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Back to &lt;a href="/wikis/sagrane-trench" class="wiki-page-link"&gt;Sagrane Trench&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/cycles</link>

<content gm\_only="true" format="html">&lt;p&gt;See Randal Carlson&#8217;s theories on the Pleiades.&lt;/p&gt;

&lt;p&gt;?Mythological interpretation: Cycle was held back by Sol. When he was removed, sorrows visited the world (Should be similar to Phaethon and the chariot of the sun )&lt;/p&gt;

&lt;p&gt;?material interpretation: some other planet or heavenly body that deflected a group of meteors was destroyed or thrown out of orbit?&lt;/p&gt;

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<link>https://mark-1.obsidianportal.com/wiki\_pages/king-agraivere</link>

<content gm\_only="true" format="html">&lt;p&gt;King of &lt;a href="/wikis/avralor" class="wiki-page-link"&gt;Avralor&lt;/a&gt; at around 4,600 PC. During his reign, the eastern campaign into Rhalessa began.&lt;/p&gt;

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Back to &lt;a href="/wikis/avralor-historical-figures" class="wiki-page-link"&gt;Avralor Historical Figures&lt;/a&gt;???&lt;a href="/wikis/rhalessian-history-kings-i-era" class="wiki-page-link"&gt;Rhalessian History, Kings I Era&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/caercas-valley</link>

<content gm\_only="true" format="html">&lt;p&gt;A valley east of &lt;a href="/wikis/east-faladon"

[East Faladon](#); and west of Rhalessa nearly surrounded by the [Westwall Mountains](#). The valley was inhabited by giants, orcs, and goblins until the first kings of Avralor drove them out (and into Rhalessa) and settled the land. A major road was built through it that connected [East Faladon](#) and [Rhalessa](#). After the cataclysm, the area was abandoned by men and the roads went to ruin.

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Back to [East Faladon](#)???

[Rhalessa](#)

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<link>https://mark-1.obsidianportal.com/wiki\_pages/tagetaz-axes</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/4012662</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/pe-nen</link>

[Main settlement of the Tagetaz Axes](#) in Rhalessa. Located on the western bank of [Lake Peridron](#), it was the gathering point for the orcs driven from the [Caercas Valley](#) by the Avralorion army. The location was chosen by Vitgurat, a legendary shaman of [Mazig](#). The first chieftain was known as [Poezuz](#). Pe Nen was the main



producer of arms and armor for the Tagetaz. It was known for its formidable fortifications. Pa Nen stood as the heart of the Tagetaz throughout most of the Kings I period and withstood many attacks, but it fell shortly before the Avralorian campaign into Rhalessa reached that far east. Its eerie ruins can still be found on the west shore of [Lake Peridron](/wikis/Lake%20Peridron/new).

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Back to [Rhalessa](/wikis/rhalessa)???[Rhalessian History, Kings I Era](/wikis/rhalessian-history-kings-i-era)

[https://mark-1.obsidianportal.com/wiki\\_pages/4012678](https://mark-1.obsidianportal.com/wiki_pages/4012678)

[https://mark-1.obsidianportal.com/wiki\\_pages/mazig](https://mark-1.obsidianportal.com/wiki_pages/mazig)

War God of Orcs. Almost certainly an aspect of [Farus](/wikis/farus).

[https://mark-1.obsidianportal.com/wiki\\_pages/4012683](https://mark-1.obsidianportal.com/wiki_pages/4012683)

[https://mark-1.obsidianportal.com/wiki\\_pages/tagetaz](https://mark-1.obsidianportal.com/wiki_pages/tagetaz)

[Tagetaz Axes](/wikis/tagetaz-axes)

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<content gm\_only="true" format="html">&lt;p&gt;See &lt;a href="/wikis/ennore" class="wiki-page-link"&gt;Ennore&lt;/a&gt;&lt;/p&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/selarians</link>

<content gm\_only="true" format="html">&lt;p&gt;The first wood elves. Descendants of the Ennori who chose not to depart to &lt;a href="/wikis/elaurien" class="wiki-page-link"&gt;Elaurien&lt;/a&gt;. They eventually abandoned their mountain citadels and took to the wild forests that were left unpopulated by the other civilized races.&lt;/p&gt;&lt;hr /&gt;

Back to &lt;a href="/wikis/elven-races" class="wiki-page-link"&gt;Elven Races&lt;/a&gt;???&lt;a href="/wikis/elven-history" class="wiki-page-link"&gt;Elven History&lt;/a&gt;</content>

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<content gm\_only="true" format="html">&lt;p&gt;?originally connected to &lt;a href="/wikis/emrythi-forest" class="wiki-page-link"&gt;Emrythi Forest&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;?Settled by a group of &lt;a href="/wikis/selarians" class="wiki-page-link"&gt;Selarians&lt;/a&gt; bearing a seed from &lt;a href="/wikis/elanriel" class="wiki-page-link"&gt;Elanriel&lt;/a&gt;. This seed grew into a mighty tree they named &lt;a href="/wikis/telendriel" class="wiki-page-link"&gt;Telendriel&lt;/a&gt;. Late &lt;a href="/wikis/Age%20of%20Dreams/new" class="create-wiki-page-link"&gt;Age of Dreams&lt;/a&gt;?&lt;/p&gt;  
&lt;p&gt;?an evil presence (shadowfell? &lt;a href="/wikis/granny-nightshade" class="wiki-page-link"&gt;Granny Nightshade&lt;/a&gt;? Other?) emerged and grew in the southeastern part of the forest.&lt;/p&gt;  
&lt;p&gt;. In response, the elves retreated northwest to what is now the Emrythi Forest, establishing the city of Liareth as their new sanctuary.&lt;/p&gt;  
&lt;p&gt;Before their departure, a sacred order known as the Veilkeepers performed a powerful ritual on Telendriel, the First Tree planted at their original settlement. This ritual rendered the tree impervious to Shadowfell corruption and Granny Nightshade?s dark magic, effectively ?locking? its essence. The key to unlocking Telendriel?s power was the Veilstone Amulet, a relic entrusted to the Veilkeepers.&lt;/p&gt;  
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Back to &lt;a href="/wikis/dreadwood" class="wiki-page-link"&gt;Dreadwood&lt;/a&gt;</content>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/elanriel</link>

<content gm\_only="true" format="html">&lt;p&gt;The First Sapling&lt;/p&gt;

&lt;p&gt;Overview&lt;br /&gt;

Elanriel, known as the First Sapling, is the first descendant of &lt;a href="/wikis/elarisil" class="wiki-page-link"&gt;Elarisil&lt;/a&gt;, the First Tree. It was planted by Prince Lirion, the Grey Elven prince who sought to restore his people?s harmony with nature. Elanriel is considered a sacred tree in its own right, carrying the essence and blessings of Elarisil. Though it is not as ancient or powerful as its progenitor, Elanriel serves as a bridge between mortals and the natural world, symbolizing renewal and the spread of Elarisil?s legacy.&lt;/p&gt;

&lt;p&gt;Origins&lt;br /&gt;

Elanriel was born from the sacred seed given to Prince Lirion by Elarisil during his fateful quest in the Age of Titans. After Lirion overcame the trials of his journey and communed with Elarisil, he planted the seed in a secluded grove where it would be protected and could thrive. The grove was said to have been chosen by the Nature Goddess Eone herself, ensuring the seedling would take root in fertile, untouched soil.&lt;/p&gt;

&lt;p&gt;The tree grew rapidly, nourished by both the land and the lingering magic of Eone?s blessing. Elanriel?s form mirrored that of Elarisil, though it was smaller and less overwhelming in its presence. Its bark gleamed with a soft silver hue, and its leaves shimmered with vibrant shades of green and gold, marking it as something more than a mere tree.&lt;/p&gt;

&lt;p&gt;Significance&lt;br /&gt;

Elanriel was seen as a symbol of hope and renewal by the Grey Elves, who regarded it as a connection to Elarisil and the wisdom of Eone. It represented the elves? ability to reconnect with the natural world, even after their estrangement from it. Many among the Grey Elves made pilgrimages to Elanriel, seeking solace, wisdom, or blessings for their endeavors.&lt;/p&gt;

&lt;p&gt;Elanriel also produced seeds of its own, imbued with the primal energy of Elarisil?s lineage. These seeds became a source of both unity and division among the Grey Elves. When the elves later split into distinct factions, the seeds were divided among them, each group carrying their share to distant lands.&lt;/p&gt;

&lt;p&gt;The Seeds of Elanriel&lt;br /&gt;

The seeds of Elanriel were seen as sacred gifts, each capable of growing a tree with a connection to Elarisil's essence. Two of these seeds became the most notable:&lt;br /&gt;

? The Wood Elves? Tree: The ancestors of the Wood Elves planted their seed in the region now known as the Dreadwood, where it grew into &lt;a href="/wikis/telendriel" class="wiki-page-link"&gt;Telendriel&lt;/a&gt;, the Ancestor Oak. This tree became a symbol of their devotion to a simple, harmonious life in tune with the forest.&lt;br /&gt;

? The Moon Elves? Tree: The ancestors of the Moon Elves planted their seed in a distant sacred grove, where it became a focal point of their spiritual practices and a symbol of their connection to the divine.&lt;/p&gt;

&lt;p&gt;The remaining seeds were either scattered or lost to history, with rumors of their locations sparking tales of hidden groves and forgotten sanctuaries.&lt;/p&gt;

&lt;p&gt;The Fate of Elanriel&lt;br /&gt;

The ultimate fate of Elanriel remains a mystery, much like its progenitor, Elarisil. Some believe that Elanriel withered when the Grey Elves' unity was broken, symbolizing the fragmentation of their bond with nature. Others claim it was destroyed during an ancient conflict or consumed by time and the changing world.&lt;/p&gt;

&lt;p&gt;A few legends suggest that Elanriel's essence persists in hidden places, perhaps in the roots of its offspring or as a spirit that wanders the forests. Druids and rangers sometimes speak of dreams or visions in which they glimpse a luminous tree with golden leaves, whispering ancient secrets. Such visions are thought to be fragments of Elanriel's lingering presence.&lt;/p&gt;

&lt;p&gt;Modern Legacy&lt;br /&gt;

Though Elanriel itself may no longer stand, its influence is deeply felt in the world through the trees that grew from its seeds. Telendriel, the Ancestor Oak, is perhaps the most prominent example, embodying the enduring legacy of Elarisil's line. These descendant trees are seen as sacred symbols of the natural world's resilience and the enduring bond between mortals and nature.&lt;/p&gt;

&lt;p&gt;Elanriel's story is often recounted among elves, druids, and rangers, serving as both a reminder of their duty to protect nature and an inspiration to seek harmony with the land. For those who honor the natural world, Elanriel remains a beacon of renewal, carrying forward the hope and wisdom granted by the First Tree.&lt;/p&gt;

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Back to &lt;a href="/wikis/ennore" class="wiki-page-link"&gt;Ennore&lt;/a&gt;???&lt;a href="/wikis/elarisil" class="wiki-page-link"&gt;Elarisil&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/4019485</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/elarisil</link>

<content gm\_only="true" format="html">&lt;p&gt;The First Tree&lt;/p&gt;

&lt;p&gt;Overview&lt;br /&gt;

Elarisil, the First Tree, is an ancient and revered entity, believed to have been the first living embodiment of nature's essence. It is a cornerstone of myth and spirituality in the world, symbolizing the enduring connection between all life and the natural world. Though Elarisil no longer exists in its original form, its legacy lives on through its descendants, sacred groves, and the stories passed down through time.&lt;/p&gt;

&lt;p&gt;Origins&lt;br /&gt;

Elarisil is said to have sprouted at the dawn of creation, during the Age of Titans, as a direct blessing from the Nature Goddess Eone. Some legends claim it grew from a drop of Eone's divine essence, falling into a sacred forest. Others believe it was planted by the gods themselves to serve as a guardian of the balance between life and the land.&lt;/p&gt;

&lt;p&gt;Elarisil stood as a towering presence, its roots delving deep into the heart of the world and its branches touching the heavens. Its leaves shimmered with silver and green light, glowing faintly in moonlight and carrying an aura of timeless wisdom.&lt;/p&gt;

&lt;p&gt;The Blessing of Eone&lt;br /&gt;

Eone chose Elarisil as her earthly sanctuary, imbuing it with her divine essence and granting it the ability to commune with those of pure heart and purpose. It became a living testament to her will, guiding mortals toward harmony with nature.&lt;/p&gt;

&lt;p&gt;In the Age of Titans, Prince Lirion of the Grey Elves journeyed to Elarisil, seeking wisdom for his people, who had grown estranged from the natural world. Elarisil, moved by Lirion's sincerity and Eone's blessing, granted him a seed imbued with its essence.&lt;/p&gt;

&lt;p&gt;The Seed of Elarisil and Its Legacy&lt;br /&gt;

From the seed given to Lirion, the First Sapling, &lt;a href="/wikis/elanriel" class="wiki-page-link"&gt;Elanriel&lt;/a&gt;, was planted, growing into a majestic tree that bore additional seeds. These seeds were later divided among the Grey Elves when their people split into different paths:&lt;br /&gt;

? The Wood Elves, who embraced a simpler, harmonious life with the forests, planted their seed in what would become the Dreadwood, growing a tree later named Telendriel, the Ancestor Oak.&lt;br /&gt;

? The Moon Elves, who continued a more structured and civilized path, planted their seed in sacred groves closer to their settlements.&lt;/p&gt;

&lt;p&gt;Each tree that grew from Elarisil's lineage carried a fragment of its essence, spreading its influence across the world and preserving its connection to nature.&lt;/p&gt;

&lt;p&gt;The Disappearance of Elarisil&lt;br /&gt;

Elarisil itself no longer stands in the world, though its absence is shrouded in mystery. According to elven lore, one of the following may have occurred:&lt;br /&gt;

? The Great Sacrifice: Elarisil gave its life to shield the land from a catastrophic surge of dark magic, releasing its essence to protect nature.&lt;br /&gt;

? Ascension to the Spiritual Realm: Elarisil's spirit transcended to join Eone in a higher plane, leaving behind only its physical remnants.&lt;br /&gt;

? Transformation into New Life: Elarisil scattered its essence across the world, birthing new trees to

carry its legacy.

Whatever the truth, Elarisil's essence endures, influencing forests, ancient groves, and the sacred trees that descend from it, such as Telendriel. Druids, rangers, and elves who revere nature often feel its presence, hearing whispers of its wisdom in the rustling leaves or the hum of ancient magic.

Modern Significance

Though Elarisil no longer exists as a single tree, its story and influence resonate throughout the world. Its descendants, like Telendriel, are seen as living connections to the First Tree's wisdom and the will of Eone. For those who honor the balance of nature, Elarisil remains a symbol of unity, renewal, and resilience.

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[The Birth of the Selarians](/wikis/the-birth-of-the-selarians)

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[https://mark-1.obsidianportal.com/wiki\\_pages/telendriel](https://mark-1.obsidianportal.com/wiki_pages/telendriel)

The Ancestor Oak

Overview

Telendriel, known among the elves as the Ancestor Oak, is an ancient and sacred tree located deep in the heart of the Dreadwood. It is a direct descendant of [Elarisil](/wikis/elarisil), the First Tree, and carries within it a fragment of the divine essence of the Nature Goddess Eone. Telendriel serves as a symbol of nature's resilience and a focal point of natural power in the region, though it is currently under threat from the Shadowfell's corruption.



&lt;p&gt;Origins&lt;br /&gt;

Telendriel grew from one of the seeds of &lt;a href="/wikis/elanriel" class="wiki-page-link"&gt;Elanriel&lt;/a&gt;, the First Sapling, which was planted by Prince Lirion after his quest to Elarisil. When the Grey Elves divided into different factions, the group that would later become the Wood Elves took one of Elanriel's seeds and planted it in the forest that is now the Dreadwood. This act was a sacred gesture, symbolizing their dedication to preserving the connection between elves and the natural world.&lt;/p&gt;

&lt;p&gt;Over centuries, Telendriel grew into a towering oak of immense size and strength. Its branches reached high above the canopy, and its roots delved deep into the earth, spreading an aura of harmony and balance throughout the forest. For the Wood Elves and other protectors of the forest, Telendriel became a spiritual guide and a symbol of their bond with nature.&lt;/p&gt;

&lt;p&gt;Current State&lt;br /&gt;

Telendriel stands at the heart of the &lt;a href="/wikis/dreadwood" class="wiki-page-link"&gt;Dreadwood&lt;/a&gt;, within a glade of extraordinary beauty and eerie tranquility. Despite the pervasive darkness of the forest, the area around Telendriel radiates an aura of purity, resisting the Shadowfell's full corruption. However, the tree's strength is waning, as the Shadowfell's influence creeps closer with each passing year.&lt;br /&gt;

? Partial Corruption: Dark, shadowy tendrils coil around Telendriel's roots and lower branches, sapping its vitality. These tendrils are manifestations of Granny Nightshade's magic, which seeks to claim the tree as a source of dark power.&lt;br /&gt;

? Protective Aura: Despite its weakened state, Telendriel emanates a protective aura that weakens undead and fiendish creatures within its vicinity. This aura serves as a final defense, preventing the Shadowfell's corruption from overwhelming the entire glade.&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/elarineth" class="wiki-page-link"&gt;Elarineth&lt;/a&gt; &amp;#8220;Gift of the First Tree&amp;#8221;&lt;br /&gt;

The Elarineth is Telendriel's most sacred fruit, believed to carry the purest fragment of Elarisil's magic. It ripens only once every few generations and is said to have extraordinary healing

properties, capable of restoring life to the land or curing even the most grievous curses.</p>

<p>However, the process of removing the <a href="/wikis/elarineth" class="wiki-page-link">Elarineth</a> is fraught with danger. Telendriel's aura prevents it from being taken without disrupting the balance of the glade. Only with the <a href="/wikis/veilstone-amulet" class="wiki-page-link">Veilstone Amulet</a>, an ancient elven artifact stored in the <a href="/wikis/emrythi-forest" class="wiki-page-link">Emrythi Forest</a>, can the Acorn be safely removed.</p>

<p>Role in the Dreadwood<br />

Telendriel's presence has shaped the history of the Dreadwood:<br />

? Ancient Protector: Before the Shadowfell's influence spread, Telendriel's magic maintained balance and protected the forest from decay. Its roots spread vitality, and its branches shielded the land.<br />

? Attraction for Elves: Long after the Wood Elves planted Telendriel, new groups of elves were drawn to the Dreadwood, sensing the tree's power. Many of these elves settled in the forest and began honoring the Ancestor Oak as a sacred entity, though they were unaware of its deeper history.</p>

<p>Threats and Future<br />

Telendriel is under constant threat from the forces of the Shadowfell, particularly Granny Nightshade, the night hag who seeks to corrupt the tree and harness its power for her own dark purposes. Her efforts have already partially tainted Telendriel's roots, and her minions frequently patrol the area around the glade.</p>

<p>If Telendriel falls, the consequences could be catastrophic:<br />

? The protective aura around the glade would collapse, allowing the Shadowfell to spread unchecked throughout the Dreadwood.<br />

? The Great Acorn would be corrupted, becoming a source of dark power rather than renewal.<br />

? The connection to Elarisil's essence would be severed, breaking a link to one of the world's

oldest natural legacies.</p>

<p>Cultural Significance<br />

Among druids, rangers, and elves, Telendriel is seen as a sacred site and a living connection to the ancient past. While its history is not fully known to all, those who dwell near the Dreadwood honor the Ancestor Oak as a guardian of nature. Its legend is often recounted as a cautionary tale of what happens when the balance of nature is threatened.</p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/elarineth</link>

<content gm\_only="true" format="html"><p>&#8220;Gift of the First Tree&#8221;</p>

<p>Overview<br />

The Elarineth is a sacred artifact, a single, radiant acorn borne by Telendriel, the Ancestor Oak. It is said to carry the pure essence of Elarisil, the First Tree, and is regarded as a divine gift from the Nature Goddess Eone. The Elarineth is a symbol of life, renewal, and balance, sought after by those who understand its immense power but guarded fiercely by nature's protectors. Its creation, rarity, and connection to the ancient world make it one of the most revered relics of the natural world.</p>

<p>Physical Description<br />

The Elarineth is unlike any other acorn. Its shell gleams with an iridescent sheen, shifting between shades of deep green, silver, and gold as light plays across its surface. Veins of glowing blue-green light pulse faintly along its ridges, as though imbued with the living essence of the Ancestor Oak. When held, it feels unnaturally warm and emits a faint hum, resonating with the rhythm of the land

itself.</p>

<p>Origin and Creation<br />

The Elarineth is the culmination of Telendriel's deep connection to Elarisil and Eone's blessings. It is not a product of ordinary growth but a rare and miraculous fruit that forms only once every few centuries under precise conditions:<br />

1. Harmonious Balance: The glade around Telendriel must be in harmony, untouched by corruption or destruction.<br />

2. Nature's Vigilance: The animals and plants of the Dreadwood must remain vigilant, offering their protection and care for the Ancestor Oak.<br />

3. The Call of the Moon: It is whispered among druids that the Elarineth only ripens under the light of a blue moon, when Eone's influence is strongest.</p>

<p>Legends suggest that Telendriel, sensing the need for renewal or preservation, pours its remaining untainted essence into the Elarineth as a last act of defiance against the encroaching Shadowfell.</p>

<p>Powers and Properties<br />

The Elarineth's exact powers are the subject of myth and speculation, but it is universally regarded as an artifact of unparalleled natural magic. The few known accounts of its use describe miraculous effects, including:<br />

? Healing and Purification: The Elarineth is said to cure any curse, disease, or magical corruption, restoring the afflicted to their purest state.<br />

? Renewal of the Land: When planted, the Elarineth can revitalize barren or corrupted lands, creating a sanctuary protected by nature's magic.<br />

? Connection to Eone: The bearer of the Elarineth may feel a heightened connection to Eone, granting visions or insight into the balance of life.</p>

<p>Scholars theorize that the Elarineth holds the potential to grow another tree like Telendriel, though it would require extraordinary care and sacrifice.</p>

<p>Legends and History<br />

Throughout history, the Elarineth has appeared in a handful of stories, often tied to moments of great crisis:&lt;br /&gt;

1. The Great Forest Blight: An ancient tale speaks of a blight that spread through the great Sylvan Groves of the south. A lone druid, guided by visions from Eone, journeyed to the Dreadwood and retrieved the Elarineth. With it, they cleansed the blight and restored life to the forests, though they were never seen again.&lt;br /&gt;

2. The Sacrifice of Eldantha: A legendary elven protector named Eldantha once wielded the Elarineth to ward off an invading force of necromancers. Planting the acorn at the heart of her forest, she transformed the land into an impenetrable haven, but the effort cost her life. Her spirit is said to linger within the grove she created.&lt;br /&gt;

3. The Curse of Greylor Keep: In darker legends, an opportunistic king once attempted to seize the Elarineth, believing it could grant him immortality. His forces were destroyed by the forest's guardians, and his name became a cautionary tale of greed and hubris.&lt;/p&gt;

&lt;p&gt;Current Status&lt;br /&gt;

The Elarineth currently hangs on one of Telendriel's highest branches, glowing faintly in the oppressive darkness of the Dreadwood. It is fiercely protected by the glade's remaining defenders?creatures attuned to Telendriel's essence and empowered by its magic. However, the Shadowfell's corruption threatens the Acorn. If the Elarineth is not retrieved soon, it risks becoming tainted, transforming into a vessel of decay rather than renewal.&lt;/p&gt;

&lt;p&gt;The Veilstone Amulet: Removing the Elarineth without disrupting the balance of the glade is impossible without the Veilstone Amulet, an artifact created by the elves of Liareth to protect sacred relics like the Acorn. Without the Amulet, the act of taking the Elarineth could kill Telendriel and corrupt the glade entirely.&lt;/p&gt;

&lt;p&gt;Cultural Significance&lt;br /&gt;

Among druids, rangers, and those attuned to nature, the Elarineth is viewed as a sacred relic, a living fragment of Elarisil's legacy. For the elves in the Dreadwood and the Emrythi Forest, it is a symbol of hope and renewal, a beacon of what can endure even in the face of overwhelming

corruption. To outsiders, it is the stuff of legend?its existence doubted, yet its power coveted.</p>

<p>The squirrels of the Dreadwood, who refer to the Elarineth in hushed chirps and clicks, describe it simply as "the Great Fruit" and tell Cal that it is Telendriel's gift for her to take?but only if she can protect it.</p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/4058725</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/pahnoma</link>

<content gm\_only="true" format="html"><p>Pahnoma is the original and central city of the Triton civilization, built into the terraced cliffs of the SAGRANE ABYSS. Its strategic location not only makes it a marvel of underwater architecture but also positions it as the guardian of the portal?the Maw?to the Plane of Water.</p>

<p>Location & Environment:<br />

? Setting: Pahnoma is constructed along the natural, terraced walls of the SAGRANE ABYSS. The Abyss itself is an elongated, trench-like formation with steep, nearly vertical walls, where the upper terraces are relatively broader and shallower, and the lower reaches plunge into unfathomable depths.<br />

? Integration: The city is seamlessly integrated with its environment?using living coral and enchanted stone to blend with the natural structures of the cliff faces and coral forests that illuminate the abyss with bioluminescent light.</p>

<p>City Layout:<br />

? Interconnected Terraces: Pahnoma spreads across multiple ledges and terraces of the abyss wall. Tunnels, bridges, and pathways connect various sections of the city, allowing residents and

defenders to move quickly and discreetly between areas.<br />

? Key Areas:<br />

? The Grand Citadel:<br />

? Location: Perched on a prominent terrace overlooking the Abyssal Rift, the deepest part of the trench where the portal to the Plane of Water lies.<br />

? Function: Acts as the administrative and military heart of the city. It houses the ruling Council of Depths (the governing body of the Triton civilization), command rooms, secure monitoring chambers for the portal, and living quarters for high-ranking officials.<br />

? Portal Guard Zone:<br />

? Location: Surrounding the Abyssal Rift, integrated into the natural rock and coral.<br />

? Function: This heavily fortified area is dedicated to defending the portal?The Maw?from any incursion from the Plane of Water. Elite Triton warriors are stationed here, with guard posts that offer both surveillance and rapid-response capabilities.<br />

? Residential Quarters:<br />

? Design: Smaller, interconnected domes built along the terraces provide homes for the Triton population. These quarters are designed for both privacy and community, with bioluminescent pathways linking them.<br />

? Market District:<br />

? Location: Situated near the central plaza on one of the larger, more accessible terraces.<br />

? Function: A bustling hub of trade and commerce where traders exchange goods sourced from the deep, the surface, and even from the Plane of Water. Stalls and shops are artfully integrated into the natural coral formations.<br />

? Temple of the Sea Gods:<br />

? Design: A grand, multi-domed structure elevated on its own terrace.<br />

? Function: This temple serves as the spiritual center of Pahnoma. It is dedicated to the Triton pantheon and hosts important rituals and ceremonies that maintain the delicate balance between

the Material Plane and the elemental forces of water.</p>

<p>Defensive Features:<br />

? Natural Defenses:<br />

? The terraced cliffs, dense coral forests, and manipulated underwater currents serve as natural obstacles, making a straightforward approach challenging for potential invaders.<br />

? Guard Towers & Surveillance:<br />

? Strategically placed guard towers along the terraces provide panoramic views of the abyss. These towers are equipped with magical signaling devices, allowing for rapid communication across the city.<br />

? Specialized Defenses:<br />

? Rather than relying on conventional walls?which would be ineffective underwater?Pahnoma utilizes hidden traps, strategically placed obstacles, and a network of covert tunnels. These measures, combined with the Tritons? mastery of water and elemental magic, form a robust defense system against threats emerging from The Maw.</p>

<p>Purpose & Significance:<br />

? Guardian of the Portal:<br />

? Pahnoma?s most critical role is defending The Maw, the portal to the Plane of Water. The city?s layout, defenses, and strategic positioning in the Sagrane Abyss ensure that any disturbances or incursions from that otherworldly realm can be detected and countered swiftly.<br />

? Cultural & Administrative Center:<br />

? As the original Triton city, Pahnoma is not only a military stronghold but also a thriving center of culture, governance, and commerce. Its integration with the mystical and often dangerous environment of the Sagrane Abyss makes it a symbol of Triton resilience and ingenuity.</p>

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<link>https://mark-1.obsidianportal.com/wiki\_pages/granny-nightshade</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/4064338</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-veilkeepers-shrine</link>

<content gm\_only="true" format="html">&lt;table&gt;

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&lt;td&gt;At the farthest edge of the ruins, half-veiled by tangled vines and towering trees, stands a structure of pale stone, weathered but remarkably intact. Its architecture is simpler than the grand halls of the city?elegant in its restraint, with smooth walls etched in faint elven script. A low stairway leads to a single arched entrance, its threshold framed by carvings of intertwining branches and crescent moons.&lt;br /&gt;

Despite the passage of time, the air around the shrine is still and clean, untouched by decay. The scent of blooming flowers lingers faintly, though no blossoms grow nearby. Subtle glimmers of silver-blue light dance across the stonework, fading as quickly as they appear?like the shrine itself breathes in rhythm with the forest.&lt;/td&gt;

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&lt;p&gt;A sense of quiet expectation hangs in the air, as though the shrine has been waiting, watching, for this very moment.&lt;/p&gt;

&lt;p&gt;Key Details for the DM:&lt;br /&gt;

? Detect Magic: A strong abjuration aura emanates from the entrance, faintly tinged with divination?protective magic ensuring only the worthy may pass.&lt;br /&gt;

? Investigation (DC 15): Reveals faint, almost worn inscriptions along the archway, reading:&lt;br /&gt;

?The Veil remains until the worthy step beyond. Memory, Judgment, Endurance?three paths to the truth.?

? Architecture: Though modest compared to the rest of Liareth, the shrine's stonework remains pristine, suggesting magical preservation tied to its sacred purpose.

? Atmosphere: The silence here is deeper than in the rest of the ruins. Birdsong fades, breezes die at the shrine's perimeter?a place apart, untouched by the world's passing ages.

History:

Millennia ago, the expansive forest that once unified the regions now known as the Dreadwood and the Emrythi Forest was home to flourishing elven communities. As malevolent forces began to encroach upon the southeastern parts of the forest?areas that would eventually become the Dreadwood?the elves faced a dire threat to their way of life. In response, they retreated northwest, establishing the city of [Liareth](/wikis/liareth) within the [Emrythi Forest](/wikis/emrythi-forest).

Recognizing the impossibility of relocating [Telendriel](/wikis/telendriel), the [Veilkeepers](/wikis/Veilkeepers/new) performed a powerful ritual to shield the Ancestor Oak from the encroaching darkness. This enchantment rendered the tree impervious to the Shadowfell's influence and the malevolent designs of entities like [Granny Nightshade](/wikis/granny-nightshade). The [Veilstone Amulet](/wikis/veilstone-amulet) was crafted as the key to this protective barrier, ensuring that only those deemed worthy could access the tree.

As centuries passed and [Liareth](/wikis/liareth) faced gradual decline, the [Veilkeepers](/wikis/Veilkeepers/new) made the solemn decision to seal the [Veilstone Amulet](/wikis/veilstone-amulet) within a specially constructed sanctuary?the Veilkeeper's Shrine. This act was

intended to preserve the knowledge and protection of [Telendriel](/wikis/telendriel) for future generations.

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[https://mark-1.obsidianportal.com/wiki\\_pages/4068519](https://mark-1.obsidianportal.com/wiki_pages/4068519)

[https://mark-1.obsidianportal.com/wiki\\_pages/liareth-history](https://mark-1.obsidianportal.com/wiki_pages/liareth-history)

From [Rhalessian History](/wikis/rhalessian-history);

[Tathari](/wikis/tathari) refugees found Liareth in the Emrythi Forest. In preparation for the eventual advance of Jokulsan conquest, the elves teach men magic. Dwarves from [Dindural](/wikis/dindural) also teach men metallurgy.

The expansive forest that once unified the regions now known as the Dreadwood and the Emrythi Forest was home to thriving elven communities. The southeastern part of this forest, where the Dreadwood now stands, faced an encroaching malevolence?perhaps the rise of Granny Nightshade or another Shadowfell influence. In response, the elves retreated northwest to what is now the Emrythi Forest, establishing the city of Liareth as their new sanctuary.

Before their departure, a sacred order known as the Veilkeepers performed a powerful ritual on Telendriel, the First Tree planted at their original settlement. This ritual rendered the tree impervious to Shadowfell corruption and Granny Nightshade's dark magic, effectively ?locking? its essence. The key to unlocking Telendriel's power was the Veilstone Amulet, a relic entrusted to the Veilkeepers.

From [Rhalessian History, Kings I Era](/wikis/rhalessian-history-kings-i-era);

&lt;p&gt;?The Elves of Liareth continue their life in the Emrythi forest. They have become less open than in the past. They don?t expand their nation like the humans, so they are limited in resource. This, plus their slower reproductive rate, has lead them to become weaker than those around them. Their king is Nyrete.&lt;/p&gt;

&lt;p&gt;As centuries passed, Liareth gradually saw its population diminish, with many elves integrating into neighboring wood elf communities or seeking new horizons. Foreseeing the potential need to protect Telendriel in the future, the remaining Veilkeepers decided to enshrine the Veilstone Amulet within a sanctified place, which became known as the Veilkeeper?s Shrine. This shrine was concealed deep within the Emrythi Forest, its location and purpose fading into legend among the wood elves over millennia. (One or a few remain as Baelnorns or they all leave)&lt;/p&gt;

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Back to &lt;a href="/wikis/liareth" class="wiki-page-link"&gt;Liareth&lt;/a&gt;???&lt;a href="/wikis/rhalessian-history" class="wiki-page-link"&gt;Rhalessian History&lt;/a&gt;???&lt;a href="/wikis/rhalessian-history-kings-i-era" class="wiki-page-link"&gt;Rhalessian History, Kings I Era&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/4068613</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/liareth-council-plaza</link>

<content gm\_only="true" format="html">&lt;table&gt;  
&lt;tr&gt;

&lt;td&gt;The trees part to reveal a wide, circular expanse of cracked stone, where nature and civilization have become one. A massive oak tree grows from the center of the plaza, its roots splitting ancient paving stones. Around the edge, broken columns lean at precarious angles, casting shadows across the open space. Weathered stone panels stand like silent sentinels, their surfaces carved with faded images?elves in council, graceful spires, and a towering oak cradled by

moonlight.<br />

The air here is unnervingly still. You can almost hear faint voices carried on the breeze?whispers of decisions long past, and paths chosen in ages gone by.</td>

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<p>Description:<br />

? A circular stone plaza, 60 feet across, its center cracked by the roots of an immense oak tree growing through the pavement.<br />

? The foundations of surrounding noble houses form low walls and scattered rubble.<br />

? Along the inner ring of the plaza, faded reliefs carved into standing stone panels depict the city?s history?from its founding to the retreat of its people into the Emrythi Forest.<br />

? A collapsed dais lies at the northern edge, once used for speeches or rituals.</p>

<p>Discoveries:<br />

? History Check (DC 15): Reveals that the final council of Liareth debated leaving to preserve their traditions elsewhere.<br />

? Hidden Compartment (DC 18 Investigation): A stone panel can be shifted to reveal a small, magically sealed niche containing a silver circlet (500 gp) engraved with the crest of Liareth?a stylized tree embracing a crescent moon.</p>

<p>Atmosphere:<br />

? The area is eerily silent, save for the whisper of leaves. Players may experience brief sensations of déjà vu, as if remembering decisions made here long ago.<br />

\_\_\_\_\_ Back to <a href="/wikis/liareth"

class="wiki-page-link"&gt;Liareth</a></p></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/4068617</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/the-overgrown-library-of-elarion</link>

<content gm\_only="true" format="html">&lt;table&gt;

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&lt;td&gt;What remains of a large building rises before you? a shell of smooth stone walls, their upper floors long collapsed, leaving jagged silhouettes against the sky. Vines drape from shattered archways, and great tree roots burst through marble floors, splintering the polished stone like glass.&lt;br /&gt;

. Empty stone shelves line the remaining walls, and fragments of stone tablets lie in heaps. The quiet hum of lingering magic prickles at the edges of your senses.&lt;/td&gt;

&lt;/tr&gt;

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&lt;p&gt;Description:&lt;br /&gt;

? The lower level of the library remains mostly intact: stone archways, marble floors cracked by creeping roots, and half-collapsed staircases leading nowhere.&lt;br /&gt;

? Upper stories have long since fallen, leaving open sky above much of the main chamber.&lt;br /&gt;

? Stone shelves, many empty, line the walls; fragments of stone tablets and broken tomes litter the floor.&lt;/p&gt;

&lt;p&gt;Magic & amp; Lore:&lt;br /&gt;

? A faint abjuration aura lingers in a sealed alcove (DC 16 Arcana to identify). Within:&lt;br /&gt;

? A preserved tome describing ancient druidic rites once performed around Telendriel (valuable to scholars, worth 750 gp).&lt;br /&gt;

? Detect Magic: Subtle divination energy traces in parts of the floor hint at the library's former use in prophetic studies.&lt;/p&gt;

&lt;p&gt;Challenge:&lt;br /&gt;

? The overgrown floor hides sinkholes where the foundation has collapsed. Dexterity Saving Throws (DC 14) may be required to avoid sudden drops.&lt;br /&gt;

? Loot: A silver key marked with the symbol of the Veilkeepers?a clue tied to deeper secrets in the region.

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A slender tower rises from a cluster of ruins, its upper floors long since collapsed. Ivy coils up the cracked stone, and parts of the structure lean dangerously. Only the lowest chamber remains accessible, partially buried in rubble and roots.

Inside, faint rays of light filter through broken stonework, illuminating a narrow chamber. A single skeleton rests against the far wall, draped in decayed cloth, its bony fingers still curled around a weathered stone tablet. The air here is dry and still, untouched for centuries. The weight of unspoken warnings seems to linger in the quiet.

Description:

? The lower portion of the spire remains accessible, though the upper floors have collapsed entirely.

? Climbing debris leads to a narrow chamber where an elven skeleton lies undisturbed, clutching a stone-carved journal.<br />

? Arcana (DC 15): Detects faint traces of abjuration magic, possibly from a long-expired protective ward.</p>

<p>Journal's Content:<br />

? Written in ancient elvish, the journal describes the slow decline of Liareth, debates among the council, and growing unease regarding events further north?hinting at dangers near the Barrier Peaks.<br />

? A final entry reads: ?If we must abandon Liareth, let our wisdom remain for those who walk the path after us. The forest may forget, but we shall not.</p>

<p>Loot:<br />

? The journal itself is priceless to historians.<br />

? Under loose stone, a hidden niche holds a moonstone pendant (400 gp) that once identified members of Liareth's scouts.</p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/4068628</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/liareth-pool-of-reflection</link>

<content gm\_only="true" format="html">centuries.

<p>Description:<br />

? A broad, shallow pool, its waters clear and still despite the passage of time.<br />

? Surrounding stonework, though cracked, bears faint carvings of Telendriel's earliest saplings.<br />

? Moonlight Reflection: At night, the pool reflects the night sky perfectly, even if overcast?hinting at



lingering divination magic.

Divination Opportunity:

• Arcana or Religion (DC 18): Players who meditate at the pool receive fleeting visions?images of Telendriel, the Veilstone Amulet, and distant northern peaks (foreshadowing the Barrier Peaks arc).

• The vision includes a faint silhouette of Cal's uncle, subtly tying her quest to these distant lands.

Challenge:

• Insight Check (DC 15): Correctly interpreting the vision reveals Telendriel remains dormant, still shielded by the Veilkeepers' magic. Access requires the Veilstone Amulet.

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https://mark-1.obsidianportal.com/wiki\_pages/4068630

https://mark-1.obsidianportal.com/wiki\_pages/liareth-pool-of-reflection-0

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table

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td>At the heart of the ruins lies a wide, shallow pool, its waters undisturbed and impossibly clear. The crumbling stones around it are cracked and overgrown, but the water's surface reflects the sky above with perfect clarity?even clouds absent from the heavens seem to drift across its mirror-like face.

As you step closer, the quiet deepens. No birds sing here. No insects buzz. The air feels dense with meaning. For a moment, your own reflection shimmers?distorted by flashes of images you can't quite grasp: a great tree bathed in silver light, distant mountain peaks, and shadows shifting beneath

ancient boughs.</td>

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? Insight Check (DC 15): Correctly interpreting the vision reveals Telendriel remains dormant, still shielded by the Veilkeepers' magic. Access requires the Veilstone Amulet.</p>

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Back to <a href="/wikis/liareth" class="wiki-page-link">Liareth</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/4068644</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/veilstone-amulet</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/4068656</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/liareth-notable-locations</link>

<content gm\_only="true" format="html">&lt;p&gt;1. &lt;a href="/wikis/liareth-council-plaza" class="wiki-page-link"&gt;Council Plaza&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;2. &lt;a href="/wikis/the-overgrown-library-of-elarion" class="wiki-page-link"&gt;The Overgrown Library of Elarion&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;3. &lt;a href="/wikis/the-silent-gardens" class="wiki-page-link"&gt;The Silent Gardens&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;4. &lt;a href="/wikis/the-watcher-s-spire" class="wiki-page-link"&gt;The Watcher's Spire&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;5. &lt;a href="/wikis/liareth-pool-of-reflection-0" class="wiki-page-link"&gt;The Pool of Reflection&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;6. &lt;a href="/wikis/the-veilkeepers-shrine" class="wiki-page-link"&gt;The Veilkeeper's Shrine&lt;/a&gt;&lt;/p&gt;  
&lt;hr /&gt;  
Back to &lt;a href="/wikis/liareth" class="wiki-page-link"&gt;Liareth&lt;/a&gt;</content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/4068667</id>

<content gm\_only="true" format="html">&lt;p&gt;While most of Liareth's population moved on, elven reverence for history means some form of protection would likely remain:&lt;br /&gt;  
1. Restless Spirits:&lt;br /&gt;  
? Not evil, but confused or sorrowful, these spirits of former residents may appear if the party disturbs certain areas.&lt;br /&gt;  
? Interactions: Players might calm them through druidic rites, music, or reciting elven histories.&lt;br /&gt;  
2. Nature's Wrath:&lt;br /&gt;

? Awakened plants or treants could have taken root, defending the ruins as if they were part of the forest.

? Some may recognize the Veilstone Amulet or Cal's connection to nature and allow passage.

3. Arcane Defenses:

? Magical wards still linger in certain areas, triggering minor magical effects to deter looters or those who disrespect the ruins.

[Back to Liareth](/wikis/liareth)

[https://mark-1.obsidianportal.com/wiki\\_pages/4069339](https://mark-1.obsidianportal.com/wiki_pages/4069339)

[https://mark-1.obsidianportal.com/wiki\\_pages/cladwyr](https://mark-1.obsidianportal.com/wiki_pages/cladwyr)

**CLADWYR**

Large Town

Population: 3,750

A bustling town nestled along the Glandour River, Cladwyr serves as a vital link between the prosperous, civilized lands to the northeast and the rugged, isolated duchies to the southwest. Though not a major trade hub due to the river's small size, Cladwyr thrives as a critical stop along the kingdom's primary highway. The Emrythi Forest to the north provides safe logging and natural resources, while the ominous Dreadwood to the south reminds residents of untamed dangers.

**AUTHORITY**

**FIGURES**

Lord-Mayor Edric Halven ? A pragmatic noble appointed by the duke in Colgreth. He is

respected for balancing trade interests with law and order, ensuring Cladwyr remains stable and prosperous.</p>

<p>Captain Selra Voss ? Stern and disciplined leader of the town guard, focused on maintaining order, particularly in the slums and marketplaces. A veteran of border skirmishes, her no-nonsense leadership style keeps the peace.</p>

<p>Master Harven Quill ? Charismatic and ambitious guildmaster of the Traders' Guild. Harven pushes for expanding trade despite the Glandour River's limitations and holds significant sway in local politics.</p>

<p>Priestess Alia Fenrow ? High priestess of Zuvhena, goddess of trade. Alia serves as a moral voice on the town council and is beloved for her charitable work in the slums, ensuring the town's poorest are not neglected.</p>

<p>Magistrate Brennar Cole ? Overseer of Cladwyr's legal matters. Known for his fairness, though rumors persist that he owes debts to influential merchants, occasionally affecting his rulings.</p>

<p><span class="caps">OTHER</span> <span class="caps">NOTABLE</span> NPCs</p>

<p>Maelis Faerun ? Half-elf owner of The Azure Sigil, Cladwyr's premier arcane shop. Once a student at the wizard's tower in Colgreth, Maelis is sharp-minded and meticulous, with rumored connections still lingering in the city.</p>

<p>Pindle ? Maelis's sarcastic homunculus assistant, shaped like a tiny winged gargoyle. Pindle handles daily tasks and delights in making snide remarks about customers' magical knowledge.</p>

<p>Darek Ironbound ? Stoic dwarven smith and owner of The Ironbound Forge, renowned for crafting high-quality weapons and armor, including a select few magical items.</p>

<p>Thryssa Vellin ? Clever half-elf merchant running Thryssa's Curiosities, a general store offering potions, scrolls, and minor magical items. Thryssa is known for her sharp wit and mysterious connections in Colgreth.</p>

&lt;p&gt;Nessa Coil ? Shrewd and well-connected owner of The Crooked Lantern, a tavern in The Warrens. Nessa is rumored to know every secret in Cladwyr.&lt;/p&gt;

&lt;p&gt;Calen Dorrin ? Former bard and owner of The Emberlight Hall, Cladwyr?s small theater. Calen is always on the lookout for the next great story, sometimes turning his attention to local adventurers.&lt;/p&gt;

&lt;p&gt;&lt;span class="caps"&gt;DISTRICTS&lt;/span&gt; &lt;span class="caps"&gt;AND&lt;/span&gt; &lt;span class="caps"&gt;KEY&lt;/span&gt; &lt;span class="caps"&gt;LOCATIONS&lt;/span&gt;&lt;/p&gt;

&lt;p&gt;Glandour Square (Marketplace District)&lt;/p&gt;

&lt;p&gt;The beating heart of Cladwyr, filled with merchants, travelers, and locals. Stalls line the square, offering goods from across the region, while the river provides limited trade access.&lt;br /&gt;

? The Azure Sigil ? Arcane shop owned by Maelis Faerun, dealing in scrolls, potions, and magical curiosities.&lt;br /&gt;

? Thryssa?s Curiosities ? General store with minor magical items and common adventuring supplies.&lt;br /&gt;

? The Silver Bell (Inn) ? Comfortable lodging for merchants, with a silver bell that allegedly chimes when someone with ill intent enters.&lt;br /&gt;

? The Riverman?s Rest (Tavern) ? A rowdy, popular tavern among traders and dockworkers.&lt;br /&gt;

? Temple of Zuvhena ? Overseen by Priestess Alia Fenrow, this temple is a hub for merchants seeking divine favor in trade.&lt;br /&gt;

? The Emberlight Hall ? A modest theater with magical lanterns that glow with soft, flickering light, hosting traveling performers and local artists.&lt;/p&gt;

&lt;p&gt;Gilden Row (Wealthy Residential District)&lt;/p&gt;

&lt;p&gt;Home to Cladwyr?s wealthiest residents, Gilden Row boasts elegant homes, manicured gardens, and scenic river views.&lt;br /&gt;

? The Gilded Tankard (Tavern) ? An upscale establishment catering to merchants and dignitaries.<br />

? The Duke's Respite (Inn) ? Luxury accommodations for nobles and wealthy visitors.<br />

? Private estates, complete with guarded entrances and well-kept grounds, line the cobblestone streets.</p>

<p>Brindle Quarter (Average Residential District)</p>

<p>A comfortable neighborhood where artisans, traders, and skilled craftspeople live.<br />

? The Ironbound Forge ? Renowned smithy run by Darek Ironbound, offering weapons, armor, and a few magical items.<br />

? The Hollow Oak (Tavern) ? Rustic tavern built around an ancient oak stump, popular for storytelling and communal gatherings.<br />

? Modest homes and small workshops fill the district's winding streets.</p>

<p>Stonebrook Commons (Average Residential District)</p>

<p>Located near the Emrythi Forest, this district houses foresters, laborers, and craftspeople tied to the logging industry.<br />

? Wanderer's Hearth (Inn) ? Affordable accommodations popular with travelers heading southwest into the backwoods duchies.<br />

? Temple of Axion ? A modest temple dedicated to Axion, the neutral good sun god of life. The temple is known for its simple architecture and tranquil garden, attracting those seeking healing or guidance.<br />

? Community spaces and small markets cater to those working in forestry and lumber trades.</p>

<p>The Warrens (Slum District)</p>

<p>A dense, winding neighborhood near the river, known for poverty, crime, and whispered secrets.<br />

? The Crooked Lantern (Tavern) ? Dimly lit and rough, this tavern is a hub for gossip, gambling, and

less-than-legal dealings.<br />

? Narrow alleyways and sagging homes define the district, with an undercurrent of desperation and opportunity.</p>

<p><span class="caps">OTHER</span><span class="caps">SITES</span> OF <span class="caps">INTEREST</span></p>

<p>The Shaded Garden (Public Garden and Gathering Spot)<br />

? Location: Between Gilden Row and Brindle Quarter.<br />

? Description: A peaceful garden with flowering shrubs and a large central oak. An ancient, ivy-covered stone arch stands at the center, rumored to bring strange dreams during a full moon. Locals gather here for music, gossip, and quiet reflection.</p>

<p>The Old Watchtower (Ruined Defensive Structure)<br />

? Location: Southwestern edge of town near Wanderer's Hearth.<br />

? Description: A crumbling tower overlooking the highway. Abandoned by the guard, it's now a place of eerie reputation—some say haunted by the spirit of a long-dead captain. The duke's agents have recently shown interest in its restoration, fueling speculation.</p>

<p>The Emberlight Hall (Small Theater and Cultural Venue)<br />

? Location: Just off Glandour Square.<br />

? Description: Known for its warm, magical lighting and passionate performances. Traveling troupes and local artists alike perform here, making it a rare cultural gem in a trade-focused town.</p>

<p><span class="caps">TOWN</span><span class="caps">LAYOUT</span> <span class="caps">SUMMARY</span><br />

? The Glandour River runs along Cladwyr's eastern edge, providing limited trade access.<br />

? The highway connects Cladwyr northeast to Colgreth and southwest to more isolated duchies.<br />

? Wealthier districts like Gilden Row overlook the river, while The Warrens hugs the lower, flood-prone areas.<br />



? Residential areas spread toward the Emrythi Forest, with Stonebrook Commons supporting forestry and logging.<br />

? Key gathering points like The Shaded Garden and The Emberlight Hall add cultural depth.<br />

? The town's proximity to both safe woodlands and dangerous wilds ensures a blend of opportunity and risk for all who pass through.</p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/4070006</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/bright-rift-mountains</link>

<content gm\_only="true" format="html"><p><a href="/wikis/the-crash-site-environs" class="wiki-page-link">The Crash Site Environs</a>???<a href="/wikis/torak-vuln-tribe" class="wiki-page-link">Torak-Vuln Tribe</a></p>

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<id>https://mark-1.obsidianportal.com/wiki\_pages/4070009</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/torak-vuln-tribe</link>

<content gm\_only="true" format="html"><p><a href="/wikis/torak-vuln-tribe-important-characters" class="wiki-page-link">Torak-Vuln Tribe Important Characters</a></p>

<p>Overview: The Torak-Vuln, meaning ?Sky-Seeker,? is a Goliath tribe renowned for their

resilience and deep connection to the mountains. They believe reaching the highest peaks is a sacred pursuit, embodying their ancestral survival strategy.

History: The tribe's history is marked by a legend where they climbed the sacred peak Tormok-Thuun (The Final Trial) to escape a monstrous force, symbolizing their resilience and unity. This mountain holds spiritual significance, believed to be watched over by their ancestors.

Culture: They value strength, endurance, and faith, with rites of passage involving climbing Tormok-Thuun. Their societal structure is guided by elders who uphold traditions and protect their heritage.

Current Situation: The tribe is known for their nomadic lifestyle, often moving within the mountains to adapt to new challenges. They remain vigilant, always ready to protect their home and continue their sacred quest.

Traditions: They hold a deep respect for nature and their ancestors, believing that the spirits guide them. The tribe's legends and rituals emphasize endurance, unity, and the importance of reaching ever higher peaks.

Notable Practices: Climbing Tormok-Thuun is a central rite of passage, symbolizing the journey to adulthood and leadership.

Back to [Bright Rift Mountains](/wikis/bright-rift-mountains)

[https://mark-1.obsidianportal.com/wiki\\_pages/4070011](https://mark-1.obsidianportal.com/wiki_pages/4070011)

[https://mark-1.obsidianportal.com/wiki\\_pages/torak-vuln-tribe-important-characters](https://mark-1.obsidianportal.com/wiki_pages/torak-vuln-tribe-important-characters)

1. Chief Morathak ?Stoneheart? Vuln

Title: Chieftain of the Torak-Vuln

Description:

Ali?Star?s father and the current chieftain of the Torak-Vuln. Morathak is renowned for his unwavering resolve?earning him the title Stoneheart?and his deep respect for the tribe?s traditions. He once ascended Tormok-Thuun under brutal conditions, cementing his rule. Morathak values not only strength but also wisdom and restraint, believing true power comes from knowing when not to strike. His stoic nature masks the weight of leadership, especially as the tribe faces new threats in the Barrier Peaks. He sent Ali?Star to prove his worth through trials in the wider world, but part of him worries for his son?s safety.</p>

<p>2. Vokar ?Stormfang? Vuln</p>

<p>Title: Warlord of the Torak-Vuln<br />

Description:<br />

Ali?Star?s cousin and chief rival. Vokar earned the title Stormfang after slaying a great dire wolf during a sudden mountain storm, marking him as a ferocious warrior. Ambitious and cunning, Vokar believes leadership should be won through strength alone. He views Ali?Star?s kindness and restraint as weakness, and resents that Morathak sees potential in his son. Vokar commands the tribe?s hunters and warriors, and while he remains loyal to the tribe, he is always watching for signs of his uncle?s weakness?or Ali?Star?s return. Should Ali?Star prove unworthy, Vokar stands ready to claim leadership.</p>

<p>3. Breya ?Skycaller? Tormek</p>

<p>Title: High Shaman of the Torak-Vuln<br />

Description:<br />

Breya serves as the spiritual leader of the tribe, guiding them in matters of faith and interpreting the will of their ancestors. Known for her piercing gaze and knowledge of the old ways, she communes with the spirits said to dwell atop Tormok-Thuun. Breya believes that the greatest leaders must balance strength with compassion, and secretly supports Ali?Star?s potential claim to the chieftainship. However, her influence is subtle, and she must tread carefully around Vokar, who dismisses her spiritual counsel. It is whispered that Breya knows forgotten rites tied to the sacred mountain, ones that could determine the tribe?s future.</p>

&lt;p&gt;4. Drakar ?Stonebreaker? Vuln&lt;/p&gt;

&lt;p&gt;Title: Elder of Trials&lt;br /&gt;

Description:&lt;br /&gt;

An elder warrior responsible for overseeing the Final Trial?the grueling ascent of Tormok-Thuun that determines a warrior?s standing in the tribe. Drakar earned his title by defeating a stone-skinned ogre in single combat, an act that nearly cost him his life. He respects those who prove their worth through deeds, not words. While he harbors doubts about Ali?Star?s path, believing strength is proven among one?s own people, he will honor the traditions if Ali?Star returns. Drakar despises weakness, but he is fair and bound by the laws of the tribe.&lt;/p&gt;

&lt;p&gt;5. Kaela ?Windfoot? Vuln&lt;/p&gt;

&lt;p&gt;Title: Scout and Messenger of the Torak-Vuln&lt;br /&gt;

Description:&lt;br /&gt;

Kaela is a swift and agile warrior known for navigating the treacherous paths between mountain peaks with ease. She serves as the tribe?s eyes and ears, often carrying messages between scattered Torak-Vuln camps. Kaela admires Ali?Star for his compassion and strength but keeps her feelings guarded. She distrusts Vokar, aware of his ambitions, and fears what may happen if Ali?Star does not return. If the tribe were ever forced to relocate or seek alliances, Kaela would likely be the one to forge those paths.&lt;/p&gt;

&lt;p&gt;6. Torak ?Ironshadow? Vuln&lt;/p&gt;

&lt;p&gt;Title: Ancestor Hero (Legendary Figure)&lt;br /&gt;

Description:&lt;br /&gt;

The legendary founder of the Torak-Vuln, Ironshadow led the tribe into the high peaks during a time of great peril, escaping a terrible threat that once ruled the lower mountains. It is said he climbed Tormok-Thuun and communed with the spirits of the sky, forging the tribe?s belief in seeking the highest peaks. His name is invoked during rites of passage, and the chieftain is considered his living legacy. Stories claim his spirit still lingers on the summit of Tormok-Thuun, judging those who attempt the climb.&lt;/p&gt;

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Back to <a href="/wikis/torak-vuln-tribe" class="wiki-page-link">Torak-Vuln Tribe</a></content>

<id>https://mark-1.obsidianportal.com/wiki\_pages/4072033</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/irragen</link>

<id>https://mark-1.obsidianportal.com/wiki\_pages/4072048</id>

<link>https://mark-1.obsidianportal.com/wiki\_pages/llazent</link>

<content gm\_only="false" format="html"><p>Scruffy, appears menacing but softens occasionally. Hangs out at <a href="/wikis/the-fat-maiden" class="wiki-page-link">The Fat Maiden</a> in <a href="/wikis/bridgeport" class="wiki-page-link">Bridgeport</a> most of the time. Leads to the <a href="/wikis/joining-the-nightblades" class="wiki-page-link">Joining the Nightblades</a> quests.</p></content>

<content gm\_only="false" format="html"><p><a href="/wikis/mareven-estates" class="wiki-page-link">Mareven Estates</a></p><p>Mother of Alesette Mareven, wife of Bannasien Mareven</p></content>

<content gm\_only="false" format="html"><p>Libertine daughter of an affluent Sylvandale family. Murdered by <a href="/wikis/the-cult-of-tsaag-nalta" class="wiki-page-link">The Cult of Tsaag-Nalta</a></p></content>

<content gm\_only="false" format="html"><p>Male human Exp5 <br /></content>

Typical kindly older man. Owner of [Essential Arcana](/wikis/essential-arcana) in the [Civic District](/wikis/sylvandale-civic-district) of [Sylvandale](/wikis/sylvandale). Also father of the half-elf [Jonalus Abernathy](/characters/jonalus-abernathy).

Contacts: [Jonalus Abernathy](/characters/jonalus-abernathy), [Thamas Leerstrom](/characters/thamas-leerstrom)

<content gm\_only="false" format="html"><p>Cleric of Pelor 12</p>

<p>Healer at [Sylvandale Church of Pelor](/wikis/sylvandale-church-of-pelor)</p></content>

<content gm\_only="false" format="html"><p>Proprietor of [Tolm&#8217;s Superior Outfitting and Dry Goods](/wikis/tolms-superior-outfitting-and-dry-goods)</p></content>

<content gm\_only="false" format="html"><p>Proprietor of [The Griffon&#8217;s Nest Inn and Tavern](/wikis/The%20Griffon%27s%20Nest%20Inn%20and%20Tavern/new)</p></content>

<content gm\_only="false" format="html"><p><strong>CR</strong> 6<br />Male or female human adept 5/Nec 2 <br />Any alignment (but rarely good) Medium humanoid<br /><strong>Init</strong> + 4<br />

<strong>Senses</strong> Listen + 3, Spot + 3<br />

<strong>Languages</strong> Common, Draconic, Abyssal, Elven<br />

empathic link<br />

<strong>AC</strong> 10, touch 10, flat-footed 10; <br />

Dodge<br />

<strong>hp</strong> 21 (7 HD) <br />

<strong>Fort</strong> +1, <strong>Ref</strong> +1,

<strong>Will</strong> +12<br />

<strong>Speed</strong> 30 ft. (6 squares)</p>

<p><strong>Melee</strong> mw dagger +4 (1d4)</p>

<p><strong>Ranged</strong> dart +3 (1d4)</p>

<p><strong>Base Atk</strong> + 3<br />

<strong>Grp</strong> + 3</p>

<p><strong>Adept Spells Prepared (CL 5th):</strong></p>

<p><strong>2nd</strong> ?<a href="/wikis/invisibility"

class="wiki-page-link">Invisibility</a>, <a href="/wikis/web"

class="wiki-page-link">Web</a> DC 15</p>

<p><strong>1st</strong> ?<a href="/wikis/burning-hands"

class="wiki-page-link">Burning Hands</a> (DC 14), <a href="/wikis/cure-light-wounds"

class="wiki-page-link">Cure Light Wounds</a>, <a href="/wikis/sleep"

class="wiki-page-link">Sleep</a> (DC 14)</p>

<p><strong>0</strong> ?<a href="/wikis/detect-magic"

class="wiki-page-link">Detect Magic</a>, <a href="/wikis/ghost-sound"

class="wiki-page-link">Ghost Sound</a> (DC 13), <a href="/wikis/touch-of-fatigue"

class="wiki-page-link">Touch of Fatigue</a> (+3<br />

melee touch, DC 13)</p>

<p><strong>Necromancer Spells Prepared (CL 2nd)</strong></p>

[Ray of Enfeeblement](/wikis/ray-of-enfeeblement) DC 14 [Color Spray](/wikis/color-spray) [Chill Touch](/wikis/chill-touch) [Mage Armor](/wikis/mage-armor)

[Touch of Fatigue](/wikis/touch-of-fatigue) DC 13 [Prestidigitation](/wikis/prestidigitation), [Acid Splash](/wikis/acid-splash), [Detect Magic](/wikis/detect-magic)

(Prohibited schools: Abjuration, Transmutation)

**Abilities** Str 10, Dex 10, Con 10, Int 17, Wis 16, Cha 12

**SQ** familiar, share spells

**Feats** Alertness

(if familiar within 5 ft.; modifiers not included

in skills, below), Deceptive Spell, Dodge, Iron Will, Improved Initiative

**Skills** & br

Appraise +3, Concentration +9, Decipher Script +4, Gather Information +6, Knowledge (local) +9, Knowledge (religion) +9, Spellcraft +9

**Possessions** MW dagger, 5 darts, holy symbol, periapt of Wisdom +2, & br

[potion of cure moderate wounds](/wikis/potion%20of%20cure%20moderate%20wounds/new)

& hr

[Bexley Estate](/wikis/bexley-estate)



<content gm\_only="false" format="html">&lt;p&gt;Night Blade spy working on the inside of the Crimson Fangs.&lt;/p&gt;

&lt;p&gt;Became dissatisfied with Harlan&#8217;s leadership when he learned of their alliances with the Os Pythones and the Cult of Tsaag-Nalta.&lt;/p&gt;

&lt;p&gt;Son of &lt;a href="/characters/ernst-abernathy" class="wiki-content-link"&gt;Ernst Abernathy&lt;/a&gt;&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;Mentions often her training under the legendary elven dancer &lt;a href="/characters/ranayne" class="wiki-content-link"&gt;Ranayne&lt;/a&gt;.&lt;/p&gt;

&lt;p&gt;Hostile:-&lt;/p&gt;

&lt;p&gt;Unfriendly: &lt;strong&gt;DC less than 1&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Indifferent: &lt;strong&gt;DC 1&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Friendly: &lt;strong&gt;DC 15&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;Helpful: &lt;strong&gt;DC 30&lt;/strong&gt;&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;Male human war4/rog2&lt;/p&gt;

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&lt;p&gt;&lt;strong&gt;UV&lt;/strong&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/fangs-uv1" class="wiki-page-link"&gt;Fangs UV1&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/fangs-uv2" class="wiki-page-link"&gt;Fangs UV2&lt;/a&gt;&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;Male human rog6&lt;/p&gt;

&lt;p&gt;High ranking member of &lt;a href="/wikis/the-united-front" class="wiki-page-link"&gt;The United Front&lt;/a&gt;&lt;/p&gt;

<p>Attitude: indifferent</p>  
<p>DC &lt;1: unfriendly<br />  
DC 1: indifferent<br />  
DC 15 (+10 as ranking guild member): friendly<br />  
DC 30: helpful</p>  
<p><a href="/wikis/Joining%20United%20Front/new" class="create-wiki-page-link">Joining  
United Front</a></p>  
<hr />  
<p>UV<br />  
<a href="/wikis/front-uv1" class="wiki-page-link">Front UV1</a></p>  
<p><a href="/wikis/front-uv2" class="wiki-page-link">Front UV2</a></p>  
<p><a href="/wikis/front-uv3" class="wiki-page-link">Front UV3</a></p>  
<p><a href="/wikis/front-uv4" class="wiki-page-link">Front  
UV4</a></p></content>

<content gm\_only="false" format="html"><p><strong>CR</strong> 4<br />  
Male Enchanter <br />  
Chaotic Neutral<br />  
Medium humanoid<br />  
<strong>Init</strong> +2; <br />  
<strong>Senses</strong> Listen + 0, Spot + 0<br />  
<strong>Languages</strong> Common, Draconic, Undercommon, Abyssal<br />  
<strong>AC</strong> 12, touch 12, flat-footed 10; <br />  
<strong>hp</strong> 13<br />  
<strong>Fort</strong> +3, <strong>Ref</strong> +4,  
<strong>Will</strong> +4<br />  
<strong>Speed</strong> 30 ft. (6 squares)</p>

<p><strong>Melee</strong> dagger + 2 (1d4 19-20 x2)</p>

<p><strong>Ranged</strong> MW light crossbow + 6 (1d8 19-20 x2)</p>

<p><strong>Base Atk</strong>+ 2; <br />

<strong>Grp</strong> + 2</p>

<p><strong>Wizard Spells Known (CL 4th):</strong></p>

<p><strong>0</strong> 4 ? all (DC 13)</p>

<p><strong>1st</strong> (3 1 + 1) ? <a href="/wikis/burning-hands" class="wiki-page-link">Burning Hands</a>,<a href="/wikis/cause-fear-0" class="wiki-page-link">Cause Fear</a>,<a href="/wikis/charm-person" class="wiki-page-link">Charm Person</a>,<a href="/wikis/color-spray" class="wiki-page-link">Color Spray</a>,<a href="/wikis/hypnotism" class="wiki-page-link">Hypnotism</a>,<a href="/wikis/identify" class="wiki-page-link">Identify</a>,<a href="/wikis/mage-armor-0" class="wiki-page-link">Mage Armor</a>,<a href="/wikis/magic-missile" class="wiki-page-link">Magic Missile</a>,<a href="/wikis/Reduce/new" class="create-wiki-page-link">Reduce</a>,<a href="/wikis/sleep-0" class="wiki-page-link">Sleep</a>,<a href="/wikis/true-strike" class="wiki-page-link">True Strike</a> (DC 14)</p>

<p><strong>2</strong> (2 1+1) ? <a href="/wikis/glitterdust" class="wiki-page-link">Glitterdust</a>,<a href="/wikis/melfs-acid-arrow" class="wiki-page-link">Melf&#8217;s Acid Arrow</a>,<a href="/wikis/pyrotechnics" class="wiki-page-link">Pyrotechnics</a>,<a href="/wikis/Tasha%27s%20Hideous%20Laughter/new" class="create-wiki-page-link">Tasha&#8217;s Hideous Laughter</a> (DC 15)</p>

<p><strong>Abilities</strong> Str 10, Dex 13 (15), Con 15, Int 17, Wis 10, Cha 13</p>

<p><strong>SQ</strong> familiar, share spells</p>

&lt;p&gt;&lt;strong&gt;Feats&lt;/strong&gt; Alertness&lt;br /&gt;

(if familiar within 5 ft.; modifiers not included &lt;br /&gt;

in skills, below), &lt;br /&gt;

Scribe Scroll, Improved Initiative, Spell Focus: Enchantment, Weapon Focus: Light Crossbow&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Skills&lt;/strong&gt; &lt;br /&gt;

&lt;a href="/wikis/concentration" class="wiki-page-link"&gt;Concentration&lt;/a&gt; + 8, &lt;a href="/wikis/Craft%20%28Scribe%20Scroll%29/new" class="create-wiki-page-link"&gt;Craft (Scribe Scroll)&lt;/a&gt; + 10, &lt;a href="/wikis/hide" class="wiki-page-link"&gt;Hide&lt;/a&gt; + 2 1/2, &lt;a href="/wikis/Knowledge%20%28Arcana%29/new" class="create-wiki-page-link"&gt;Knowledge (Arcana)&lt;/a&gt; + 9, &lt;a href="/wikis/Knowledge%20%28Planes%29/new" class="create-wiki-page-link"&gt;Knowledge (Planes)&lt;/a&gt; + 5, &lt;a href="/wikis/Knowledge%20%28History%29/new" class="create-wiki-page-link"&gt;Knowledge (History)&lt;/a&gt; + 5, &lt;a href="/wikis/Knowledge%20%28Geography%29/new" class="create-wiki-page-link"&gt;Knowledge (Geography)&lt;/a&gt; + 5, &lt;a href="/wikis/spellcraft" class="wiki-page-link"&gt;Spellcraft&lt;/a&gt; + 10 (+ 2 Ench.), &lt;a href="/wikis/Scry/new" class="create-wiki-page-link"&gt;Scry&lt;/a&gt; + 5, &lt;a href="/wikis/alchemy" class="wiki-page-link"&gt;Alchemy&lt;/a&gt; + 5&lt;/p&gt;

&lt;p&gt;&lt;strong&gt;Possessions&lt;/strong&gt;&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;&lt;a href="/wikis/an-alons-tower" class="wiki-page-link"&gt;An-alon&#8217;s Tower&lt;/a&gt;&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;Owner of &lt;a href="/wikis/ash-houses-alchemy" class="wiki-page-link"&gt;Ash House&#8217;s Alchemy&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Nickname earned by burning down house during past experiments&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;Female Gnome Wiz5/Exp3&lt;/p&gt;  
&lt;p&gt;Proprietor of &lt;a href="/wikis/faris-scrolls" class="wiki-page-link"&gt;Fari&amp;#8217;s  
Scrolls&lt;/a&gt; in Sylvandale&amp;#8217;s &lt;a href="/wikis/sylvandale-shipwright-district"  
class="wiki-page-link"&gt;Shipwright District&lt;/a&gt;&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;A high commander in the army of West Faladon  
and champion of Axion. Often compared to her hero &lt;a href="/wikis/saint-laina"  
class="wiki-page-link"&gt;Saint Laina&lt;/a&gt;&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;?Apprenticed under the legendary master &lt;a  
href="/characters/dinble-mechaspringer" class="wiki-content-link"&gt;Dinble  
Mechaspringer&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;?likes to make devices resemble animals or people&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;Many of his students went on to become pioneers  
of gnome technology. One of the brightest was &lt;a href="/characters/finwizz-steamspocket"  
class="wiki-content-link"&gt;Finwizz Steamspocket&lt;/a&gt; of Pickwyck.&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;Male Human Adept 14&lt;/p&gt;  
&lt;p&gt;&lt;img  
src="http://i42.photobucket.com/albums/e317/jmocoohay/FF41F676-8DA8-481D-BDB6-BA87612DB  
DA6\_zps9q3ssxde.jpg" alt="" /&gt;&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/sylvandale-civic-district" class="wiki-page-link"&gt;Civic  
District&lt;/a&gt;&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;Owner of &lt;a href="/wikis/veldspar-stables"  
class="wiki-page-link"&gt;Veldspar Stables&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Patriarch of the Veldspars, a powerful merchant family who have a reputation for having the finest horses in Faladon&lt;/p&gt;

&lt;p&gt;Miron was once captain of a merchant fleet. He took his profits and retired to the countryside. He made a name for himself by investing in a trading expedition led by his brother &lt;a href="/characters/cledwyn-veldspar" class="wiki-content-link"&gt;Cledwyn Veldspar&lt;/a&gt; who journeyed to the north and was able to negotiate a deal with a tribe of Medwyn horsemen. The Veldspars are able to bring in horses that are superior to those offered by other stables. With breeding, that superiority has lessened somewhat, but the Veldspar name is still associated with the finest.&lt;/p&gt;

&lt;p&gt;Brother:&lt;a href="/characters/cledwyn-veldspar" class="wiki-content-link"&gt;Cledwyn Veldspar&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Nephew: &lt;a href="/characters/agnus-veldspar" class="wiki-content-link"&gt;Agnes Veldspar&lt;/a&gt; sells mounts in &lt;a href="/wikis/heton" class="wiki-page-link"&gt;Heton&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Nephew: &lt;a href="/characters/sawel-veldspar" class="wiki-content-link"&gt;Sawel Veldspar&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;?Miron has superior stock due to his brother?s trade with the Medwyn tribes&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;18 lost in city runaway?&lt;/p&gt;

&lt;p&gt;&lt;a href="/wikis/pc-home" class="wiki-page-link"&gt;PC Home&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Father: &lt;a href="/characters/cledwyn-veldspar" class="wiki-content-link"&gt;Cledwyn Veldspar&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Brother: &lt;a href="/characters/agnus-veldspar" class="wiki-content-link"&gt;Agnes Veldspar&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Uncle: &lt;a href="/characters/miron-veldspar" class="wiki-content-link"&gt;Miron Veldspar&lt;/a&gt;&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;Follower of &lt;a href="/wikis/ardona" class="wiki-page-link"&gt;Ardona&lt;/a&gt;, Optimist&lt;/p&gt;  
&lt;p&gt;Conanesque ( &#8220;sullen&#8221;, &#8220;smoldering&#8221; and &#8220;volcanic&#8221; blue eyes with a black &#8220;square-cut mane&#8221;), big feet&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;Rhalessian&lt;/p&gt;  
&lt;p&gt;&lt;a href="/wikis/home-of-sylnys" class="wiki-page-link"&gt;Home of Sylnys&lt;/a&gt;&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;LN male human &lt;a href="/wikis/gladiator" class="wiki-page-link"&gt;Gladiator&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;Advancing age, Finely carved wooden peg leg, Burly, Imposing&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;LN Female Dwarf &lt;a href="/wikis/veteran" class="wiki-page-link"&gt;Veteran&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;woman of few words, fair, impatient&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;LE male human &lt;a href="/wikis/mage" class="wiki-page-link"&gt;Mage&lt;/a&gt;&lt;/p&gt;  
&lt;p&gt;?dusky skin, bald head, and bright red silk turban&lt;/p&gt;  
?height of nearly 7 feet  
&lt;p&gt;? from far off kingdom to the south&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;NE male human &lt;a href="/wikis/noble" class="wiki-page-link"&gt;Noble&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;well-spoken, dapper older gentleman with a neatly trimmed beard and a fancy wardrobe.

Cunning Instincts.&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;LE male human &lt;a href="/wikis/assassin" class="wiki-page-link"&gt;Assassin&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;Tall, lean, tan, with short silver hair, he speaks in precise, measured statements of a man who has a keen eye for detail&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;CG female human &lt;a href="/wikis/noble" class="wiki-page-link"&gt;Noble&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;?gruff, pragmatic, suspicious of outsiders&lt;/p&gt;

&lt;p&gt;? graying hair is cut short and whose face bears the marks of a life lived outdoors.&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;LG male human &lt;a href="/wikis/noble" class="wiki-page-link"&gt;Noble&lt;/a&gt;&lt;/p&gt;

&lt;p&gt;young, brash, inexperienced&lt;/p&gt;

&lt;p&gt;slight man with sharp features and a toothy smile&lt;/p&gt;</content>

<content gm\_only="false" format="html">LG male human &lt;a href="/wikis/gladiator" class="wiki-page-link"&gt;Gladiator&lt;/a&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;NG male human &lt;a href="/wikis/guard" class="wiki-page-link"&gt;Guard&lt;/a&gt;&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;CN male human &lt;a href="/wikis/knight" class="wiki-page-link"&gt;Knight&lt;/a&gt;&lt;/p&gt;



&lt;p&gt;sheltered hothead eager to surpass his brother?s legend&lt;/p&gt;</content>

<content gm\_only="false" format="html">&lt;p&gt;&lt;a href="/wikis/sea-grove-of-eone" class="wiki-page-link"&gt;Sea Grove of Eone&lt;/a&gt;&lt;/p&gt;</content>