



Set Up

Arriving across a long-ruined wall (in 2.0). A group of monks from the Stone Duchy to the North will see you here and no further. You are passing into the Shrouded Land, and may not return until you have found the city. They told you following:

- The King in this land, The Club Knight, **Kosh of Connicht**, rules with the help of a brutal band called the **Order of the Newt**
- The winter was hard and long and the crops are slow to come in.
- Travel by river is swift, but the **Gate Knight** demands exorbitant tolls.

Myths

Key	Myth	Spread #
1	The River	4

Key	Myth	Spread #
2	The Goblin	6
3	The Spirit	3
4	The Wyvern	5
5	The Order	9
6	The Underworld	11

Landmarks

- The River Pell
- The Three Queens (Mtns, center)
- Daughter's Lake (C)
- Black-Silver Lake (S)
- Roilingwood (W)
- The Bog of Hands (W)

Locations

02.01 Oldferry

- Letting a boat: Will offer a boat freely on a promise to plead with the Gate Knight Billam to excuse the town's traders from tariffs this season, but it will take some time to fix it up. They'll offer Old Cradle (blessed rowboat) if the party locates the Goblin.

04.02 Pellgate Keep

- Ruled by the Gate Knight (Billam, bright red cheeks and curly red hair). Operates a huge lock in the water, and demands a tariff of a 6th of all goods, a fine steed, or a service.
- High curtain walls and a vertiginous climb to the keep.
- The service is to collect taxes from Oldferry, who sent his taxman away earlier this season, or from the Abbey of White Flowers ()

07.06 Seat of Power: Castle Connicht

- Ruled by **Lord Kosh**, the Club Knight. He wields a huge ancient tree (d10) with an ancient sword called *Usurper* (1d8, smite Kings w/o penalty) lodged in the trunk
- His castle is guarded by a colossal newt adorned with huge spines and sagging teats.
- His retainers are the Order of the Newt, who have grown large and bloated from suckling the newt.

- Has been nine times denied the quest for the city and given into despair. Will hand is throne over readily, then slay the new ruler with *Usurper*. He has done this twice already, and their bones are locked deep in his dungeon.

01.06 The Tower of Sticks