

AETALTIS

THE HEROES OF THORNWALL



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ABOUT OUR COVER

A pair of adventurers approach the Forest Gate of Thornwall.

Art by Brandon Liao

FOLLOWING PAGE

On the Path to the Silver Tower.

Art by Mitchell Malloy

ACKNOWLEDGMENTS

The secret to this project's success is that it was created not by one person, but by a team of talented, creative, and dedicated people who worked together to make something wonderful. That collaboration gave this product its strength, and I'd like to extend my thanks to the people who made it possible.

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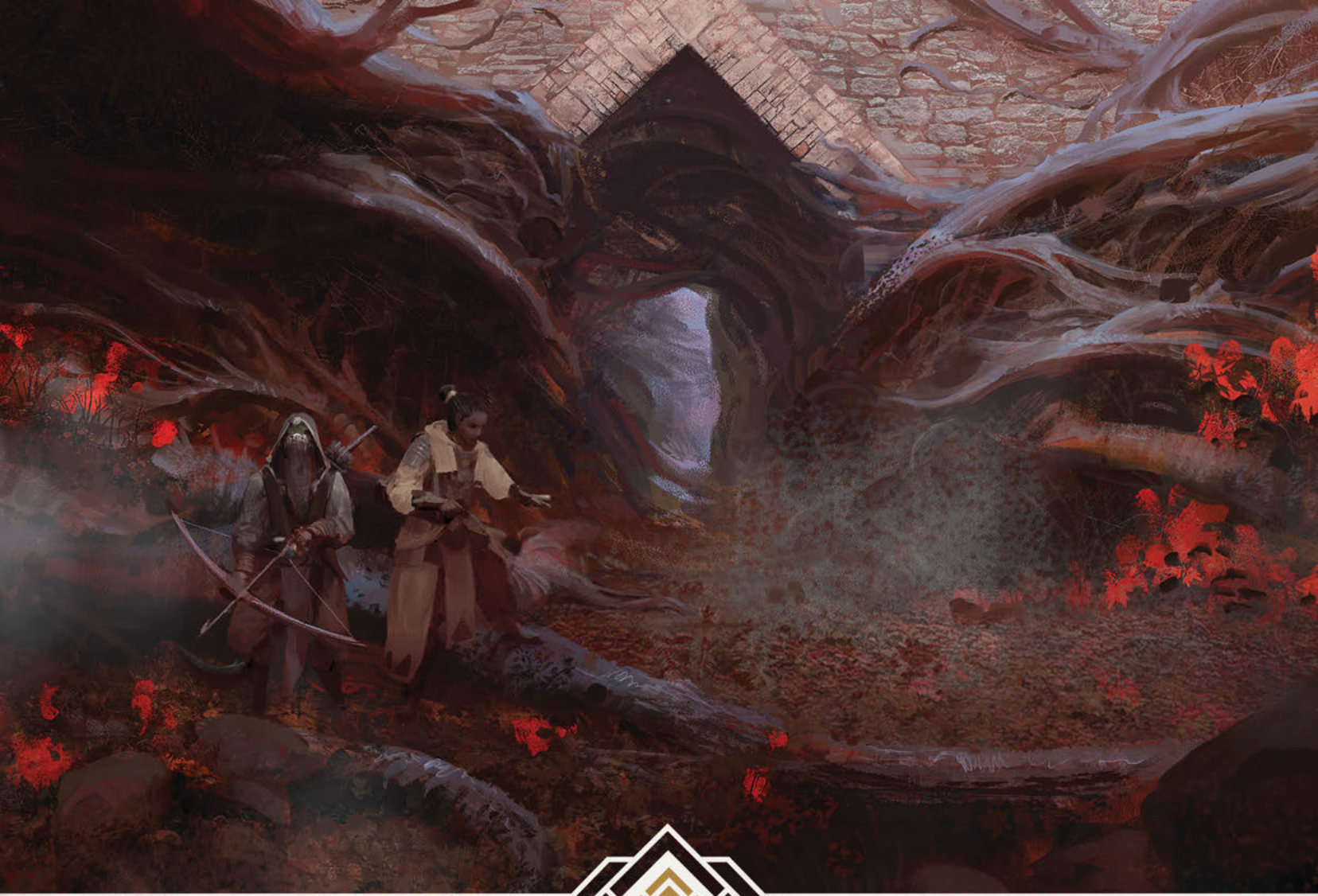
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INTRODUCTION

KATELYN LEANED AGAINST THE WIDE OAK BAR and dried her hands on her apron. Her back and joints hurt—scrubbing the floor on hands and knees was harder now than when she'd been a young woman—but it was worth the effort. Surveying the spotless common room, she breathed in the scents of polished wood, fresh-baked bread, and the crackling fire, and nodded in satisfaction.

"Everyone likes to come home to a clean house," her mother had taught her. "Keep the place clean, warm, and smelling of good food, and they'll want to come back before they've even left."

Katelyn smiled at the memory. She missed her mother's warm smile and comforting embrace. She made a mental note to light a candle for her on the family altar that evening—may-

be an orange one, to remind her mother that she was still deeply loved.

The door to the tavern creaked open, letting the early morning sunlight stream in. Katelyn squinted at the door and wondered who this early morning visitor might be. The person stood silhouetted in the door frame for a moment, and then let the door swing shut behind him.

Katelyn's eyes adjusted to see a skinny man wearing spectacles standing there. He wore a loose-fitting brown shirt under a weathered woolen jacket and simple black leggings. Mud spattered his high leather boots. A heavy pack, seemingly too large and overloaded for his scrawny frame, rose over his shoulders, yet somehow he wore it comfortably.

Katelyn raised her hand and called out, "Morning, friend."

Welcome to the Green Briar Tavern.”

The man blinked, his own eyes apparently still adjusting to the change in light. Katelyn stepped out from behind the bar and walked over to him. The man smiled broadly when he saw her, then took a moment to look around the room.

“Hello,” he said, the “h” in the word muted slightly and marking him as having come up from the south. “Are you Katelyn Bythewater?”

Looking him up and down, she decided he’d be handsome if he had a bit more meat on his bones, although that messy mane of red hair would need cutting.

“I am,” she said. “Who’s asking?”

“Oh, I-I’m sorry,” he stammered and thrust a slender, ink-stained hand at her. “I’m Eathen Winswood. I’m a traveling historian.”

He said “traveling historian” with the same air that the sheriff might flash his badge of office. She smiled and shook his hand. His skin felt soft. Yes, definitely a historian’s hands.

“It’s a pleasure to meet you, son,” she said. “Can I get you something to drink?”

She turned and went back behind the bar. Eathen hurried after her until he reached the bar. He shrugged the pack off and dropped it to the floor with a thump.

“Oh, yes,” he said, pushing his spectacles up with one finger. “Tea would be lovely.”

Katelyn took a jug out from under the counter and grabbed a mug. She pulled the wide cork out of the mouth of the jug and filled the cup with red-brown liquid.

“It’s not hot but it’s a good sun brew,” she said, pushing the mug over to him. She replaced the cork and put the jug back under the counter. “So what brings you to our fine town?”

Eathen sipped some of the tea. “Very good,” he said and smiled. “Thank you.”

He set the mug down. “I’ve come from the College of New Erinor. As I said, I’m a traveling historian, and I’m collecting the history of the northlands for Lord Drakewyn’s grand endeavor.”

He waited expectantly, clearly expecting her to know all about this “grand endeavor.” When she didn’t respond, he hesitated, as if unsure how to take that, then continued.

“You see, I’m to chronicle the history of the Duchy of Vaun and all its holdings. When I arrived this morning and explained this to the men at the gate, they directed me to you. They tell me you know as much about this town as anyone.”

Katelyn leaned back against the counter behind the bar and crossed her arms.

“They’re right about that,” she said. “Did they also mention that I’m a shrewd businesswoman?”

“No,” Eathen answered, raising his brows. “Although I as-

sumed as much, seeing as you run this establishment.”

“Good,” she said. “In that case, let’s deal. I’ll tell you what you want to know about Thornwall, and in exchange you can do something for me.”

“Oh,” Eathen said and his eyes lit up. “I’d be happy to. I’m versed in the writing of letters, or if you need help with your books...”

Katelyn laughed, reached out, and squeezed the young man’s shoulder.

“Ah, that’s sweet,” she said, still chuckling, “but I’ve got that covered just fine. No, I’ve got something else in mind for you. Did you see that chicken coop outside when you came in?”

“Yes...”

“Well, I need that coop scraped and painted. You do that for me, and I’ll tell you everything you want to know. I’ll even give you a bed in one of the bunk rooms while you’re here. What do you say?”

“Well, I’ve never really painted before—”

“Ah, it’s easy. Smart boy like you will figure it out in no time,” she said.

Before Eathen could say anything more, she stepped out from behind the counter and patted him on the back, making him rock under her hand.

“Glad we could make a deal. Now let’s get you settled in.”

EVERY ADVENTURE HAS A BEGINNING...

A threat appears, heroes gather, and hope is rekindled in the face of rising darkness. This is the way tales of adventure begin. Countless pages have been written about the journeys that follow, and in the world of roleplaying games, one can fill shelves with the books dedicated to helping the gamemaster run these adventures.

Far less time, however, is spent on beginnings. There are just a handful of products that look at the town where the heroes first gather, or the tavern where they formulate their planned quest. These places form the foundation of the story, yet other than a few notable exceptions (the now legendary village of Hommlet is one example) these places receive very little attention in our hobby.

This book sets out to remedy that. It provides the gamemaster with everything they need to launch and support a new campaign. From the friendly innkeeper who offers to stash the heroes’ treasure in her vault while they’re off fighting goblins to the eccentric merchant that actually wants to purchase a six-foot-tall antique candelabra, *The Heroes of Thornwall* supplement provides you with the springboard to launch your campaign, and the foundation to sustain it for many adventures to come.

WHAT YOU'LL FIND INSIDE

The Heroes of Thornwall is divided into five chapters and includes two appendices.

CHAPTER 1: THE WORLD OF AETALTIS

This book can be used with any fantasy setting, but the default setting is the World of Aetaltis. Aetaltis offers an exciting, modern take on classic fantasy. It embraces the familiar tropes of the fantasy genre, lovingly restores them, and channels them back to you in a way that feels both fresh and intimately familiar at the same time. You don't need the World of Aetaltis setting books to use this book in your campaign. Chapter 1 gives a brief overview of the world.

CHAPTER 2: THE TOWN OF THORNWALL

Thornwall is a good-sized town sitting on the edge of the wilds. It includes everything adventurers look for in a base of operations and offers all the tools a gamemaster needs to support an extended campaign. In this chapter you'll find detailed descriptions of the businesses, institutions, and important locations in Thornwall. It also includes a complete store inventory and guidance on growing the town as the characters advance in level.

CHAPTER 3: THE GREEN BRIAR TAVERN

Every adventure needs a tavern. This chapter includes a fully described tavern, tavern games, a complete menu, and even recipes that let you make the same meals at home that are served by this fine establishment. It also provides the gamemaster with meta-game elements that will help to launch and support an ongoing campaign.

CHAPTER 4: THE PEOPLE OF THORNWALL

From tavern keepers to town elders, you'll find a complete supporting cast of characters in this chapter. Every character includes a Fifth Edition compatible stat-block, and important NPC descriptions include backstories and detailed character traits.

CHAPTER 5: THE TEMPLE OF MODREN

To help you launch your campaign, we've included an exciting Fifth Edition compatible introductory adventure that you can run with little to no advance preparation. This

classic dungeon delve is the perfect way for the players to jump straight into the action and try out their new characters. It's also a great way for players and gamemaster alike to discover the wonders of Aetaltis.

APPENDIX A: GOODS AND SERVICES

In the first appendix we provide a compiled list of all the goods and services available for purchase in Thornwall, and the location in Thornwall where the item is found. The prices in this and all Aetaltis books are based on a silver standard economy that is based on the actual pricing for goods on Earth in Europe during the 13th century.

APPENDIX B: GOODWILL

This appendix presents a set of optional 5E compatible rules for introducing the concept of Goodwill to your campaign. It's a unique way to give your players a stake in the community they reside in and reward them with something other than gold for heroic roleplaying.

FIFTH EDITION COMPATIBILITY

This book is designed for use with the Fifth Edition (5E) of the world's best-known roleplaying game. In order to fully use this book and play *The Temple of Modren*, you'll need either the free Basic Rules, a Starter Set, the Essentials Kit, or the Fifth Edition core rulebooks. This book also assumes that you are familiar with the Fifth Edition rules and know how to play the game.

SKILL CHECKS

There will be places in this book where you'll see notes like this:

“

Characters proficient in Wisdom (Survival) know this is a deer trail.

In these situations, there is no need to roll for success. To a character proficient in this skill, the knowledge is so basic that they will notice it automatically. To someone that is not proficient in this skill, however, it's not something they would just know. They might guess at this, but they wouldn't automatically know.

This isn't to say that there isn't more to learn. Just because it's a deer trail doesn't mean no people have recently walked along it. At that point you would use a standard ability check to determine what information is appropriate to share with the players.

SKIPPING THE SKILL CHECK

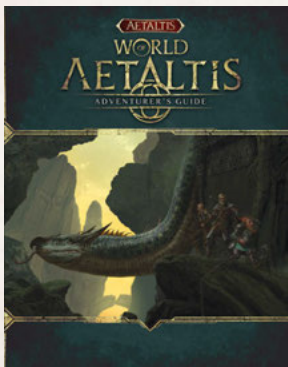
Just telling players information for no reason removes the game element from a roleplaying game. At that point, you're just reading them a story. At the same time, placing a well-trained character at the whim of the dice for a bit of simple information undermines the player's sense that their character is a capable hero. It also fails to accurately reflect how training in a skill works in the real world.

By freely providing some information to players whose characters are proficient with a skill, you create a sense that their character is a competent member of their class. It will also help to differentiate characters, and make each one unique and valuable to the team in their own way.

DISCOVER AETALTIS

The Heroes of Thornwall is set in the World of Aetaltis campaign setting, a heroic fantasy world of high adventure where bold heroes stand strong against the forces of darkness for the good of all. Although this book works as a stand-alone add-on for any Fifth Edition campaign, you'll get the most from the book when using it in conjunction with the World of Aetaltis Core Books. We've included a brief introduction to the Aetaltis campaign setting in the next chapter, but you should consider checking out the following books.

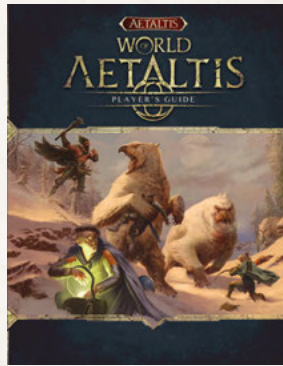
ADVENTURER'S GUIDE



Discover Aetaltis in the *World of Aetaltis: Adventurer's Guide*, the same book used by hopeful Aetaltans to prepare before they set out to become adventurers. It is a dragon's horde of knowledge collected by the scholars of the College of New Erinor along with practical advice offered in the margins

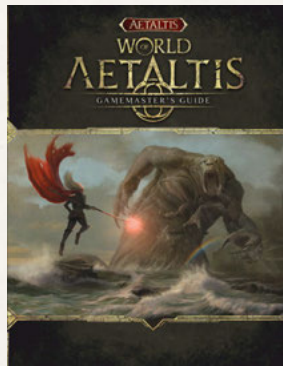
from experienced adventurers and explorers. It is a must-read title for anyone that seeks to further explore the World of Aetaltis.

PLAYER'S GUIDE



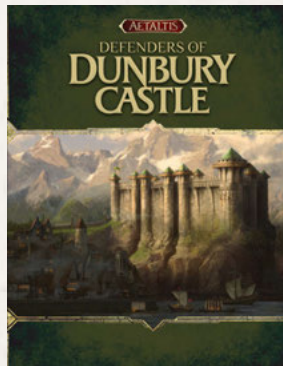
The *World of Aetaltis: Player's Guide* contains all the rules you need to create a character for a Fifth Edition compatible Aetaltis game. New lineages, new classes, new backgrounds, a system of callings, and a unique point-based arcane magic system await.

GAMEMASTER'S GUIDE



In the *World of Aetaltis: Gamemaster's Guide* you'll discover everything you need as a GM to craft fantastic Aetaltis adventures and run an extended Aetaltis campaign. Inside you'll discover advice for designing the perfect Aetaltis game, new monsters, rules for dark magic and corruption, and a wealth of other useful tips and tricks. Plus, a collection of GM-eyes-only secrets about Aetaltis, its gods, and its inhabitants.

DEFENDERS OF DUNBURY CASTLE



Defenders of Dunbury Castle is the companion book to the one you're holding in your hands today. It provides a detailed description of Dunbury Castle, expands the campaign area to cover the whole of Dunburyscir, and introduces an extended cast of NPC characters you can add to your game. It's the perfect way to grow your campaign when the players are ready to move beyond the borders of Thornwall.



CHAPTER ONE

THE WORLD OF AETALTIS

EATHEN TOOK A LONG DRINK OF THE STEAMING, mint-infused tea and savored the warmth flowing through him. The day had broken cold; one of those chill autumn mornings that remind you winter is closing in, and may arrive at any moment. The historian's seat near the hearth let him take advantage of the slight warmth offered by the tavern's fire, but the pot boy had just lit it, and the flames hadn't fully caught yet.

Eathen set down his drink. With fingers warmed by the hot ceramic mug, he pulled a fresh feather from his writing case. He used the little blade he kept in his pocket to cut the quill's tip, and gave the shaft a fine point at just the right angle. Turning the feather over, he carefully etched a short, vertical cut in its tip

to feed the ink. Blowing away bits of quill dust, he examined the point, and then nodded with satisfaction.

"Seems there's an art to that," Katelyn said as she approached the young scholar.

"There is," Eathen agreed with a smile. "Unfortunately, I'm not much of an artist. Still, I do well enough that I only get a bit of blotching here and there."

"So, are you comfortably settled in, then?" Katelyn asked.

"I am. In fact, it was wonderful to sleep indoors for a change."

"Not much for camping under the stars, scholar?" Katelyn laughed.

"Oh, it's not that," Eathen replied. "My bed at the university

wasn't much more comfortable than the ground, and I swear it was less drafty than my old room. It's more that while sleeping here, I could rest without worrying. The roads aren't as safe as they once were."

Katelyn crossed her arms and leaned against the wall. "You needn't have worried about bandits in these parts. Forester Candlewick does a fine job of patrolling the lands around Thornwall. It's been some time since we had any trouble with bandits."

Eathen set his quill pen down. He admired Katelyn's intelligence and she knew her town better than any, but it was clear that word of the troubles plaguing Agthor hadn't reached Thornwall.

"Bandits weren't my concern. Are you familiar with the Deepland wards?" he asked.

"You mean the magic used to seal the Dark Lord's hordes in the Deeplands after the war? Sure. Everyone's heard the legends."

"They aren't just legends," Eathen told her, his voice grave. "And the magic isn't as strong as it once was. Word has reached the capital that some of the wards are failing."

Katelyn frowned.

"You see where this is going, then," Eathen continued. "I thought you would. If the wards are failing, and I have it on good authority that they are, there may be things far worse than bandits prowling the woods at night."

Katelyn stared at the dancing flames in the hearth for a few moments. Eathen didn't know what she was thinking, but it was clear that her thoughts ran deep. An intelligent person indeed, and the potential ramifications of the story were not lost on her.

Finally, she turned back to him. She smiled, and the usual bright twinkle returned to her eyes. "Well, whatever fate Zevas may have planned for us, someone still has to bake the bread." She winked at Eathen. "Enjoy your tea, and later I'll answer some of your questions about the town."

As she returned to work, Eathen contemplated the future good people like Katelyn faced. Lord Drakewyn was a fine ruler and his armies were strong, but if the wards were truly failing, could he defend his entire realm?

As he contemplated this, something he'd heard before leaving the university came back to him—a declaration made by Lord Drakewyn about adventurers. Drakewyn had formally declared that adventuring—the act of arming oneself and sauntering off into the wilds in search of trouble and treasure—was an acceptable occupation. At the time the announcement seemed strange, foolhardy even.

But now? As Eathen pondered the ability—or inability, perhaps—of Lord Drakewyn's armies to defend against a ris-

ing wave of dark creatures, his public announcement suddenly seemed like more than a noble's eccentricity.

WELCOME TO AETALTIS

The Heroes of Thornwall is set in a world called Aetaltis. Aetaltis is a classic fantasy setting incorporating the beloved themes and story elements of high fantasy. At the same time, it adds enough new elements and twists that offer plenty of secrets to discover. In this chapter we'll introduce you to the world, and then give you some important information about using Aetaltis in your Fifth Edition campaign.

A TIME OF SHADOWS, AN AGE OF HEROES

More than three hundred years have passed since the fall of the Atlan Alliance, and the people of Aetaltis have finally brought order to their fractured world. Fledgling nations have grown into powerful kingdoms, thriving merchant states have re-established old trade routes, and the priests of the Enaros have rebuilt their great temples. But in this time of hope, the shadow of an ancient evil is rising once again.

Deep beneath the surface of Aetaltis lurk the armies of the fallen god Endroren. For centuries, an order of holy knights known as the Warders of Alantra maintained powerful mystic seals that held the forces of darkness at bay, but when the Alliance fell, so did many of the ancient orders—including the Warders. Now, after centuries of neglect, the wards are failing, and the dark ones have returned.

For the first time since the Age of Darkness, orcs, goblins, trolls, and a host of other fiendish monsters threaten the good people of the world. They strike with unrestrained cruelty; attacking, killing, and destroying all that lies before them. The recently reborn holy orders have combined their divine strength with the temporal power of the new kingdoms to face this growing threat, but the dark ones are many and the defenders are few.

But, there is hope!

Lord Drakewyn, ruler of Agthor, has called upon the brave men and women of his land to take up arms against their common foe. In response, a small army of independent heroes, known as adventurers, has joined the struggle. These stalwart men and women fight the battles ordinary soldiers cannot fight, go where the holy orders dare not go, and serve as beacons of hope in a world growing darker with each passing day. From hardened dwarven warriors to crafty cheebatan rogues, from fleet-footed fey scouts to

mysterious Selenthean mages, these brave souls provide what ultimately may prove to be the only hope for the people of this troubled land.

Will you join these brave adventurers in their quest? Will you put spell and blade to the test in defiance of the Dark Hordes? If so, if you have the courage to take on this burden for the good of all, perhaps there is still hope, and perhaps you will become the next...

...Champion of Aetaltis!

GAMING IN AETALTIS

If you want to run a game set in Aetaltis, and this is the only Aetaltis book you have, we've created this crash course especially for you.

LINEAGES

The World of Aetaltis uses the term *lineage* when referring to what the 5E rules call race. The following are Aetaltis' common player character lineages.

ATLAN (HUMAN)

Strangers from another world, the atlans were trapped on Aetaltis when the arcane gates to their homeworld were destroyed in a mystic cataclysm. More than three-hundred years later, their ancestors have made Aetaltis their new home. They fight alongside the native Aetaltans, defending their adopted home against forces of darkness.

CHEEBAT

Stowaways among the atlan and newardin colonists, cheebats are clever negotiators, devious planners, and cunning adversaries. They are small, slight, and not particularly strong, but are tenacious to a fault when it comes to

anything with the potential for profit. Although they are vicious when bargaining, cheebats have likable personalities, and make friends wherever they go.

DROTHMAL

The drothmals are courageous barbarians with faintly feline features that live and die by the sword. They maintain a strict warrior's code and revel in hardship, seeing the trials they face as the blessings of Droth, the God of Trial. They will face any enemy, no matter what the odds, and will fight to the death for their companions.

DWARF

A dwarf's typically stern exterior masks a heart that burns as hot as a blacksmith's forge. A history of hardship and betrayal has made them tough, wary, and practical, but when their passions are aroused, dwarves act on pure emotion. Driven from their underground homes when the gods used the caverns to imprison the forces of darkness, the dwarves were hardened by the experience, and have become self-reliant and resilient. Dwarves are steadfast warriors and dependable companions.

ELF

The elves are the eldest of the fey races. They ruled Aetaltis during the Age of Magic, and are the most talented spellcasters in the land. Breathtakingly beautiful, but equally unapproachable, they remain a distant but palpable presence in the region.

FAIRY

Standing less than two feet tall and possessing delicate, insect-like wings, fairies are a wonder to behold. They are clever, quick, and far more resilient than their small size



ABOVE | Lineage Lineup, by Russell Marks

suggests. While many fairies study the magical arts, their small size, speed and mobility make them some of the finest scouts in all of Aetaltis.

HALFLING

Good food and good company mean more to a halfling than all the riches in the world. They value the simple things in life and dislike change. Every so often, however, a halfling is born with a little of the “old blood” in him, and gets the urge to go adventuring.

NEWARDIN

The enigmatic intellectuals known as the newardin operated the arcane gates that brought the Atlan Alliance to Aetaltis. They value reason and knowledge above all other things, and dislike anything that invokes chaos. The newardin have never accepted Aetaltis as their home, and this underlying discomfort shapes their behavior and personalities.

OROG

Orogs were brought to Aetaltis by the Atlan Alliance to serve as the fist of the Alliance military machine. These huge creatures are strong enough to go head-to-head with a troll, and tough enough to withstand all but the most devastating injuries. They are hideous and dull-witted, but their physical strength and endurance more than make up for these limitations.

SCYTHAA

Quick and cunning, the reptilian race known as the scythaa are the inheritors of a once-lush homeland now reduced to a barren wasteland by war. Most scythaa live as nomads, scraping a meager existence from the unforgiving desert.

SPRITE

Sprites are as wild as the wind and twice as changeable. The size of an elven child, their emotions run close to the surface, and they are driven by their passions. They have an arcane bond with wild creatures, and are adept at handling animals of all kinds.

OTHER RACES

Aetaltis is home to people of many other lineages, including minotaurs, centaurs, dryads, and merfolk. With the exception of half-races (half-elf, half-orc), any 5E compatible lineage may be found in Aetaltis.

MAGIC AND SPELLCASTING

Magic in Aetaltis is divided along the standard lines of divine magic and arcane magic. Divine magic comes from the power of the Enaros, the gods of Aetaltis, and arcane magic

is achieved by drawing on and manipulating the inherent magical energy of the universe, a power called essence.

RESTRICTED SPELLS

After a deep divide formed between the Enaros over how much power mortals should possess, the Enaros changed the nature of magic on Aetaltis to prevent certain types of magical effects. The primary game effect is that spells that teleport, summon, or otherwise transport physical matter instantly from one location to another do not function—at least not for good characters. With a little help from Endroren, the Lord of Darkness, it's possible to bypass these limitations. This means the heroes' adversaries may have access to powers and abilities they do not.

GLYPH MAGIC

We encourage you to use the point-based spellcasting rules for glyph magic found in the *World of Aetaltis: Player's Guide* book since it is a lot of fun and helps to capture the feel of Aetaltan magic. If you do not have access to these rules, the standard 5E magic rules for arcane spellcasting will work fine.

WORSHIP AND RELIGION

The gods of Aetaltis are known collectively as the Enaros. While the Enaros often embody certain traits or qualities, they are not generally worshiped for any moralistic belief in those values. Rather, the relationship the average person has with the Enaros is one of patron and petitioner. The people of Aetaltis perform rituals that are believed to please the Enaros, and in exchange they make specific requests of the Enaros. This isn't to say that people never align themselves with a certain god based on their morals and convictions, but their actual worship of the Enaros is based more on personal needs and a desire to keep the Enaros happy, rather than philosophical beliefs.

LENSAE

The people of Aetaltis believe that their sun, called Lensae, is the home of the Enaros. They also believe that Lensae is the final resting place of the dead.

NUMOS

Aetaltis' moon is called Numos. Aetaltans believe that Numos is the first stop for the dead on the journey to Lensae. Ruled by the enaros called Aelos, it is also the last place where a spirit can be contacted by the living. Once a spirit has passed beyond Numos, it cannot be contacted or recalled.

DEATH AND THE JOURNEY TO LENSÆ

A spirit's arrival at Lensæ is not guaranteed. It may take months, decades, or even centuries for the spirit to complete its journey. Many never arrive at all; becoming lost along the way, or falling victim to the forces of evil. To improve a spirit's chances of arriving safely, specially trained spiritguides are employed to perform a ritual of last rites that is believed to set the spirit on the proper path to its next life.

DWARVES AND THE ENAROS

The dwarves no longer worship the Enaros. Long ago, the powerful fallen enaros named Endroren ruled Aetaltis. When the other enaros finally defeated him, they used the vast network of caverns that lay beneath the surface of the world to imprison Endroren and his followers. Prior to that time the caverns, known collectively as the Deeplands, were home to Aetaltis' dwarves. Needless to say, the dwarves were enraged at their eviction. They renounced the Enaros, and to this day, no dwarf will worship them.

TECHNOLOGY

Over the years, the people of Aetaltis made notable progress in their development of non-magical technology. The technology in Aetaltis as a whole, and Agthor in particular, is on par with medieval Europe during the 12th to 15th centuries here on Earth.

CLOCKS AND TIMEKEEPING

The most common type of clock found on Aetaltis is the sundial. Halflings love them, and nearly every halfling home has one in its garden. Water clocks are also available, but they are difficult to keep calibrated. Mechanical clocks exist, but these are incredibly rare (no one in Thornwall owns one) and quite large. Hourglasses are relatively common. This is especially true in Thornwall, where they were popularized as a cooking tool by the chefs that accompanied nobles on visits to their hunting lodges.

GEARS

The dwarves invented gears to support their mining and construction work. The value of these devices is well understood and applied to many tasks. Windmills, waterwheels, cranes, and many other common machines make use of gears to enhance their capabilities.

GEARWORKING

A more recent application of gears, developed by the newardin, is clockwork. Known as gearworking in Aetaltis, this craft combines gears with springs, shafts, and pulleys to create strange and wonderful devices. The gearworker's



TIME KEEPING TERMINOLOGY

For the sake of clarity, Aetaltis books use standard earth time increments (noon, midnight, minutes, hours, days, weeks, months, years). We tried using fantasy timekeeping in our own games, but we discovered long ago that trying to wrap your head around a statement like this:

"Wait here! I'll be back in two flops of a dubber."

gets old quickly, and everyone reverts back to using standard earth time anyhow. Either that or players keep saying, "I tell them I'll be back in the equivalent of an hour" which is a little silly and doesn't really get us anywhere.

art is still in its infancy, and gearworked objects remain rare. The best known gearworked machines are mechanical clocks used by alchemists to prepare potions. More fanciful devices are beginning to appear, including music boxes and crude gearworked automatons.

GLASSWORKING

Blown, shaped, and poured glass objects are found throughout New Erinor. Glass objects are not unusual, although they are still more expensive than the same objects made with more common materials. Fine homes almost always have glass windows, and even common folk have at least a few pieces of glassware that they bring out for special guests.

GUNPOWDER

Before the fall of the Deeplands, dwarven alchemists invented storm powder, a substance similar to our gunpowder. Storm powder is not reliable, so it remained more of a novelty than a weapon. It matters little, since the formula for storm powder was lost during the Age of Darkness.

PRINTING PRESSES

Thanks to their well-known love of the written word, the halflings invented a means of mechanically creating books. They carve each page of a book in reverse onto a large block of wood, and then paint the block with ink and press it firmly onto a sheet of paper. This procedure imprints a copy of the page onto the paper and the process can be repeated again and again. In a fraction of the

time it takes to create a handwritten copy of a book, the halflings can print as many copies as they have ink and paper for.

SPECTACLES AND SPYGLASSES

The scythaa discovered how to create lenses around three hundred years before the present day. They exported their techniques to the northern kingdoms, including Agthor, where the art of lens-making was further refined in the magical colleges. The fruits of this labor include telescopes, spectacles, and magnifying glasses.





CHAPTER TWO

THE TOWN OF THORNWALL

EATHEN TOOK A LONG, DEEP BREATH OF THE CRISP evening air, smelling fallen leaves and wood smoke with a hint of winter hidden underneath. He smiled and hoisted a sack of freshly ground maslin flour onto his shoulder. Picking up flour from the mill was just one more way Katelyn had come up with for him to cover his expenses.

When he'd first arrived in Thornwall, he expected to earn his keep by writing letters for illiterate villagers or helping poorly educated shopkeepers balance their books. As it turned out, however, Eathen found little demand for his scholarly skills. The people of the northern highlands weren't the ignorant outlanders he'd been led to believe back in New Erinor. Almost all of them could read and write, and most had received at least

a rudimentary education either in schools to the south or from the town's priest.

Instead, here he was, hauling supplies for Katelyn. He smiled at the thought of what his student friends would say if they could see him now. They considered manual labor to be low work, not fitting for one with an educated mind. It was yet one more thing he'd learned he'd been wrong about since coming to town.

He'd also learned that Katelyn didn't appreciate being kept waiting, so he adjusted the sack and headed back toward the tavern. He hadn't taken three steps when he stopped and caught his breath. The setting sun shone over the wooded foothills of the Donarzheis Mountains, cutting through the



IMPORTANT TERMS

- **Atlan Alliance:** The human-led coalition of people from another world that ruled the region Thornwall is set in prior to the Cataclysm. The coalition consisted of people from the cheebat, human, newardin, and orog lineages.
- **Cataclysm, the:** A magical disaster that took place roughly 300 years ago and led to the fall of the Atlan Alliance.
- **Dark Hordes:** Armies of goblins, orcs, trolls, and other monsters under the control of Endroren.
- **Deeplands:** The halls, caves, caverns, and tunnels that lie beneath the surface of Aetaltis. They were the home of the dwarves prior to the Age of Darkness. Today they are a prison for Endroren and the Dark Hordes and sealed with magical wards.
- **Donarzheis Mountains:** The mountain range north of Thornwall that was once home to a powerful dwarven kingdom during the Dwarven Age.
- **Enari:** The lineages created by the Enaros, including elves, sprites, fairies, dwarves, scythaas, drothmals, and halflings.
- **Enaros:** The gods of Aetaltis.
- **Endroren:** The Enaros of Evil.
- **Endrori:** The goblins, orcs and other dark creatures created by Endroren.
- **Modren:** The Enaros of Fire, Forges, and Construction.

clouds and setting them alight with burnished gold. Nearer to town, the last light of day glittered off the dancing waters of the Coldstone River, while just up the hill it kissed the Temple of Lensae's dome with its divine light.

Eathen missed the conveniences of the southern cities, but this was something special. So beautiful. So—

"Peaceful, isn't it?" a gravelly baritone voice asked.

Eathen looked to his right and saw that the miller, a man named Joachim Ordlin, had joined him. He nodded, but didn't have anything to add. Joachim returned the nod, accepting Eathen's silence. For a time they both just stood there, listening to the burbling river, the creaking mill wheel behind them, and the quiet, whispering wind in the autumn leaves.

Joachim finally broke the silence. "There's something special about this place. I don't know what it is. Maybe there's still magic here from back when elves lived in these hills, or maybe Endroren never got a good hold on this place back in the dark times."

"Brother Underwood would say we're closer to Lensae up here in the highlands," Eathen offered with a wave of his free hand at the setting sun.

"I'm sure he would!" Joachim laughed. "No, there's something else. I don't what it is, but I can feel it. Can't you?"

Eathen nodded—he did feel something when he just stood quietly and let himself be part of the town. Like warmth lying just beneath the surface, barely perceptible, similar to a vision caught out of the corner of the eye, but gone when you tried to look directly at it.

Joachim clapped Eathen on the shoulder. "Well, I need to get back to work so I'm not late for supper, and you'd better not be late getting that flour up to Katelyn."

With a shared smile, Eathen bid the miller farewell and set out across the bridge. As he crossed, he took one more look at the last rays of the setting sun, and then hurried off between the rows of houses toward the tavern.

WELCOME TO THORNWALL

Thornwall is a vibrant, living setting designed to serve as the center of an extended campaign. It provides the story and meta-game elements that you, as the gamemaster, will need, and is built on a framework that will allow it to grow and change as the player characters gain experience.

In this chapter you'll find the following:

- **History of Thornwall**—A complete history of the town of Thornwall and the surrounding countryside.
- **Gamemaster's Guide**—Instructions, explanations, and tips for gamemasters on how to use Thornwall in your game.
- **Player's Introduction**—An introduction to the town that you can share with the players.
- **Location Entries**—Detailed information about all the important locations in Thornwall.

HISTORY OF THORNWALL

The following history is provided for the gamemaster. It isn't intended for the players, and much of it is unknown even to the people of Aetaltis. That being said, it won't negatively impact the game if you decide to let your players discover some or all of this information during your campaign.

AGE OF MAGIC

Thousands of years ago, when the fey ruled all of Aetaltis, a powerful elven court controlled the land where Thornwall sits today. In those days, a primeval forest as old as Aetaltis itself covered the entire region. Little is known about this

ancient court, and no known evidence of it remains. As for the forest, it no longer exists, although pockets of virgin woodland remain hidden in the highlands.

DWARVEN AGE

According to legend, a deep rift formed between the Enaros over how much power is too much for mortals. The outcome of this disagreement was that the gods changed the nature of magic to limit its potential. This was a terrible blow to the fey, and it sent their courts into a steady decline. The fey court that ruled the region where Thornwall stands today was no exception.

Meanwhile, dwarven explorers carved a new hall in the Deeplands beneath the Donarzheis Mountains. As the fey courts grew weaker, the dwarven kingdoms grew more powerful. Eventually, the dwarves ruled the entire region, and the dwindling fey population retreated to the deepest corners of the old forest.



AGES OF AETALTIS

Modern Aetaltan historians divide the past into periods called ages.

- **Age of Magic:** A distant time when magic worked purely by instinct and was much more powerful. The fey ruled Aetaltis during this age.
- **Dwarven Age:** After the Enaros changed how magic worked, the power of the fey waned, and the dwarves ruled Aetaltis. The great halls of the Deeplands were carved during this age.
- **Age of Darkness:** A period of time that ended roughly 1,000 years ago, during which Endroren and his Dark Hordes ruled Aetaltis after they overran the Deeplands and surface.
- **The Great War:** The battle for control of Aetaltis, during which the Enaros defeated Endroren and imprisoned him and his Dark Hordes in the Deeplands.
- **Age of Shadows:** The grim time when the enari struggled to rebuild their lives after the destruction of the Age of Darkness.
- **Age of Atlan:** A period of time that began with the arrival of the Atlan Alliance on Aetaltis via magical gates, and ended when the gates were simultaneously destroyed in an event known as the Cataclysm.
- **Age of Heroes:** The name that will someday be applied to the modern era of Aetaltan history.

The dwarves built countless surface outposts and settlements during this era. If one knows where to look, the overgrown ruins of these stations can still be found in the forests around Thornwall. Most are little more than the stumps of old walls, but a few of the ruins hide entrances to the Deeplands.

AGE OF DARKNESS

The Dwarven Age ended when Endroren and his Dark Hordes conquered Aetaltis. During this time, most of the old forests were burned. This included the forests covering the land where Thornwall sits today. Thanks to the fey, however, a few small patches of the primeval woods survived into the modern day. With just a few exceptions, only the fey that live in these hidden forests know of their existence.

AGE OF SHADOWS

When the Enaros finally defeated Endroren, they locked him and his minions away in the Deepland Halls deep beneath the surface of Aetaltis. With few options available to them, the Enaros gave the dwarves no say in the matter, and the dwarves were forced to abandon their ancestral homes. The dwarves of the Donarzheis Mountains, however, refused to leave. The Enaros had no choice but to seal the Deeplands with the dwarves of the Donarzheis still inside.

This left very few dwarves living in the land where Thornwall is today. With the dwarves gone, control of the Donarzheis highlands returned to the small population of surviving fey. Despite their limited numbers, the fey worked tirelessly to restore the woodlands, and soon they established small settlements in the new growth forests. One of these settlements was founded on the site of modern-day Thornwall.

Per their traditions, they planted an acorn from an Elder Oak at the center of the settlement. To protect their home they planted and nurtured a thorny hedge to surround it. As the centuries passed, the Great Oak and hedge grew tall and strong, thanks in part to the generous use of magic. The population remained small, but the community was rich, vibrant, and successful.

AGE OF ATLAN

Just over 400 years ago, an arcane gate opened in the hills of the Halfling Dalelands, and the first explorers from the Atlan Alliance arrived on Aetaltis. On the whole, the people of the Alliance were good, but as in any population, some were not. Among the darker souls was a well-known explorer nicknamed the Wolf. The Wolf and his soldiers had

explored a dozen new worlds for the Atlan Alliance. He and his troops were known for their ability to endure in hostile environments. They were hard men and women, and they survived by any means necessary.

The Wolf discovered the fey village where Thornwall stands today. The Wolf and his soldiers were not immediately hostile, but when he met the elven sorceress that ruled the village, he desired her for his own. He proposed that they wed and rule the region together.

The sorceress refused, having no interest in the savage explorer, and she ordered the Wolf and his men to go. When they refused, she threatened to use her magic to force them to leave. This was all he needed to hear.

The Wolf attacked the settlement the next morning. His excuse was that the elves presented a threat to future Alliance colonists. Using powerful enchanted weapons brought from the Alliance homeworld and wielding glyph magic to cast powerful spells, the fey fell before the Wolf's fury. The survivors, including the sorceress, fled into the deep forest.

As his enemies fled, the Wolf's men burned the settlement and cut down the Great Oak.

THE CATACLYSM

Just over 100 years after the Atlan Alliance arrived on Aetaltis, their rule over the lands that would become Agthor came to an end. For reasons still unknown, a powerful pulse of magic exploded from every Alliance gate, destroying the gate and everything around it. All attempts to rebuild the gates after the disaster failed, leaving the members of the Alliance trapped on Aetaltis. This event had no direct impact on the land where Thornwall sits today, but for centuries the region remained largely unpopulated.

MODERN HISTORY

Around 200 years after the Cataclysm, in the year 334 AC (Aetaltan Cycle), an atlan fur trapper discovered the remnants of the fey settlement the Wolf had destroyed, and built his camp there. He named his camp Thornwall after the ruins of the old, thorny hedge wall created by the fey.

The trapping in the area proved rich and profitable. Other trappers learned of the place, and they headed up into the hills to take advantage of the bounty as well. Six years later, in 340 AC, one of the trapper's friends, a man named Kristoff Cane, established a fur-trading post at the camp. With that, the village of Thornwall was born.

Off in the south, the legendary Malinar Drakewyn defeated the last of the warlords and founded the kingdom of Agthor. In the year 346 AC, Drakewyn created the Duchy of Vaun as a gift for one of his most loyal war captains, a

stalwart warrior named Gryphon Vaun. The territory granted to Vaun included the village of Thornwall.

It was the summer of 361 AC, when Duke Vaun took his young son, Creesis, on a tour of their holdings. This included a trip to Thornwall. The little village was doing quite well thanks to a growing demand for furs from the rapidly expanding southern kingdoms. Creesis always remembered the trip fondly and developed a soft spot for the little village.

In 376 AC, Duke Gryphon Vaun died, and the duchy passed to Creesis. Creesis, an avid hunter, traveled back to Thornwall for a hunting trip. He enjoyed the visit so much, in part due to his fond memories of his previous visit to the village, he decided to return the next year.

That next year, while hunting in the woods west of Thornwall, the Duke's hunting party encountered a terrible beast. The abominable creature, a hideous cross between a bear and an owl, killed all but Creesis before it fell. Although he survived, Creesis suffered a terrible wound. Lost, alone, and dying, Creesis collapsed and lost consciousness.

He woke in a strange house woven from living trees and discovered that a beautiful elven woman named Dreswyn had saved him. As she nursed him back to health, the two started a romantic affair. When at last Creesis was well, the Duke had to return to his manor, but he vowed to Dreswyn that he'd return.

The next year, the Duke kept his promise. He returned at the first sign of spring and constructed a fine hunting lodge in Thornwall. After that, he made regular trips to the town, spending almost as much time in Thornwall as he did in the ducal seat of Tristanford. The Duke's people simply assumed that he enjoyed hunting, but Dreswyn was the real reason he spent so much time in Thornwall.

Fearing that her people's hidden village might be discovered, however, Dreswyn refused to allow Creesis to acknowledge their love openly. Instead they arranged clandestine meetings with the help of her sprite and fairy friends. Almost daily, they'd meet at carefully selected hidden sites in the deep forest.

Although no one knew the real reason that the Duke spent so much time in Thornwall, the duchy's nobles took note of his interest in the village. Hoping to garner the Duke's favor, a number of powerful nobles built luxurious cabins or lodges of their own in the rapidly growing village. When this happened, bold entrepreneurs set up shops and other businesses in this remote, out-of-the-way place. They catered both to the needs of the Duke and his guests, but also to Thornwall's growing population.



THORNWALL TIMELINE

5000 years ago—The region that includes Thornwall is ruled by a powerful fey court.

3600 years ago—The fey court's power wanes.

3500 years ago—The dwarves rule the land where Thornwall is today. The fey retreat to hidden villages in the deep forest.

1700 years ago—The Dark Hordes invade the Donar-zheis Mountains and surrounding lands.

800 years ago—Endroren is defeated, and the Donar-zheis Mountains are sealed, with most of the dwarves of that kingdom still inside.

750 years ago—The fey emerge from hiding. The elven settlement is founded on Thornwall's current location.

423 years ago / 0 AC—The Atlan Alliance arrives on Aetaltis.

24 AC—The ruthless atlan explorer known as the Wolf starts his expedition to the Donarzheis Mountain highlands.

30 AC—The Wolf discovers Thornwall and desires the settlement's leader, an elven woman named Elloridan* Ellswyth. She spurns him, so he sets the settlement ablaze and cuts down the Elder Oak at its center.

31 AC—Allswyn is born to Elloridan Ellswyth.

316 AC—Gryphon Vaun (Creesis Vaun's father) is born.

334 AC—A fur trapper settles the elven ruins where Thornwall sits today.

334 AC—Gryphon Vaun meets Malinar Drakewyn while fighting the Pendrothan warlords.

339 AC—Gryphon Vaun joins his army with Malinar Drakewyn's.

340 AC—Kristoff Cane establishes his fur trading post at Thornwall.

346 AC—The Duchy of Vaun is created by Malinar Drakewyn and awarded to Gryphon Vaun.

350 AC—The first Greenbriar Tavern is built.

351 AC—Creesis Vaun is born.

361 AC—Gryphon Vaun takes Creesis on a survey of the duchy. They visit the village of Thornwall.

370 AC—The first Greenbriar Tavern burns down. A new tavern is constructed to replace it.

376 AC—Gryphon Vaun dies aged 60. Creesis becomes Duke at age 25.

377 AC—Duke Vaun is injured during a hunting trip and meets Dreswyn.

378 AC—Duke Vaun constructs his hunting lodge at Thornwall. The town begins to grow.

379 AC—The Greenbriar Tavern adds guest rooms.

380 AC—Malinar Drakewyn II joins the Duke for a hunting trip in Thornwall and stays at the Green Briar Tavern.

387 AC—Malinar Drakewyn II arranges a marriage between Duke Creesis Vaun and Lady Greta Ogling.

390 AC—Malinar Drakewyn II brings his son, Valinar, to meet Duke Vaun at his manor in Tristanford.

392 AC—The Duchess blackmails Duke Vaun to stop him from seeing Dreswyn.

393 AC—Dreswyn's mother dies, and she takes on the title of Elloridan.

418 AC—Duke Creesis Vaun dies at age 67.

419 AC—Forester Frogin Feen begins construction of his keep. He dies later that year and construction stops.

423 AC—Present day. An earthquake shakes Thornwall, and goblins start attacking people in the woods outside of the town.

* Elloridan is the fey word for "matriarchal ruler." Many Aetaltans simply translate this as "Queen," but the differences between the roles of Queen and Elloridan make this a poor translation.

Thornwall soon grew into a town. Since the Duke spent so much time there, he invested money and resources in this out-of-the-way settlement. He filled the gaps in the old hedge with stone to ensure the security of the community, and undertook a number of minor public works projects. The town even witnessed a visit from King Malinar

Drakewyn II, who stayed in one of the newly constructed guest rooms at the Greenbriar Tavern during his visit.

THORNWALL'S DECLINE

Trouble came to Thornwall in the year 387 AC. King Malinar Drakewyn II noticed Creesis' seeming inability to

establish a long-term relationship with a woman. Ignorant of the Duke's secret affair with Dreswyn, he arranged a marriage between the Duke and the daughter of a noble family with whom he wished to forge an alliance. Creesis could not refuse his king, and despite his love for Dreswyn, he married the Lady Greta Oglin that summer.

For the first few years, Creesis continued seeing Dreswyn, but the always-suspicious Duchess discovered her husband's secret. In 392 AC, the furious Duchess blackmailed him into never seeing Dreswyn again. Putting duty before happiness, he conceded. The Duke stopped his trips to Thornwall, and never saw Dreswyn again.

In the years that followed, Thornwall suffered in the Duke's absence. Fewer and fewer nobles came to visit now that the Duke no longer spent time there. The people of the town scraped by, but the loss of noble gold coming into the town was a terrible blow to this once prosperous community.

In the year 416 AC, the Duchess died. The Duke followed her on the path to Numos two years later at the age of 67. The couple died childless, and the inheritance of the Duchy became mired in political maneuvering and diplomatic bureaucracy.

Around this time, Thornwall's forester, a man named Frogin Feen, saw an opportunity. With control of the duchy in question and all eyes turned on Tristanford, he decided to make a grab for power. Dipping into the town's coffers, he hired a team of dwarven stonemasons from Malador to come to Thornwall and build a small keep, planning to turn the town into his personal manorial estate.

Sadly for the forester, but fortunately for Thornwall, the forester was killed one year later in a construction accident at the keep. When he died, the dwarves discovered the forester didn't actually have the money to pay them, having spent most of it on the materials they were using to build the keep. Disgusted, most of the dwarves packed up and went home, leaving the four-foot-tall shell of the unfinished keep behind. About six months later, an enterprising young shepherd had an ingenious idea. He put a wooden gate on the keep's shell and turned it into the finest sheep pen in the highlands.

PRESENT DAY

Today it is the year 423 AC. The town of Thornwall continues to survive. Some of the residents have abandoned the town, and things aren't quite as good as they once were, but it's still a good home for the people that remain.

USING THORNWALL

There are a few ways that you can introduce Thornwall to your campaign.

FIRST PERSON APPROACH

If you want to place your players right on the streets of Thornwall, you can run it like a classic roleplaying game adventure. The location entries allow the characters to start at any of the entrances and then make their way through town, discovering it street by street and building by building. They may choose to explore it all at once, or explore different parts of the town at different times, based on their needs.

Using this approach creates an immersive experience that will make Thornwall more than just a collection of equipment lists and NPCs. This approach isn't for every group. It is heavily weighted toward roleplaying, and barring any unfortunate accidents, there will be little to no combat during the initial exploration of the town. If you plan to have the party use Thornwall as the characters' base of operations for a campaign, however, this is the recommended method for introducing the town.

THIRD PERSON APPROACH

Where the first person approach has the *characters* interacting with the town, the third person approach has the *players* interacting with the town. For instance, when the players want their characters to buy things at a shop, you just jump to the appropriate location. Perhaps you roleplay a little bit of bartering, but you might just hand-wave the sale, mark the character sheets, and move on to the next phase of the adventure.

This approach is less immersive, but it still presents Thornwall as a real place within the context of the adventure. For players that prefer combat to roleplay, this is a great way to keep the town alive in their minds without boring them with too much immersion and mundane, day-to-day activities.

META-GAME RESOURCE

In this approach, the town is simply a collection of data that you, as the gamemaster, use as a source of information. The town includes adventure hooks, NPCs, equipment lists, and a variety of other elements that will save you the trouble of writing these on your own.

This approach is excellent if you already have a town of your own that you've designed and you don't want to come up with every shop and NPC. It's also a great approach if you want an easy way to handle purchase and sale of goods between adventures, but you're not really interested in making that part of your game.

EVERYDAY LIFE

The region of Aetaltis where this book is set is a classic European medieval fantasy setting. If you're ever in doubt about what is normal in Thornwall, you'll never go wrong if you fall back on European medieval history. The primary difference is that thanks to magic, life for the people of Thornwall is a bit better than the average medieval townspeople could expect.

PEASANTS AND NOBLES

Thornwall is part of a land called Agthor. Agthor is more enlightened than most of the kingdoms on the Amethyst Sea, in that all citizens are afforded clear rights under the law, but it is still a stratified society with clearly defined economic classes. The noble class rules and the lower classes labor. In between is the gentry, a growing class in Agthor that consists of merchants, skilled craftspersons, spellcasters, and rank and file religious functionaries.

FOOD AND DRINK

Thornwall's residents produce most of their own food, but the town does have a grocer and a number of shops that provide bread, meat, and other food products. It's quite common for townspeople to get at least some portion of their daily food and drink from these businesses, and this is especially true of the skilled craftspersons.

HEALTH AND HEALING

Spells, potions, and the presence of magical herbs in the forests around Thornwall mean the average Thornwall resident is far healthier than their medieval European Earth counterparts. There are, however, limits to magic. Plagues and virulent disease can overwhelm the abilities of healers. Also, the most powerful healing spells often require exotic or expensive material components that Thornwall's townspeople simply can't afford.

If a person falls ill, the first stop is the town's mundane healer. A visit to the healer is often followed by a trip to the herbalist to acquire poultices and potions. In the case of especially grievous injuries or deadly diseases, the injured party is taken straight to the temple for the attentions of the cleric.

MAGIC AND SPELLS

Magic is an ever-present force in Aetaltis and is an unavoidable aspect of everyday life. Almost everyone has witnessed a spellcaster casting a spell, many people have seen creatures using magic-based abilities, and most have benefited directly from magical effects.

Non-spellcasters, however, are never completely comfortable around magic. Divine magic has many benefits, but it cuts both ways, depending on whether you've pleased or displeased the gods. As for arcane magic, its use is governed purely by the will of mortals. That is enough to make many people wary of those who wield such strange powers. What makes this worse, however, is that the fallen enaros Endroren was once the God of Magic. He surrendered that title long ago, but people remain suspicious of arcane spellcasters—even if they desire the utility of their spells and enchantments.

RELIGION AND THE DIVINE

Most people in Agthor worship a pantheon of deities known as the Enaros. The most notable exceptions are the dwarves and the newardin. Newardin acknowledge that the Enaros are extremely powerful, but they do not revere them as gods. On the other hand, the dwarves still blame the Enaros for the loss of their Deepland homes, and thus have renounced the gods.

ADVENTURERS

Most of the people in Thornwall have met an adventurer at some point in their lives, but Thornwall's familiarity with noble visitors means that they're slightly less impressed by adventurers than your typical outlander. That said, in these difficult times, with little defensive aid coming from Dunbury Castle, adventurers that live up to their heroic reputations can expect a warm welcome.

MONSTERS

The people of Thornwall are no strangers to monsters. The sparsely populated northlands are home to all manner of strange creatures, from corrupted forms of natural animals to strange beasts touched by magic. Typically, encounters are brief, and consist of a shepherd or hunter stumbling across some solitary monster wandering in the forest. Most townsfolk treat encounters like these the same way one might treat an encounter with a wolf or bear. It isn't common, and it's not something you want to happen to you, but when you tell the story back at the tavern, it won't generate more surprise than a close encounter with a natural animal.

GOVERNMENT

Thornwall is located in the Riding of Luster, which is a part of the Scir (pronounced *skeer*) of Dunbury. Dunbury is, in turn, a part of the Duchy of Vaun, which is a holding of the kingdom of Agthor. Although we will touch on Luster and the Scir of Dunbury, their governance aren't particularly

DESIGN INSIGHTS

HIGH LEVEL ADVENTURE OPPORTUNITY

We left the ducal seat empty because it creates an opportunity for players in a high-level campaign. If you want to engage in some kingdom building in your campaign, Lord Drakewyn could choose one of the players to become the next duke as thanks for their heroic service to the land. The elderly seneschal just waiting to retire provides yet another post for a player character to fill later in the campaign.

AN EXCUSE FOR ADVENTURE

The lack of leadership in the region also creates instability in an otherwise stable kingdom. You can use this to justify adventures that might not otherwise make sense. *The Temple of Modren* is just one example of the type of opportunity available to adventurers due to the lack of a sitting duke.

important to this book. Instead, we'll focus on Thornwall, Dunbury Castle, and the Duchy of Vaun.

DUCHY OF VAUN

Vaun was ceded to Gryphon Vaun by Lord Malinar Drakewyn 77 years ago in the year 346 AC. There have only been two Dukes of Vaun in that time: Gryphon Vaun and his son Creesis. Five years ago, in 418 AC, Duke Creesis Vaun died without an heir. At the time in which this book is set, the year 423 AC, Lord Valinar Drakewyn has not appointed a new Duke. The ducal seat remains hotly contested, as there are a number of equally ranked petitioners for the title.

The battle for the seat rages at the high court in the Agthorian capital of New Erinor, but the lack of a seated duke has occasional indirect negative consequences for the people of Thornwall. Examples include the uncontested attempt by the Forester Frogin Feen to set himself up as the master of Thornwall, and a lack of financial support for the troops that normally guard the roads.

DUKE'S SENESCHAL

The seneschal is the duke's representative. They are charged with the application of justice and control of the duchy's administration. The current seneschal, Crandell Crestleford, is quite old. Before the duke's death, he had intended to retire. Now, he feels he has no choice but to remain at his

post until a new duke is named and they can appoint a new, younger seneschal.

Crestleford once traveled extensively around the duchy to inspect the duke's holdings, but due to his advanced age and deteriorating health, he no longer leaves Tristanford.

WARDEN

Oswald Balewick is the Warden of Vaun. The warden is charged with managing the duchy's forests and woodlands. They ensure that the land is used properly and the duke's laws are followed. Their will is carried out by the foresters charged with enforcing the law. Normally, a warden visits each forester once or twice each year. Since the death of the Duke, however, Warden Balewick has been in New Erinor, vying for the ducal seat. This has left the foresters of the duchy unsupported and unsupervised.

DUNBURY CASTLE

Three day's ride southeast of Thornwall stands Dunbury Castle. It commands a position on a high bluff at a sharp bend in the Kouros River. The castle's occupants are charged with the defense of the Scir of Dunbury, which includes Thornwall. Dunbury Castle is a military outpost. No noble family resides there, although it's not unusual for soldiers to bring their families, especially the officers.

CAPTAIN ELARIS BRAZEWHITE

The castle is under the command of Captain Elaris Brazewhite, a loyal soldier of Agthor and a veteran of the border wars with the Free Kingdoms. A wily strategist, Brazewhite is loved by her soldiers. The longer the ducal seat remains vacant, however, the more difficult she finds it to acquire the funds she needs to maintain the castle. She's already working with a reduced force, and her requests for reinforcements have fallen on deaf ears.

Adding to her troubles, there are growing reports of endrori stalking the northlands. On any given day, as much as 80% of Brazewhite's troops are in the field investigating

A LAND IN NEED OF HEROES

Brazewhite's inability to respond to all the requests for aid means there are ample opportunities for the player characters to step in and help. Play Brazewhite as a practical leader more interested in the well-being of her charges than her pride. When she is accepting and thankful for the characters' aid, it will reward heroic behavior and encourage more in the future.

reports of trouble. Even then, she can only respond to a small number of the requests for aid she receives.

LEADERSHIP AND PUBLIC SERVANTS

No noble lord or lady rules Thornwall. Rather, a collection of appointed officers carry out the will of the duke.

MAYOR

The mayor's duty is to see that the lord's wishes, in this case the wishes of the Duke of Vaun, are carried out and the town is administered according to his desires. The mayor also sits in judgment of legal and civil disputes. Finally, it is the mayor's duty to run council meetings.

Thornwall's mayor is appointed by the town council. Although the appointment is by vote, to call it an election is not accurate, since one does not have to run for the office to be appointed to it.

The current mayor of Thornwall is a 65-year-old human man named Yurgin Hayward. Typically, a person only holds the position for a year or two at most, but in the case of Mayor Hayward, the council has repeatedly appointed him over the past 25 years. This is due in no small part to Hayward's even-handed approach to both big and small problems, and his objective, impartial stance on most issues.

COUNCIL

The council's primary responsibility is to manage the day-to-day affairs of the town. This includes maintenance of public works, collection of taxes, and provisioning for the town's security. The mayor oversees the council to ensure that their actions are in line with the desires of the lord.

Thornwall's council consists of six representatives from the community. Although the seats are initially filled by lot from a pool of likely candidates selected by the council, once filled, they are often passed down to a chosen successor. As long as the council continues to manage the town effectively, most townspeople have no issue with this process, but on a few occasions a council member who failed in their responsibilities has been ousted by the mayor, the other council members, or the populace.

The current members and their locations are:

- ♦ Malia Ablehand (10)
- ♦ Lord Borlin Drezel (an out-of-towner who holds a ceremonial position on the council)
- ♦ Vida Elgenkett (21)
- ♦ Grezen Gold (29)
- ♦ Joachim Ordlin (7)
- ♦ Brother Basil Underwood (44)

CHIEF CONSTABLE

The chief constable's duties are to enforce the law within the town's borders, organize the town watch, and command the local militia. In times of need, they may appoint temporary deputy constables to assist them. The chief constable is elected in an open, show-of-hands election and continues to hold the post at the town's pleasure as long as they are deemed fit to serve. The chief constable's jurisdiction ends at the town walls. The current chief constable of Thornwall is Gerald Pack.

FORESTER

Where the chief constable enforces the law within the city walls, the forester enforces the law in the land surrounding the town. In particular, it is their duty to see that the forests are managed in accordance with the duke's wishes. If a person breaks the forest laws, or if a criminal from town flees into the surrounding countryside, it is the forester's duty to bring the individuals to justice.

The post of forester is appointed by the duchy's warden. After the debacle with the previous forester, the Warden appointed a man named Morgan Candlewick. He selected Candlewick not only due to his notable skill as a ranger, but also because of Candlewick's unassuming personality and preference for solitude. The Warden wished to avoid any repeat of the problems caused by the previous forester's ambitions.

In times of need, the forester can appoint woodwards to aid them. These are the equivalent of the chief constable's deputies. The post of woodward is temporary in theory, but in lands such as those around Thornwall, where there is a great deal of territory to patrol, many woodwards hold their positions for extended periods.

TOWN WATCH

Every able-bodied person in Thornwall is expected to spend time each year as a member of the town watch. The town has a meager supply of weapons and armor (enough for about eight people) that are used to outfit citizens when they execute their time on watch. The watch has a twelve-person roster, with six assigned to the Day Watch and six assigned to the Night Watch.

TOWN MILITIA

In times of war, it is expected that the chief constable will organize a militia to defend the town and serve the duke. Every able-bodied person is expected to own a bow and know how to shoot it. Each person must demonstrate their skills bi-annually to the chief constable. Failure to pass the

tests, which are relatively simple, may lead to time in the stocks, imprisonment, or a sentence of service.

LAW AND ORDER

Within the town walls, the law is enforced by Chief Constable Pack, the town watch, and any deputies the constable has appointed. Outside the town walls, the law is enforced by Forester Candlewick and any woodwards he has appointed.

“DO NO HARM”

The legal system of Agthor is relatively complex. The complexity exists because it is designed to protect people equally under the law, no matter their station. In practice, the complexity means that in outland settlements like Thornwall, the law is often boiled down to the simple adage of “do no harm.”

WEAPONS AND ARMOR

Of particular importance to adventurers are laws governing the ownership and use of military weapons and armor. Those of noble blood may carry weapons as they will and wear what armor they choose. This is true throughout Agthor. In the dangerous outlands, this law has never held much weight. This is especially true with the increased sightings of dangerous creatures and even endrori in the wilds. It's unlikely that a forester or chief constable in a town like Thornwall will take issue with someone wearing armor or wielding war weapons in the land they patrol.

It's important to note that there is a distinct difference between legal and acceptable. Although it might be legal for a person to carry a broadsword and wear plate armor, doing so while shopping at the market or hanging out in the tavern puts people on edge and will negatively color the reaction of people the character interacts with. Imagine that a person from our world walked into a store wearing full combat gear and carrying a loaded assault rifle. You can probably imagine the response. The reaction in Aetaltis to a comparative show of arms in public might be slightly less dramatic, but that sort of gear has one use—fighting to the death. That's no way to start a friendly conversation.

JUDGMENT

Simple cases are tried on the spot by whatever law enforcement official confronts the lawbreaker. Caught urinating in public? No need for a judge. You're off to the stocks. Fighting in the street? No court case required; that's a sentence of service. Just meet at the Old Oak Stage (the large stump in the center of town) at daybreak for your assignment.



SIMPLIFYING THE LAW

Trying to decipher complicated laws and legal codes aren't what most people call “fun.” That's the reason for the “do no harm” concept. As the gamemaster, you can make a simple judgment on whether or not you think what the players did was good or bad, and how the aggrieved parties react to those actions.

For more complicated cases, or for simple cases where the accused resists their punishment, the mayor sits in judgment. This is typically a casual affair. Everyone shows up at the Old Oak Stage (in good weather) or the tavern (in bad) at the appointed time. The mayor hears the story from both sides and makes a decision.

For serious offenses, such as murder, the same process is followed, although in some cases the mayor may elect to send the accused south to Dunbury Castle, or even to Tristanford for judgment. This is at the discretion of the mayor, not the accused.

There is an appeal process in Agthor, but to take advantage of it one must either wait for one of the traveling, truth-reading priests of Toletren to come through town, or move the case to a larger court. This is a lengthy process, and usually involves the accused sitting in the town jail for a long period of time. There is no bail in Agthor. In addition, it is rare that such an appeal results in a positive outcome for the accused, so the option is used sparingly.

PUNISHMENT

No matter the crime, there are a number of tried-and-true punishments favored in outland towns like Thornwall.

FINES

The guilty party is fined an amount equal to roughly double the cost of their actions. The cost of actions is determined by the mayor. In cases of stolen or damaged goods, this is relatively simple to calculate. In the case of lost work or other intangible costs, the amount of the fine is at the mayor's discretion.

TIME IN THE STOCKS

The point of the stocks is to publicly humiliate a person. It's also a way of announcing to the community that a person may need to be watched. Finally, it offers the aggrieved an opportunity to safely confront the guilty party.

Disturbances of the peace are typically punished with time in the stocks. Fights that don't end in serious injury,

TRUST, BENEFIT OF THE DOUBT, AND FORGIVENESS

GOOD HEROES, BAD CHOICES

Players will make terrible decisions. It's inevitable. This might result from the fact that they know there are no real life consequences for what they do, get a little carried away, or more often just make simple mistakes. It's no fun when one of these bad decisions derails the adventure, and it breaks the illusion if you simply wave these things off like they didn't happen.

When this happens in the dungeon, it's pretty easy to recover. A fighter got carried away and killed the goblin chief before he can question him? Ah, well. He's a goblin. The dwarf smashes the valuable magic mirror? Too bad. Less loot for everyone.

It gets trickier when the mistakes take place in a town. What happens when the rogue gets caught sneaking into someone's house while looking for evidence that the person is a vampire? Or maybe the player decides to try out their character's ability to pick pockets, only to get caught in the act. Unless you're ready to play an extended medieval version of a police procedural or you're looking forward to a bloody melee that takes out half the town, these types of mistakes can be problematic for the campaign.

This book offers a number of mechanisms to help deal with problems like these. The Goodwill system is one of the primary means of handling these types of problems. If that doesn't work, there is also information in the Law and Order section that talks about how different crimes are handled (and punished) by the town. There are, however, easier ways to handle problems like these.

TRUST

In real life, people are actually pretty trusting. You can use this when running adventures in town. This is reinforced by the fact that the party arrived in town as heroes. The very fact that they came to the town's aid will generate a certain amount of automatic trust. Once they save the town, this trust will grow even more.

If the players make a mistake, have the villagers behave as most people do when dealing with someone they trust:



The party is sneaking around inside the home of the mayor at night, looking for evidence that he is the werewolf, but the mayor catches them in the act. The party quickly explains what they're doing there. What happens next?

The mayor isn't thrilled that they're in his home, but he trusts these brave heroes. He expresses his displeasure, assures them that he's not a werewolf, and politely shows them out with no hard feelings.

BENEFIT OF THE DOUBT

When you're dealing with someone you like and trust, you'll often give them the benefit of the doubt (sometimes even when they don't deserve it). Use this if the players get themselves into trouble in town:



The party's rogue swipes a silver candlestick from the mantle of a noble's home when no one is looking. On the way out the door, the owner spots the candlestick protruding from the rogue's coat. What happens?

The noble really likes these heroes, and he knows they wouldn't rob him. He tells the rogue that he saw him admiring the candlesticks earlier, and declares that he thinks the rogue simply forgot to put it back. To the noble, this is the only logical explanation; he hasn't even considered that the rogue might rob him. The rogue (if he's smart) blushes, agrees, returns the candlestick, and the adventure continues.

FORGIVENESS

In real life, people are amazingly forgiving. This is particularly true when they're dealing with someone they know and trust. Use this to let minor slights slide. If nothing else, no one wants to get on the bad side of a group of skilled adventurers:



The fighter is convinced that the sheriff is in league with the enemy. When the sheriff walks into the tavern, the fighter draws his sword and attacks! The townspeople and deputies all leap to the sheriff's defense, and it looks like things are going to get ugly fast. The party discovers that they may have made a mistake. What happens next?

The sheriff calls his men off and sheathes his sword. He surrenders and offers to let them use spells to prove his innocence if they like. He says that he understands the pressure they are under to solve the problem, and he forgives them for accusing him.

These approaches will help you to avoid adventurers causing accidental, derailing conflicts, and will even make your game feel more realistic.

lewd acts, public drunkenness, or just general trouble-making are all crimes where the stocks get employed as punishment. Normally a day or two in the stocks is considered sufficient in these cases.

Time in the stocks may also accompany more serious crimes. The time is significantly longer in these cases, possibly a week or more.

SERVICE

Some crimes may be punished with sentences of service. The guilty party may have to repair roads, work on the city walls, or spend time working on other public works projects. Sentences may last a few days or a few months, depending on the severity of the crime.

EXILE

Any person who is a continued nuisance may be exiled from the town. This is typical in cases where no one is at real risk of harm, but the actions of the person are so disruptive that it is best to remove them from the community. In the case of exile, the person is given enough food and water for a three-day journey (if they can't supply themselves for the trip), taken down to the Crossroads (a point southeast of town on the road to Dunbury Castle), and sent on their way.

IMPRISONMENT

People in Thornwall are only imprisoned if they are too dangerous to go free, are awaiting execution, or are being sent south to Dunbury Castle or Tristanford. There is no concept of jail time in Thornwall since the town doesn't have a jail.

EXECUTION

They've executed people in Thornwall before, and they'll probably have to do it again. Almost the only crime that results in execution is murder. The typical method of

execution is hanging until dead. Executions are held at the Crossroads, and the body is left hanging for a day or two before being removed.

ECONOMY AND TRADE

Thornwall's economy suffered somewhat after the duke and his noble guests ended their annual hunting trips to the town, but it's still a good-sized town and has a relatively strong economy. Improvements to Thornwall's infrastructure paid for by the duke also continue to serve the community well.

THORNWALL MARKET

Thornwall is home to the only market north of Dunbury Castle. On the second day of each week, people arrive from the nearby outposts and villages to trade. The town also hosts a market on religious holidays, when many people travel to Thornwall to visit the temple.

The market and market day are equal parts economic opportunity and social gathering. It provides people with a way to connect with each other in an area where many live practically in isolation. It's a time to meet with friends, gather news, engage in romantic trysts, settle grudges, or celebrate important community events such as weddings or births.

SHOPS AND SERVICES

Thanks to its history, Thornwall offers a wider variety of shops and services than one normally finds in a town located this far north. Most shops are open from sun up until sun down, although some businesses (the tavern and baker for instance) stay open later or start work earlier.



ABOVE | Currency of Aetaltis, by Ashley MacKenzie

GEARING UP AND SELLING LOOT

SMALL TOWN, HIGH AVAILABILITY

Thornwall's backstory gives you an excuse to have almost anything for sale. The goal is to keep the heroes on site, avoiding long trips to nearby settlements just to buy that one potion they need. That approach might be realistic, but it often doesn't serve the story. With Thornwall, you can make the item available, and do so in a logical way.

The most common reason to have an unusual item in stock is that the item was popular with the nobles that used to visit the town. Here are some additional ideas for stocking the stores with extraordinary gear:



A wealthy noble lost a bet with another noble. He had to sell the rare item in Thornwall to get the coin and pay up.



The unusual piece of adventuring gear is also used by local fur trappers and hunters.



The town attracted an expert in his field during its boom. That person stayed, and now the town has access to their unique goods and services.

SELL ANYTHING

One never knows what the players will haul out of the dungeon in the hope of selling it to earn a few coins. Grezen Gold's Emporium (29) exists to meet this need. Grezen regularly ships goods south to her brother in Tristanford to sell. This means that she'll buy almost anything. Assuming you want to allow it, she provides you with an in-game reason why the characters can sell something like eight tons of rare pink marble flooring in a town as isolated as Thornwall.

BUYING AND SELLING

Characters can buy most goods at list price and sell goods for half of list price. Bartering and negotiation is common. This is especially true among cheebats, who can't imagine making even a minor deal without some negotiation.

TRADE GOODS

For most goods use the standard price list for trade goods provided in the *World of Aetaltis: Player's Guide*. The following tables list adjusted prices for goods that are more or less expensive in Thornwall due to supply and demand.

TRADE GOODS—EXPORTS

Cost	Item
6 sp	Ermine pelt
12 sp	Fox pelt
6 sp	Marten pelt
4 sp	Squirrel pelt
30 sp	Sable pelt
1 sp	Honey (1 pint)
8 sp	Sheep
120 sp	Wool (350 lb. sack)

TRADE GOODS—IMPORTS

Cost	Item
5 sp	Linen, natural color (1 sq. yd.)
4 cp	Salt (1 lb.)

RANDOM EVENTS

The random events table lets you create the illusion that Thornwall is a living place. By using the events described here, you'll give the players the feeling that life in town carries on, even when the player characters aren't there. Many of the events also offer additional opportunities for the characters to roleplay and gain Goodwill in town (see *Appendix B: Goodwill*), creating an even stronger bond between the players, their characters, and the community.

DETERMINING RANDOM EVENTS

Each time the party leaves town and returns, or when the party remains in town for more than a week, roll a d20. On a roll of 16 or greater, an event occurs. Roll on the *Town Events Table* to determine the exact event. We recommend you avoid repeating events. If you roll an event you've already played, roll again or select a different event.

RESOLVING EVENTS

How you resolve the events is up to the gamemaster and the players. Each event is essentially a roleplaying adventure hook. The party may ignore the event and go on about their business, or they may get deeply involved. This book provides the foundation for running the event, but how it is resolved is completely up to you and the players.

EVENT DESCRIPTIONS

BARD

Reginald Songweaver, a 5th level halfling bard of some renown, is passing through Thornwall, and has agreed to put

TOWN EVENTS TABLE

d20 Roll	Event
1	Bard
2	Business Closes
3	Business Opens
4	Cuckolded
5	Duel
6	Eel Cull
7	Festival and Market
8	Fire
9	Funeral
10	Hanging
11	Judgment Day
12	Lost Child
13	Noble Visitor
14	Plague
15	Storm
16	Tinker
17	Traveling Players
18	Trophy Kill
19	Unique Item for Sale
20	Wedding

on a free performance that evening at the Green Briar Tavern. Everyone is talking about the upcoming performance, and it is sure to be a packed house. Reginald has an eye for talent, and if any of the characters are proficient in Charisma (Performance), Reginald invites the character to join him on stage for a song that evening. If the character agrees and makes a successful DC 15 Charisma (Performance) check, they impress Reginald and the townsfolk, and earn a point of Goodwill.

BUSINESS CLOSES

The tough economic times are just too much for Thornwall's butcher. After failing to get a loan from Grezen Gold to keep the shop open, the Fegels closed the shop, packed up, and moved on. The grocer is picking up most of the slack, but the empty butcher shop (12) standing at the entrance to town is a sad reminder that not everyone will survive the tough times in Thornwall.

BUSINESS OPENS

A dwarven clothier named Url Dram Horgenkett arrived in town last week and set up shop in one of Thornwall's many empty storefronts. Horgenkett specializes in simple, sturdy work clothes made from a tightly woven fabric of his own design. He's exceptionally secretive about his technique,

which creates a material similar to denim. His clothing is already gaining popularity among Thornwall's farmers. Prices for Url's "special weave" clothing are double normal, but the material is extremely resistant to rips and tears.

CUCKOLDED

One of the townspeople is furious because his spouse has cheated on him. Bent on revenge, he's stalking the town looking for the person she had her tryst with. The characters cross this person's path and must decide how they'll deal with the situation. The gamemaster decides whether the accusation is true or not. Ideally, the encounter should involve someone the characters know. For an added twist, have the cuckold claim the person his spouse has been running around with is one of the characters. If the players resolve the situation without violence, award them a point of Goodwill.

DUEL

An elderly and notoriously cranky human farmer named Cris Enderwode foolishly challenged the strapping son of a traveling merchant to a duel. The challenge, made by Cris after a long night of drinking at the tavern, is scheduled to take place at sunrise in front of the Old Oak Stage. The two men are expected to come armed with knives and fight to the death. With Mayor Yurgin and the Chief Constable visiting Dunbury Castle, there is no one around with the will or the power to stop the fight. Brother Underwood (44) appeals to the players to diffuse the situation. If the players come up with a way to resolve the issue without violence, award them with one point of Goodwill. If they manage this while keeping everyone's pride and honor intact, award an additional point of Goodwill.

EEL CULL

The eel population in the pond is out of control, so Mayor Yurgin has ordered an eel cull. Most of the town has turned out for the harvest. People have come armed with nets, fishing poles, baskets, and buckets. The atmosphere is that of a party, and there are plans to have an eel roast down by the Old Oak Stage that evening. If the party takes part in the cull and feast, they earn one point of Goodwill.

FESTIVAL AND MARKET

The Holy Festival of Modren has arrived! Blacksmithing contests are underway, a horseshoe-tossing tournament is planned for the afternoon, and a market is in full swing. That evening, Brother Underwood will summon the cleansing fire of Modren—an ancient ritual where past wrongs are written on bits of paper and thrown into the holy fire summoned by the town's cleric.

FIRE

In the middle of the night, everyone in town is awakened by the ringing of the temple bells. They rush outside and discover that a house is on fire. The family is already outside, but if the fire isn't put out quickly, it may spread to other houses. If the characters help to extinguish the fire, they earn a point of Goodwill. Award an additional point of Goodwill if they manage to put the fire out especially fast.

FUNERAL

It is a sad day in Thornwall. An aged but well-loved human spinster named Mareth Blint has died. All of the children in town and a good number of the adults grew up listening to her tell stories on her front porch about the ancient days of legend. Her body lies in state in the temple, and a funeral is planned for that afternoon. If the characters respectfully take part in the funeral, they earn a point of Goodwill. Award an extra point of Goodwill if they perform a particularly moving gesture.

HANGING

Last week, Forester Candlewick brought in a bandit that terrorized Dunbury Road for the past two months. This criminal lowlife, a human woman known only as Xeris, killed a family of settlers in her last ambush. At first light, a procession will make the half-day march to the crossroads where Xeris is to be hanged until dead.

JUDGMENT DAY

The Green Briar Tavern's main room is reserved for Mayor Yurgin today. As he does every month, he is hearing cases and passing judgment. Any townspeople with a conflict may bring their case before the mayor for judgment on this day. The first cases he'll rule on are ones brought by the chief constable and forester, but after that he'll hear any case brought to him before sundown. If the characters have disputes with any of the locals or with one another, Mayor Yurgin will hear their case and rule on it.

LOST CHILD

While picking berries in the forest just north of town, Rin Ordlin, the six-year-old daughter of Joachim Ordlin, wandered away from her twelve-year-old sister, Ressa. The sun will set soon, and the child may not survive a night alone in the forest. The forester and the woodwards are assembling a party of volunteers to head out to look for her. If the party helps with the search, award them a point of Goodwill.

NOBLE VISITOR

A human noble named Yvis Longrane is considering buying an empty lodge on the southeast side of town. He's in

Thornwall for the week, and has leased every room at the tavern. Unless the party has made some sort of lucrative arrangement with Katelyn, she has no choice but to force them out while the noble is in town. After all, he is a noble, and Katelyn is just a commoner, so denying him isn't an option for her. The party will have to find somewhere else to stay as long as Yvis is at the tavern.

PLAGUE

A terrible sickness has swept through Thornwall. Every business is closed, either because the owners are ill or they don't wish to risk infection, and no one is leaving their homes unless they absolutely have to. Brother Underwood and the herbalist, Imberly Grimehelper, are doing their best to help the sick, but they're struggling to keep up with the growing number of cases. The disease is only deadly to those already weakened by age or illness, but even among the healthy the high fever it causes is extremely debilitating. If the characters don't help, the illness lasts a full week. If they help Underwood and Grimehelper, the worst of it is over in three days and the party is awarded a point of Goodwill.

STORM

A tremendous rainstorm sweeps down out of the mountains. The Coldstone River swells, threatening to overflow its banks, and fierce winds whip through town, tearing at roofs and breaking tree limbs. In the face of the near constant downpour, business grinds to a halt for the day. It blows over by morning, but until it does the town is effectively shut down.

TINKER

A dwarven tinker named Opine Frendel Lurnkett has come to town in her wagon. For a modest fee (10% of the item's original cost) she'll repair any broken item. She does all repairs in her wagon, and will not allow anyone to watch her work. Opine's secret is that she has an ancient dwarven artifact, a small copper hammer, that allows her to cast the *mending* spell at will. Opine stays in town for a day or two before moving on to the next town.

TRAVELING PLAYERS

A troupe of traveling cheebat players called the Royal Acting Company of the Gilded Goblet have come to town. That evening they will perform their new work, a tragic tale of star-crossed lovers, on the Old Oak Stage. They charge nothing for this honor, but gladly accept donations. Of course, a human boy named Gill who accompanies them will be sneaking through the crowd pickpocketing people during the performance to help cover their expenses as well.

If the party catches the pickpocket, award them one Goodwill point. If they do so without ruining everyone's night at the theater, award an additional Goodwill point.

TROPHY KILL

A human hunter named Kal Westerly brought in an amazing trophy boar early this morning. The carcass is almost the size of a wagon and required two horses to haul back to town. Kal plans to share her success with everyone by donating her kill for a grand pig roast. Katelyn and her cooks have agreed to handle cooking it, with a feast to be held at the Old Oak Stage that evening. If the party joins the town for the roast, award them a point of Goodwill.

UNIQUE ITEM FOR SALE

Grezen Gold recently acquired an extremely rare magic item. Knowing the characters have an interest in such things, she gives them the first opportunity to buy it. The gamemaster may choose any magic item but is encouraged to select something the players have stated they'd love to find. If the party chooses to buy it, she'll happily cut a deal with them. Otherwise, she ships it to her brother in Tristanford the next morning.

WEDDING

Joachim Ordlin's oldest daughter, Rhianna, is getting married! She's marrying an upstanding young farmer named Aldwin Linum from Leegen's Hold. The wedding is scheduled for the coming weekend and will be held at the temple, with the reception to take place under a tent set up near the pond by the Old Oak Stage. Joachim has graciously invited the Heroes of Thornwall to take part in this momentous event. Award the players a point of Goodwill if their characters attend. Award them an additional point if they bring a nice gift!

BUILDING FEATURES

If a party spends any amount of time in a settlement, eventually you need to know how a particular building is constructed. Typically this happens when a character tries to smash, burn down, or otherwise cause damage to a structure.

The following pages provide information about what types of materials are used to construct buildings in Thornwall based on their quality (see *Qualities* under *Building Entries* on p. 31 for more information.) Also provided are the attributes for the various materials, followed by their descriptions.

WALLS

There is no building code in Agthor, so each person constructs their home as they see fit. There are, however, some common materials and techniques used to construct walls.

STICK AND STRAW

These simple walls are constructed by creating a frame of sticks and then hanging straw on them. The walls form a house with a simple inverted-v design, where the walls and roof are one and the same.

WOOD

Wood walls are constructed by attaching small logs, split lumber, or rough wooden planks to a wooden frame. In the highest quality version of these walls, the builder will use finished lumber planks. Wood walls offer poor insulation, and they are extremely drafty if the cracks are not sealed properly.

LOG

Log walls are constructed using horizontal, interlocking square-cut logs. They offer slightly better insulation than wood walls but require significant maintenance.

WATTLE AND DAUB

A wattle and daub wall is created by weaving a lattice of sticks and twigs into a row of vertical stakes and then filling the space between with a sticky mixture of clay or mud. In higher quality buildings, the structure may be further reinforced by using a sturdy split-timber frame and then filling the spaces between them with the wattle and daub walls.

BRICK

Thanks to Thornwall's resident brickmaker, brick walls are not uncommon in Thornwall. There are few examples of true brick and mortar walls in town, but more typical executions are split-timber structures that use bricks to fill the space between as a sturdier, fire resistant alternative to wattle and daub. Brick walls are finished with a layer of plaster that some home owners paint with decorative designs.

STONE

A common use of stone walls in Thornwall is as a foundation for other types of walls, but the town also has a number of stone buildings. The most common type of stone wall is built from rough-cut stacked slate. The town also has a number of buildings with mortared, fieldstone walls. The least common type of stone walls are block walls, since these are the most expensive and difficult to build.

CONSTRUCTION MATERIALS BY BUILDING QUALITY

Building Quality	Walls	Floors	Roofing	Windows	Doors
Poor	stick and straw, wood, log	dirt	wood, thatch	open, tarp, hide	tarp or hide
Modest	wood, log, wattle and daub	dirt, wood	thatch	wood grate, waxed paper, shutters	simple to good wooden
Comfortable	wood, wattle and daub, brick, stone	wood, stone	thatch, shingles (wood), tiles (slate)	glass (bull's-eye), shutters	good to strong wooden (locked)
Wealthy	wood, brick, stone	wood, stone, tile	shingles (wood), tiles (slate)	glass (cut), shutters	strong wooden (locked)

CONSTRUCTION MATERIAL ATTRIBUTES¹

Material	Typical Thickness	AC	Damage Threshold ²	Hit Points ³	Climb DC
Walls					
Stick and straw	6 in.	7	1 (0)	5 hp	10
Wood	6 in.	15	5 (3)	25 hp	20
Wattle and daub	1 ft.	15	5 (5)	30 hp	25
Log	1 ft.	16	5 (5)	40 hp	10
Brick	1 ft.	17	8 (immune)	35 hp	25
Stone	1 ft.	17	8 (immune)	50 hp	15
Roof					
Wood	3 in.	15	5 (3)	25 hp	15
Thatch	1 ft.	15	3 (8)	40 hp	10
Shingles (wood)	6 in.	16	5 (8)	30 hp	20
Tiles (slate)	6 in.	17	8 (immune)	45 hp	25
Windows					
Tarp or hide	1 in.	2	2 (1)	8 hp	NA
Wood grate	1 in.	12	5	10 hp	5
Waxed paper	< 1 in.	0	0	4 hp	NA
Glass (bull's-eye)	< 1 in.	7	1 (immune)	4 hp	NA
Glass (cut)	< 1 in.	2	1 (immune)	4 hp	NA
Shutters	2 in.	7	5 (3)	15 hp	NA
Doors					
Tarp or hide	1 in.	2	2 (1)	8 hp	NA
Simple wooden	2 in.	13	5 (3)	15 hp	NA
Good wooden	3 in.	15 (locked)	5 (3)	20 hp	NA
Strong wooden	3 in.	16 (locked)	5 (5)	25 hp	NA
Other					
Hedgerow	2 ft.	15	5 (5)	90 hp	20 ⁴
Thornwall	10 ft.	17	10 (10)	100 hp	25 ⁴

1. All the attributes listed here apply to attacks against a distinct portion of the structure and use the standard Fifth Edition rules for damaging large objects.

2. The number in parentheses is the damage threshold against fire damage. In addition, if the fire damage is more than double the damage threshold against fire, the structure is also set on fire and suffers an automatic 1d6 damage at the start of each round, ignoring damage threshold.

3. Per 1-foot-by-10-foot-by-10-foot section for walls and roof.

4. Each Strength (Athletics) check to climb the Thornwall inflicts 1d4 points of damage on the climber, regardless of whether or not the check is successful.

FLOORS

There are four main types of floors used in Thornwall's houses.

DIRT

These are simple packed-earth floors. Floors of this type are quite common, and most houses have at least one room or outbuilding with dirt floors. Often the floor is strewn with straw or rushes to keep the dust down in summer and provide a bit of insulation in winter.

WOOD

Thanks to Thornwall's ample supply of lumber, many homes have wood floors. In higher quality homes, the raw wood might be stained or polished.

STONE

There is a ready supply of slate in the area, so slate floors are commonplace on the lower levels of many homes in Thornwall.

TILE

At their simplest, tile floors are made with glazed tiles ranging from six inches to a foot across. In Thornwall these are almost always imported, although the potter (53) is a passable tile-maker. In more elaborate executions of tiled floors, tiles are set in colored patterns. The most dramatic examples are mosaic tile floors, where bits of glazed clay or glass are set into the floor to create intricate patterns and pictures.

ROOFING

The people of Thornwall generally use one of three types of material to roof their homes.

WOOD

Wood roofing is the same as wood walls except applied to the roof.

THATCH

Thatch roofing is made from dried plant material. Heather is commonly used in Thornwall since it is found in abundance in the forests around the town, although other materials, such as straw or reeds, may be used as well.

To repair a weathered thatch roof the thatcher simply adds a new layer to the existing roof; the older the home, the thicker the thatching. Thatching of a foot or more in thickness is not uncommon in Thornwall. Thatching is quite resilient, and an expertly thatched roof may last many decades.

SHINGLES (WOOD)

Wood shingle roofs are relatively common in Thornwall, thanks to the town's ample supply of wood. The tiles are made by a simple process of splitting logs into long, thin pieces. The wood shingles of Thornwall have a distinctive reddish hue to them, due to how the preferred wood used for roof tiles colors as it weathers. For higher quality homes, roofers will create geometric patterns with the wood shingles by varying the tile color or by setting them at slightly different angles.

TILES (SLATE)

Slate is easily quarried from a wide slate outcropping a short distance northeast of town, so a number of houses in Thornwall are roofed using durable slate tiles that will last indefinitely if properly maintained.

WINDOWS

The people of Thornwall have embraced a number of different ways to handle covering the windows on their homes.

OPEN

Open windows are just that—windows with no bars, glass, or other covering.

TARP OR HIDE

The poorest residents of Thornwall hang tarps, hides, or blankets over their open windows to keep out wind, animals, and dust. Typically they'll tack these to the frame and pull the covering down, or roll it up when they want to let air in.

WOOD GRATE

Some people put wood grates over their open windows. The bars that make up the grate are set about six inches apart. The grates won't stop wind or small debris, but they will keep large animals (and people) from getting into the house.

WAXED PAPER

Wax coated paper is used by some people to cover their windows. The paper isn't sturdy, but it keeps out dust and debris while still letting light in. Parchment is another material that is sometimes used for this purpose.

GLASS (BULLSEYE)

To create bullseye glass, a mouth-blown rondel is cut down to make a square or rectangular pane of glass. The name comes from the distinctive bullseye shaped warp in the center of the piece of glass. Most glass of this kind suffers from many impurities. Seeing through it is possible but difficult,

and warping in the glass distorts images. As it ages, bullseye glass may change color, turning red, blue, green, or brown. Bullseye glass is typically cast in small pieces ranging from four to eight inches across, and set into a wood or metal frame.

GLASS (CUT)

This high-quality glass is found in the homes of Thornwall's wealthy residents. It is also used in some shop windows to better display goods. It is made by a difficult process of blowing a glass cylinder, cutting it, and then laying it out flat. It has very few impurities, only distorts images slightly, and usually doesn't change color over time. Like bullseye glass, it is made in relatively small panes (less than a foot to a side) that are set in wood or metal frames.

SHUTTERS

Many people add shutters to their windows. These are mounted on the outside of the home, and can be pulled shut during storms to keep out the wind and debris. In the case of homes with glass windows, the shutters serve the secondary purpose of protecting the expensive glass during storms.

TOWN FEATURES

The following are general features of Thornwall that will help you to describe the town to players when their characters explore areas that don't have detailed entries in this book.

CAVES

The cliff that divides the upper town from the farmland in the south is dotted with small caves. They are shallow, extending no more than fifty or sixty feet back, and quite damp. Some even have rivulets of water running out of them. Often, they are used as play spaces by local children. Some of the children claim there are secret passages in the caves leading to larger, more extensive caverns, but most people agree these are just stories with little truth to them.

COLDSTONE RIVER

The Coldstone River cuts through the east side of town from north to south. The water comes down from the high mountains, and it is clear and ice cold. The one place the water doesn't run clear is south of the butcher's home (56) where, on butchering days, he dumps the waste from his work into the river. The Coldstone isn't a large river, no more than twenty or thirty feet wide, but it runs swiftly through a deep channel making it difficult to cross (DC 15 Strength (Athletics) check to swim across) except at the bridge.



A LAND OF PLENTY

In real life, much of the land around Thornwall would have been converted to farms to support the town. The problem with that approach is that we want to create the sense that the dark and mysterious forest completely surrounds this island of civilization. The magically enchanted farmland in the lower portion of town lets us support it with far fewer farms, and thus retain that aura of mystery. It also lets the site support a larger town than it normally could. We need this population to provide the players with the services, specialists, and shops necessary to support a campaign set in a place far enough away from civilization to offer lots of opportunities for adventure.

FARMS

The southern end of Thornwall is rich farmland. The wide, open space between the Coldstone River and Fall Creek is astonishingly fertile. Crops grow in abundance, and harvests never seem to fail there. The bounty provided by these farms is due in no small part to magic. Back when the elves first built their settlement here, they turned the lower portion of the town into a grand garden. Powerful enchantments were set upon the land, and plants that grow here thrive and survive in spite of sudden changes in weather, blight, and other events that normally threaten crops.

FORESTS

The forests around Thornwall consist primarily of deciduous trees such as oaks and maples. Pines are also found throughout the forest. The mix favors deciduous trees near Thornwall and conifers as one gets closer to the mountains. For most of the year, the forest floor is heavy with ferns. Some varieties of ferns reach heights of three or four feet.

Mountain streams are found throughout the forest, rushing down from the high mountains, which are capped with snow throughout the year. Caves are also found throughout the forest. Many of these are shallow, but some connect to larger complexes, and a few almost certainly provide entrances to the Deeplands. In the case of these natural caverns, it is unlikely that the entrances are warded.

HEDGEROWS

Most of the farms and some of the houses use hawthorn hedgerows to mark the edge of their property. A hedgerow stands six to ten feet tall, and is between two and four feet

thick. Climbing a hedgerow is dangerous due to the dagger-like thorns, and cutting through a hedgerow is extremely difficult (see the *Construction Material Attributes* table on p. 27).

PONDS

Thornwall boasts two fair-sized ponds. These are fed from Trout Creek, which enters town from the west, and a spring in the upper pond. The constantly moving water keeps both ponds fresh and clean, ensuring a rich stock of fish and eels. The fish are native to the ponds, but the eels were imported by the nobles that visited Thornwall. At least once a year, an eel cull is mounted to prevent the rapidly reproducing eels from overwhelming the fish population.

ROADS

Two roads lead into Thornwall. The road that comes in from the east is Dunbury Road. It runs to the southeast, and is the most traveled road leading into town. A few hours down this road is the Crossroads, home to Thornwall's infamous hanging tree and the place where exiles are cast out of the town.

If one follows Dunbury Road for another two or three days beyond the crossroads, they will arrive at Dunbury Castle. From there, one can take the Duke's Way south to the ducal seat at Tristanford. Dunbury Road has fallen into disrepair in recent years, but thanks to the maintenance performed when the Duke frequented Thornwall, it is still quite a good road.

The road that heads south from Thornwall's Farmer's Gate is far less traveled. About an hour south of the gate are a few small farms and a day's journey beyond that is the tiny village of Leegen's Hold. The road is in terrible condition south of the farms. After each heavy rain, the road turns into a nearly impassable stream of mud, and it is so pitted with potholes when dry that walking beside the road is typically easier than walking on it.

TOWN WALL

The wall surrounding Thornwall consists of two types: stone walls and the thorny hedge wall for which the town is named.

HEDGE WALL

Most of the wall that surrounds Thornwall is the old hedge wall, known as the thornwall, planted by the elves who founded the first settlement on this site. The plant used to create the wall is a vine-like evergreen with large, dangerous thorns. Its leaves are dark green in the spring and summer, but turn scarlet in late autumn and gray in the winter.

Despite the best efforts of scholars, no one has been able to identify the plant used to create the wall. It produces no seeds, and any attempts to take cuttings for transplanting have failed.

The plant's stems and branches are massive. The largest examples are four to five feet in diameter, but most are about as thick as a human's arm. The branches are so thickly intertwined that even a mouse might be hard-pressed to squeeze through the thornwall.

Thanks to the fey magic that created the wall, it never grows beyond its original boundaries. If it is damaged, it will regrow to fill the space. This process is exceptionally slow, however, which is why stone replacement walls were built to fill the wall's gaps.

STONE WALLS

Long before the duke started his trips to Thornwall, the local trappers and hunters filled the gaps in the thornwall with stockade fencing. When the duke built his lodge in the town, however, he ordered his engineers and masons to construct solid stone walls. These are sturdy and well-made, with towers, land gates, and barred water gates. They help to ensure the security of the town, and that security is part of the reason it has maintained such a large population in such an out-of-the-way place.

LAND GATES

There are three land gates in Thornwall. The first, known as the Main Gate (1), is on the east side of town, the second, called the Farmer's Gate (58), is on the south side of town, and the third, referred to as the Forest Gate (112), is on the northwest side of town.



SAFETY AND SECURITY

An important element of an extended campaign that is often overlooked is a place where the players know their characters are safe. This is the place where no one needs to stay on watch, there aren't any wandering monsters, and they can leave important items behind when they head out on their next adventure, and know they'll still be there when they return. The walls, governmental structure, NPCs, and back story for Thornwall are designed to create this sense of safety in a way that the players can accept without it seeming too good to be true. It is best if the gamemaster does not breach this trust. There will be plenty of opportunities to painfully kill the characters once they leave town.

RIVER GATES

There are four river gates in the wall around Thornwall. Two of these (the gates on the south end) pass through stone portions of the wall. The other two (the gates on the north and west sides) pass through hedge portions of the wall.

The stone portions have arched gates covered with a permanent grate of iron bars set about a foot apart. The arch rises five feet above the surface of the rivers, ensuring that even during a flood, the water can still flow through. Every few weeks, or after a heavy rain, the mayor organizes a work crew to clear debris from the grates.

The gates in the hedge portions aren't actually gates, but rather places where the water simply flows through the hedge. As the water passes through the hedge, something about the way the vines grow cause the bubbling and burbling to take on a musical quality. The sound is quite beautiful, and the northern gate is a popular destination with young lovers out for a stroll.

Despite the apparent lack of large openings in the hedge portions, fish are somehow able to get through the hedge. Although many are curious about how they manage this, the risk of getting trapped by the water pressure in front of the thorny hedge has prevented efforts to solve the mystery.

TROUT CREEK

The creek that enters Thornwall from the west is called Trout Creek. It earned its name from the stretch of the creek south of Thornwall, which is dotted with deep pools and shady crooks that make perfect homes for fish. At Thornwall, the creek is swift and energetic, splashing over rocks and down little falls. It's no more than ten feet across at its widest point, and although it runs through a cut like the Coldstone, it is not as deep, and is relatively easy to cross.



ABOVE | Ducal Seal of Vaun, by *Russell Marks*

SETTLEMENT STATISTIC

The following stat block includes the basic information about Thornwall.

THORNWALL

LN large town

Political Affiliations Riding of Luster, Scir of Dunbury, Duchy of Vaun, Agthor

Defense Magically enhanced wall and citizen militia; resident wizard

DEMOGRAPHICS

Government Mayor and council

Population 3,500 (3,275 humans; 100 halflings; 50 dwarves; 25 cheebats; 50 other)

NOTABLE NPCs

Mayor Yurgin Hayward (LN male human)

Brother Basil Underwood (LG male halfling cleric 10)

Forester Morgan Candlewick (N male human ranger 7)

COMMERCE

Exports Furs, wool, honey

Imports Linen, salt

BUILDING ENTRIES

The building entries are where you'll find detailed information about many of the buildings in Thornwall. Each building entry is organized as described below. If a particular piece of information doesn't apply to a building, that text will be omitted from the entry.

Entry Number and Name: The map reference number and the name of the building.

Summary: A brief summary of the building and its importance.

Primary Information: Key data about the building.

- ♦ **Quality:** Consists of the quality of the materials used to construct the building and how well it was constructed.
- ♦ **Poor:** Constructed using the cheapest materials and substandard workmanship. Reused pieces of other structures are incorporated into the location, and no thought is given to beauty, safety, or durability.
- ♦ **Modest:** Constructed using standard materials and fair workmanship. Most materials were new when acquired, although some high-quality reused material may be present.

- **Comfortable:** Constructed using high-quality materials and skilled workmanship. May include ornamental flourishes and hidden structural additions or reinforcement.
- **Wealthy:** Only the finest materials were used, and the construction was done by expert builders. There is beauty and strength in the design, material, and finishing. Structurally, the building is unmatched in its ability to withstand damage.
- ♦ **Condition:** This represents how well the location has been maintained:
 - **Ruins:** The structure is partially or completely collapsed, deteriorated, or destroyed. It may not be safe to enter.
 - **Rundown:** Little to no effort has been expended to maintain this building in the recent past. Many parts need replacement, and some sections may be dangerous.
 - **Average:** The owner has made all necessary repairs required to keep the structure in good working order.
 - **Immaculate:** Every board is polished, every nail flush, and anything worn out has been replaced.
- ♦ **Levels:** This represents how many levels a building contains. Numbers in parentheses represent below ground levels such as cellars, basements, and crypts. Half-levels represent a hayloft, low attic, or crawlspace.

Exterior Description

- ♦ **Description Read Aloud Text:** A physical description of the site you can read aloud to the players or use as the basis for your own description. NPCs and creatures that may be present at the location are not included in the primary description, since their presence is often governed by variables like the time of day or the outcome of previous encounters with the players.
- ♦ **NPCs:** A list of the NPCs typically found at the site. Each entry includes the character's gender, race, class, level, and age.
 - If no level is listed, use the appropriate NPC template from *Chapter 4: The People of Thornwall*.
 - If the character's name is in bold, you can find detailed statistics for this specific character in *Chapter 4: The People of Thornwall*.
- ♦ **Creatures:** A list of creatures and monsters typically found at this location. If the name is in parentheses or

there is a name in parentheses following the creature name, use the statistics for a standard Fifth Edition or World of Aetaltis creature of that type. When red text is used for the name, this denotes a creature that may attack the player characters.

- ♦ **Encounter Read Aloud Text:** A description of a typical encounter with the NPCs and creatures at this site that you can read aloud to the players or use as the basis for your own description.
- ♦ **Detail Name and Description:** Additional information about a detail of this room or building. The players may or may not discover this information, but the gamemaster may safely share this with the players if appropriate. Normally the players need to take some action to obtain this information. An ability check may be required.
- ♦ **Treasure:** The available treasure at the location, as well as any notes about what the characters must do to get it.

Interior Description: Interior descriptions consist of the same information as the exterior descriptions, only for the interior of a particular building.

Goods and Services: A list of the various goods and services available for purchase at this location.

Sidequests: There are many opportunities for heroes to make their mark in Thornwall. These opportunities are highlighted in entries called sidequests. Most sidequests require additional effort on the part of the gamemaster to flesh out the experience. You can ignore sidequests with no negative impact on your ability to use Thornwall in your campaign or play *The Temple of Modren*.

Each sidequest consists of the following:

- **Description:** A short description of the quest with ideas for introducing it to your game.
- **Goal:** A clearly identifiable goal the characters must achieve to complete the sidequest.
- **Reward:** A suggested reward for successfully completing the sidequest.

Building Numbers: Wherever you see a number in parentheses, typically after a person's name, this indicates the building where that person or thing is found.

Thornwall



0 25 50 100 200
feet



LOCATIONS IN THORNWALL

MAP KEY

Number	Location	Template
<i>Important Locations</i>		
1	Main Gate	Unique
2	Inside the Main Gate	Unique
3	Gatekeeper's House	Unique
4	Wainwright's Shop	Unique
5	Coldstone Bridge	Unique
6	Grezen Gold's Ware-houses and Stables	Unique
7	Thornwall Mill	Unique
8	Brickmaker's Trail	Unique
9	Baker's Corner	Unique
10	Thornwall Bakery	Unique
11	Glassblower's Shop	Unique
12	Fegel's Butcher Shop	Unique
13	Market Street	Unique
14	Furniture Maker	Unique
15	Leatherworker	Unique
16	Moneylender	Unique
17	Thornwall Outfitter	Unique
18	Evwyn's Cheese Shop	Unique
19	Market Square	Unique
20	Thornwall Market	Unique
21	Green Briar Tavern	Unique
22	Thornwall Trading Post	Unique
23	Old Oak Stage	Unique
24	Wool Trader	Unique
25	The Keep	Unique
26	Old Forester's Manor	Unique
27	Eastern Lakeshore	Unique
28	Abandoned Winery	Unique
29	Grezen Gold's Emporium	Unique
30	Gold's Estates	Unique
31	The Lodge Road	Unique
32	Mayor's House	Unique
33	Duke's Hunting Lodge	Unique
34	Temple Road	Unique
35	Northland Brewery	Unique
36	Broadfoot's Grocery	Unique
37	Stallman's Smithy	Unique
38	Temple Crossroad	Unique
39	Cooper's Workshop	Unique

40	Temple Road	Unique
41	Carpenter's Workshop	Unique
42	Cemetery	Unique
43	Gravedigger's Cottage	Unique
44	Temple of Lensae	Unique
45	Dwarf Corner	Unique
46	Dor Ternvald Brygerhem	Unique
47	Dwarftown	Unique
48	Stonemason's Workshop	Unique
49	Woodcarver's Workshop	Unique
50	Cliffside Crossing	Unique
51	Alchemist's Shop	Unique
52	Wizard's Workshop	Unique
53	Potter's Shop	Unique
54	Dwarven Smithy	Unique
55	Switchback Trail	Unique
56	Butcher's Home and Slaughterhouse	Unique
57	Abernathy Corner	Unique
58	Farmer's Gate	Unique
59	Herbalist's Shop	Unique
60	Brickmaker's Workshop	Unique
61	Wheeler Family Lodge	Unique
62	Grezen's Manor	Unique

Other Locations

63	Carter	House (small)
64	Drover	House (small)
65	Mavros Family Home	House (small)
66	Castlekeep Farm	Farm (small)
67	Animal Trader	Stockyard
68	Empty House	House (medium)
69	Orchard Hill Manor	House (large)
70	Patera Family Home	House (small)
71	Sleegen Gold's House	House (small)
72	Evwyn's Home for Young Women	House (large)
73	Ralway Keever's Home	House (medium)
74	Miller's Home	House (medium)
75	Harwore Veshenkett's Home	House (large)
76	Katelyn's Home	House (large)
77	Empty House	House (medium)
78	Empty House	House (large)
79	Empty Shop	Shop
80	Empty Lodge	Noble Hunting Lodge
81	Empty Shop	Shop

82	Empty House	House (medium)
83	Empty House	House (medium)
84	Furrier	Exotic Artisan
85	Chief Constable's Home	House (large)
86	Clothier	Trade Shop
87	Empty House and Shop	House (medium) + Shop
88	Basketmaker	Trade Shop
89	Dairy Maid	House (small)
90	Empty House	House (large)
91	Idleride Family Home	House (medium)
92	Sevrenkett Family Home	House (medium)
93	Elgenkett Family Home	House (large)
94	Findorkett Home	House (medium)
95	Kelsa Mandovar's Home	House (medium)
96	Doggin Bent and Ino Loris' Home	House (small)
97	Empty Trade Shop	Trade Shop
98	Empty Artisan's Shop	Exotic Artisan
99	Weaver	Trade Shop
100	Berro Family Home	House (medium)
101	Shoemaker	Trade Shop
102	Doukas Family Home	House (medium)
103	Mirkwick Family Home	House (medium)
104	Zinwhistle Endleby's Home	House (small)
105	Empty House and Shop	House (large) + Shop
106	Empty House and Shop	House (large) + Shop
107	Forester's Home	House (medium)
108	Trebin Nyast's Home	House (medium)
109	Endveld Family Home	House (medium)
110	Fletcher and Bowyer	Trade Shop
111	Percy Bentbottom's Home	House (small)
112	Forest Gate	Landmark
113	Old Stone Circle	Ruins
114	Lodgekeeper's House	House (small)
115	Upper Lake	Landmark
116	West Water Gate	Landmark
117	Westwood	Landmark
118	Grotto	Landmark
119	Lower Lake	Landmark
120	Crawler Caves	Landmark
121	Echo Cave	Landmark
122	Tanner	Trade Shop
123	Elf Bridge	Landmark
124	Agewell Farm	Farm (medium)
125	Fenwall Farm	Farm (small)

126	Forester's Cave	Landmark
127	Ruined Cottage	Ruins
128	River Gate Towers	Watchtower
129	Hambley Farm	Farm (large)
130	Caltera Family Farm	Farm (large)
131	Thatcher's Home	House (medium)
132	Hearthkeeper Farm	Farm (small)
133	Deplenkett Farm	Farm (small)
134	Taxidermist's Home and Workshop	Farm (medium)
135	Castlekeep Cave	Landmark
136	Athas Family Home	Rundown
137	Eastwood	Landmark
138	The Old Manor	Ruins
139	North Watergate	Landmark
140	Burned Lodge	Ruins

1 MAIN GATE

Thornwall's lightly guarded main entrance.

Quality Modest **Condition** Average **Levels** 2

EXTERIOR

“

The old, rutted road winds its way up the hill from the east. Tall trees grow on either side, their branches interlocking above you to create a roof of rich, autumn color. As you round a tight curve and head west, you catch your first sight of the town of Thornwall.

A solidly built stone gatehouse stands across the road. Small towers flank it on either side, and an equally well-constructed stone wall runs to the north. To the south, however, there is no wall, but a huge, tangled hedge of vines as tall as the gatehouse. The strange, thorny vines that make up the hedge are enormous, as big around as a human's waist, and their searching shoots seem to grip the edges of the gatehouse like long fingers.

NPCs Ulrich Hambley (male human town watch, age 17), Elsa Bakersfriend (female halfling town watch, age 41)

ENCOUNTER

“

As you approach the gate, a fresh-faced young man, who can't be more than seventeen, steps forward and waves to you. He carries a spear and wears a padded gambeson.

"Welcome friends," he calls. "Welcome to Thornwall."

Above him, watching from behind a parapet on the roof of the gatehouse, is a halfling woman wearing matching gear and wielding a small bow. The man positions himself to ensure that you won't be able to pass through the gate if he doesn't want you to.

GATES

If there are no active threats to the town, the gates of Thornwall stand open during the day and are closed at night. The official policy is that anyone who arrives after sundown is refused entrance, but unofficially the guards and gatekeeper regularly let people in rather than making them camp outside the walls until morning.

WALL AND GATEHOUSE

These are constructed from large blocks of stone. Players with an appropriate skill or background notice that the construction is better than one normally sees in a border town like this. The structures are less than fifty years old.

HEDGE WALL

This is the famed thornwall for which the town is named. Characters who are proficient in Arcana recognize the wall as a work of magic. Close examination suggests that it is incredibly old, far older than the stone gatehouse by many centuries. Deadly looking thorns cover all the vines (see p. 30 for more information about the wall.)

GUARDS

The young man and the halfling woman are fulfilling their duty as members of the town watch. Ulrich is a strapping young man, and Elsa is middle-aged, but no push over. He's the son of one of the farmers from the south side of town, and she lives with a few other halfling women at the Home for Young Women (72). Their gear is town-issued. It is functional but older, and it's seen a lot of use. It also doesn't fit particularly well. They've both completed their mandatory training and they've done time on watch before, so they appear comfortable with the gear and its use.

TALKING TO THE GUARD

The guards are kind and welcoming, but they take their job seriously, and are willing to fight to protect their town. It is recommended that the gamemaster adapt their reaction to the appearance of the heroes. If the heroes look like heroes, the guard is more welcoming than if they look like a team of rough mercenaries.

Ulrich will do most of the talking. He'll ask the characters questions about where they're from, why they're in

town, and anything else he thinks might be relevant based on their appearance and behavior. Once he's satisfied, he'll usher them in and tell them to talk to Jeb Odano about paying their taxes.

2 INSIDE THE MAIN GATE

A point just inside the main gate where Jeb Odano collects gate taxes.

EXTERIOR



A wide road winds its way through the village to the west, while a second track extends down a gentle slope to the south. Immediately to the north of where you stand is a small cottage. Nailed to the wall beside the door is a sign listing a variety of entrance taxes based on the number of animals you have or the number of wheels on your cart.

A short distance west on the south side of the road is a long building with large double doors. There is a wagon wheel hanging above the doors.

NPCs Jeb Odano (male human shepherd, age 69)

ENCOUNTER



As you pass through the gate, a loud whistle draws your attention. Sitting on a rocking chair on the porch of the cottage to the north is an old man smoking a pipe. He gives another piercing whistle, and waves to you to come over.

OLD MAN

If the players head over to talk to him, turn to the entry for the Gatekeeper's House (3). If they ignore him, he starts ringing the bell (a dull, tinny sound) and Ulrich rushes over with his weapon at the ready. Ulrich will insist that they talk to Jeb about taxes before going any further.



ABOVE | Bow and Arrows, by Russell Marks

3 GATEKEEPER'S HOUSE

The home of a crotchety old man named Jeb Odano who is the town's official gatekeeper and the collector of the gate taxes.

Quality Modest Condition Average Levels 1 (0.5)

EXTERIOR

"This humble stone cottage with a mossy slate roof sits just inside the Main Gate. It has a long porch in front with a weathered rocking chair near the door. A small, steel bell hangs from a nearby post. Mounted next to the door is a sign listing the town's gate taxes.

NPCs Jeb Odano (male human shepherd, age 69)

ENCOUNTER

"Come on over," the old man croaks as you approach the porch. "We'll get your taxes worked out and get you on your way."

Rising out of his chair with the help of a gnarled cane, he stumps over to where the sign is posted on the wall. He raps it with his cane and says, "Everything you need to know is right here. We'll make it quick and easy."

JEB ODANO

The gatekeeper is an elderly man named Jeb Odano. In good weather he sits out front on his rocker and demands that people entering the town pay the appropriate taxes. In bad weather he sits inside the house and peers out the front window for arrivals. If anyone refuses to pay, he rings the bell to summon the town watch.



SIGN

The taxes sign is faded but legible. It lists the following taxes and instructions:

Taxes and Fees	
Per traveller (on foot)	1 cp
Per riding animal	2 cp
Per draft animal	3 cp
Per fivefold sheep	1 cp
Per goat	1 cp
Per threefold swine	2 cp
Per wheel or runner	3 cp
Per barrel of goods	1 cp
No Wagons, Barrows, Carts or Sledges Permitted After Mid-Day Except by Special Order of the Mayor	



CHARGING TAXES

Tax collection in Thornwall is a subjective business, and it's generally accepted that taxes are open to negotiation. More than one shepherd has claimed that the one scrawny sheep in their flock shouldn't count since it barely makes a mark on the road. There are also regular arguments about what consists of a barrel of goods.

Collecting taxes should be a fun roleplaying experience that reminds the players that Thornwall needs money to survive, and taxes are a major source of those funds. If taxes ever get in the way of an enjoyable game, however, dial them back or eliminate them using Jeb's lax interest in collecting taxes, a similar story-based excuse, or the cost of living rules.

JEB'S ROLE

Jeb exists to perform some important tasks that come up in almost every game.

LOOKOUT

If Jeb likes the characters, he'll keep them apprised of who comes and goes. If Jeb doesn't like the characters, he might monitor their comings and goings for other interested parties.

BYPASS TAXES

Paying taxes isn't an encounter you want to play every time the characters return to town. Jeb is known to let folks he likes pass with a wink and a nod rather than charging them the usual entry taxes. People who get on his bad side, however, often waste a great deal of time getting through the gate as he does slow inspections of all their gear and runs detailed tallies before assigning a tax value.

EASIER SECRET ENTRANCE AND EXITS

If the characters build up a particularly strong rapport with Jeb, he's willing to look the other way when they enter and leave, allowing them to enter or exit town without others knowing. This saves the trouble of constantly finding new ways to sneak into or out of town.

INTERIOR

“

The interior of the little cottage is cluttered with everyday items. A barrel piled high with empty grain sacks sits in a corner next to a jumble of yard tools. Along another wall is a row of wooden pegs. Half of these have clothes hanging on them, while the other half hold a variety of straps, belts, and ropes. There is a big, overstuffed chair near the fireplace piled with a small mountain of tattered blankets. The chair's position provides a clear view of the gate through the front window.

TREASURE

Jeb has a strongbox to hold the taxes tucked away behind the tools in the front room. It isn't hidden for safety, but just ended up buried when the tools tipped over. It is an iron banded box locked with a padlock. The mayor, chief constable, and forester all have keys to the box, but Jeb does not. He just drops the coins through a slot in the top. The

SIDEQUEST

A BELL FOR ODANO

Jeb is frustrated with the bell the mayor gave him. It has a clunky, dull tone and twice in the last month he rang for the watch, but no one heard it. He doesn't have much money, but he's willing to pay up to 10 sp to anyone that will bring him a better bell.

GOAL

Bring Jeb a decent bell.

REWARD

1 Goodwill, 10 sp

chief constable comes by once a week to collect the taxes for delivery to the mayor.

The old iron strongbox is locked with a big, clunky lock. Characters attempting to pick the lock must succeed at a DC 25 Dexterity check. It's also possible to bash the strongbox open (AC 19, hp 8). The box contains: 8 sp, and 27 cp.

4 WAINWRIGHT'S SHOP

The Morgan family repairs, builds, and sells wagons and wheels from this shop.

Quality Modest **Condition** Average **Levels** 1.5 (0.5)

EXTERIOR

“

Large double doors wide and tall enough to admit a wagon or carriage provide access to a spacious building with wood siding. Set into the left large door there is a person-sized door. A wagon wheel is mounted over the doors with u-shaped iron pins.

ENCOUNTER

“

From inside the building you hear the sound of saws and hammers, punctuated by the clatter of timber and shouts.

The members of the Morgan family are the only professional wainwrights in Thornwall. There are a few other people who can fix a wagon, but the Morgans are the local experts.

INTERIOR: WORKSHOP



This interior of this building is a wide, open space. Small bays filled with different lengths of board line one wall, a wagon having its wheels replaced sits on blocks in the center of the room, and sawdust covers the floor. There is a long workbench on one end of the room, and hanging on pegs behind it are a staggering variety of tools.

NPCs Bass Morgan (male human craftsman, age 40), Almos Morgan (male human teen, age 17), Lieth Morgan (male human teen, age 15)

ENCOUNTER: WORKSHOP



Two teenaged boys are working to mount a wheel on the wagon while a middle-aged man looks on, giving them directions.

TEENAGE BOYS

The boys are Lieth and Almos Morgan. They are fifteen and seventeen years old respectively, both strong young men with sandy blond hair and deep blue eyes.

OLDER MAN

The middle-aged man is the Morgan family patriarch, forty-year-old Bass Morgan. Bass is strong and serious. He has



SIDEQUEST

ONE LAST JOURNEY

Bass Morgan had his wife's body cremated when she died three years ago. Her ashes are in an urn above the fireplace in their home. When Bass and Madelyn were young, they spent time each summer at a cabin about two day's journey north of Thornwall. Bass wants to take her ashes there, but as the sole provider for his three children and with the rising level of danger in the northern forests, he hasn't been able to fulfill his wish.

GOAL

Take Bass to the cabin to spread Madelyn's ashes and get him back home safely.

REWARD

1 Goodwill, light wagon built by Bass and his sons

close-cropped blond hair and deep blue eyes. It looks like he broke his nose on a number of occasions, and there is a long pink scar on his left arm. The scar is the result of an accident in the shop.

EXTERIOR: YARD AND HOUSE



A fenced yard connects the workshop and the house. The house is a nice enough cottage, although it looks like someone has put off fixing a couple of broken shutters, and you spot a few loose stones on the chimney.

NPCs Chadwick Morgan (male human child, age 12)
Creatures Bones (hunting dog)

ENCOUNTER: YARD



A young man is diligently cleaning a deer carcass hanging from a tree branch, while a skinny dog chases chickens around the yard.

YOUNG MAN

This is twelve-year-old Chadwick Morgan, the youngest of the Morgan boys.

HOUSE

Madelyn Morgan, Bass' wife, died three years back. The house's interior looks the way you might expect it to if three teenagers and their single father lived there together. The men deal in necessities, and see no point in silliness like making beds or keeping clothes off the floor.

GOODS AND SERVICES

WAINWRIGHT'S SHOP

Goods	Cost
Cart	50 sp
Sleigh	50 sp
Wagon, light	75 sp
Wagon, medium	100 sp
Wagon, heavy	150 sp
Wheel, cart	5 sp
Wheel, wagon	10 sp
Services	Cost
Repair broken cart	5 cp per hp
Repair broken wagon (doesn't include wheels)	6 cp per hp

TREASURE

Hidden behind a loose stone in the fireplace is the Morgan family fortune: a small sack containing 5 gp, 115 sp, 22 cp, and Madelyn Morgan's gold wedding band worth 35 sp.

5 COLDSTONE BRIDGE

The only bridge in town that crosses the Coldstone River, plus the site of the warehouse, stables, and mill.

EXTERIOR

Just west of this point, a mountain river splashes through a deep, natural channel. The rocky channel cuts through the town from north to south, but a sturdy stone bridge spans a narrow point in the river here. Just to the south is a mill. Its wheel creaks as it turns slowly in the splashing water.

To the north sit a pair of identical buildings. Each has a large pair of double doors that face the road. A sign nailed to the tree between the buildings reads:



On the far side of the bridge, you see the town proper.

BRIDGE

The bridge is constructed from the same stone as the town gate, and appears to be about the same age. It is twenty-five feet long and a little over ten feet wide. The stone is wet in places from water that splashed up from the river below.

6 GREZEN GOLD'S WAREHOUSES AND STABLES

A warehouse and a stable owned by the cheebatan merchant, Grezen Gold, and run by her cousin, Sleen Gold.

Quality Modest Condition Average Levels 1

EXTERIOR

Two identical buildings stand side-by-side here. They are tall, at least twenty feet at the peak of the roof, and long, roughly twenty feet wide and probably fifty feet long. They face the road on their short side where huge double doors open out onto the street. A sign nailed to the tree between the buildings reads:

Grezen Gold's Warehouses and Stabling
Space to rent. Short term. Long term. Credit extended.

NPCs Sleen Gold (male cheebat shopkeeper, age 28)
Creatures Calliope and Whimsy (mastiff)

ENCOUNTER

When you approach the buildings, one of the double doors flies open and a male cheebat bounds out. He stands just over three feet tall, has hair slicked back with glistening purple-colored oil, and is dressed head to toe in a riot of colorful, flowing silk decorated with clattering bangles.

"Greetings, travelers! Do you seek storage? Stabling? Or perhaps you are in need of a place to buy gear for an upcoming adventure? Sleen Gold, at your service, ready to meet any of your needs!"

He strikes a dramatic pose with his overly long arms out and an expectant look on his face, eagerly awaiting your response.

These two buildings are owned by Grezen Gold (29). They were once the property of Ulmore Strafe (22) who runs the trading post, but he over-extended his finances during the boom years, and was forced to sell them to Gold two years ago.

SLEEN GOLD

The cheebatan merchant is the second cousin of the buildings' owner. Grezen convinced him to move to Thornwall to work for her. Unfortunately for Sleen, she also convinced him to work on commission, and he discovered too late how few visitors the town gets. Grezen refuses to renegotiate the terms of his employment, and Sleen has no way to get safely back to Tristanford. He's desperate for money, and his previously slick bargaining style has become a bit desperate.

CALLIOPE AND WHIMSY

Calliope and Whimsy are massive wolfhounds that guard the warehouses at night. During the day they are tied up behind the warehouses, but they regularly get free and

wander the town. When not guarding the warehouses, they are actually quite friendly, despite their terrifying appearance.

STABLES

The stables are clean, with fresh hay and good feed. On market days they are filled almost to capacity, but they are nearly empty on most other days.

WAREHOUSE

Except on market days, the warehouse is never more than 30% full. Sleggen stacks everything at the front of the warehouse, however, to create the impression that he's almost out of room. He uses this as an excuse to charge a premium if he can get away with it.

All of the exterior warehouse doors are good wooden doors (AC 15, hp 15) and are secured with good locks (DC 20 Dexterity check).

GOODS AND SERVICES

Sleggen acts like the warehouses barely have room to store anything, and he insists that price premiums are warranted.

GREZEN GOLD'S WAREHOUSES AND STABLING

Service	Cost
Appraisal	
Art items	1 sp
Common goods	2 cp
Gems and jewelry	3 sp
Magic items	25 sp
Potions	15 sp
Trade goods	2 cp
Stabling	
Dog	6 cp/day
Goat	8 cp/day
Horse	3 sp/day
Mule	3 sp/day
Storage	
Carts, indoors	5 cp/day
Carts, outdoors	2 cp/day
Goods, common	1 cp/day/barrel
Goods, fragile	3 cp/day/barrel
Goods, perishable	2 cp/day/barrel
Goods, valuable	5 cp/day/barrel
Wagon, indoors	9 cp/day
Wagon, outdoors	2 cp/day



STORAGE SPACE AVAILABLE

The warehouses are a secure place that players can store items that are too large for the tavern. There should always be space available, even if Sleggen whines about how he has to charge more because he's almost full.

KEEP IT CHEAP

Storage should never be a major expense for players. The reason Sleggen was written as desperate for cash is so he'll agree to lower prices. Just make sure he complains about it a lot. If the prices are too high, players will start eying up empty houses, and you'll spend the next game session watching them establish unnecessary security measures for their gear instead of adventuring.

KEEP IT SAFE

Reinforce that the warehouse and stables are a safe place for the characters to keep their gear. Don't undermine that message by creating scenarios where they lose equipment stored in the warehouse. Again, the goal is to keep the heroes adventuring and avoid protracted sessions involving worries about where to hide the loot.

TREASURE

Sleggen is saving money in the hopes that he can pay a traveling merchant with plenty of guards to escort him back to Tristanford. To that end he's been stashing money away in a secret compartment (DC 25 Wisdom (Perception) check to find it) under the last stall of the stable.

The secret compartment contains 2 gp, 22 sp, and 2 gems worth 25 sp each.

7 THORNWALL MILL

The Thornwall Mill is an impressive stone building that is larger and finer than one would expect in such a remote town.

Quality Comfortable **Condition** Average **Levels** 1

EXTERIOR



A large mill sits beside the Coldstone River. Its huge water wheel creaks and groans as it turns slowly in the splashing mountain river. Huge double doors, wide

enough to admit a large wagon, are propped open with heavy rocks. Inside, you see gears and axles turning, and the massive mill wheel spinning below them.

NPCs Joachim Ordlin (male human craftsperson, age 37), Piler Crane (male human teamster, age 33) Midlin Buros (male human lumberjack, age 27), Welch Kord Glavenkett (male dwarf lumberjack, age 58)

ENCOUNTER

A wagon is backed up to the mill entrance, and a burly teamster is busy tying down sacks of freshly ground flour. He curses as he yanks violently at the ropes. The two muscular draft horses harnessed to the wagon stamp the ground and throw their heads impatiently. Another wagon, loaded with logs, is parked next to a lower building that extends from the south side of the mill.

The mill was constructed by the Duke around the same time that he built his lodge. The main building is topped by a high tower that contains the majority of the mill's gears, axles, and pulleys. Big belts connect to a variety of devices, including the huge stone mill wheels in the main building, and the wood saw in the south building.

For years, the people of Thornwall have speculated as to why the Duke constructed such a stunning example of a mill in their isolated town. Some think he was trying to show off to the other nobles, while others suggest that as a noble he was ignorant of the actual needs of a town like Thornwall. Only the Duke and Elloridan Dreswyn knew his true motive.

The Duke promised Dreswyn that he would not allow loggers to operate in the hills west of Thornwall. To help keep that promise, he built this mill. It is such a fine specimen that anyone logging in the area would be foolish to have their wood cut anywhere but in Thornwall. This meant that his people could keep a close eye on who was cutting trees, where they cut them, and to what extent.

GEARS

The mill's gears are of exceptional quality. They transfer the maximum amount of force to the tools with the least strain on the mechanism, they are relatively simple to maintain, and they're even easier to control. They were designed by a Newardine gearsmith, and constructed by a team of dwarven craftspersons.

JOACHIM ORDLIN

Joachim is in the saw room, showing Midlin and Welch

where to put their logs. He's a strapping man with unkempt red hair, a broad smile, and an infectious laugh.

MIDLIN AND WELCH

These two are independent lumberjacks who work in the forests south of Leegen's Hold. They bring logs up to Thornwall to take advantage of the mill's excellent saw. They're in the saw room unloading logs that Joachim will cut for them tomorrow.

MILLSTONE

The millstone is a dwarf-cut millstone imported from Malador. It was cut from a single block of heart stone and produces exceptionally fine flour and cornmeal.

SAW

The saw is an enchanted blade that makes a perfect cut every time. Wood cut by the saw is worth 10% more than wood cut by inferior blades. It also produces significantly less waste.

TEAMSTER AND WAGON

The man out front is named Piler Crane. He is a teamster from a village to the east called Woodbend. He's in a foul mood because his assistant, a young man named Alvin Demlos, spent all night drinking at the inn. The boy was so hung over this morning that Piler has been doing all the work himself.

GOODS AND SERVICES

The prices below are the fees for cutting and milling. In addition, the miller collects a toll for the duke of 1/8th of the flour and meal he mills, and 1 out of 5 boards he cuts.

THORNWALL MILL SERVICES

Service	Cost
Cutting	1 cp/10 cuts plus toll
Milling	1 cp/bushel plus toll

8 BRICKMAKER'S TRAIL

A trail that leads down past Duncan Castlekeep's vineyard and on to the brickmaker's workshop.

EXTERIOR

A wide path winds its way south along the town wall. On the west side of the path, a steep, terraced hill slopes down to the river. The terraces are covered with grape vines growing on lattice frames.



SIDEQUEST

UNINVITED GUESTS

Duncan approaches the heroes to help him with a problem. Duncan ages his wine in a cave along the cliff (135). Recently, he discovered some of his casks had been disturbed or broken. He's already lost two barrels of Castlekeep's Reserve as a result. There is no sign that anyone bypassed the lock on the door he installed on the cave, so he's truly puzzled about what could be causing the damage.

The truth is that a mating pair of reavers (see p. 152) has found its way into the cave. After cracking one of the casks by accident, the reavers developed a taste for Duncan's special vintage. They've cleverly discovered how to crack open the casks, although it requires a great deal of effort on their part.

GOAL

Discover the cause of the broken casks and put a stop to it.

REWARD

1 Goodwill, a bottle of fifteen-year-old Castlekeep's Reserve (100 sp)

NPCs Duncan Castlekeep (male halfling farmer, age 95)

ENCOUNTER



An old halfling man stands among the vines, pulling big bunches of grapes off and placing them in a basket. Humming contentedly, he doesn't seem to notice you.

DUNCAN CASTLEKEEP

Duncan is the owner of this vineyard, and he lives in the house just south of it (66). He hires laborers to pick the last crop each fall, but before that happens, he hand picks grapes that he'll use to make a special vintage he calls Castlekeep's Reserve. Today is the day that he picks the grapes for his special vintage. He's happy to chat about his crop, his vines, and his wine.

GRAPE VINES

When the atlan came to Aetaltis, they brought many varieties of grapes that grow in a wide range of climates. Duncan's vines are covered with beautiful, deep red grapes,

so dark they border on black. The vines have wide leaves with a purple hue. This is a special variety bred specifically to grow in climates such as Thornwall's. Combined with the lingering magic from the fey that lived here in the past, the vineyard provides amazing harvests for the old halfling.

9 BAKER'S CORNER

The crossroads where Fey Hill Way crosses Market Street.



The road forks here, running up a gentle slope to the northwest and down a gentle slope to the southwest. On the north side is a little shrine and to the west of the shrine is a shop. Pieces of colored glassware are displayed in the shop's window, and a red-hot glow shines out from the open door of an attached outbuilding.

To the west, beyond an island of grass, stands another shop. Freshly slaughtered ducks hang in the window, and a sign shaped and painted like a pig hangs over the door.

Another shop sits to the southeast, and has a sign in the shape of a loaf of bread hanging over the door. Not surprisingly, the mouthwatering smell of fresh-baked bread floats on the air.

NPCs Rin Ordlin (female human child, age 6), Ressa Ordlin (female human teen, age 12), Owen Fegel (male human child, age 6)

ENCOUNTER



On a grassy island between the two roads, children laugh and play, grabbing apples from the ground that dropped from the apple tree and flinging them at one another.

APPLE TREE AND APPLES

The tree still has a few ripe apples on it. Most of these are relatively high up, out of reach of the children. The apples on the ground have a bit of squish to them.

BAKERY

The building with the bread-shaped sign over the door is Thornwall's bakery (10) and the cottage next door is the baker's home. Except for in the middle of the night, there is always someone at the bakery either baking bread or selling it.

BUTCHER SHOP

The building with the pig-shaped sign over the door is Thornwall's butcher shop (12). The butchers, who have a small farm and slaughterhouse on the south end of town (56), sell their products from this storefront.

SIDEQUEST

APPLE ATTACK!

As the party passes this point, a badly-aimed apple flies toward a random character. Make a +10 ranged attack against a random character. If the apple hits it does no damage, but the rotting apple makes a mess on them. Whether the apple hits the character or not, the butcher, Jos Fegel (12), runs out of his shop, shouting at the children and apologizing to the characters.

GOAL

Don't scare the local children, and demonstrate the patience of a hero.

REWARD

1 Goodwill

GLASSBLOWER'S SHOP

The shop east of the shrine is the local glassblower's workshop and storefront (11). The glassblower is a night owl, so the light shining out of the outbuilding's open door might be present any time of day or night.

SHRINE

This little shrine is dedicated to Zervas, the patron enaros of merchants. It houses an oversized coin made from brass. The coin glitters in the light, polished by the many people who have stopped to touch it and pray on their way past. A dozen copper coins lie at the base of the giant coin. If any of the characters take coins from the shrine, have them make their next check to bargain with a merchant at disadvantage. If they leave a coin, give them advantage on their next check to bargain on prices. The advantage only applies to the first time they leave a coin, but the disadvantage occurs every time they take coins from the shrine.

10 THORNWALL BAKERY

The duke built a fine bakery here and placed it in the expert hands of Malia Ablehand.

Quality Comfortable Condition Average Levels 1.5 (1)

EXTERIOR

Two buildings sit side-by-side here. The building on the left is a pleasant stone cottage with a slate roof. Dark-leaved evergreen vines climb the walls, and warm light

shines out from the bullseye glass windows.

The second building, connected to the cottage by a fence and gate, is long, with the narrow end facing the street. A painted sign in the shape of a loaf of bread hangs over the door, and the delicious smell of fresh-baked bread fills the air. Displayed in the front window are a variety of breads, from long, thin loaves popular among the halflings of the Dalelands to fat, round loaves with their crisscross-pattern tops that are the favorite in the Free Kingdoms.

COTTAGE

This is the home of Thornwall's baker, Malia Ablehand. It's one of the older buildings in town, but it was constructed with such care that it seems almost new.

BAKERY AND SHOP

The long building next door was constructed by the Duke around the same time as the mill and his lodge. Although Malia owns the cottage, the bakery is considered one of the duchy's holdings. It is the only commercial bakery that can be legally run in the town, although anyone can make bread for their family at home. The sole exception is the Green Briar Tavern, which has a special exception to bake a portion of their own bread. The building replaced the small ovens Malia's family constructed behind their house years ago. The building contains four ovens of the finest quality, plus space in front for selling bread.

INTERIOR: BAKERY

As the door to the bakery opens, a little bell hung above it rings musically. Inside, the mouthwatering scent of fresh-baked bread fills the air. Bins along the wall and baskets in the window hold a variety of loaves, muffins, and cakes. The floor is finished with clean blue and white tiles, and there is a counter in front of the south wall with a door behind it that leads to the bakery proper.

NPCs Malia Ablehand (female human craftsperson, age 36), Rallis Patera (male human craftsperson, age 25), Jenna Mavros (female human craftsperson, age 19)

MALIA ABLEHAND

Like her grandmother, Malia has a beautiful singing voice. It's not uncommon for the locals to beg her to sing at least one song anytime she visits the tavern. She often sings while she works.

INTERIOR: COTTAGE



The cottage's interior is immaculate. Every item is in its place, every blanket is folded, and even the hearth is cleaned of loose ash and soot. When you look around the room, however, the thing that catches your eye is a strange crystal sculpture resting on a doily atop a low cabinet in the front room.

NPCs Dorbold Ablehand (male human craftsman, age 36), Ella Ablehand (female human child, age 10), May Ablehand (female human child, age 8)

MALIA'S FAMILY

Malia lives and works with her husband, Dorbold, and her two daughters, Ella and May. They are usually found in the house, out in the yard, or working in the bakery.

CRYSTAL SCULPTURE

The sculpture is carved from a melon-sized piece of clear crystal with ribbons of blue running through it. It is cut in twisting, graceful curves, and it is nearly impossible to tell where one line ends and the next begins. It isn't cut to look like anything the characters recognize, but its shape is extremely pleasing to the eye.

The crystal is an enchanted object created by a newardin wizard that Malia's grandmother met as a young girl. The family story is that when her grandmother was living in a village just east of the city that would one day become New Erinor, the newardin appeared on the family's doorstep. He was grievously injured, so they took him in.

They tried to nurse him back to health, and although his wounds healed, his health continued to deteriorate. Throughout this time, Malia's grandmother would sit with the newardin and keep him company. She would often sing to him, which he seemed to deeply enjoy.

One day, he asked Malia's grandmother to bring his bag to him. She did, he opened it, and he revealed the crystal sculpture. He gave it to Malia's grandmother, and said he hoped it would bring her as much joy as she had brought him.

Malia's grandmother ran to show it to her mother. They rushed back to thank the newardin, but when they arrived, he had passed. The sculpture has been handed down from mother to daughter ever since.

NEWARDIN INYIL'YIZIR

Sense DC 17 Analyze DC 15 Slot Hands Attunement No
Rarity Rare Price 3000 sp Weight 5 lb.

DESCRIPTION

A one-foot-tall abstract crystal sculpture. When touched, the sculpture produces beautiful, otherworldly music similar in tone to the sound of a finger circling the edge of a crystal glass. If multiple fingers are used, it can create up to eight tones simultaneously. The sounds the instrument produces are not only a result of how the performer touches the sculpture, but they are also shaped by the performer's thoughts and emotions. It is difficult to play well and characters making Wisdom (Perform) checks using the instrument who are not proficient in its use make their checks at disadvantage.

GOODS AND SERVICES

THORNWALL BAKERY

Goods	Cost
Honey cake	2 cp
King's loaf (Free Kingdoms dark)	5 cp
Maslin loaf (common dark)	3 cp
Pandemain loaf (fine white)	5 cp
Walking bread (Dalelander white)	1 cp
Woodberry muffin	2 cp

11 GLASSBLOWER'S SHOP

The home and workshop of Tempis Jayne, Thornwall's resident glassblower.

Quality Modest Condition Average Levels 1.5 (1)

EXTERIOR



A wonderful collection of glassware objects are displayed in the window of this shop. Crystal goblets on graceful, fluted stems, green pitchers decorated with geometric patterns of glass pips, and a stunning pink bowl the color of watermelon set in a silver frame worked to resemble vines and leaves all vie for your attention. Almost equally impressive is the window itself. Every pane is large (almost two feet across) and perfect, with no warping or bubbles whatsoever.

NPCs Tempis Jayne (male human craftsman, age 38)

ENCOUNTER

“From the attached outbuilding you hear the whoosh and rumble of a furnace being stoked. A deep red glow shines from the outbuilding’s open windows.

Tempis’s primary customers, the nobles that used to frequent Thornwall, no longer travel to the town. The remaining townspeople aren’t the decorative glassware types, and he now spends the majority of his time making bottles for the brewers and window panes. It’s honest work, but it doesn’t inspire him. He is considering a return to Tristanford if things don’t change.

GOODS AND SERVICES

GLASSBLOWER’S SHOP

Goods	Cost	Weight
Bottle, beer (1 pint)	6 sp	1 lb.
Bottle, mead (1 pint)	6 sp	1 lb.
Bottle, wine (2 pints)	8 sp	1 1/2 lb..
Eye, glass	2 gp	—
Hourglass, 6 seconds	100 sp	—
Hourglass, 1 minute	200 sp	1/2 lb.
Hourglass, 1 hour	250 sp	1 lb.
Ink pot	1 cp	—
Lantern pane, small	1 sp	—
Lantern pane, large	2 sp	—
Perfume bottle	2 sp	—
Vial, glass	1 sp	1/4 lb.
Window pane, bull’s-eye	10 sp	2 lb.
Window pane, cut	20 sp	1 1/2 lb.

LENSES

Tempis is not skilled in the art of grinding lenses, although he does provide glass for Delph Biros (52) who is a masterful lens grinder.

12 FEGEL’S BUTCHER SHOP

The shop where Jos and Danell Fegel sell the meat from their slaughterhouse (56).

Quality Modest Condition Average Levels 1 (1)

EXTERIOR

“A sign cut into the shape of a pig and painted pink hangs over the butcher shop’s door. Whoever painted the sign gave the pig a cheerful expression, an interesting choice, considering the sides of fresh pork hanging in the front window.

NPCs Danell Fegel (female human shopkeeper, age 35), Jos Fegel (male human craftsperson, age 36), Oswin Fegel (male human child, age 4), Owen Fegel (male human child, age 6)

Either Jos or Danell are found at the shop during daylight hours, but not both. While one runs the shop, the other is working at the farm (56). Typically they’ll have one of the boys with them at the shop. Cleaning and dressing is handled at the farm, but all other cutting happens in the shop.

GOODS AND SERVICES

FEGEL’S BUTCHER SHOP

Goods	Cost
Chicken	6 cp/lb.
Duck	8 cp/lb.
Goose	8 cp/lb.
Mutton	4 cp/lb.
Pork	6 cp/lb.
Rabbit	5 cp/lb.
Sausage	3 cp/lb.
Venison	6 cp/lb.

13 MARKET STREET

EXTERIOR AND ENCOUNTER

“As you get deeper into town, you are immersed in the sounds of urban life. A maid rushes past, arms loaded with packages and parcels, while a pair of men leaning casually against a nearby building and smoking pipes, wave to her and call out a greeting. A wagon laden with barrels trundles down the road, and someone shouts, “No wagons after noon!” but the driver dismisses the admoni-



ABOVE | Glassware, by Russell Marks

tion with an off-handed wave.

The street continues through town from east to west in a long, south sweeping curve between the buildings. At the bottom of the curve you come to a t-intersection, where a second street heads off to the south.

On the southeast corner of the intersection are three shops in a row. Two are empty, but a delicate-looking chair hangs over the wide doorway of the central building, and you can hear the sound of saws and hammers coming from within.

To the north, across the street, stands a building with clapboard siding that looks older than the others. The sign by the door is a weathered hide of some kind stretched on a rack. Through the windows you see a variety of leather items on display.

To the west, facing the intersection, is a long, thin building with iron bars mounted on the windows. Above the heavy, iron-banded door hangs a sign featuring a painting of three gold coins.

Still west of that is a larger building. This one has a sign over the door that features a painting of a crossed sword and torch with the words "Thornwall Outfitters" painted neatly beneath in gold paint.

Directly across the street to the south of the outfitter's shop, on the west corner of the intersection, is a building with a mouthwatering variety of cheeses displayed in the front window. A carved and painted wheel of cheese hangs over the door which has "Ewlyn's Cheese Shop" painted on it in long, flowing script.

NPCs Kells Fillgaree (female human laborer, age 19), Niles Sorelgum (male human laborer, age 22), Quinn Malgrewe (male human teamster, age 37), Zayne Kistle (male human laborer, age 19)

WAGON, DRIVER, AND BARRELS

The wagon is loaded with ale from Northland Brewery (35). The driver has no time to talk, since he's already late. He's supposed to meet a couple of young toughs at the gate to accompany him to the village of Woodbend.

TWO YOUNG MEN

These two men, Niles Sorelgum and Zayne Kistle, are field hands from one of the farms (133) on the south side of town. They snuck off for an extended break while the field master wasn't looking. They're cheerful enough, but if the characters approach them, they work very hard to show that they aren't impressed. Their general opinion of adventurers is that they aren't needed, as they're sure there's no trouble around that they can't handle.

YOUNG WOMAN

This young maid, named Kells Fillgaree, is in a terrible hurry. She works for the mayor (32) and is running behind on her daily chores, so she doesn't have time to talk. If forced to interact, she nervously directs them to the tavern. If the characters seem to threaten her or treat her badly, Niles and Zayne jump in to defend her honor.

14 FURNITURE MAKER

This is the shop of Thornwall's furniture maker, a well-known busybody and unashamed gossip named Ralway Kever.

Quality Modest **Condition** Average **Levels** 2 (1)

EXTERIOR

“

A delicate-looking chair hangs over the door to this shop. Through the lower level windows you can see a workshop filled with furniture in various states of construction. Looking at the second floor, you see a hand-painted sign advertising the upstairs room as available for rent.

NPCs Ralway Kever (male human craftsperson, age 48)

CHAIR

Close inspection of the chair over the door shows that it isn't particularly well-made. It leans slightly to one side, and the legs don't fit neatly into the seat. Unfortunately, this is an accurate reflection of Ralway's skill.

RALWAY KEEVER

Ralway is a tall, thin man who started balding early in life. He keeps his hair cropped close in the hope that people will think he chose his hairstyle rather than having it forced on him by fate. He is meticulous about his personal hygiene, and takes pride in his near perfect posture.

The furniture maker thinks himself an expert on all things, and he conveys even the most inane information with a tone of dramatic seriousness. He enjoys spreading rumors and sharing private information, although he does so under the guise of tremendous concern for all those involved.

SHOP AND FURNITURE

Ralway's shop is neat and organized. He takes pride in appearances and it shows. Ralway's downfall is his tendency to become sidetracked. The outcome of this is that he'll often move on to a new piece of furniture before he's completed the last one. Eventually he comes back to the previous piece and hurriedly finishes it, leading to less than stellar quality.

SIGN

Ralway's upstairs room has been empty for many months now. With the furniture business as bad as it is, he's desperate to lease the space. He's asking 10 sp per month, but he'd take as little as 2 sp if he can just get someone in there.

GOODS AND SERVICES

RALWAY'S FURNITURE SHOP

Goods	Cost
Armoire	50 sp
Bed frame	15 sp
Bookshelf	15 sp
Cabinet	25 sp
Chair	5 sp
Chest, Small	6 sp
Chest, Medium	14 sp
Chest, Large	30 sp
Chest, Huge	50 sp
Table	20 sp

15 LEATHERWORKER

This is the workshop and store of Thornwall's resident leatherworker, an ancient craftsperson named Zin Endlebry.

Quality Modest **Condition** Average **Levels** 1.5 (.5)

EXTERIOR

“

This building looks as old as some of the trees growing outside of the town wall. The clapboard siding has received so many coats of gray paint that the edges between the boards are starting to blur. The roof sags a bit in the middle, and the entire building leans to the right. The outside wall actually touches the trees next to it giving the impression that the trees, rather than the building's frame, are holding the structure up. An extremely weathered hide is stretched on a frame that hangs over the door.

NPCs Zinwhistle “Zin” Endlebry (male human craftsperson, age 80)

This was one of the very first buildings constructed in Thornwall. Zinwhistle's father, also a leatherworker, built it eighty years ago in 341 AC. This was just a year after the first trading post was founded in town. Considering the amount of trapping that goes on around Thornwall, there

are a number of people in town who know how to work leather, but if you want it done right, you go to Zin's.

WEATHERED HIDE

The hide over the door is almost gray, and appears to be a piece from a larger creature. If the characters ask Zin about it, he tells them that it's from a big, old white wolf that his father and some of the local hunters killed almost eighty years ago. The hide is quite old and weathered, but it is possible to identify it. A successful DC 20 Intelligence (Arcana) check reveals that it is from a winter wolf, a larger and more ferocious variant of the worg.

ZINWHISTLE “ZIN” ENDLBRY

Zin has lived in Thornwall longer than anyone. He was born just a year after his father built the shop. Zin grew up working in the shop and took over the family business when his father passed.

He's only been outside of Thornwall twice. The first time was accompanying his father when he was called to Dunbury Castle to assist with making armor for the Duke's army. The second was when he and a friend traveled to Tristanford in 361 AC to see Lord Malinar Drakewyn II during his post-coronation tour of Agthor.

Zin is a masterful leatherworker, and his creations are beautiful, durable, and functional. His gnarled old hands barely seem able to hold his walking stick, but they come to life the moment he starts working and are as supple and articulated as a young man's.

Zin is happy to talk with anyone that comes by, and he'll share whatever he knows. Unfortunately his memory isn't quite as good as it used to be, but he'll do his best to recall whatever information the characters ask for. He's old enough that nothing gets him worked up any more. When faced with a crisis he just shrugs, smiles, and gets to work on a solution.



SOURCE OF HISTORY

Aside from providing leather goods for purchase, Zin's long history in Thornwall lets the gamemaster use him as a secondary source (after Katelyn Bythewater (21)) of town history that characters need to know. The common refrain is “I don't know, but ask Zin.” His faulty memory, however, lets the gamemaster carefully omit details the characters shouldn't know.

GOODS AND SERVICES

ZIN'S LEATHERWORKS

Goods	Cost	Weight
Animal harness	4 sp	2 lb.
Apron, leather	20 sp	2 lb.
Backpack, canvas	20 sp	5 lb.
Backpack, leather	60 sp	8 lb.
Belt	2 sp	1/2 lb.
Boots	15 sp	1 1/2 lb.
Breeches	20 sp	1 1/2 lb.
Flask, leather	2 sp	1/4 lb.
Hat, fur	40 sp	1 lb.
Hat, leather	20 sp	1/2 lb.
Leather armor	60 sp	8 lb.
Overtunic	6 sp	1 1/2 lb.
Pouch, belt	3 sp	1 lb.
Quiver	1 sp	1 lb.
Saddle, pack	70 sp	20 lb.
Saddle, riding	70 sp	20 lb.
Saddle, war	100 sp	55 lb.
Saddlebags	20 sp	8 lb.
Scroll case	5 sp	1/2 lb.
Shoes	3 sp	1/2 lb.
Skirt, leather	20 sp	1 1/2 lb.
Waterskin	2 sp	1 lb. (9 lb. full)
Weapon cord	5 cp	—

16 MONEYLENDER

This fortified building is the workplace of Harwore Trollke Veshenkett, Thornwall's banker and moneylender.

Quality Wealthy **Condition** Average **Levels** 2 (1)

EXTERIOR

“Heavy iron bars fortify all the windows of this thin, two-story building. The door is built from thick slabs of oak and banded with iron. It looks just as formidable as the windows. Hanging over the door is a sign painted with three gold coins arranged like the leaves of a clover. The sign is edged with iron and hangs from thick chains. It's almost as if the owner fears that someone might even try to steal this painting of gold.

NPCs Harwore Trollke Veshenkett (male dwarf shopkeeper, age 82), Stromm (male human fighter 3, age 33)

Creatures KYTEK and OORMO (war dogs)

BREAKING IN

If the characters decide that breaking into Veshenkett's bank is a good idea (which it isn't), use the following stats for the building.

- ♦ Exterior Doors (AC 15, hp 18)
- ♦ Exterior Windows (AC 19, hp 10)
- ♦ Vault Door (AC 19, hp 18, Damage Threshold 10, Unlock DC 30)
- ♦ Secret Room (Detect DC 20, AC 17, hp 30, Unlock DC 30, trapped door)

HARWORE TROLLKE VESHENKETT

Harwore loves money, especially gold. He doesn't like to show it off, to spend it, or to gloat about it. He just likes to have it. The only times he'll part with it is when he must (to buy food, for example) or when there is chance he'll make even more of it (such as loaning money to people). He is shrewd, greedy, and self-centered, but not heartless. He likes to drink at the tavern, and he gets along well with the other people in town, even if he is a bit odd.

KYTEK AND OORMO

These are Harwore's guard dogs. By day, he has them tied up out behind the shop. At night, he sets them loose inside. They hate almost everyone, including Harwore. The only exception is Stromm. Stromm is the only person that can get near them without the dogs trying to eat him alive.

STROMM

Stromm is Harwore's guard. He's a massive man with limited intellectual capacity. He is intensely loyal, but a bit dangerous due to a startling lack of empathy. The only exceptions to this are the dogs, which he clearly loves.

Stromm only works during the day, but as part of his employment he is allowed to live in the little cabin out behind the shop. This places him on site during most hours of the day. If the dogs ever start barking at night, Stromm will investigate.

GOODS AND SERVICES

MONEYLENDER AND BANK

Service	Cost
Loan	Varies
Secure Storage	1% value/month

LOANS

Loans are not regulated in Agthor, and Harwore makes his own rules. He decides who to loan to, how much, and at

what interest rates. He can dictate any terms he likes, and if the borrower doesn't like it, he has Stromm show them the door.

INTEREST

Harwore typically charges between 2% and 5% interest per month on loans. The rate depends on how much Harwore likes and trusts the person he is lending money to.

This is not compound interest. Multiply the number of months the character held the loan by the interest rate. That's the percentage of the original loan amount the character owes in interest. When making this calculation, count any fraction of a month as a whole month.

SECURITY DEPOSIT

Harwore requires the deposit of an item worth at least half the loan amount to secure the loan. He decides whether to accept the item offered, and he regularly turns down items too large or difficult to store.

SECURE STORAGE

Harwore will securely store valuable items in his vault. Payment is made when the item is withdrawn. The fee is equal to 1% of the item's value multiplied by the number of months it was stored. A partial month is treated as a whole month. If the character cannot pay the interest, the item remains in Harwore's vault and continues to accrue storage fees.

TREASURE

Harwore has a great deal of money and numerous valuables in his vault. Most of this belongs to his customers, and represents either deposits or collateral on loans.

- ♦ **Vault** The vault contains 10,000 sp in art, jewelry, gems, coins, and magic items. The exact composition of this hoard changes from week to week.
- ♦ **Secret Room** The secret room contains 50,000 sp worth of gold and silver coins, gold and silver bars, jewelry, and fine art objects. This all belongs to Harwore.

FLAMING SPHERE TRAP

Type Magic Detect DC 30 Disable DC 30

Trigger Proximity (alarm spell) Disarm Enchanted key Reset None

EFFECT

Spell effect (immobile flaming sphere targeted on the space in front of the door, 4d6 fire damage, DC 17 Dexterity saving throw for half damage)

DESCRIPTION

Harwore hired a talented wizard from Tristanford to create this trap.

Fortunately no one has ever set it off, so he's never had to bring the wizard back to reset it. It is masterfully concealed, and the only hints of its presence are a set of arcane sigils inscribed onto the inside of the lock plate.

17 THORNWALL OUTFITTER

This shop sells equipment used by trappers, hunters, explorers, and adventurers. It is run by a skilled salesman named Trebin Nyast.

Quality Wealthy Condition Average Levels 1 (1)

EXTERIOR

The sign over the door of this shop bears the image of a crossed sword and torch. As an adventurer, you immediately recognize the symbol; this is an outfitter's shop. Based on the goods displayed in the windows, it looks like this shop offers the usual selection of items common to all good outfitters. Rope, lanterns, shovels, picks, traps, chains, packs, and more await you just inside the door.

NPCs Trebin Nyast (human male shopkeeper, age 31)

Outfitter's shops are not uncommon on the edge of the wilds. Their number has increased of late, thanks to Lord Drakewyn's declaration that adventuring is a respectable occupation. In addition to meeting the needs of adventurers, the shops cater to all manner of wilderness workers, from hunters and trappers to lumberjacks and shepherds.

TREBIN NYAST

Too many outfitters prey on the desperate need of those who live on the edge of civilization. Stories abound of these merchants charging outrageous prices for everyday objects that they know their customers literally can't live without.

Trebin isn't one of those people. He's honest and hard-working, and he chose this path with the hope of providing his children a better future than he faced growing up. Fortunately, Trebin also loves his work and the people he sells to. He spends almost all his time in the shop, and he treats every customer as if they are the most important customer he's ever served.

GOODS AND SERVICES

The following is a sample of the type of equipment found in Trebin's store.

THORNWALL OUTFITTER

Goods	Cost	Weight
Backpack, canvas	20 sp	5 lb.
Bedroll	24 sp	7 lb.
Bell	8 sp	—
Blanket, winter	22 sp	7 lb.
Caltrops (20)	3 sp	2 lb.
Candle, wax	2 sp	1/4 lb.
Canvas (per sq. yd.)	2 sp	1/2 lb.
Case, map or scroll	5 sp	1/2 lb.
Chain (10 feet)	5 sp	10 lb.
Chalk, 1 piece	1 cp	—
Crowbar	7 sp	5 lb.
Firewood (per day)	1 cp	20 lb.
Fishhook	1 cp	—
Fishing net (25 sq. ft.)	65 sp	5 lb.
Flask, tin	3 sp	1/4 lb.
Flint and steel	4 cp	1/2 lb.
Grappling hook	20 sp	4 lb.
Hammer	3 sp	2 lb.
Ladder (10-foot)	2 sp	20 lb.
Lamp, clay	2 cp	1 lb.
Lantern, bullseye	10 sp	2 lb.
Lantern, hooded	5 sp	2 lb.

Goods	Cost	Weight
Manacles	1 sp	6 lb.
Manacles, reinforced	10 sp	8 lb.
Mirror, small steel	1 sp	1/2 lb.
Oil (1-pint flask)	2 cp	10 oz.
Pick, miner's	4 sp	10 lb.
Piton	6 cp	1/4 lb.
Pole (10-foot)	1 cp	7 lb.
Pouch, belt	3 sp	1 lb.
Ram, portable	4 sp	35 lb.
Rations, trail (per day)	5 sp	1 lb.
Rope, hemp (50 feet)	1 sp	10 lb.
Rope, silk (50 feet)	10 sp	5 lb.
Sack	3 sp	2 lb.
Shovel, metal	3 sp	8 lb.
Signal whistle	2 cp	—
Sledgehammer	1 sp	10 lb.
Tent, canvas campaigning	400 sp	150 lb.
Torch (5)	1 cp	5 lb.
Trap	4 sp	10 lb.
Trap (large)	8 sp	25 lb.
Waterskin	2 sp	1 lb.
Whetstone	2 cp	1 lb.

18 EVWYN'S CHEESE SHOP

This lovely cheese shop is owned by a halfling cheesemaker named Ewlyn Glee-hand—who also happens to sell drugs on the side.

Quality Modest **Condition** Average **Levels** 1 (1)

EXTERIOR



A mouthwatering variety of cheeses are displayed in the window of this lovely shop. Each cheese is beautifully presented on a lace doily, and fresh flowers provide colorful accents. The front door is painted a cheerful, bright blue, and is ornamented with daintily painted pink flowers growing on twisting, green painted vines.

NPCs Ewlyn Glee-hand (female halfling craftsperson, age 42)

Creatures Bluebell (songbird)

Ewlyn is a skillful cheesemaker who makes a wonderful variety of cheeses. She's very good at her craft, and in

another place, might even be considered among the best in her profession. Truly the long-standing tradition of expert cheesemaking held by the halflings runs strong in Ewlyn. Players who give it a bit of thought might start to wonder, however, how a gourmet cheesemaker manages to stay in business in Thornwall. It's fine to reinforce the idea that her success is rather odd.

BLUEBELL

Bluebell is Ewlyn's pet bluebird. The brightly colored bird lives in a delightful brass cage behind the shop's counter. It sings joyfully when customers enter the shop.

EWYLN GLEEHAND

The halfling cheesemaker is an unswervingly cheerful woman who always finds a silver lining in the world's troubles. When her husband died of fever after moving her to this out-of-the-way town, she took over the business and started making even better cheese than he did. When the nobles stopped coming and she lost the customers for her more expensive varieties, she tightened her belt and worked to serve cheeses that appealed to the tastes of the hunters and trappers.

And when she accidentally aged a cheese that delivered an intense euphoric high, she embraced the new opportunity to earn a living—after all, how can it be wrong to sell something that makes people feel so good and that tastes so delicious?

EVWYN'S SIDE BUSINESS

In effect, Ewlyn is a drug dealer. The delicious soft cheese she calls Ewlyn's Finest White also happens to deliver a powerful high. It is currently her best-selling variety of cheese. She still makes small batches of her other cheeses, but Ewlyn's Finest White is her bread and butter.

The majority of Ewlyn's Finest White is exported to Tristanford. She has a deal with a distributor there, and he purchases around 100 lb. of the cheese each month. Ewlyn also sells to quite a few customers in Thornwall, since word is starting to get around about her special variety.

Since it's unlikely that the mayor or chief constable would appreciate Ewlyn's side business, she doesn't sell it openly in the shop. Instead, purchasers have to tell her that none of the cheeses on display appeal to them, and they're looking for something "a bit richer." The price is 5 sp per dose.

EVWYN'S FINEST WHITE

Type Ingested **Identify** DC 15 **Save** DC 16 Constitution at ingestion and at the end of effect

Onset Immediate **Effects** +1d4 Cha; Madness **Duration** 1d6 hours

Cure DC 25 **Addiction** DC 12

EFFECTS

On a failed save at the time of ingestion, the character is also afflicted with short-term madness for the duration of the cheese's effect (in addition to the positive effect); if the character fails the save at the end of the effect they suffer disadvantage on all ability checks for 2d6 hours or until they consume another dose of the cheese.

GOODS AND SERVICES

Ewlyn also sells a fine variety of non-addictive cheeses as well.

EVWYN'S CHEEESHOP

Goods	Cost
Autumn (semi-soft)	6 cp/lb.
Deepland marble (blue-veined)	7 cp/lb.
Farmer (soft unripened)	4 cp/lb.
Gelen (soft aged)	1 sp/lb.
Grean (grated)	6 cp/lb.
Northland (hard yellow)	7 cp/lb.

19 MARKET SQUARE

This end of Market Street opens up on the market to the west, and provides a clear view of the Green Briar Tavern.

EXTERIOR

To the west, the street opens onto a wide, open space with a gentle slope up to the north. At the top of the hill stands a large building with a barn next to it. You can't make out the sign, but you're relatively certain it's a tavern. Other buildings circle the open space, and in the center are the stalls and stands of a small market. Another street winds off to the south.

ENCOUNTER

You can use the following encounter if the characters arrive on market day.

More than a dozen tents, stalls, and booths are clustered together in the market space, and the aisles between them are packed with people. The shouts of hawkers ring out and the hum of conversation fills the air. On the southwest end of the market stands a building with frontage on the market. Rough-looking folks wearing buckskins and carrying iron traps on chains mill about among piles of animal hides.

20 THORNWALL MARKET

This is the Thornwall market as it appears on busy market days. The rest of the time it is simply an open space in front of the tavern with a few empty stalls.

Quality Average **Condition** Average **Levels** 1

EXTERIOR AND ENCOUNTER

The Thornwall market is a riot of sounds, smells, and colors. Striped tents stand beside semi-permanent stalls where merchants sell everything from cloth to candles. In between are wagons and carts loaded with produce. Off to one side is a row of makeshift tables where locals sell clay jars of fresh honey, crates of ale from the brewery, and delicious smelling baked goods.

Packed between the vendors are throngs of people. They've come from every corner of the Riding of Luster to buy, sell, or just take part in the gathering. Bearded dwarves stomp through the crowd, complaining in their thick, native tongue; barefooted halflings wander along

smoking their pipes and examining whatever catches their fancy; and humans of every shape, size, and origin work their way past the stalls.

Thornwall hosts a market on the second day of each week and on religious holidays. Not surprisingly, the better the weather, the greater the turnout. Autumn sees the largest crowds as farmers arrive to sell their harvests.

BUYING AND SELLING

The market vendors both buy and sell while in Thornwall. For the craftspersons, it's not only a time to sell their finished goods, but also an opportunity to buy the supplies they need to make more product.

All of the merchants in the market take Agthorian coins, but they are open to bartering as well. In fact, on any given day, there are as many trades as there are purchases. Trade goods are valued at list price, but when bartering other items, treat the item the character is trading as being worth 50% of its normal value.

MASTER OF THE MARKET

One of the mayor's many duties is to serve as the Master of the Market. In this capacity the mayor determines who may participate in the market and where they can set up. He also collects the necessary fees.

STALLS

With the mayor's permission, some of the regular sellers have erected semi-permanent stalls. The stalls are actually a point of significant contention among the members of the town's council (particularly those who own businesses in town), and they've also drawn complaints from merchants who have been denied the right to build a stall.

VENDORS

Each week the market includes a slightly different group of vendors depending on who has goods ready for market,

whose crops are ripe, or who has animals ready for slaughter. A small sample of the types of vendors that frequent the market is included below.

LANEY TREANWICK'S QUILTS

“

A pretty young woman wearing a plain woolen dress and an unadorned coif stands beside a two-wheeled hand cart draped with elaborately patterned quilts. The stitch work is exceptional and the patterns are imaginative. She looks at you expectantly as you pass the cart.

NPCs Laney Treanwick (female human craftsperson, age 20)

Laney is from Woodbend. Her mother died and her father is very ill. She travels alone to Thornwall each market day to sell quilts and try to raise money to care for her family.

LANEY'S QUILTS

Goods	Cost	Weight
Quilt, child	15 sp	3 lb.
Quilt, single	25 sp	5 lb.
Quilt, double	30 sp	8 lb.

PERCY BENTBOTTOM'S HONEY

“

A grinning halfling with salt-and-pepper hair and a belly as round as a beer barrel waves as you pass him. He stands before what appears to be his dining room table. Neatly arranged on the table are crocks of honey. One of them is open and has a honey stick dipped into it. The honey glitters like liquid gold.

NPCs Percy Bentbottom (male halfling farmer, age 72)

Percy lives in a house southeast of the temple (111). He has three beehives there, and is known far and wide for the quality of his honey. He is exceptionally proud of it, and anyone that dares to engage him in conversation will get an earful about how much better his honey is than the yellow water they produce in Woodbend. Talk to him long enough, and he'll pull out his ribbon from last year's Feast of Grethken Harvest Contest.

PERCY'S HONEY

Goods	Cost	Weight
Honey, small crock	1 sp	1/4 lb.
Honey, medium crock	2 sp	1/2 lb.
Honey, large crock	3 sp	1 lb.

A WINDOW ON THE WORLD

FOREIGN GOODS, STRANGE VISITORS, AND NEW OPPORTUNITIES

The market is included as a tool the gamemaster can use to offer goods that might not otherwise be available in town, to introduce characters from outside the community, or to provide links to new adventures beyond Thornwall.

BELDIN THE TINSMITH

“A frowning dwarf sits on a stool in front of a small anvil in one of the market’s wooden stalls. He’s hammering a sheet of tin into what you guess will be a flask when he’s finished. Hanging on the wall behind him are a variety of everyday objects made from tin, including funnels, flasks, pitchers, and pans.

NPCs Beldin Sternkett (male dwarf craftsman, age 45)

Beldin lives near Dunbury Castle, but since there is no tin-smith in Luster, he does a good bit of business in Thornwall on market days. He only comes up once a month, so he shares the stall with a dyer from Woodbend on the other days.

BELDIN’S TIN GOODS

Goods	Cost	Weight
Flask, tin	3 sp	1/4 lb.
Funnel	1 sp	1 1/2 lb.
Mess Kit	6 sp	1 lb.
Pan	2 sp	2 lb.
Pitcher	3 sp	2 lb.

Beldin also repairs damaged tin items for 10%-30% of the original cost depending on the degree of damage.

THE THREE BANTIES

“A jaunty tune rings out over the noise of the crowd. As you approach the source of this joyful song, you find two human men and a halfling man standing on a short platform, playing a cheerful jig. They wear dark green matching outfits and bright-red hats that remind you of a cock’s comb. One plays a battered but fine-sounding fiddle, another plays a hand drum, and the third plays a flute. A few couples have gathered to dance, kicking up their heels to the beat of the drum.

A sign leaning against the corner of the stage has the words “The Three Banties” painted in bright red letters. On the ground next to it is a tin pot with a few copper and silver coins in it.

NPCs Dribble Goodlad (male human performer, age 22), Kindler Stonewaner (male halfling performer, age 29), Reen Torini (male human performer, age 24)

The three men are Dribble Goodlad (fiddle), Kindler Stonewaner (drum), and Reen Torini (flute), or as they

are known to the people of Thornwall, The Three Banties. They travel around the duchy playing in taverns and town squares. They make it out to Thornwall every month or two, usually for market day, and then perform at the Green Briar Tavern in the evening.

FORTUNE TELLER

“At the center of the market is an octagonal tent painted with moons, stars, open hands, and disembodied eyes. Bits of metal sewn along the edges of the roof tinkle musically each time the wind blows, and blue smoke that smells of exotic incense rises from the partially open canvas door flap.

NPCs Madame Nakitas (female human performer, age 80)

This tent is owned by an ancient human woman who calls herself Madame Nakitas. She claims that her grandmother was a fey (a lie), and as a result she’s been granted the gift of essence sight (among other abilities.) She rolls into Thornwall in her brightly-painted wagon every few months and sets up her tent in the market.

The truth is that Madame Nakitas has no magical powers, but she puts on a pretty impressive act that is almost worth paying for, even without the promise of magic. Still, her regulars all swear that her magic is real, and the characters will win no friends if they try to debunk her abilities.

MADAME NAKITAS’ SPIRITUAL SERVICES

Service	Cost
Curse curing	3 cp
Foretelling	5 cp
Palm reading	1 cp
Speak with the dead	10 sp
Spirit cleansing	4 cp

PAW PAW’S EEL PIES

“At the end of one of the rows you find an old man sitting on a barrel beside a small, square table. He has a large pipe clenched between his teeth, and he’s holding a fishing pole in one hand. On the table is a neatly stacked pyramid of small pies.

NPCs Filch “Paw Paw” Ebren (male human trapper, age 75)

Filch “Paw Paw” Ebren is a senile old man who was a trapper before his mind went. He lives in a rundown

shack just south of town. His primary source of income is selling his homemade eel pies, which he offers for 3 cp each. The bad news is that the pies are poisonous, due to Paw Paw's questionable food safety policies. Everyone in town knows this, and they know not to eat the pies (they also let new visitors know as well). The good news is that the people of Thornwall are decent folk, and thanks to their generosity, Paw Paw always sells all his pies—they just don't get eaten.

There is one notable exception to this. Torg, the orog gravedigger (43), thinks Paw Paw's pies are the most delicious food in the world. What is more, the orog appears to be immune to whatever makes the pies so dangerous for anyone else to eat.

PAW PAW'S EEL PIES

Type Ingested **Identify** DC 20 **Save** DC 20 Constitution on ingestion and once/day

Onset 1 hour **Effect** Poisoned condition **Duration** 3 days **Cure** Successful save

EFFECTS

Eating Paw Paw's pies causes extreme gastrointestinal discomfort. Players affected by the pies should expect many unexpected interruptions during the period of illness.

21 GREEN BRIAR TAVERN

You can find all the details about the Green Briar Tavern in Chapter 3: The Green Briar Tavern.



22 THORNWALL TRADING POST

This trading post is owned by the duke. It is the only place where hunters and trappers can legally sell the furs they harvest.

Quality Comfortable **Condition** Average **Levels** 1.5

EXTERIOR

A sign hangs on a post in front of this building. It reads:



Painted in gold and green beneath the text is the ducal seal of Vaun.

The building is made from stone and has a fine slate roof. Two dormer windows look out over the town center, and the structure has at least three chimneys.

There are two outbuildings behind it in a fenced yard, and on the side facing the market are two open-walled shelters. Each one contains wood pallets piled high with furs. More furs hang from the rafters, and all around are crates marked with the ducal seal.

NPCs Colby Mirkwick (male human teen, age 16), Kurden Amory (male human laborer, age 25), Ulmore Strafe (male human shopkeeper, age 45), 5 Trappers (trapper), 2 Hunters (hunter)

Creatures Awful, Murder, Timber (mastiffs)

ENCOUNTER

A group of rough-looking outlanders are gathered around the shelters on the east side of the building. Most of them wear worn buckskin leather outfits trimmed with fur, and of the men, nearly all have heavy beards. They are waiting their turn to talk to the person at the center of the crowd. He's a towering bear of a man, dressed in fine merchant garb in fall colors. He too wears a beard, but it is neatly trimmed. A medallion on a gold chain hangs around his neck. Even from here you can hear his deep voice as he calls out orders to two young men who rush about stacking furs. He gestures so emphatically as he speaks that there is

a real danger that he may accidentally strike one of the waiting trappers.

COLBY AND KURDEN

These two young men work full-time at the trading post. Ulmore works them hard, but he pays them well. As such, they are both very loyal to him, and they are keen to keep their jobs. If approached, they're willing to talk, but they won't stop working.

OUTBUILDINGS

One of these buildings is a barn where Ulmore winters a breeding pair of sheep and a milk cow. The second building is a tool shed and outhouse.

SHELTERS

These two shelters are where most of the trading is done. Trappers bring their goods here, Ulmore prices the furs, and then he pays them. His workers make records of the furs purchased and pack them for transport.

The shelters are simple structures with raw timber beams and lightly thatched roofs. The rafters are dotted with hooks, ropes, and rings for hanging furs. The floors are dirt with wood pallets laid down for a floor.

TRAPPERS AND HUNTERS

The experienced hunters and trappers know Ulmore's system. They wait patiently for him to get to them, passing the time talking or smoking their pipes. Some of the younger

trappers, however, push for Ulmore's attention. They haven't yet learned that the harder they push, the less likely he is to call them up.

ULMORE STRAFE

Ulmore runs a tight ship. If it's not your turn, then step off. If it is your turn, then step up and get down to business. He knows his trade, makes snap decisions that are almost always correct, and isn't likely to react well to attempts to negotiate. He's all business when he's working, but when he's done for the day, he's done. It's especially unwise to push him on business topics when he's relaxing with a drink at the tavern.

INTERIOR



The front room of the trading post is devoted to Ulmore's business. His document of appointment from the duke hangs in a handmade frame on one wall, and the other walls are decorated with taxidermy hunting trophies. It looks like almost every type of fur-bearing creature in the area is represented here, including an extremely angry-looking brown bear standing in the corner.

NPCs Mildred Strafe (female human shopkeeper, age 32), Maggie Strafe (female human teen, age 13), Minnie Strafe (female human child, age 9), and Venden Strafe (male human child, age 7)

Creatures Thistle (cat), Sneak (ferret)

The rest of the house is used as living quarters by Ulmore and his family, with bedrooms both upstairs and down, and a large kitchen and dining area in back.

TAXIDERMY ANIMALS

Ulmore is allowed to claim a certain number of pelts for himself. Whenever a particularly fine specimen comes in, he'll have Bleak Kellis (134) mount it for him. Most of the trappers know this, and if they come across something special, they make sure to deliver it to town in mounting condition.

GOODS AND SERVICES

FUR TRADE

By law, all the forests and wild lands in the Duchy of Vaun belong to the duke, and all activities within those forests are strictly regulated. The warden is responsible for overseeing these lands, and the foresters and woodwards police them.

The fur trade is no exception. To ensure that the land remains fertile, the warden places limits on trapping and hunt-

SIDEQUEST

HUNTING THE GRAY

The one creature Ulmore desperately wants for his taxidermy collection is a gray cat. The creatures are rare, dangerous, and elusive, so none of the local trappers have brought him one yet. As a further complication, dwarves believe that the gray cats were the chosen mounts of dwarven kings, and they're horrified if someone kills one. Any character that fulfills this quest may find themselves in bad standing with Thornwall's dwarves.

GOAL

Bring Ulmore a mounting quality gray cat carcass.

REWARD

1 Goodwill, 600 sp

ing. One way this is enforced is by making the ducal fur trader the only legal place to sell furs. This also allows the fur trader to collect the duke's share of all furs harvested.

DUKE'S SHARE

The duke is entitled to a portion of all the furs harvested from the forests around Thornwall. By the duke's order, every fifth fur goes to the duke. It is the appointed duty of the trader to enforce this law, and to select the finest of the furs for the duke's share. The practice has earned the nickname "Finest of Five" among the trappers. Alternatively, a trapper can pay a tax in the amount of 25% of the fur's value on each fur he trades.

It is the duty of the mayor to audit the trader and ensure that he is executing his duties properly. The forester, meanwhile, is assigned to the duty of watching for poachers—that is, anyone who doesn't sell their furs at the trading post.

TRADE PRICES FOR FURS

Cost	Item
50 sp	Bear pelt
6 sp	Ermine pelt
12 sp	Fox pelt
6 sp	Marten pelt
30 sp	Sable pelt
4 sp	Wolf pelt

TREASURE

Ulmore keeps 300 sp hidden under a loose floorboard (DC 25 Wisdom (Perception check) to spot) in the barn.

23 OLD OAK STAGE

Once the heart of the fey community here in days of yore, today the old stump from the fey Great Oak and the open space around it are the heart of Thornwall.

"You've come to a large, open space at the heart of the town. At its center is an enormous tree stump cut to just a foot or two from the ground. The stump is easily twenty-five feet in diameter, and sits on a small rise.

The road circles around the stump, with other roads branching off to the north and northeast. The west wall of the Green Briar Tavern runs along the eastern edge of the clearing. To the southeast is the town market, while to the west the clearing slopes down to the shore of a small lake.

Also situated on the lakeshore is a grand manor house.

Most of the windows are boarded up, and there is no sign that anyone lives there. Next to it is a large, circular stone structure. Its walls are no more than four feet high, and through an entrance blocked by a crude wooden gate, you see a flock of sheep munching on the grass.

On the south side of the town center is a large building with a thick thatch roof. Sacks of wool are stacked out front, and a sign cut into the shape of a sheep hangs over the double doors that open onto the largest portion of the building. To the east of this is a building with a variety of furs hanging from the rafters of its porch.

OLD OAK STAGE

This enormous stump is all that remains of the majestic Great Oak that once stood here. Today the people of Thornwall use it as a stage for all manner of important social events, from weddings to political debates to performances. Not unlike the mighty oak that preceded it and stood at the center of the long lost fey community, today the Old Oak Stage is the heart of Thornwall.

There might be another reason that people are drawn to the Old Oak Stage for important events. When standing on the stage before a crowd, there is a faint energy that seems to flow through a person. Some write it off as superstition, but others claim that while the tree is gone, the magic it embodied has not completely faded.

OLD OAK STAGE

Sense DC 17 Analyze DC 13 Slot None Attunement No

Rarity Rare Price NA Weight —

DESCRIPTION

Any person standing on the Old Oak Stage feels a surge of confidence if asked to perform, debate, or otherwise engage other people in social interactions. The stage grants anyone standing on it advantage on Charisma checks.

24 WOOL TRADER

This trading post, owned by the duke, is the only place where shepherds can legally sell the wool they harvest from their sheep.

Quality Modest Condition Average Levels 2

EXTERIOR

"The thick thatched roof on this two-story building suggests that it's been here for quite some time. Sacks of wool are piled around the double doors that provide access to the largest portion of the building, and a sign cut in the shape of a sheep hangs over the doors.

NPCs Banyon Drivas (male human shopkeeper, age 47), Sindel Dukas (female human laborer, age 22), Tellis Marvos (male human laborer, age 19)

GOODS AND SERVICES

WOOL TRADE

All of the shepherds that graze their sheep around Thornwall must sell their wool at the wool trader. The trader pays 4 sp/lb. for the wool.

DUKE'S SHARE

One fifth of the wool a shepherd brings in goes to the duke as his share, since he owns the land where the shepherds graze their flocks.

25 THE KEEP

This unfinished keep is the last sign of the old forester's failed grab for power. Today it's used as a sheep fold.

Quality Wealthy **Condition** Average **Levels** 1

EXTERIOR

Tall grass grows beside a wall of huge stone blocks that looks like the foundations of a keep or small castle. Leaves are piled up in the corners between the walls, but the stone itself doesn't show much wear. Someone has built a wooden gate across the open passage that would have been the keep's entrance, and a flock of sheep wander around inside.

This is the unfinished foundation of a keep that Frogin Feen, Thornwall's previous forester, started building in 419 AC after the death of Duke Creesis Vaun. The corrupt forester planned to establish himself as the Lord of Thornwall, and hoped to claim it as his manor. Unfortunately for Feen, fate had other plans for him. Less than a year later, a terrible construction accident took his life. Construction on the keep halted immediately afterward.

FUTURE FORTRESS

The keep is here to provide yet another story option for the heroes to pursue as they gain experience and the campaign progresses. Perhaps they'll seek permission from Dunbury Castle to finish the keep and serve as the region's official guardians. Or if they're less civic minded, they might decide to make their own power grab by simply laying claim to the keep and rebuilding it.

LEFTOVER CONSTRUCTION SUPPLIES

Only the initial shipments of construction materials arrived in Thornwall by the time Feen was killed. Still, a substantial amount had already arrived and been paid for. They sat in piles to the southeast of the keep for some time, with no one in town quite sure what to do about them.

After a while, however, the materials started to disappear. Block by block, piece by piece, beam by beam, the piles of stone and lead roofing sheets and timbers dwindled until, by the summer of 421 AC, they were all gone. No one complained, and the chief constable never investigated the disappearances.

26 OLD FORESTER'S MANOR

Once owned by a wealthy noble family and later claimed by the late Frogin Feen, today this fine lodge sits empty.

Quality Wealthy **Condition** Rundown **Levels** 3 (1)

EXTERIOR

This once fine hunting lodge has seen better days. The paint is chipping from the delicately carved trim, and moss grows in the cracks of its finely-cut stone walls. Rot is setting in around some of the porch pillars, and weeds are growing in the walkway. There is an open cupola atop the two-story main house that must provide an excellent view of the entire town. As you examine it, a pair of doves burst out from a hidden nest beneath the cupola roof.

A wealthy, forward-thinking son of the Wineman family constructed this lodge shortly before the Duke built his own. It is in this way that the young noble procured a site along the lake, something no other noble was allowed to do after the Duke built his lodge.

As the years passed and the nobleman aged, he spent less and less time in Thornwall. He died shortly before the

A MANSION OF THEIR OWN

The old forester's manor is another stepping stone for the characters as they progress through the campaign. It offers accommodations better than a common house in town, but not as regal as the duke's lodge. Since it is likely the characters won't have enough gold to purchase a property of this quality outright, the dilapidated state of the manor creates an opportunity for them to buy and repair it as part of the story of the campaign.

Duke, and by that time, since the duke no longer visited, Thornwall had lost favor among the nobility.

So it was that when the Duke died, Thornwall's forester, a greedy and power-hungry man named Frogin Feen, approached the Wineman family and offered them an almost insulting price for the house and lush garden to the south of it. The family was having money problems at the time, and they grudgingly accepted the offer.

While the keep was under construction, the forester lived in the manor, but when he was killed a year later, he had no heirs. Ownership of the plot and building reverted to the duke. With no duke in Tristanford, however, the property fell into bureaucratic limbo, and has remained so ever since.

REPAIRING THE MANOR

The lodge is weathered and needs some repairs, but any character with an applicable tool proficiency or background will see that the structure is sound. It is possible to repair the damage and return it to its previous splendor.

27 EASTERN LAKESHORE

“

The ground slopes down from the town center to the shores of a small lake. There is an island about fifty feet out with a pair of trees growing on it

On the north shore of the lake is a small building with a dock in front of it. A few small boats are moored at the dock or pulled up onto the shore. On a rise above the north shore of the lake stands a grand hunting lodge. It is constructed with the architectural style favored in Agthor's capital, although it is adapted to the cold northern winters.

You can just make out a river feeding the lake from its west side, and to the south the lake empties through a waterfall that cascades into a smaller lake.

LAKE

The lake is crystal clear, and its bottom drops off quickly as one moves away from shore. Sharp-eyed players who examine the water will catch glimpses of fish and eels swimming amid the thick beds of aquatic plants beneath the surface.

28 ABANDONED WINERY

This grand building once housed a winery.

Quality Modest **Condition** Rundown **Levels** 2 (1)

EXTERIOR

“

Leaves are piled up in front of the door of this building,

the window panes are coated with dust, and the front porch is partially collapsed. Through gaps in the untended hawthorn hedge surrounding the yard, you see three large vats. Each one is five feet tall and five feet in diameter.

Winemaking requires a long view, and despite the quality of the grapes produced in Thornwall, the owner of this winery couldn't keep it running after the nobles left. It's been empty for nearly fifteen years.

VATS

These vats were used to manually press grapes by treading them. Two people climbed into each vat and then grapes were poured in. This technique, rather than using a mechanical press, facilitates a gentle breaking of the grapes that allows the juice to run. Today, two of the vats have holes in them and the third is filled with brackish water.

29 GREZEN GOLD'S EMPORIUM

A large shop with an eclectic selection of odds and ends, run by a wily cheebat shopkeeper named Grezen Gold.

Quality Modest **Condition** Average **Levels** 1 (1)

EXTERIOR

“

Someone has connected three shops together to create a single, sprawling structure. Despite the unusual design, the buildings look well-maintained, although it doesn't seem that much thought was given to matching materials. Whenever the person had to replace shingles, boards, or stone, it seems they used whatever was handy rather than trying to think about appearances. A hodge-podge of everyday objects are nailed to the outside walls of the shop, but there is no clear indication of whether this is meant as decoration, represents things you can buy inside, or if the items themselves are for sale.

A brightly-painted sign hangs over the door of the middle building:



BUILDINGS

The three buildings were clearly built at different times by different hands. The work done to connect them has an almost organic look to it, and it gives the impression that the buildings slowly grew together over time.

SIGN

The sign is painted in purple, green, red, yellow, and gold. The letters are done with such flourish that it is difficult to be entirely sure what some of them are. As for the word “tresmolensia,” none of the characters know what it means, which isn’t surprising, since Grezen made it up. She needed a third word, and just liked the sound of it. She won’t admit this, of course, insisting that if the characters don’t know what it means, then they wouldn’t be interested in such things. Her employees suspect it isn’t a real word, but they aren’t sure either, and don’t dare rile the fiery-tempered cheebatan merchant.

OBJECTS NAILED TO THE BUILDING

Some of the objects are quite new, but many show signs of weathering. There are rakes, buckets, brass plaques with the writing scratched out, rusty hinges, a wagon wheel, deer antlers, a piece of beautifully carved bannister, and many more bizarre items. Grezen nailed them here to catch the eye of anyone passing by, and to represent the wide variety of goods she has for sale.

INTERIOR

“The shop is packed to the rafters with every type of object you can imagine. Reins and rattles, buckets and beer steins, statues and stovepipes—they all compete for space on the shop’s overcrowded shelves. Dozens of chairs hang from the rafters in long rows, like a troop of old soldiers. In one corner, a crate contains a pile of barrel lids, although the barrels are nowhere to be seen.”

NPCs Grezen Gold (female cheebat shopkeeper, age 50), Olaf Morgway (male human laborer, age 24)

ENCOUNTER

“A heartbeat after you enter, an older cheebatan woman comes swirling over to you from around the corner of a shelf. She wears a purple dress made from a rich-looking material, is draped with an elaborately knotted scarf-belt combination thing, and wears a dramatic feathered headdress. She is wearing a copious dose of sickly-sweet-smelling perfume, and the scent is so strong

you can almost taste it as she approaches.

“Welcome,” she says with a flourish, “to my humble establishment!”

GREZEN GOLD

A detailed description of Grezen Gold is available in *Chapter 4: The People of Thornwall*.

OLAF MORGWAY

Olaf is an exceptionally handsome young man in his twenties. Grezen keeps him around to climb ladders, carry heavy crates, sweep the floors, and perform any other manual labor she desires. To be fair, he isn’t very good at any of those things, but then again, Grezen didn’t hire him for his skills.

**THE ANYTHING SHOP**

Grezen’s shop gives the gamemaster a story-based reason to make any item available for purchase that they are willing to let the characters have. If players want something and the gamemaster doesn’t mind them having it, Grezen scurries off to somewhere in the bowels of the store with Olaf in tow, crashes around for a bit, and then returns with just what they wanted—or at least something close to it.

A PLACE TO SELL CRAZY STUFF

Adventurers come back with all sorts of crazy things that they want to sell. Normally, in a village like Thornwall, an adventurer couldn’t sell a six-foot-tall, antique brass candelabra of ancient dwarven design they liberated from the dungeon. We gave Grezen eclectic tastes and a brother in Tristanford who can sell anything, so the gamemaster always has a reasonable excuse for letting the characters sell that odd bit of treasure they returned with.

BARGAINING WITH GREZEN

Playing Grezen can be a lot of fun, but if she’s too much trouble to deal with, the players will just ignore her. If your players enjoy a bit of haggling, go ahead and have a good time, but always give in or stand firm after a couple of back-and-forths to keep the experience from becoming tedious. Alternatively, if you or the group is not into roleplaying with Grezen, just tell the players the prices and leave it at that.

TRADING WITH GREZEN

Grezen will never buy anything for more than 50% of normal price, and she'll never sell anything for less than 10% over normal price. What is more, she'll use every trick in the book to get more from the players when selling and to pay less when buying.

GOODS AND SERVICES

MUNDANE ITEMS

At the gamemaster's discretion, any mundane equipment found in the *World of Aetaltis: Player's Guide* is available for purchase here at 10% above the listed value.

WEAPONS AND ARMOR

Grezen typically has a small selection of weapons and armor in stock. Normally this is little more than a few daggers, a handful of swords, and some leather or chain armor. If the characters want anything more formidable or exotic, they will either need to visit the dwarven smiths (54) or have Grezen order the item (add 20% for shipping).

MAGIC ITEMS

At any given time Grezen will have 2d4 trinkets, 1d4 common items, and 1d4 uncommon items available for purchase. As with all other items, Grezen asks at least 10% over the normal value.

30 GOLD'S ESTATES

A collection of five rundown buildings owned by Grezen Gold that she has available for rent.

Quality Poor-Modest **Condition** Rundown **Levels** Varies

EXTERIOR

"The road curves to the northwest, and a second, narrower road leads to the northeast. The northeast road ends at a collection of small, rundown buildings clustered around a well.

Grezen Gold owns all the buildings surrounding the well and rents them out at reasonable prices. She doesn't much care what goes on in the buildings, and the residents are a regular problem for the chief constable.

WELL

The roof over the well is about to collapse. One good push will knock it down.



CHEAP HOUSING

If the players tire of paying for their characters to stay at the Green Briar Tavern, these apartments offer a cheap alternative. It lets them stay in town, even when money is tight, without the potential legal issues that come with squatting in empty houses or camping in public areas. It also lets them continue enjoying the safety of Thornwall, even if they run short on gold.

GOODS AND SERVICES

GOLD'S APARTMENTS

Service	Cost
Bunk in the Big House	8 sp/month
Bunk in a Small House	10 sp/month
Private Small House	30 sp/month

RENTING FROM GREZEN

Grezen tries to rent the rooms and bunks that are in the poorest condition first. If a renter figures out they got the worst bed and complain to Grezen, she'll move them to one of the other rooms or beds, but she'll raise the rent by 10%. Grezen will promise to fix anything the characters complain about—but she won't.

COST OF LIVING RULES

If you're using the Cost of Living rules, the bunks count as accommodations for the Poor lifestyle, and the private houses count as accommodations for the Modest lifestyle (albeit the low end of Modest).

31 THE LODGE ROAD

One road leads to the duke's hunting lodge, and another leads to the mayor's home. South of the road is a shrine to Toletren, the Enaros of Truth and Knowledge.

"Up the road to the west, sitting on a hill overlooking the lake, you see a grand hunting lodge. A rope is strung across the road between two short poles. A sign hanging in the middle reads:



To the south is a curved hedge. There is an opening that offers passage through it, but the curvature of the path makes it impossible to tell where it leads. Another road leads north, and you can see a fine home sitting at a point where the road curves to the west.

HEDGE MAZE

This maze is created from a hawthorn hedge like the ones used by the farmers to mark the edges of their land. It is eight feet tall and recently trimmed. A neatly groomed path paved with crushed white stones spirals around to the center of the maze.

At the maze's center is a circular stone bench. At the center of the circle stands a stone plinth, and atop the plinth is a book carved in white, polished marble. This is a shrine to Toletren, the Enaros of Truth and Knowledge. Those seeking knowledge and enlightenment slowly walk the path to the shrine's center. If by the time they reach the center they have not found the truth they were looking for, the seeker may sit and further contemplate the problem.

32 MAYOR'S HOUSE

The home of Mayor Yurgin Hayward.

Quality Comfortable **Condition** Immaculate **Levels** 1

EXTERIOR

“

A pleasant, sturdy stone house with a tidy, fenced yard occupies a secluded spot just down the hill from the duke's lodge. Flowers bloom in pots sitting on the porch, and a curl of smoke rises from the chimney.

NPCs Marta Hayward (female human laborer, age 58), Mayor Yurgin Hayward (male human craftsperson, age 65)

The mayor built this house back when he was a young man. He and his wife raised three children in it, and they plan to stay here until they die. A complete description of Mayor Hayward is available in *Chapter 4: The People of Thornwall*.

HOUSE

The house is solidly-built and immaculately maintained. It's roofed with redwood shingles set in a diamond pattern.

YARD

The yard behind the house is neat and free of debris. Chickens cluck happily as they scratch around in the dirt. There are two outbuildings; a chicken coop and a workshop.

MARTA HAYWARD

Marta is a lovely woman with a warm smile. She always wears her headscarf, keeping it tightly bound in a style that was in fashion about thirty years ago. Like anyone who has lived in Thornwall their entire life, she has a hard side as well. It takes a lot to trouble her, and she's willing to fight to defend the things she cares about. She spends a fair amount of time at her daughter Danell's house (56), helping with the children.

33 DUKE'S HUNTING LODGE

The hunting lodge of the late duke stands empty, like a sad, ancient sentinel overlooking the town below.

Quality Aristocratic **Condition** Average **Levels** 3 (1)

EXTERIOR

“

A grand hunting lodge sits on a bluff overlooking the town. It's sharp, geometric lines are reminiscent of the architectural style one might expect to see in Agthor's bustling capital of New Erinor, but the building also has a rustic flair appropriate for the building's purpose.

Despite the fact that the property around the lodge seems groomed and cared for, something about the building suggests that it has been vacant for quite some time.

A trail breaks off from the path leading to the lodge's main entrance and meanders down to the shore of the lake. You see a small building on the beach, a dock, and a few small boats pulled up on shore and overturned.

Behind the lodge stand a pair of outbuildings. One looks like a stable, while the other is a two-story structure with a porch along the front and a half-dozen shuttered windows.

NPCs Sallas Demose (male human farmer, age 64)

LODGE

This is the duke's lodge. The old lodgekeeper, Sallas Demose, still tends to the grounds and buildings to ensure they are ready should a new duke be appointed and wishes to make use of the property. Observant characters may notice that the curtains are all drawn and that no smoke is coming out of the chimney. Characters proficient in Survival notice that the path leading to the front door hasn't seen much traffic lately. The same is true of the road leading to the outbuildings behind the house.

BOAT HOUSE

This is a little stone building with a slate roof. The door does not have a lock and opens easily. It contains fishing equipment, oars, ropes, jars of pitch, and other tools necessary for the maintenance of the boats and dock. The lodgekeeper only uses one of the three boats and rarely at that, so most of the equipment has a thick layer of dust.

BOATS

Two of the three boats lying upside down on the beach have tall grass growing around them. The grass around the third boat is matted down, and there is a drag trail leading from the water. The trail isn't fresh, and the boat is dry.

DOCK

The dock is sturdy, and a few new boards show that it has been repaired recently. Schools of tiny silver fish race about in the clear water in the dock's shadow.

STABLE

The stable is completely clean except for some cobwebs in the high rafters. There is no straw on the ground and no feed in the feed bins. There is room for four to six horses in the stalls, but they are unoccupied, and the gates are open. Saddles and tack sit on barrels or hang from pegs near the entrance.



BARRACK

This long, two-story building was a barrack for servants, guards, and other members of the duke's household staff. Like all the buildings around the lodge, no one has used it in years. The shutters are all closed and latched, with the curtains drawn behind them. The building's doors are locked, and the lodgekeeper has the keys.

The interior is spare. There is some simple furniture, but little else, since the staff brought their own supplies when they visited Thornwall. The lower floor contains a kitchen, dining area, and a common room. The upper floor is filled with bunks. A hatch in the kitchen floor leads to a cellar, although it too is empty.

FOREST GATE

At the back of the property is an ancient gate leading through the thornwall to the forest beyond. A stone gatehouse was constructed here, but the thornwall has overgrown most of it. The long, thick vines extend like tendrils across the stone surface. The heavy oak doors are closed and barred. From the dead leaves piled around them, they haven't been opened in a very long time.



SIDEQUEST

THE HAUNTED LODGE

Late at night, when the full moon rides high over the mountains, some people claim to have seen lights glittering between the cracks in the lodge's curtains. The light is an unnatural blue, and witnesses are certain that the Duke's ghost stalks the lodge's halls.

If the characters decide to investigate this mystery, they will need to either break into the lodge or convince the lodgekeeper, Sallas Demose, to let them in to investigate. Unfortunately, Sallas refuses to give them access, and according to tradition, not even the mayor can override his decision. The reason he won't let them in, however, is that he already knows the truth.

Elloridan Dreswyn, the Duke's elven lover, still mourns him. Each month, on the night of the full moon, she travels to Thornwall and enters the lodge. The Duke's spirit is deeply connected to this place, and she uses her magic and that connection to summon his shade from the halls of Numos to speak with her. It is a cold, distant relationship, carrying none of the warmth of their old affair. Still, even this cold echo of what once was brings her comfort.

Elloridan Dreswyn does not want to encounter the characters. If she knows they are there, she will cancel her visit and return to her village. If the party manages to surprise her, she will speak with them, but only long enough to tell them to speak with the lodgekeeper, for he knows the truth. At that point she casts *gaseous form* and speeds away before the characters can ask anything else.

If the characters describe what they saw to Sallas, he'll tell them about the elf queen, the Duke's arranged marriage, and the tragic love story. He asks them to keep what they saw a secret and respect Elloridan Dreswyn's privacy.

GOAL

Unlock the mystery of the haunted lodge.

REWARD

2 Goodwill if they keep the secret and possibly the friendship of Elloridan Dreswyn





34 TEMPLE ROAD

The town's grocer, blacksmith, and brewer are situated on this road leading up to the temple.

“You’re standing between two large buildings. The building to the south soars more than two stories high, with large wings extending to each side. You smell something yeasty cooking inside, and see a barrel mounted over the front door. Once painted vibrant blue, the barrel’s paint is now greatly faded. If you look closely, you can just make out the words “Northland Brewery” painted on its side.

Across the street is a one-story building with a heavy, thatched roof. There is a simple rectangular sign hanging over the door with the words “Broadfoot’s Grocery” painted on it. A small tower stands behind the building.

At the point in the road where it curves north is another building. There is a sign above the door with a large horseshoe painted on it.

35 NORTHLAND BREWERY

An understaffed brewery run by a woman named Kelsa Mandovar who is having trouble selling her ale.

Quality Modest **Condition** Average **Levels** 2 (1)

EXTERIOR

“The barrel hanging over the front door of this large building identifies it as the home of the Northland Brewery. It seems an exceptionally large operation for a town this far from civilization. From the yeasty aroma, however, it seems they’re still in business.

NPCs Doggin Bent (male human laborer, age 39), Ino (male human laborer, age 22), Kelsa Mandovar (female human craftsperson, age 41)

Tired of the competition in Tristanford, Kelsa Mandovar moved her entire operation to Thornwall. At first she did relatively well, but then the nobles stopped coming to town. She had counted on them to spread the word about her business by taking her signature Northland Ale back to their manors.

Then the roads grew more dangerous, meaning the cost to ship her ale south rose significantly. This forced Kelsa to raise her prices, and she lost more business to ale brewed locally in the towns where she hoped to sell.

Of course, there is the added problem that her ale just isn’t very good. Katelyn at the Green Briar Tavern buys a few cases a week just to be neighborly, but the ale made by

local ale wives is generally better than the stuff that comes out of the Northland Brewery.

DOGGIN AND INO

Doggin is a brutish, unpleasant man who only does as much work as he has to. Avoiding responsibility is an art form to him, and he'll take any opportunity to avoid his labors. Ino is a dull-witted young man with a mean streak. Doggin is his hero, and he does anything Doggin tells him to.

KELSA MANDOVAR

Kelsa has always rubbed people the wrong way. With the stress of her failing business, this trait has become even more pronounced.

36 BROADFOOT'S GROCERY

The older couple that own this grocery closed it years ago. Today, they raise doves in the dovecote behind the store.

Quality Modest **Condition** Average **Levels** 1 (1) + tower (3)

EXTERIOR



From the heavily thatched roof and the weathering of the plaster and beams, this appears to be one of the older buildings in Thornwall. The sign over the door identifies the building as Broadfoot's Grocery, but from the curtains and potted flowers in the windows, it looks more like someone's home. Connected to the rear of the building is a thirty-foot-tall tower.

NPCs Bellamy Broadfoot (female human rogue 7, age 59), Moorehouse Broadfoot (male halfling rogue 6, age 52)

BELLAMY AND MOOREHOUSE

Bellamy "Bell" Broadfoot and Moorehouse Broadfoot closed their store almost ten years ago when it started to cost more than it made. They turned the store into their home, and dedicated their time to raising doves. They're an older couple, but quite spry and dangerously clever.

STOREFRONT

The old storefront is now the Broadfoot sitting room, dining room, and kitchen.

TOWER

This stone tower is a dovecote, where the Broadfoots raise doves and pigeons. Most of their doves they sell to the butcher (56), but occasionally they'll sell live doves at the market. The tower is windowless except at the very top,

where there are a number of small, open windows just below the roof line. Already here when the first settlers arrived, the tower has a slate roof, and looks even older than the main building. It doesn't look like a fey building, but it isn't known who built it.

TREASURE

It's long been rumored that the Broadfoots possess a secret treasure. In fact, the rumors are true. They discovered a secret room (DC 20 Wisdom (Perception) check to locate) beneath the dovecote when they were restoring the tower years ago, and they use it to hide a small fortune. There is a catch hidden at the back of one of the deep holes where the doves nest. By reaching into the nest and pulling a lever, a paving stone in the floor opens on hidden hinges revealing a spiral staircase that leads down to the secret room.



SIDEQUEST

THE BOUNTY HUNTER

A strange man arrives in town and rents a private room at the Green Briar Tavern. On numerous occasions, people claim to see him lurking about at night, skulking in the shadows and peeking in windows. The chief constable and the watch try to catch the man in the act, but each time he deftly escapes.

It turns out that the Broadfoots have a secret. Better known as Clara and Horwith Hillbride, they are notorious burglars from New Erinor. After operating for years without getting caught, they were nearly captured on the caper where they stole a famous painting of Malinar Drakewyn. Deciding to call it quits, they packed up their treasure and headed to a little-known village in the north called Thornwall.

GOAL

Either help the bounty hunter find the Hillbrides for a share of the bounty, or protect the Hillbrides from the bounty hunter.

REWARD

If they help the bounty hunter and he captures the Hillbrides, he pays them half of the expected 5,000 sp bounty.

If they help the Hillbrides escape the bounty hunter, they earn 2 Goodwill and the Hillbrides give the heroes a *bag of holding*.

The door to the room is locked (AC 17, hp 18, Unlock DC 30). Inside are 123 gp, 1175 sp, 1,234 sp, and a dozen gems in a silver casket with a total value of 12,000 sp. Much of the loose coin is stored in a *bag of holding*. Also in the room is a famous painting of Malinar Drakewyn emerging from the ruins of Old Erinor with the crown and scepter that marked him as the true king. The painting was reported stolen two decades ago from the art collection of a wealthy New Erinoran noble. It is worth 39,500 sp to an art collector.

37 STALLMAN'S SMITHY

A blacksmith's shop that specializes in everyday objects such as nails, horseshoes, and hinges, owned by the taciturn Kynus Stallman.

Quality Modest **Condition** Average **Levels** 1.5 (1)

EXTERIOR

"A sign bearing the image of a hammer and anvil hangs over an open-walled blacksmith's workshop. The workshop is connected to a sturdy, practical looking cottage.

NPCs Kynus Stallman (male human craftsperson, age 40)

ENCOUNTER

"You hear the familiar ringing of hammer on anvil, and smell the acrid scent of burning coal and hot iron. The odor is laced with a hint of something like burned honey. Just inside the workshop, standing before a hot forge with a heavy hammer in his hand, is a tall man with skin as dark as the coal piled in a bin nearby. He is sweating in the heat of the fire, and each hammer stroke throws sparks across the shop's stone floor.

SHOP

The shop shares its east wall with the house, and it is open on the south side. It's exceptionally well-organized, with every tool hung on pegs along the north wall. A coal bin sits near the back wall, and a few feet away is a stone furnace with a bellows mounted beside it. It blazes with heat and flame each time the smith pulls the hanging rope connected to the bellows' handle. Horseshoes, hinges, and other products of Kynus' trade hang on pegs or sit on shelves along the west wall of the shop.

HOUSE

The stone house is sturdy and sound, if a bit uninspired in its design. Kynus built it himself, and it reflects his straight-

forward, no-nonsense personality. When Kynus' wife died, he removed all of her things and gave them away to try to ease his grief. The interior is sparsely furnished and, except for a small portrait of his late wife, Fera, hung over the fireplace, there are no decorations.

GOODS AND SERVICES

STALLMAN'S SMITHY

Goods	Cost	Weight
Barrel hoops	5 cp	2 lb.
Cauldron (5 gal.)	8 sp	48 lb.
Chain (10 ft.)	5 sp	10 lb.
Crowbar	7 sp	5 lb.
Drill	5 sp	1 lb.
Ear trumpet	5 sp	2 lb.
Fishhook	1 cp	—
Flask, tin	3 sp	1/4 lb.
Hammer	3 sp	2 lb.
Hinge	1 sp	1/2 lb.
Horseshoe	4 sp	1 lb.
Iron spike	3 cp	1 lb.
Iron vial	8 cp	1/2 lb.
Lantern body	4 sp	2 lb.
Miner's pick	4 sp	10 lb.
Nails (100)	3 sp	1 lb.
Piton	6 cp	1/4 lb.
Pot	2 sp	5 lb.
Saw	4 sp	2 lb.
Shovel, metal	3 sp	8 lb.
Skillet	3 sp	4 lb.
Tankard	3 sp	8 lb.
Waffle iron	1 sp	5 lb.
Wire	5 sp	1/2 lb.

WEAPONS AND ARMOR

Kynus is neither a weaponsmith nor an armorer. He has no skills in this area, and simply refuses any request to make or repair weapons and armor. If characters insist or ask who else in town might help with this, he directs them to the dwarven blacksmiths (54).

38 TEMPLE CROSSROADS

The characters get their first good look at the temple from this crossroads, while a short trip west takes them to the cooper's workshop.

EXTERIOR

“On the hill to the northeast stands a large, domed temple. It’s an exceptional building for such an out-of-the-way town, and yet it seems as if it belongs on its hilltop throne. The dome is plated in copper and sunlight reflects off trim decorated with gold leaf. A frieze above the entrance shows the eleven Enaros in all their glory, and the symbol of Lensae is emblazoned above it in bronze.

A road runs north a ways before curving to the east and disappearing behind the hill. The road to the west ends at a house with piles of barrels stacked on the covered porch. The road to the east slopes down toward the river, while the road to the south heads back to the town center.

39 COOPER’S WORKSHOP

This is the workshop and home of Thornwall’s cooper.

Quality Modest **Condition** Average **Levels** 1 (0.5)

EXTERIOR

“This wattle and daub cottage has a long, covered porch along the front. Stacked on the porch are barrels of every shape and size. The wood on the barrels is very lightly colored, and the hoops shine in the sunlight.

NPCs Anders Traino (male human craftsperson, age 32), Ivis Russos (male human craftsperson, age 29)

Anders and Ivis are both excellent coopers. They live and work together, and produce exceptional quality barrels. They used to have competing shops, and their relationship was anything but friendly. Somewhere along the line, they discovered that the friction between them was the result of how much they had in common. In the end they fell in love, combined their businesses, and have enjoyed nothing but success ever since.

GOODS AND SERVICES

COOPERS

Goods	Cost	Weight
Barrel (3 gal.)	6 cp	20 lb.
Barrel (5 gal.)	8 cp	30 lb.
Barrel (10 gal.)	1 sp	45 lb.
Barrel (15 gal.)	18 cp	50 lb.
Barrel (30 gal.)	5 sp	75 lb.

40 ROAD TO THE TEMPLE

Roads lead to the carpenter’s home, the cemetery, and the temple from here.

EXTERIOR

“To the north you see a cemetery. Monuments of varying sizes mark the final resting place of Thornwall’s dead. On the east end is a large mausoleum, the path to which is flanked by two long, stone buildings.

A two-story house lies to the west. It’s a fine-looking building, but has what you would think is a fairly undesirable view of the cemetery from its north-facing windows. To the east, the path continues up the hill to the temple.

ENCOUNTER

“If the dead hope to rest in peace, it’s unlikely that they’ll get their wish any time soon. A cacophony of noises can be heard including boards clattering against one another, hammers pounding, and the rasp of saws. The sound comes from behind the building to the west.

41 CARPENTER’S WORKSHOP

This is the home and workshop of the town’s carpenter and cabinet maker, Rokos Zirlo.

Quality Wealthy **Condition** Average **Levels** 2 (1)

EXTERIOR

“The house before you is not ornate, but it’s a fine-looking home. Every line is straight, every surface is smooth, and every joint is tight. The only ornament on the house is a small carving of Grethken’s bearded face wreathed in oak leaves hanging over the front door.

NPCs Jensen Zirlo (male human teen, age 13), Petra Zirlo (female human laborer, age 30), Rokos Zirlo (male human craftsperson, age 38)

ENCOUNTER

“You hear the sounds of hammers and saws coming from the yard behind the house. There is a pause in the sawing, a man’s voice calls out for someone to hold a board steady, and then the sawing continues.

YARD

Jensen, Petra, and Rokos are in the yard building the box for a wagon for Rokos' friend, the wainwright, Bass Morgan (4). Petra is nailing a board to the frame, Rokos is sawing the next board, and Jensen is holding the board steady. The yard is littered with sawdust and debris from this and earlier projects. An outbuilding on the north end of the yard has wide double doors that make up its entire south wall. The doors are open, and inside are various piles of lumber, ready for the next project.

JENSEN AND PETRA

Jensen is a thirteen-year-old boy with an unruly mop of black hair. He's small for his age, but he has a fighter's spirit. Rokos' wife Petra isn't a carpenter, but she helps out if needed. She isn't particularly happy about her role as carpenter's assistant, but with so little work lately they couldn't afford to keep paying Windel Abedor (30) to help out.

ROKOS ZIRLO

Rokos is an excellent carpenter. He's an extremely hard worker and a bit of a perfectionist. His results are always exceptional, but he often takes longer to finish his work than his clients might like. Windel used to help mitigate this somewhat, but his departure has made the situation worse.

42 CEMETERY

A well-tended cemetery where the people of Thornwall bury their dead.

Quality Modest **Condition** Average **Levels** 1 (1)

EXTERIOR

Neat gravel paths wind between a collection of crypts, tombs, and gravestones. The monument stones are grouped almost haphazardly, arranged in short rows here and squares there. The groupings are spread out across the neatly-trimmed grass. Some stand in the shadows of tall trees, while others are gathered in the sun. It reminds you more of picnickers in a park than the tombs of the dead.

On the east end of the cemetery is a domed mausoleum. The path leading to it is flanked by two long, stone buildings.

Thornwall's early settlers chose this spot for their cemetery due to its proximity to Temple Hill. For most of its existence Thornwall didn't have a priest or a true temple, so the

people interred their dead where and how they liked. Some were laid to rest in coffin burials marked by a monument stone, while others were secured in above ground stone tombs. The graveyard also has a number of columbaria, where the ashes of the dead are interred in niches.

LONG BUILDINGS

The two long buildings flanking the path are columbaria. Each one is around eight feet tall, and it is covered on all sides with niches for interring ashes. The names of the deceased are carved on the stone blocks used to seal the niche.

MAUSOLEUM

The domed mausoleum is actually a crematorium. Bodies lie in state in the main room of the crematorium during the day. At night, once everyone leaves, Torg the gravedigger (43) comes down and cremates the body under the watchful supervision of Brother Underwood (44). In the morning, the family returns to find an urn containing the ashes of the deceased.

43 GRAVEDIGGER'S COTTAGE

The home of Thornwall's gravedigger, a male orog named Torg.

Quality Poor **Condition** Rundown **Levels** 1

EXTERIOR

Hidden behind a stand of trees is a dilapidated, thatched-roof cottage. Situated on the bank of the Coldstone River beside the thornwall, the cottage is in a pleasant, if isolated, location.

NPCs Torg (male orog fighter 3, age 25)

TORG

Torg keeps to himself. He spends his days up here at his cottage or taking walks in the surrounding forest. When there are graves to dig, he does so at night. Brother Underwood or his acolyte buys supplies at the market for Torg, and deliver them to him three times per week.

44 TEMPLE OF LENSÆ

A fine temple dedicated to the full pantheon of Aetaltan gods and run by a halfling cleric named Brother Basil Underwood.

Quality Aristocratic **Condition** Average **Levels** 3 (2)

ABOUT OROGS

Orogs look like huge, misshapen humans, stand over nine feet tall, and weigh 450 pounds. They have wide, down-turned mouths, small sunken eyes, and heavy brows. Their dark colored hair is like hemp rope, growing in heavy patches all over their bodies. They have dark eyes, and their skin ranges from white to brown to black. Most orogs have oversized hands and feet, elongated arms, and malformed faces. Orogs reach majority at the age of ten and most die before the age of forty, even those that avoid a violent death.

Orogs were brought to Aetaltis by the Atlan Alliance to serve as the fist of the Alliance military machine. These huge creatures are strong enough to go head-to-head with a troll, and tough enough to withstand all but the most devastating injuries. They are hideous and dull-witted, but their physical strength more than makes up for these limitations.

EXTERIOR

Standing on the hill above you is a grand temple of Lensae. It is a spectacular stone building, and its entrance is adorned with an enormous frieze depicting the eleven Enaros in all their glory. It is crowned with a soaring, copper-plated dome that makes up at least a third of the temple's height. Although the copper has taken on a blue-green patina, you imagine that it must have shone like the sun when first constructed.

NPCs Basil Underwood (male halfling cleric 9, age 61), Hans Floros (male human acolyte, age 24)

DOME

The dome is plated in thin sheets of copper. It is meant to represent Lensae, the sun, since the sun is the home of the Enaros in Aetaltan mythology. Normally, the dome on a temple like this would receive regular polishing to retain its bright, sun-like appearance. That has not happened due to a lack of funds, and the copper has taken on a blue-green patina.

HILL

The hill that the temple sits on is, not surprisingly, called Temple Hill. It is the highest point in Thornwall, and offers a commanding view of the town.

TEMPLE

The characters will know that a temple of this grandeur is atypical for a town located on the edge of the wilds. It truly is a magnificent building, although close inspection suggests that the years are starting to take their toll, and it hasn't received quite as much care and maintenance as necessary for a building of its size and opulence.

HISTORY

The original temple was a humble structure constructed from timber and stone. It was built through the labors of the trappers and hunters that called the town home. In those days the temple had no priest, and worshipers were left to present sacrifices or give prayers as best they could.

With the arrival of the nobility and the growth of the town, the old temple could not accommodate the growing population or the demands of a more refined class of worshiper. The nobles of Vaun made generous donations to the Lyceum Lensae in New Erinor, with a clear directive that they wanted the funds used to construct a new temple in Thornwall. The Lyceum agreed, and constructed the grand temple that stands on the hill today.

RELATIONSHIP WITH THE TEMENOS OF TRISTANFORD

The temple in Thornwall is a branch of the Lensaen Temenos of Tristanford. The priest at Thornwall is assigned there by the archon of the temenos, and any funds that go in to or out of the temple are funneled through the temenos, which also takes a portion of those funds.

In return, the temenos ensures that the temple in Thornwall always has enough gold to cover its expenses, that the temple is well-maintained, and it provides rare spell components, potions, and other important holy goods. That's the theory, at any rate. In reality, the temenos has no interest in providing additional support for this overly grand temple in such an out-of-the-way place. The archon has even suggested that the temple should be taken apart, and its material distributed to more deserving (and visible) locations.

TEMPLE BELL

The temple has a bell mounted in a copula atop the dome. The priest is the only person allowed to ring the bell, and the bell is only rung on holy days or to signal an emergency. Everyone knows when the holy days occur, so if the bell rings at any other time, the townspeople know something bad is happening.

The brass bell is dwarven forged and has a deep, rich tone. It was discovered years ago by a trapper in the ruins of an old, dwarven outpost northwest of town.

SIDEQUEST

WHAT LIES BENEATH

When Thornwall was a fey settlement, the fey used this hill for the worship of Aelos. Aelos is the Enaros of Mysteries and the Dead, and she is the patron enaros of the fey. Aelos is also said to guide the spirits of the dead to Numos, the moon, where they rest before making their final journey on to Lensae, the sun.

When the atlan conquistador called the Wolf conquered the settlement, the fey priestess of Aelos took the town's most precious holy item and buried it here to hide it from him. For centuries it remained buried, but this autumn will see the return of the Spirit Moon for the first time in five centuries. The Spirit Moon is a lunar event where a ring of ghostly silver seems to flow around the full moon. Legend has it that these are the spirits of Numos, preparing for their pilgrimage to Lensae.

As the event grows nearer, the relic's power grows. It is now calling out to be found. For five days leading up to the event, the magic that hides *Numonil*'s power weakens. At the same time, a growing sense of unease fills the townsfolk.

The daily effects on the townspeople and the characters are described below. These remain in effect until the event passes or the item is reconsecrated.

- ♦ **5 Days Before:** A feeling of being watched; Sense DC for *Numonil* drops to DC 25
- ♦ **4 Days Before:** Difficulty sleeping; Sense to DC 20
- ♦ **3 Days Before:** Exhaustion Level 1; Sense to DC 15
- ♦ **2 Days Before:** Exhaustion Level 2; Sense to DC 10
- ♦ **1 Day Before:** Exhaustion Level 3; Sense to DC 7
- ♦ **Spirit Moon:** Ghost image of the fey priestess appears at random locations and intervals, wailing in torment but making no sound. There is no way to interact with the ghost image.

The following day all effects end and life in town returns to normal.

GOAL

Find *Numonil* and reconsecrate it using the 5th level cleric spell *hallow*.

REWARD

3 Goodwill, 3 potions of greater healing

NUMONIL

Sense DC 7 (30) Analyze DC 23 Slot Hands

Attunement Yes

Rarity Legendary Price NA Weight 4 lb.

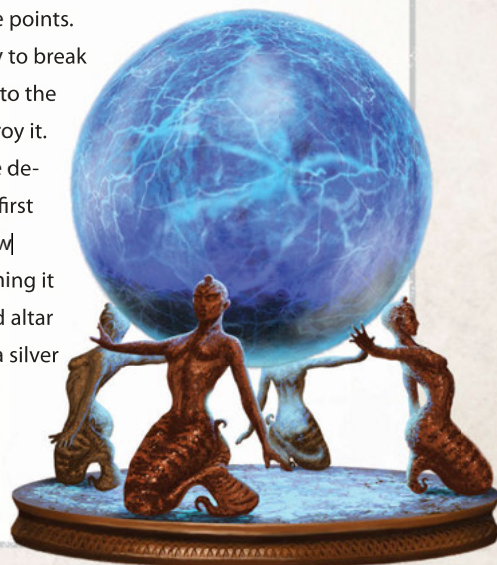
DESCRIPTION

This object looks like a large version of the enchanted, light-emitting crystal spheres called *orbs of Aelos*. While *orbs of Aelos* are commonplace, *Numonil* is unique. Like an *orb of Aelos*, *Numonil* emits a soft glow the color of moonlight. Unlike an *orb of Aelos*, it isn't possible to extinguish the light from *Numonil* at will, and it illuminates an area from 5-40 feet radius depending on the phase of the moon. The fuller the moon, the brighter the illumination produced by *Numonil*.

Numonil also functions as a Ward of Alantra. Just like a *Ward of Alantra*, it prevents endrori (goblins, orcs, trolls, and other creations of Endroren) from entering *Numonil*'s area of effect (DC 30 Wisdom save). Endrori that somehow overcome its power must continue to save each round that they remain within the area of effect. On a failure, they are frightened until they move beyond the reach of *Numonil*'s power.

Numonil is attuned to Thornwall, and if it is removed from the town its power goes dormant. Once returned to the town, its power returns. It provides a sphere of protection centered on the Old Oak Stage. The edge of the sphere extends roughly 60 feet beyond the edge of the thornwall, although since the thornwall doesn't run in a perfect circle, this may vary slightly at some points.

The only way to break its attunement to the town is to destroy it. *Numonil* can be destroyed on the first night of the new moon by smashing it on a desecrated altar of Aelos using a silver hammer.





THE HOLY RELIC

Locked safely away in the vault beneath the temple is a small reliquary of silver and glass that is said to contain the relic of Saelos. The relic is a sliver of bone about the size of a human finger.

Saelos was an avatar of Alantra, goddess of protection. It is said that when Endroren came to the Amethyst Sea, Saelos stood at the mouth of the Dragon's Maw and refused to allow him to pass. Endroren engaged her in battle. Saelos did not last long against Endroren, but the legends say that she actually cut Endroren on the cheek with her blade before she fell.

How the relic came to Thornwall remains a mystery. Brother Underwood found it while taking account of the goods in the temple after he took over from his deceased predecessor. The relic remains in the vault except on the Feast of Saelos, when its reliquary is brought out and placed on the altar. Worshipers come to the temple and

pray before the relic to ask for protection from whatever threatens them.

The popular belief is that the relic has the power of protection, and the presence of this powerful artifact is the reason endrori and other evil creatures have never entered the town.

The curious truth is that the relic is exactly what they claim it is. The unfortunate reality is that it doesn't have any magical powers. In fact, it is a different, far older artifact that protects Thornwall, as described in the sidequest.

GOODS AND SERVICES

See following page.

TREASURE

The vault (AC 19, hp 30, Unlock DC 30) is where Basil stores costly spell components, donations from the faithful, and other valuables. The vault contains 500 sp, 1,100 cp, and the items in the *Temple Vault Contents* table below.

TEMPLE VAULT CONTENTS

Qty.	Item	Value	Weight	Notes
1	Augury bones	25 gp	1 lb.	Focus for casting <i>augury</i>
2	Diamond	500 gp each	-	Component for casting <i>raise dead</i>
2	Diamond, dust	100 gp/pinch	-	Component for casting <i>greater restoration</i>
100	Incense, common	1 gp/stick	0.1 lb./stick	For common ceremonies
20	Incense, uncommon	25 gp/stick	0.1 lb./stick	For casting <i>divination</i> , <i>augury</i> , and for important ceremonies
3	Silver, powder	25 gp/dose	-	For performing ceremonies

TEMPLE OF LENSÆE

Goods or Services	Cost	Goods or Services	Cost
Holy Symbols		Spellcasting¹	
Wooden	5 sp	Augury	70 sp
Iron	15 sp	Bless	27 sp
Silver	50 sp	Dispel Magic	100 sp
Gold	500 sp	Divination	169 sp
Holy Water (flask)	25 sp	Gentle Repose	63 sp
Potions		Locate Object	63 sp
Cure Poison	185 sp	Mending	9 sp
Guidance	50 sp	Protection from Poison	63 sp
Healing	75 sp	Raise Dead	825 sp
Healing, greater	185 sp	Remove Curse	100 sp
Healing, superior	500 sp	Restoration, lesser	63 sp
Remove blindness	185 sp	Restoration, greater	425 sp
Remove deafness	185 sp	Sending	100 sp
Remove disease	185 sp		

¹ Includes material component costs.

THE THREAT OF UNDEATH

In the magical world of Aetaltis, there is a very real danger that a recently deceased friend or loved one could return as an undead. There are two main ways to prevent this.

CREMATION

The simplest way to prevent a body from returning as an undead is to cremate it. Cremation is the preferred means of preparing a body for burial in Thornwall. Cremations are traditionally performed at night when the moon is as close to full as possible. Unfortunately, this only protects the body and not the spirit.

LAST RITES

The preferred method for protecting the deceased is the performance of last rites, more formally known as the Rite of Passage and Purification. Both priests and a lay specialist

known as a spiritguide know this ritual. When performed properly, it protects both body and spirit from returning as undead. The rite is designed to guide the spirit on its journey to Numos (see ***Death and the Journey to Lensæe*** in **Chapter 1: The World of Aetaltis**) and also protects the body against reanimation via necromantic magic.

At least 20% of the body is necessary to perform the rite with any certainty of protection. The entire ceremony takes a little more than an hour. There is no charge for performing the rite, but it is customary to pay the practitioner 2 sp if it is within your means to do so.

45 DWARF CORNER

This is the entrance to the neighborhood where most of Thornwall's dwarves live. The brewery where they brew Deepland Ale is located here.

EXTERIOR

“

A tangy, bread-like aroma fills the air here, and from somewhere down the street to the southwest you hear the ring of hammers on stone. At the corner of this intersection stands a four-foot-tall stone statue of a dwarf.

STATUE

The statue is the work of the dwarven stonemasons at the mason's shop (48) to the southwest. It is carved in the heavy, brutalist style common in Maladoran art. The dwarf is depicted with a blacksmith's hammer in his right hand and a mason's chisel in his left. Hanging on his belt is a carving of a brewer's cup of the variety used for tasting ale or beer to check its quality.



ABOVE | Dwarven Smith's Hammer, by Russell Marks



DWARVES AT THE READY

The reason we kept the dwarves in town after construction of the keep ended is to provide a skilled workforce should the players choose to rebuild it. Normally, the characters would have to go through a great deal of effort to bring in workers with the right skills to undertake a construction project like the keep. The story we created places a skilled workforce at the characters' disposal and allows you to get on with the fun part of the story—the construction of the characters' future fortress.

46 DOR TERNVALD BRYGERHEM

A brewery established by the dwarves to brew their preferred varieties of ale.

Quality Modest **Condition** Average **Levels** 1 (1)

EXTERIOR

“

On the southwest corner of the road stands an unusually tall, timber-framed building. A sign written in dwarven hangs on a post out front, and a set of short stairs leads up to a pair of double doors. The only windows on the building are located just under the rafters. There is a house attached to the building on its west side.

NPCs Frayer Harvenkett (female dwarf craftsperson, age 120), Grimalt Harvenkett (male dwarf craftsperson, age 112), Keesa Harvenkett (female dwarf child, age 8), Kitt Harvenkett (male dwarf child, age 8), Kolvin Harvenkett (male dwarf child, age 8), Nadja Harvenkett (female dwarf teen, age 17)

When given a choice, dwarves will choose ale over any other beverage. They also have strong opinions about what constitutes a “good” ale. This led to the dwarven tradition of establishing a *brygerhem* (which roughly translates to “brew home” in the common language) as a first act whenever dwarves settle in a new place. In the case of Thornwall, the building where the dwarven *brygerhem* is located was an old brewery that had closed many years earlier. It only took a little work to get it back up and running.

BUILDING

The building is timber-framed, with the space between the timbers filled with brick and then coated with plaster. The

dwarven woodcarvers (49) have decorated many of the timbers with carvings of imaginary animals, ancestor images, and runes to protect the building from evil. The runes have no real magical powers, but it's a bad idea to mention this to the dwarves.

HARVENKETT CLAN

The Harvenkett clan has been brewing for generations. They came to Thornwall with the other the dwarves specifically to set up the *brygerhem*. When many of the other dwarves chose to leave after Frogin Feen died, the Harvenketts stayed to support the dwarves that stayed behind.

Frayer and Grimalt lead the family as equals. The same is true when it comes to running the brewery. Nadja is seventeen and the eldest child. Now that the other children are old enough that they don't require constant supervision, she spends most of her time learning the family business. Keesa, Kitt, and Kolvin are triplets. They are eight years old, and are almost always found together. Unfortunately, when one does find them, they are almost always doing something they shouldn't.

SIGN

The text on the sign hanging in front of the building is written in dwarven.



Translated to common, the sign reads "The Thornwall Community Brewhome."

GOODS AND SERVICES

The dwarves of Thornwall don't brew ale to sell. Everything they brew is shared within their community. If asked to sell their ale they will refuse, but they're happy to share some of their ale with a guest.

DWARVEN ALE

The dwarves of Malador, the land where this family originated, are known for their brewing skills. Exceptional brewers hold places of high importance in Maladoran society.

The three types of ale that Maladoran dwarves commonly brew are Deepland ale, gold ale, and stone ale.

DEEPLAND ALE

Deepland ale is a rich, creamy brown ale made in part from a highly nutritious Deepland fungus. It is so thick that it's almost more of a food than a beverage, and many dwarves swear you can live on Deepland ale alone. In fact many a dwarven liberator, the dwarves dedicated to retaking the Deeplands, has done just that. Deepland ale isn't a bad-tasting drink, but it's an acquired taste for most non-dwarves.

GOLD ALE

Gold ale has a thick consistency and a brown-gold color that sparkles in the light. It exhibits almost no bitterness; has a sweet, nutty flavor; and features a smooth aftertaste. Often served warm, this ale is precious, and hardly ever given to non-dwarves, who the dwarves think simply couldn't understand or appreciate the qualities of this ale. A dwarf might, however, share some of this ale with a non-dwarven guest as a special honor.

STONE ALE

Stone ale is an extremely dark ale with an almost gray color. Its flavor and texture are very dense and rather bitter.

47 DWARFTOWN

This is the center of the neighborhood where most of Thornwall's dwarves live.

EXTERIOR

"Every house and building on the street is marked in some way with dwarven runes. Some have runes carved on the doorposts, others have runes carved into their wide thresholds, while still others have short rune-carved stelae erected in front of the homes.

BUILDINGS

Most of the buildings in Dwarftown are wattle and daub with thatched roofs. Normally, dwarves prefer stone houses with slate roofs, but these houses were abandoned homes that Frogin Feen loaned to the dwarves when they came to work on the keep. When that work stopped, the dwarves settled in permanently.

48 STONEMASON'S WORKSHOP

This is the shop where Thornwall's dwarven stonemasons live and work.



Quality Modest **Condition** Average **Levels** 1 (1)

EXTERIOR

The roof of this timber-framed house appears to have a fresh layer of thatch on it. The wattle and daub walls show signs of recent expert patching, the chimney on the west end of the house appears to be new, and the front door has brand new hardware. Standing next to the front door is a three-foot-tall stele with dwarven runes carved on it.

NPCs Rogarth Findorkett (male dwarf craftsman, age 83), Thal Urdinkett (male dwarf craftsman, age 75)

ENCOUNTER

Off to the side of the building, a pair of dwarves swing a stone block suspended from a tripod above a second, larger block. White stone dust fills the air as the two blocks scrape together, and the two dwarves chant rhythmically as they work.

CHANT

If any of the players speak dwarven, they recognize the chant as a simple dwarven work chant designed to help teams of workers keep time on coordinated tasks.

DWARVES

The two dwarves are Rogarth Findorkett and Thal Urdinkett. They are very busy and won't stop working, but they're happy to answer a question or two while they work. The two have worked together for years and specialize in precision block work. They stayed when work on the keep ended since their ancestors were from the Donarzheis Mountains. According to family legend, their distant relatives were trapped outside the halls of the Donarzheis when the Deeplands were sealed. They aren't looking for adventure, and have no expectation of reclaiming their ancestral halls, but they feel a spiritual link to the mountains.

STELE

This block of stone is three feet high, a foot wide, and about six-inches deep. It tapers a bit toward the top. Carved into the stele are a number of dwarven runes along with a variety of masterfully executed decorative flourishes. Characters that read dwarven can translate the runes into the Common language. They read: "Stonecutters of Urdinkett and Findorkett." Characters that are familiar with the Maladoran or Deeplander cultures know that the "kett" in dwarven surnames reflects a clan name.

TRIPOD AND BLOCKS

The dwarves are smoothing the lower stone using friction by swinging the upper stone back and forth over it to create a precision edge.

49 WOODCARVER'S WORKSHOP

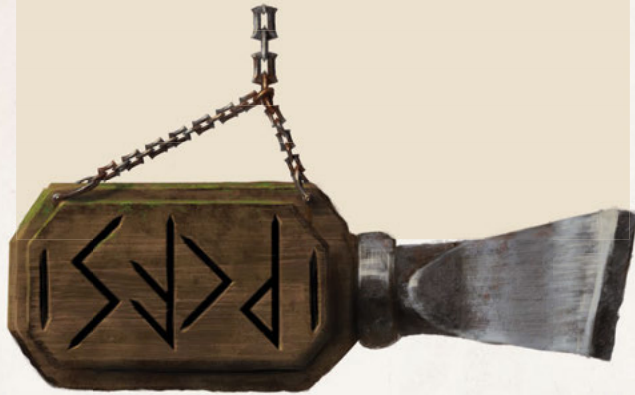
This is the home and workshop of Thornwall's resident woodcarvers.

Quality Wealthy **Condition** Average **Levels** 1 (1)

EXTERIOR

“Every post and beam of this long, low workshop is carved with whimsical images. A dog chases a hare around one of the corner posts, while on the top beam an angry dwarven goodwife with a rolling pin chases a dwarven child carrying a steaming pie. A deadly-looking snake winds its way up another post, seemingly unseen by the pair of dwarven hunters carved on the post across from it.

Hanging over the door of the shop is a sign in the shape of a wood chisel carved with four dwarven runes.



NPCs Vogel Sevrenkett (male dwarf craftsman, age 57), Geerman Sevrenkett (male dwarf craftsman, age 140), Vygen Sevrenkett (male dwarf teen, age 18), Syndow Sevrenkett (male dwarf teen, age 14)

Creatures Stump (dog)

ENCOUNTER

“You hear the sounds of saws and hammers coming from the open yard on the side of the building, where two dwarven men and a pair of dwarven boys are hard at work sawing planks from a huge log.

This is the workshop of one of the families of dwarves that Frogin Feen hired to come to Thornwall to build the keep. Like a handful of the other dwarves, they decided to stay after work on the keep was discontinued.

DWARVES

If the characters approach, the dwarves stop work and happily engage the players in conversation. The two young boys stand quietly by, but the men are both quite chatty. If the conversation lasts more than a minute or two, one of the dwarves produces a flask of strong dwarven spirits and offers it around.

SIGN

Characters that read dwarven know that the symbols are the dwarven runes for SAKV. These runes stand for *Sevrenkett a Kettervode*, or “Woodcarvers of Sevrenkett” in common.

INTERIOR

“The main floor of the house is an open workspace where the dwarves work during the winter months. Sawhorses, tools, and partially-completed projects are scattered around the large, main room.

NPCs Hara Sevrenkett (female dwarf craftsman, age 62), Kathya Sevrenkett (female dwarf craftsman, age 145), Elsbree Sevrenkett (female dwarf child, age 7), Dremman Sevrenkett (male dwarf child, age 5)

ENCOUNTER

“Two dwarven women sit at a workbench, carving architectural flourishes that will eventually decorate one of the homes in Thornwall. Two dwarven children, a boy and a girl, sit on the floor nearby, playing with carved toys shaped like dragons and dwarven warriors.

DWARVEN WOMEN

The women are as happy to talk as the men. They’ll gladly take time out of their day to chat with the characters as long as they like.

DWARVEN CHILDREN

The children are both very happy, and like their parents they are glad to talk, although they don’t have much to offer that will help the characters.

50 CLIFFSIDE CROSSING

More local businesses and homes cluster around the crossroad. The road to the south leads down a switchback trail to the farmland below.

EXTERIOR

“The road leading west from here runs behind the dwarven brewery, which sits at the northwest corner of the intersection. Across the street from it to the south, you see a trio of open-walled buildings built behind a fine stone house. A wooden sign hangs from a crossbar in front of the out-buildings. It is cut in the shape of a dwarven shield, and has a crossed hammer and tongs painted on it.

On the southeast corner, there is a small stone cottage with a brightly-painted clay pot hung over the door. In the corner of the cottage's fenced yard is a large brick oven.

The buildings on the northeast corner look like they share a yard in back. Both buildings are two stories tall, and the building to the east has some sort of tower rising another fifteen feet or so above the second roof. Green tinged-smoke curls out of the chimney of the nearest building, and you see a sign nailed to the wall beside the door.

The house to the east has no sign on it, but the interior windowsills are stacked with books, scrolls, and piles of parchment, along with scatterings of bones, branches, stones, and strange scientific instruments.

51 ALCHEMIST'S SHOP

The home and workshop of a brilliant alchemist named Melchim Likos.

Quality Comfortable **Condition** Immaculate **Levels** 2 (1)

EXTERIOR

“

The exterior of this two-story stone house is immaculate. The steps leading up to the front door are swept, the windows sparkle, and it even looks like the knocker on the door was recently polished. Nailed to the wall next to the door is a sign. Someone has painted the following words in a sharp, neat script:



NPCs Melchim Likos (male human alchemist, age 45)

Melchim's best friend is Thornwall's enchanter, Delph Biro (52). Fifteen years ago, Delph fled to Thornwall after running afoul of a young noble lord in the southern lands. Despite Delph's protests, Melchim insisted on joining Delph in his self-imposed exile. Using their combined savings, they constructed the two houses they live in today (51 and 52).

KNOCKING

The instructions on the sign are actually one of the many rules that Melchim follows and insists others follow as well. If a person just knocks without entering, Melchim ignores them and continues his work.

If a person knocks more or fewer than three times before entering, Melchim will only talk about the fact that they failed to knock three times and ignore any other subject. If they argue about this, he may become angry, and he will insist that the person leave and not come back.

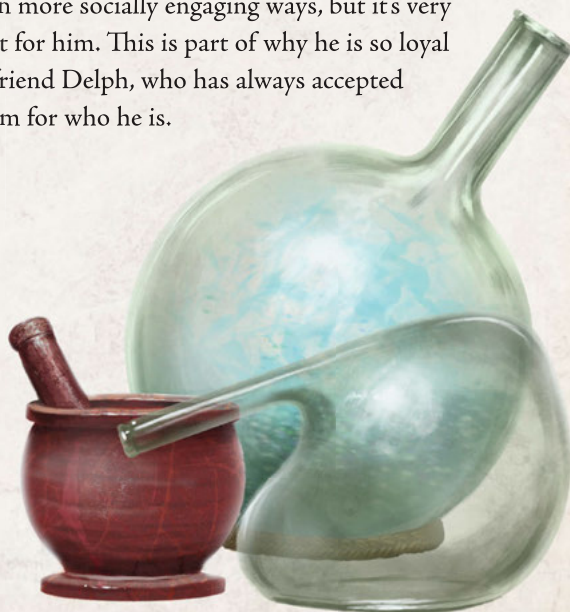
No matter how the scene plays out, if the person leaves but follows the instructions when they return, Melchim will talk to them. He may still be frustrated by their previous failure to follow the rule, and he'll be sure to mention this, but he will talk to them.

MELCHIM LIKOS

Melchim is an exceptional alchemist who knows more about alchemy than most people in his field. Normally, someone with Melchim's skills would end up teaching at one of the arcane colleges, but his temperament isn't suited to the occupation. He has a difficult time interacting with people in social situations, and loses his patience when trying to explain things the other person doesn't quickly grasp.

Each day Melchim follows a precise schedule, and if he is asked (or forced) to deviate from it, he quickly becomes anxious. Even when people visit his shop, he'll continue to perform whatever task is next on his schedule while he talks to his customer. Melchim isn't a conversationalist, and he can't wrap his head around small talk. He uses words solely as a means to communicate necessary information.

These personality traits make it difficult for Melchim to make friends. He's aware of this and does make an effort to act in more socially engaging ways, but it's very difficult for him. This is part of why he is so loyal to his friend Delph, who has always accepted Melchim for who he is.



GOODS AND SERVICES

The goods listed below are items Melchim normally has on hand in his shop. Melchim is a brilliant alchemist, and can create almost any alchemical substance, weapon, or device if given enough time.

ALCHEMIST'S SHOP

Goods and Services	Cost	Weight
Acid (vial)	30 sp	1/4 lb.
Alchemist's Fire (flask)	50 sp	1 lb.
Identify potion	1 gp	—
Sparkstick	1 sp	—
Potions		
Antitoxin	50 sp	1/4 lb.
Barkskin	185 sp	1/4 lb.
Bull's strength	190 sp	1/4 lb.
Comprehend languages	75 sp	1/4 lb.
Darkvision	185 sp	1/4 lb.
Fly	300 sp	1/4 lb.
Gaseous form	300 sp	1/4 lb.
Haste	300 sp	1/4 lb.
Invisibility	185 sp	1/4 lb.
Poison, basic (vial)	100 sp	1/4 lb.
Protection from cold	300 sp	1/4 lb.
Protection from fire	300 sp	1/4 lb.
Protection from lightning	300 sp	1/4 lb.

52 WIZARD'S WORKSHOP

The home and workshop of Delph Biros, an arcane college educated human wizard.

Quality Aristocratic **Condition** Average **Levels** 3 (2)

EXTERIOR



Every interior windowsill of this two-story house is piled with books, papers, rocks, bones, unidentifiable carved objects, and a host of unusual ephemera. There is no sign indicating what sort of place this is, but it shares a yard with the alchemist's shop next door and it has an odd tower attached to the back of it.

NPCs Delph Biros (male human wizard 9, age 41)

DELPH

Delph is outgoing, eccentric, and obsessed with the discovery of new arcane secrets. He attended a prestigious arcane college in the capital, but ran afoul of a noble lord before he

could graduate. It may have had something to do with the lord catching Delph in bed with the man's fiancé, but Delph never did work out all the details. Instead, he fled north and settled in Thornwall, an out-of-the-way place where he felt certain the noble lord would never find him.

DELPH AND MELCHIM

Delph and Melchim have a close friendship. They met at the arcane college where Melchim was struggling to fit in socially. Delph recognized Melchim's genius. He also recognized Melchim's challenges, since Delph had a brother with many of the same traits. This allowed Delph to look past the personality traits that confound most people, and see the person beneath.

The two are almost always found together, and they're almost always talking. They're known around town for getting into raucous arguments in the tavern about things no one else is remotely qualified to understand. Katelyn normally doesn't mind, but as soon as the chalk comes out and they start furiously scratching arcane formulas on her tables, she puts a stop to it.

DELPH'S LIBRARY

Delph has an extensive library covering a variety of topics. The challenge is that it isn't organized in a way that anyone other than Delph understands. For the purpose of Intelligence checks, using Delph's collection gives advantage on Intelligence (Arcana), Intelligence (Nature), and any other Intelligence checks the gamemaster allows.



ARCANE EXPERTISE

Delph provides you with a resident magical expert for the characters to consult. He has enough training to be useful, but his story of unfinished schooling gives you an excuse to leave frustrating gaps in his knowledge for those times when you want the players to figure things out on their own.

SOURCE OF SPELLS

Another reason Delph exists in the game is to act as a source for new spells. If one of the characters desperately needs to learn a certain spell, Delph can either know the spell or have a book with it squirreled away in his house.

ENCHANTING SERVICES

As the adventure progresses, the players may want very specific magic items. Delph gives the players a local source for these items, avoiding lengthy overland journeys just to buy some minor wondrous item.

If Delph allows the characters to use the library, the complete lack of organization in the collection means that in order to gain advantage it requires 1d4 hours of research if the character is proficient in the skill being checked and 1d4 days if they are not.

TOWER

Delph's enchanting workshop is on the top floor of the tower. He claims there is a line of magical energy that runs through the air at that point. In reality, he just likes that it has a high ceiling and nice views.

GOODS AND SERVICES

The following are items that Delph typically has on hand and the services he commonly performs.

WIZARD'S WORKSHOP

Services	Cost
Consultation	5 cp/hour
Identify magic item	125 sp or 5% of appraised value post identification
Research	6 sp/day
Spellcasting¹	
Arcane lock	88 sp
Comprehend languages	25 sp
Continual flame	113 sp
Detect magic	25 sp
Detect poison or disease	25 sp
Dispel magic	100 sp
Knock	63 sp
Remove curse	100 sp
Sending	100 sp

¹ There is typically a one-day wait for spellcasting services, since Delph's talents are in high demand.

MAGIC ITEMS

In addition to the goods and services listed above, at any given time Delph will have 2d4 common items, 1d4 uncommon items, and 1d4 rare items stashed in his house that he's willing to part with.

POTIONS

Delph has no interest in making potions. Not only would that compete with his friend Melchim (51), but he can't stand the smell. That said, he is a passable alchemist, and in a pinch he can both mix and identify basic potions.

SCROLLS

Delph might be willing to create scrolls of spells he knows and even teach them to the characters, particularly lower

level spells. The characters will need to convince him, and he will almost certainly ask a favor from them as well. He knows if he gives away all his secrets, he just creates competition.

53 POTTER'S SHOP

A little cottage where the town's potter lives and works.

Quality Modest **Condition** Average **Levels** 1

EXTERIOR



A large, brick oven sits in the fenced yard behind this stone cottage, and hanging over the front door on a post is a glazed pot painted in vibrant colors.

NPCs Alistair Bakepot (male halfling craftsman, age 39)

ALISTAIR BAKEPOT

As suggested by his name, Alistair comes from a long line of potters. Unfortunately, he's one of the less talented members of that line. Even more unfortunately, he doesn't seem to realize this. He fancies himself a gifted artist, and tends to overcharge for his pots and tiles as a result. He might have learned otherwise at some point in his career, but Grezen Gold (29) is completely taken by the garish colors Alistair favors, and her admiration only reinforces his delusions.

OVEN

This is Alistair's kiln. It is built with bricks made by the brickmaker (60). Tables and shelves around the kiln are stacked with items just fired or ready to fire.

POT

The pot hanging over the door is lopsided, the glaze is inconsistent, and the overly bright colors clash.

GOODS AND SERVICES

Despite his taste and lack of skill when it comes to his "art pieces," Alistair sells a variety of mundane items to pay the bills.

POTTER'S SHOP

Goods	Cost	Weight
Candlestick	2 cp	1/2 lb.
Clay	1 cp	1 lb.
Jug	1 sp	9 lb.
Mug	6 cp	1/2 lb.
Pitcher	1 sp	5 lb.
Tankard	3 sp	8 lb.

54 DWARVEN SMITHY

A family of dwarven smiths run this smithy near the switchback trail. Unlike Stallman's Smithy (37), the Meininkett's are skilled weapon and armor smiths.

Quality Modest **Condition** Average **Levels** 1 (1)

EXTERIOR



A long, timber-framed house sits near the switchback trail leading down to the farms. The timbers are extremely dark, almost black, and the thatching is so thick that it droops over the sides. Behind it are three outbuildings with open walls on the sides facing the house. The smallest contains a pile of barrels and crates, while the other two each contain an anvil, furnace, a big barrel of water, and a large selection of tools.

NPCs Uwe Meininkett (male dwarf craftsperson, age 185), Xenia Meininkett (female dwarf craftsperson, age 28)

ENCOUNTER



In the nearest outbuilding, a grizzled, gray-bearded dwarven smith and a young dwarven woman work in the hot glow of the forge. He holds a piece of red-hot steel against the anvil with a pair of tongs while the young woman hammers it with strong, controlled strokes. Each strike rings with a rich bell tone and sends a spray of sparks shooting into the air.

When the Meininkett family came to Thornwall to help construct the keep, they selected this building as their home. They chose it because it was one of the oldest buildings in the town, which gave it an aura of permanence they liked.

Unfortunately, when work on the keep stopped, the family was split on whether to remain in Thornwall or return to their home in Malador. Uwe, the family patriarch, did not wish to leave the nearby Donarzheis Mountains, home of their family's ancestors. He insisted they belonged there, and that in coming to Thornwall, they'd come home.

His son, Vessel, disagreed. He hadn't wanted to come here in the first place. The last straw for Vessel came after Frogin Feen's death, when it was discovered that there wasn't enough gold to pay the dwarves what they were owed. After many angry arguments, Vessel chose to return to Malador, and Uwe stayed in Thornwall.

Much to Vessel's chagrin, his eldest daughter, Xenia,



A SMITH FOR THE AGES

Xenia is still young when the adventure begins, but her skill is such that she is uniquely suited to create exceptional armor and weapons for the characters. She doesn't have the skills to achieve this yet, but as the characters advance, so will she. By the time the players want custom-forged weapons and armor for enchanting, Xenia will be ready to handle the smithing for them.

WEAPONS AND ARMOR

Finding martial weapons and armor anywhere outside of a large city or military outpost is fairly unlikely. Uwe's backstory gives you an excuse to place a skilled armor and weapon smith in town to supply the heroes with the combat gear they'll need.

chose to stay with her grandfather as well. Not only did Vessel feel betrayed, but there was the very practical issue that Xenia is the best smith in the family. Seeing no way forward that wouldn't create an even deeper rift in the family, Vessel accepted her decision.

UWE MEININKETT

Uwe is a philosophical man with deep ties to his ancestors and history. He prays before his family shrine at least once a day and leaves offerings for his ancestors' spirits. He is a skilled smith, but age is taking its toll. His greatest joy in life is Xenia, an apt student and talented smith. Uwe is saddened by the way things went with his son, and prefers not to talk about it.

XENIA MEININKETT

Xenia is a joyful, young dwarven woman. She also has a unique talent when it comes to smithing, and an affinity for the metal that borders on the supernatural. Xenia is still young, but if she continues to study the craft as diligently as she has so far, she may become a smith of legendary skill one day.

GOODS AND SERVICES

Uwe and Xenia are skilled armor and weapon smiths. They do not have a stockpile of weapons and armor, but they can craft any weapons or armor the characters require on demand. In addition, Uwe always has a few items stashed away, the product of his training sessions with Xenia. The exact items he has stashed is left to the gamemaster's discretion.

55 SWITCHBACK TRAIL

This switchback trail connects the north and south ends of town.

EXTERIOR

"This narrow, switchback trail is deeply rutted from the passage of small carts and foot traffic. The top of the trail gives an excellent view of southern Thornwall and its rich farms. The fields are heavy with the season's bounty."

SWITCHBACK

This trail is used mainly for light wagons, hand carts, and foot traffic. Heavier loads and larger wagons are taken out the Farmer's Gate (58) and brought around to the Main Gate (1).

FIELDS

Despite the late season and the regularly dropping nighttime temperatures, the fields of Thornwall are incredibly lush. The trees in the orchards are heavy with brightly-colored fruit, plump vegetables fill the space between the furrows, and thick fields of golden grain whisper musically as they sway in the breeze.

56 BUTCHER'S HOME AND SLAUGHTERHOUSE

This is the home of the town's butcher. He also has pens for animals waiting for slaughter and a fair-sized slaughterhouse.

Quality Modest Condition Average Levels 1

EXTERIOR

"A stone cottage sits on the banks of the Coldstone River here. It has a lovely view of a forested hill across the river, and tall hedges provide privacy from the neighboring farms. On the north end of the property is a barn, while on the south end near the river is a long, stone building."

NPCs Danell Fegel (female human shopkeeper, age 35), Jos Fegel (male human craftsman, age 36), Oswin Fegel (male human child, age 4), Owen Fegel (male human child, age 6)

There isn't much to suggest that there is a slaughterhouse here. The property is neat and clean, and the buildings look like the barns and outbuildings of any other farm. On slaughter days the smell of animals and blood is relatively

strong, but on any other day you're hard-pressed to pick up even a hint of the odor of blood. This is due to the cleanliness of the Fegels' operation.

BARN

The barn is a holding pen for animals heading to slaughter. Some days it's empty while on others it's packed wall to wall.

FEGELS

Jos and Danell are skilled butchers who have lived in Thornwall all their lives. Although it's still common for the people of Thornwall to clean their own kills, the Fegels' speed and skill make it worth the extra cost of hiring them.

Typically, one of the Fegels is at the house while the other is up at the butcher shop (12).

SLAUGHTERHOUSE

The long stone building is the slaughterhouse. It has pens for animals that are ready for slaughter, a kill room, and a cutting room. Only the primary cuts are made in the slaughterhouse. The rest are handled up in the butcher shop (12). A wide drain leads to a pipe that empties into the river to the east.

57 ABERNATHY CORNER

The heart of Thornwall's southern farmland.

EXTERIOR

"This quiet, country corner looks like something you'd find in the Agthorian low country, not near a highland village on the edge of the wilds. Cicada songs fill the air and butterflies drift by on the breeze, even though it is long past the time of year when one hears or sees such things elsewhere in this region."

The houses here are solidly-built stone structures with either heavy thatch or sturdy slate roofs. These are some of the nicer houses you've seen in Thornwall, with well-tended yards and glass windows.

NPCs Nora Caltera (female human farmer, age 78)

ENCOUNTER

"A small apple orchard surrounds the house on the southwest side of the road, and an elderly woman snips tenderly at the branches with a pair of metal shears. Bright red apples as big as your fist hang from the trees amid golden autumn leaves. Birds sing pleasantly, and somewhere in the distance a dog barks."

CICADAS, BUTTERFLIES, AND BIRDS

Characters with proficiency in the Nature skill realize that there is something unnatural about this place. It is well past the time when any of these creatures should be this active. At the same time, there is no sense of danger, suggesting that a benign power is at work rather than a malevolent one.

HOUSES

The homes are older, but well-built and actively maintained. The thatch is neatly trimmed, the yards tended, and the fields free of weeds. The farmers of Thornwall respect the land they are blessed with and make the most of it.

OLD WOMAN

The old woman is Nora Caltera. She owns the house to the southwest, and lives there with her adult son (Nikos) and his family (wife Sandra, daughter Portia, and son Meenos). She'll happily talk to the characters and share whatever she knows. She knows most of the history of Thornwall, and has lived there all her life. She grew up in the house she lives in, and her family was one of the first non-trappers to settle in the town.

Nora can tell the characters that when her parents came here, this entire area was so heavily overgrown that they had to hack through it step-by-step with an axe. One of the other settlers tried to burn his land clear, but try as he might the undergrowth wouldn't burn.

She can also share that plants grow almost year-round here. There are only about two months in the winter when there is nothing growing. Before the snow even melts, the first shoots push their way through, and they stay green and growing until well into autumn.

58 FARMER'S GATE

This is the Thornwall's south gate. As the name implies, it is used primarily by the farmers on the south end of town, since the switchback trail (55) isn't suited to large wagons.

EXTERIOR

A long section of stone wall fills a large gap in the thornwall. A small gatehouse is built across the road, and a pair of ancient oak doors wrapped with thick metal bands, prevent entry from the outside.

FARMER'S GATE

As the name implies, this gate is used primarily by the farmers on the south end of town, since the switchback trail (55) isn't suited to large wagons. The gate is seldom

**THE MYSTERIOUS VILLAGE**

The village carved into the door is the one that the remaining elves retreated to after Thornwall fell to the Wolf and the current home of Elloridan Dreswyn. The purpose for placing this here is to provide a clue for leading the players to discover the elven settlement if you choose to take the adventure in that direction.

used for any other purpose, and remains barred at all other times. The town watch doesn't station any guards on the gate, but they do check the gate as part of their rounds. They'll also come down to open or close the gate when farmers need to take wagons out or in.

THE GATEHOUSE DOORS

The doors that seal the gate are oak, but the wood is exceptionally dark, almost black. A close inspection reveals that they are intricately carved with faded and ancient-looking reliefs of vines, leaves, trees, and other plant life. Although the images are worn and faded, one can just make out carved birds and other animals playfully hiding amid the foliage.

These doors were uncovered by some of the early human settlers of Thornwall and put to use when the wall and gate were built. They are enchanted with a spell that makes them highly resistant to normal aging, although they are not impervious to it. They are constructed from a magical variety of oak that was wiped out during the Age of Darkness. When wood from these oak trees was cured with a special herbal brew, it became nearly as hard as stone. This is why metal bands are used to mount the doors to the hinges, rather than bolting the hinges to the door.

THE CARVINGS

If the players make an effort to get a clearer look at the long-faded carvings, they have the potential to discover something of value.

If the character make a rubbing or otherwise enhance the images read the following aloud:



As the images become clearer, you realize that there is more to the carvings on this door than you saw at first glance. At the center of one door you see a forest settlement surrounded by a wall of thorns. Although it doesn't have much detail at this scale, the two ponds carved inside the walls clearly identify the settlement as Thornwall, or at least the fey village that preceded the town.

The second door features another village, this one hidden in a steep-walled valley. Although the details are hard to make out, there is enough to go by that, with access to a good map, you might be able to guess the general location of this settlement.

59 HERBALIST'S SHOP

This is the home of Thornwall's resident herbalist. She grows most of the plants she uses in the garden beside her house.

Quality Modest **Condition** Immaculate **Levels** 1 (1)

EXTERIOR

“At the end of a lane lined with gold-leafed maple trees sits a quaint stone cottage. It's a good-sized building, but far shorter than the average cottage in Thornwall. The eaves swoop low, and any human entering through the round front door would almost certainly have to duck.

Next to the cottage, surrounded by a tall, thick hedge, is a lush garden. Plant boxes overflow with flowers, herbs, and vegetables, and at the far end is a large stone shed topped by a weather vane in the shape of a goose in flight. Behind the cottage is a fenced yard with two additional outbuildings.

As you walk down the lane, the wind picks up and hisses through the trees, sending golden maple leaves dancing across the gravel.

NPCs Imberly Grasscutter (female halfling herbalist, age 72)

Creatures Thunder (riding dog)

ENCOUNTER

“A halfling woman putters about in the garden, pulling a weed here and snipping off a leaf there. She pulls a handful of herbs with deep blue flowers to her nose and takes a long sniff before nodding with satisfaction and moving on. Lying in the sun nearby is an enormous wolfhound.

This is the home and shop of Thornwall's herbalist, a halfling woman named Imberly Grasscutter. She lives alone with a huge, old wolfhound named Thunder. Thunder is Imberly's best friend, guardian, and mount. They go everywhere together, and are a regular sight in Thornwall.

COTTAGE

The cottage is very old, one of the older buildings in town

in fact. As the players will likely suspect, it is sized for a halfling. Larger characters can still enter the building and move around, but they are always considered squeezing when moving through the house.

WOLFHOUND

The minute the characters get within fifty feet of Imberly, the hound leaps to his feet and charges them, barking wildly with teeth bared and ears laid back. He doesn't attack the party, but rather holds his ground and attempts to drive them off. He'll hold his position until the characters leave or Imberly calls him off.

MAPLE TREES

The tree trunks show the scars of many small holes drilled in them. Characters proficient in Nature or with an appropriate agriculture background will recognize these as tap marks where Imberly tapped the trees to make syrup in the spring.

GARDEN

Almost everything Imberly requires in her practice she grows in this garden. She used to travel around the countryside to collect herbs, but she's developed such skill at cultivating herbs in her little planting beds that she seldom has to venture beyond the walls of town.

The garden is a riot of scents, almost all of them pleasant. Even with so many smells fighting for the characters' attention, it isn't overwhelming. It's actually quite calming.

GARDEN BOXES

Imberly discovered the richness of the soil in Thornwall quite some time ago. This is part of the secret of her amazing herbs.



SIDEQUEST

SEARCHING FOR SLEEP MOLD

After the characters return from the Temple of Modren, Imberly hears the tale of their adventure. When she learns that they encountered sleep mold in the tunnels, she becomes very excited. She asks them to return to the Temple to bring her back a sample of the mold.

GOALS

Return a vial of sleep mold to Imberly.

REWARD

1 Goodwill, sleeping potion (effects on the individual as the *sleep* spell when ingested)

GARDEN SHED (BUILDING A)

This shed is built in the same fashion as the house. It has a pair of windows overlooking the garden and a round door painted red. Imberly keeps her supplies, such as flower pots, wheelbarrows, rakes, and other gardening tools, in here.

WORKSHOP (BUILDING B)

This is where Imberly prepares her herbal supplements, mixes her spices, and readies other herbal creations for market.

DRYING SHED (BUILDING C)

This specially-constructed building is used by Imberly to dry herbs. Every bit of rafter space in this long, low building is hung with bundles of herbs, and long racks covered with drying herbs fill the floor.

TREASURE

Imberly has domesticated an exceptionally rare and valuable herb called ladylace. The small, flowering plant is normally only found in high-mountain passes. A successful DC 30 Wisdom (Survival) or Intelligence (Arcana) check is required to identify or harvest the herb. Success yields a small handful of white flowers worth 100 sp to an alchemist or healer.

60 BRICKMAKER'S WORKSHOP

A workshop on the edge of town that belongs to Thornwall's brickmaker.

Quality Modest **Condition** Rundown **Levels** 1.5

EXTERIOR

At the end of a long trail is a house built from dark red bricks. Dead vines cover one wall, and the little porch leans a bit to one side. A shutter with a broken latch creaks slowly in the breeze.

Next to the house is a large, square building with small, arched doors along one side. The tops of the arches are stained black from smoke. You note a faint scent of charcoal in the air.

A brick fence surrounds the house and outbuilding. Scattered around the enclosed yard are wheelbarrows, raised wood boxes, and rows of split logs faded by long days in the sun. A pile of red bricks, half-covered by a canvas tarp, are stacked on a wood pallet next to the square building.

NPCs Pavel Santiri (male human craftsman, age 40)

**SIDEQUEST****A LETTER HOME**

Pavel has written a letter that he wants to send back to Tristanford. The letter begs Hezra to come back with the children. He insists that things are going to turn around, that he isn't drinking any more, and that he's starting to pay his debts to Harwore (16). He tells her that if she'll just give him a chance, he'll prove to her that things are different now.

GOALS

Deliver Pavel's letter to his wife at her family's farm outside of Tristanford, or help Pavel to come to terms with reality.

REWARD

1 Goodwill

ENCOUNTER

A bearded man wearing dirty, ragged clothes leans against the trunk of the big maple tree next to the house. He's smoking a pipe and eyes you warily as you approach.

This is the workshop and home of Pavel Santiri, Thornwall's brickmaker. Pavel came to Thornwall during the boom years, hoping to make his fortune in a town he was certain would continue to grow. Sadly, he's a better brickmaker than economic strategist, and his plan didn't work out.

He chose this spot for his kiln because the prevailing winds carried the thick, black smoke constantly pouring from the chimney away from town.

PAVEL SANTIRI

Since he knows no one wants to buy his bricks, and he never made friends with many people in town, Pavel is immediately suspicious if the players pay him a visit. If they remain friendly and are patient, he may eventually warm up to them.

SQUARE BUILDING

This is the kiln. It used to run night and day, baking the bricks that lie beneath the plaster exteriors of some of the newer houses in Thornwall. It's been years since it was last used.

HOUSE

Pavel planned to put a layer of plaster on his house to finish it. When his family left, he abandoned his plans.

INTERIOR

“

Clothes hang on chairs, dirt and straw are scattered on the floor, and an overflowing bin of food waste buzzing with flies sits in the corner.

It looks like there was a plan to build interior walls, but the house remains unfinished. Just a skeletal network of beams is in place. Through one such lattice, you see a large bed tangled with covers. Through another, you see two small beds, but there are no sheets or covers on them.

BEDS

Pavel came to Thornwall with his wife, Hezra, and their infant twins, a boy named Teemor and a girl named Gedra. When the demand for bricks failed to meet his expectations, however, he refused to admit defeat. At first his wife stood by him, but as his stubborn refusal to face facts drove them further into poverty, she grew more and more angry. Finally, she couldn't take it any longer, and she and the children went to live with her parents at their farm outside Tristanford.

61 WHEELER FAMILY LODGE

A noble's hunting lodge that hasn't been used for many years.

Quality Aristocratic **Condition** Average **Levels** 2 (1)

EXTERIOR

“

A grand hunting lodge sits atop a hill at the center of town. It has two wings connected by a wide, covered walkway that opens onto the lodge's courtyard. Beyond this stands the main building, a fine two-story structure with gargoyles and grotesques carved into the end beams of the roof.

Houses and shops cluster around the hill beneath it like petitioners in a noble's court. To one side is a long, low building.

This fine lodge was once the summer residence of the Lord and Lady Wheeler. Each summer Lord Wheeler came to hunt, while Lady Wheeler sat sewing in the courtyard with her ladies.

Lord and Lady Wheeler are quite old now, and they no longer travel far from their home. Their children come up to use the lodge on occasion, but today their visits are few

SIDEQUEST

TEMPLE TOURISTS

After the heroes have defeated An'Gras and cleared the Temple of Modren, word of their deed begins to spread. Among those that hear the tale is Aaron Wheeler, Lord Wheeler's son. Aaron is eager to see the ruins, and is willing to pay the heroes to take him up to the Temple for a tour.

GOALS

Take Aaron to the ruins and return him safely.

REWARD

1 Goodwill, the promise of a court favor from the Wheeler family, +1 *Dagger of Goblin Slaying* (+1; +2 against goblins)

and short. Their children are more interested in the excitement of courtly life than long walks in the forests around Thornwall.

The lodge is maintained by Erik Endveld (109). He keeps the grounds tidy, repairs minor wear and damage, and airs the place out a few times each year.

GARGOYLES AND GROTESQUES

A delightful menagerie of creatures is carved into the end beams, ranging from factual to fanciful. Gray cats cling to the beams and bear their long, sabered teeth while grinning goblins claw at the wood for purchase. In another place a fearful priest hangs upside down next to proud knights who ride their beams like fine steeds.

LONG BUILDING

These are the barracks for the Wheeler family guards and staff. It's a cramped, one-room building with a low ceiling.

CONNECTION WITH NOBILITY

This site is designed to give the players a way to connect with the duchy's nobility. The sidequest provides the party with an opportunity to build a bond with the family. Should your campaign go down the path of kingdom building, the Wheeler family provides the party with a potential ally in Tristanford.

The back half is crammed with bunks, while the front half is cluttered with cabinets for storage, a long table with two benches, and a few scattered chairs.

Although the lodge itself is a fine home, when the Wheelers are in town, this is where the real fun is. At night when their work is done, the staff bring out instruments and play, dance, and sing. The elder Lord Wheeler was known to sneak out to make merry with the servants after his wife was asleep.

COVERED WALKWAY AND COURTYARD

Elaborately-carved beams hold up the roof over the covered walkway that connects the two wings of the lodge. Like the end beams, they are carved with a wonderful variety of creatures, plants, and people.

The courtyard is pleasant. There is a fountain in the center, although it is dry right now, since Erik has it shut off when the Wheelers are not there. Benches carved from logs sit on either side of the fountain, and trellised vines grow up the walls.

62 GREZEN'S MANOR

This manor house belongs to Grezen Gold, who is in the process of repainting it.

Quality Comfortable **Condition** Average **Levels** 2 (1)

EXTERIOR

“Someone is in the process of repainting this once lovely manor. The previous occupant favored natural stone, stained wood, and earth tones that mimicked the colors of the forest and hills around Thornwall. The current owner is painting over these with bright reds, yellows, blues, and paint flecked with gold. Wood scaffolds frame the south wing of the building, where the current painting effort is underway.

NPCs Cavill Fenswane (male human expert, age 22), Lauren Overorchard (female halfling laborer, age 39), Tycho Harblast (male human laborer, age 27)

ENCOUNTER

“Two painters are up in the scaffolding, hard at work. One is a female halfling with curly brown hair that peeks out from under her headscarf. The other is a middle-aged male human. Both are splattered with bright flecks and streamers of paint.

Watching the painters from the ground is an astonishingly handsome young man. His jet black hair is oiled and pulled back from his beautiful face. He wears a leather outfit trimmed with fur that reminds you almost, but not quite, of the type of clothing favored by the trappers in town. Every now and then he shouts out advice to the painters in a thick accent.

“Yoo meesed a spot over thar. Doo eet again.”

This estate was constructed by the Riegles, previously one of the duchy's oldest and most respected noble families. The Riegles were known for their conservative values and frugal nature, and their estate in Thornwall reflected this.

After backing a candidate of questionable morals in his failed bid for the ducal seat, however, the Riegles were disgraced and had to sell most of their holdings. This included their beloved but seldom-used lodge in Thornwall. Of course, with the popularity of Thornwall in decline, they had difficulty selling the property. Grezen saw the opportunity and pounced on it like a hungry tiger.

Since purchasing the house, Grezen has spent a considerable sum renovating and remodeling it. Her latest undertaking is to repaint the exterior.

YOUNG MAN

This is Cavill Fenswane, Grezen's companion. He accompanied Grezen back from a recent trip she made to Tristanford. He has a Calliosan accent that is absurdly thick, and although his clothing mimics the style of the local trappers, it's more of a costume than a practical outfit.

INTERIOR

“The interior of Grezen's home is a riot of color, textures, odors, and sounds. Lighting is achieved in large part using enchanted orbs of Aelos. The blue-white light glitters off gold and silver decorations or glares against the warmer light of lamps and candles.

Embroidered tapestries hang from every wall, with paintings filling the spaces in between. Huge plants in massive pots are crammed into corners, bronze statues of naked men in athletic poses stand on marble plinths, and trinkets of infinite variety are scattered across every shelf.

NPCs Crimble Thimblequick (male halfling expert, age 68), Neerith Milonas (male human expert, age 52)

Creatures Keechee (barking ferret)

Grezen's home is impressive, although perhaps not in the way she hopes. It isn't that her decorating is bad so much as it's overwhelming. Any of her decorating flourishes might work on their own, but combined they create an effect that is visually cacophonous.

Although Grezen is quite wealthy, almost all the things used to decorate her home are cheap fakes. Carved marble pillars are merely painted plaster, golden candelabras are plated iron, and fine-looking porcelain statues are nothing more than glazed clay.

SIDEQUEST

THE REPLACEMENT

The heroes are surprised one morning to discover a stranger lounging on the front steps of Forester Candlewick's home (107). He's a seedy looking character with beady eyes, a hawk nose, and an ugly scar down one cheek. When approached he explains that he is Candlewick's replacement. Everyone is surprised since there was no word that Candlewick was leaving, much less being replaced.

In truth, this is one of Warden Balewick's thugs, a low-life named Kline, sent by Balewick to replace Candlewick with someone more willing to get his hands dirty while furthering Balewick's agenda in the scir. Of course, Balewick never ordered the replacement formally, and there is no way to link Kline back to Balewick in a way that would incriminate Balewick. Even if Kline was caught, Balewick will deny any knowledge of the effort to replace Candlewick.

If Kline remains in his post he'll prove a thorn in the side of the adventurers, who Balewick will surely view as obstacles to his goals. Of more immediate importance, Candlewick is still alive and tied up in the cellar of his home. Kline is waiting for Balewick to tell him what to do with Morgan.

GOAL

Uncover the truth about the Forester and rescue Morgan Candlewick. If Kline is questioned, he'll skillfully dodge anything the characters ask, offering little to know actual information of use. He also has no problem telling them it's none of their business and suggesting they move along before he arrests them in the name of the Duke.

TREASURE

Despite her preference for fakes and forgeries in her decorating, Grezen is quite wealthy. In a hidden vault in the basement (Detect DC 20, AC 19, hp 22, Unlock DC 30) Grezen has the following:

- ♦ 22 pp; 135 gp; 2,323 sp; 6,234 cp
- ♦ 2 gold candelabras (200 sp each)
- ♦ Gold necklace with fake diamonds (35 sp)
- ♦ Pair of diamond earrings (1,200 sp for the pair)
- ♦ *Broom of flying*

If confronted with proof of his crime or engaged in combat, Kline will fight to kill. If he decides he can't win, however, he'll make an effort to flee.

REWARD

1 Goodwill, Forester Candlewick names all of the heroes as woodwards, making them semi-official agents of the Duke beyond the walls of the town

KLINE

Medium humanoid (human), neutral good

Armor Class 13 (leather armor)

Hit Points 16 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Perception +6, Stealth +6, Survival +5

Senses passive Perception 15

Languages Common, Agthorian

Challenge 1/2 (100 XP)

Keen Hearing and Sight Kline has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack Kline makes two melee attacks or two ranged attacks.

Shortsword *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Longbow *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.



CHAPTER THREE

THE GREEN BRIAR TAVERN

TO CARINA AND ANTONI!" A cheer went up from the crowd in response to Joachim's toast. The three minstrels took their cue and answered with the first dramatic chords of "The Girl in the Hayloft." Moments later, the crowd in front of the stage was dancing as the minstrels, looking festive in their dark green matching outfits and shockingly red cock's comb-styled hats, dove into the chorus.

Eathen blushed at the lyrics, but smiled at the sheer joy on the townspeople's faces.

"Enjoying yourself?" Katelyn asked as she walked over to where he was sitting at the bar.

"Very much," he said. "This is their first?"

"It is," Katelyn said. "She was starting to show, so they figured they might as well tell everyone. Quite a few of us had figured it out already."

"I have a question," Eathen said. "Why do they wear those torques? I haven't seen anyone else in Thornwall wearing them."

One of the barmaids rushed up, calling for ale. Katelyn grabbed a pair of mugs, turned the tap, and filled them while she spoke. "The torque is a sign of their marriage. Their people exchange them when they exchange their vows."

"Interesting," Eathen said, regretting not having something to take notes with. "What land does the custom come from?"

Katelyn handed the full mugs to the barmaid and turned back to him. "Their families are from the Free Kingdoms. It's

an old tradition—not something many folks follow these days. I talked to Antoni about it once, and he said it was a tradition his ancestors brought with them when they came here from their homeworld.”

“Fascinating,” Eathen said, wondering at the sheer number of cultures one could encounter just within the borders of Agthor.

Katelyn reached out and grabbed his chin, turning his head slowly so he faced the dance floor. “If you’re done with your analysis, professor, I think someone is trying to get your attention.”

Eathen looked and started in surprise. Kells, the mayor’s maid, stood near the dance floor beckoning him to join her.

“Oh—I—I couldn’t...” he stammered, blushing even harder now.

“Oh, please,” Katelyn laughed, pushing him off his stool and toward the girl. “If it makes you feel better, consider it field research.”

Seeing that Katelyn wasn’t about to let him sit back down, Eathen edged through the crowd to Kells. He figured he could make it through one dance, and Kells was a fine-looking young woman.

“Um, evening, Kells,” he muttered when he reached her.

Kells smiled joyfully. “Evening, Eathen. Care to dance?”

She reached out and took his hand. As their fingers touched, the earth moved.

“EARTHQUAKE!” someone cried.

Crockery smashed, lamps swung crazily, and people screamed as the earth heaved beneath them.

WELCOME TO THE GREEN BRIAR TAVERN

In a roleplaying game, a tavern is more than just a place to grab a drink or have a meal. It’s where stories of adventure begin and end. It’s the site of clandestine meetings, strategic planning sessions, and shrewd negotiations. It’s where victories are celebrated, the dead are mourned, and tales of past glories are shared. This chapter will help you turn the Green Briar Tavern into the heart of your campaign.

HOW TO USE THE TAVERN

The map, characters, tavern games, and other tidbits we’ve included here will make the gamemaster’s job easier, but the real value in the Green Briar Tavern is the roles it can take on in your game.

A CONNECTION TO THE WORLD

In many adventures, it’s easy for players to go from encounter to encounter without really connecting with the world around them. This is a very different feel from the stories

that inspired roleplaying games. In those stories familiar barkeeps, quirky gadget makers, and helpful street urchins form the social fabric of the heroes’ world.

The Green Briar Tavern and its cast of characters offer a way to weave these types of recurring characters and familiar set pieces into your game. Whether you use the tavern as part of the town you’re already using in your campaign, or if you use it as part of Thornwall, it’s a tool that can pull your players deeper into the game world. For instance...

With a flourish, the barmaid clunked four frothy mugs of Northland ale onto the table, and the heroes looked up in surprise. “On the house,” she announced. “That boy you saved from the goblins today was my brother. They may call you the Heroes of Thornwall, but you’re more than that to me. To me you’re true friends, and you’ll always have a home here, no matter where the road may take you.”

A PLACE TO STAY

The tavern offers a variety of accommodations to meet the party’s needs over time. A new party with little money can rent a spot on the floor in the common room. Later, when their adventures start to pay off, the party can chip in to rent one of the tavern’s bunk rooms. As their wealth and need for privacy increase, they can eventually upgrade to the tavern’s private rooms. This lets the players stay focused on the adventure while integrating the mundane issue of “Where do we sleep?” into the story.

Helgen surveyed the bunk room. It wasn’t fancy, but compared to the dirty bedrolls he’d grown accustomed to in the common room, it seemed like a palace. Finally, this adventuring thing was starting to pay off.

A SENSE OF SECURITY

There is no telling what danger awaits the characters on their next adventure, but when they’re at the tavern, they can rest easy. The Green Briar Tavern is situated in a well-traveled area at the center of town. There are no secret approaches to the rooms, the doors all lock, and someone on Katelyn’s staff is always awake. This lets the characters rest, heal, study, learn spells, and prepare for their next adventure without worry.

Synish collapsed onto the straw-filled mattress. Her muscles ached, her arm still stung from where the goblin blade had cut through her armor, and her eyelids drooped thanks to a week of sleeping with one eye open. Now, however, she could relax. Katelyn’s staff would take watch, and after a few days of warm meals in her belly, she’d be back in fighting trim in no time.

A PLACE TO STORE VALUABLES

As long as the party is staying at the Green Briar Tavern, buying drinks and coming in for meals, Katelyn Bythewater is more than happy to safely store the party's valuables at no cost to them. It is recommended that the gamemaster assure the players out-of-character that their things are safe and then make good on this promise. Anything left at the tavern will still be there when they return. It's a bit of meta-gaming that keeps the players focused on the adventure and the story rather than worrying about how to protect their hard-won gold.

Katelyn took the bag from Alia and held it with care. "Don't you worry about a thing," she said, her face serious. "I'll lock it up good and tight, and it'll be here when you get back. After all, I wouldn't want to disappoint my best customers."

A FRIEND TO LEAN ON

Katelyn is a businesswoman and doesn't give anything away for free, but she can sense that the players are heroes. As such, she trusts them and gives them the benefit of the doubt. The party shouldn't need to beg, cajole, or deceive Katelyn to get her help or advice. She'll do what she can for them, within reason, as long as she can recoup her costs in either coins or shared work.

"I'll tell you what," Katelyn said. "I'll find someone who can sew that mannequin thing you're looking for if you help Brace muck out the stables. The boy's leg still isn't healed, and it'll take him a week if he has to do it himself."

A BUSINESS OPPORTUNITY

Eventually, the party may decide they want to become more involved in the town. The tavern represents one way they can do this. Katelyn's age and lack of children creates a suitable story whereby she might sell or lease the tavern to one or more of the player characters. Naturally she'd want someone who upholds the ideals and mission of the tavern, but it provides the necessary story elements to work the transaction into the campaign in a believable way.

Katelyn looked over the main room of the tavern with a tear in her eye. "You take good care of her, you hear? She's the heart of this town. It's a big job keeping that heart pumping." With a final sigh, she turned and walked out the door of the Green Briar Tavern for the last time.

HISTORY OF THE GREEN BRIAR TAVERN

The following is the tavern's history as told by the tavern's owner, Katelyn Bythewater, to Eathen the Scribe. For a summary of important events, see the Thornwall Timeline (p. 15).

As the last of the tavern's patrons went out the door, Katelyn left the girls to finish cleaning up and walked over to where Eathen sat at his table by the fire. She pulled out a chair, sat down, and looked over the pile of parchment set before him. Every page was covered top to bottom, edge to edge, with Eathen's close, neat handwriting.

"So," she said. "What shall we talk about tonight?"

Eathen smiled and set aside the piece he'd been working on. "I had hoped that tonight you might tell me a bit about your tavern."

"A fine subject," she said. "Sounds good to me." She waved a hand at his things on the table. "You have enough ink and feathers and such?"

"Ready when you are," he stated and dipped the tip of his quill pen in the ink pot.

THE ARRIVAL OF ELBIS FRAM

Katelyn leaned back in her chair and said, "Around ten years after Kristoff Cane built his trading post here, my father, Elbis Fram, arrived in town. That would have been around 350, I guess. Almost seventy-five years ago. Calling it a town at the time then would've been generous, but we'll stick to that to keep things simple. In those days Thornwall was little more than a large hunting camp.

"Elbis came to Thornwall at the urging of my uncle, Cress. Cress was a trapper, you see, and a damn fine one at that. He'd come to Thornwall a few years earlier, and made a good deal of gold here. Elbis, meanwhile, was still back home in Tristanford. Their oldest brother had taken over the family farm, and when Cress left, Elbis stayed on to help out. But Elbis was unhappy and longed to make his own mark on the world.

"So when a letter arrived from Cress asking Elbis to come north to Thornwall and join him, Elbis gathered his things and set off to start his new life."

Katelyn laughed. "Within a week of getting here, Elbis realized he'd made a terrible mistake."

She shook her head and smiled. "Some people are trappers and some people aren't. My father fell firmly into the second category. He was a good man and made friends with everyone he met, but he had no wood sense at all. He'd stumble around the forest, scaring away the game, and generally creating more

work for his brother.

"Plus he was squeamish. He never could stand the sight of blood. Couldn't even butcher the rabbits here at the tavern. My mother and I always had to do it. Needless to say, none of these traits were the makings of a good trapper."

THE FOUNDING OF THE TAVERN

"Cress felt terrible about talking Elbis into coming up to Thornwall and hated seeing how miserable his little brother looked, so he came up with an idea. You see, my father did have a skill, and that was brewing. He'd learned how from his mother. In Tristanford, brewing was typically women's work back in those days, but as the youngest child in a family of all sons, my father often ended up helping her. It turns out there wasn't anyone in Thornwall that knew how to brew—or at least anyone who could brew something you'd want to drink.

"So Cress took some of his money and sent away for a simple brewing kit. When it arrived, Elbis couldn't have been happier. He set it up as soon as he got it home, and a couple of weeks later he had his first barrel of ale. That afternoon he took his barrel out to the Old Oak Stage, and within an hour he'd sold every last drop.

"Using the money, Elbis fixed up an abandoned trapper's house, built a couple of tables, and opened the doors to Thornwall's first business outside of the trading post. He named it the Green Briar Tavern, a bold claim considering the size of the place."

Katelyn pointed in the direction of the door behind the bar. "You've seen the kitchen out back? Well that little thing is the very building he fixed up, the place where all of this started."

GOOD TIMES AND BAD

Katelyn crossed her legs, smoothed her skirt, and settled back in her chair again. Eathen sat at the ready, his pen poised above the page.

"For six, maybe seven years, Elbis kept on like that," she continued. "In time, he earned enough money to build a real tavern, and before long it became the heart of Thornwall. Everyone within a couple days ride knew of the tavern, and even more people knew Elbis. Trappers came and trappers left, but the tavern remained.

"You might not know this yet, but each spring new trappers arrive in Thornwall. It was the spring of 358, and one of those new trappers was a woman named Kay Bythewater. Like most new arrivals, she came to the tavern first. As my parents tell it, father was on his knees scrubbing the mess from the previous night's festivities when she walked in the door, and mother was wet, muddy, and exhausted after a three-day march through the spring rain up from Tristanford. And yet somehow, Elendra



knows how, when they saw one another, something like magic happened.

"Father put down his brush and got up. Mother dropped her pack by the door. For a full minute all they did was stare at each other. At last my father stammered out a greeting and mother muttered something about breakfast. A short time later they were sitting together by the fire, talking as they ate. By their account it wasn't until hours later, when Grip Weson stomped in with the afternoon's shipment, that they finally broke off. That was the beginning for them. And for me as well," Katelyn said with a wink.

"That's a lovely story," Eathen commented. "It's poetry."

Katelyn gave a hard laugh. "Aye, and it's probably all made up, but if that's the fairytale they wanted to tell, who am I to say otherwise? It served them well enough in their lives, so it's as good as truth to me.

"Things went well for them. Two years later they married, and in 365 I was born. My brother Corth followed behind me in 367, and life was good. It was around that same time that the Duke of Vaun began coming to Thornwall to hunt. Naturally this was a boon for the town, and the whole place prospered. More people came north to settle here, and it wasn't long before Thornwall became a proper town."

Katelyn let out a long sigh, crossed her arms, and shook her head. "But this is life, not a children's tale, so there's always the other side of things. It was the fall of 370. Late one night, after the moon had set but before the sun rose, a fire broke out in the tavern. We don't know how it started, and it probably doesn't matter. An accident, almost certainly, but it's what came after that truly matters.

"The fire started in the common room and spread through the tavern as quick as cold. There wasn't much anyone could do, but most everyone made it out."

Katelyn looked at Eathen. There was a deep sorrow in her eyes when she repeated, "Most everyone."

"My brother Corth was just three years old. He must've woke before anyone else, and when he smelled the smoke he probably got scared. He crawled under his bed, and when my parents checked his room they didn't see him.

"When they realized he wasn't outside either, they went back in again and again, and each time they came out alone—more burned and more exhausted, but alone. It wasn't until a few of our neighbors grabbed them and held them back that they stopped going in to look for him. My parents fought to break free, but those good people saved their lives, I'm sure."

Katelyn wiped a tear from her cheek. "But that's enough of that. You wanted to hear about the tavern, not my family's troubles."

She swallowed hard before she continued.

"My mother and father had a bit of savings, but most of what they owned went up with the fire. When the last coals cooled, there was nothing left except the cookhouse. We moved in there, but with no food and no money, mother and father had no idea how we were going to survive the coming winter.

"But you see, my father and mother had spent most of their adult lives taking care of Thornwall. They did more than serve drinks. If someone was cold, they invited them in to get warm. If someone was hungry, they'd offer them food. If someone was alone, they made them come inside and join the crowd.

"That's why it was no surprise to anyone, except maybe my parents, that people started to arrive the next morning to help. First, they did the hardest work and helped my parents bury Corth. Immediately after, however, they rolled up their sleeves and went to work.

"Some brought food and clothes to replace what had been lost. Others brought friendship and support. Still others brought tools and strong arms. These last folk went to work tearing down the ruins of the old tavern. A week after that, a caravan of wagons arrived from Tristanford loaded to the boards with planks, nails, beams, and more.

"The Duke, a frequent visitor to the tavern during his hunting trips, had heard about the tragedy that had befallen my family. As with so many others, my mother and father had shown him a place of warmth and comfort when he visited, a place where he could leave the worries of his office behind him. The Duke had dipped into his own stores and sent them everything they'd need to rebuild.

"Racing against the threat of the first snowfall, everyone worked together to build the new tavern. The result is the building you're sitting in today. A hundred hands worked together to raise these beams, and a hundred hearts put their love into its walls. It stands today as a testament to the community we have here, and it represents hope and home to all who pass through its doors."

PROSPEROUS TIMES AND GROWTH

"Elbis and Kay's grief over Corth's death never healed, but it lost some of its edge as the years went by. And except for that one dark time in its history, Zevan's fortune favored the tavern. In 376 my father built the stables, and in 379, after the Duke built his lodge here, they added the wing with the guest rooms.

"And just in time, too. In 380, Lord Malinar Drakewyn II himself came to Thornwall to hunt with the Duke, and stayed right here, in the Green Briar Tavern's private rooms. Go into the last private room on the left, and you'll see the plaque on the wall.

"See that chair over there, as well? The one with the velvet rope across it?" Katelyn said, pointing to a chair sitting empty

by the fire. “That chair there is the very one he sat in when he dined here on the night of his arrival.”

Eathen looked up from his writing and said, “I mean no offense, but why did he stay here? Wouldn’t he have stayed with the Duke in his lodge or with one of the other nobles?”

“He would have,” Katelyn replied, “but in those days the only nobles with a lodge here were the Duke and the Winemans. The Winemans weren’t here, and the Duke had been delayed. Now Lord Drakewyn could have gone into one of their lodges of his own accord, but according to my father, he was a stickler for proper form and etiquette. Without the masters there to invite him inside, it wouldn’t have been proper for Lord Drakewyn to take up residence in either lodge.

“So he spent the night here, a moment of pride not only for my parents, but for everyone in the town that helped rebuild the tavern all those years earlier. I was just a girl then, but I’ll never forget the Lord and his men, dressed in their furs and fine hunting clothes, the guards with their glittering swords and the ladies in their embroidered dresses. I’d never seen a sight like it before, and probably never will again.”

KATELYN TAKES OVER THE TAVERN

“It was good that Lord Drakewyn came when he did, for that winter my mother fell ill. We had a temple then, but no cleric—just a young priest who knew plenty about prayers and rituals, but no magic. He did what he could for her, but the fever was too strong. Two weeks later, Aelos took her soul to Numos.

“My father and I ran the tavern together for the next five years. At first I imagine I was more trouble to him than I was worth, but in time I learned the trade. In 385, on my twentieth birthday, father turned the tavern over to me, and I’ve run it ever since. He passed quietly in his sleep in 390, and joined my mother and brother.”

Katelyn touched her finger to her forehead and swiped the sign of Aelos. Eathen quickly did the same.

“Well, that’s just about it,” she continued. “The only other piece worth mentioning is that in 392 the Duke stopped coming up, and it wasn’t long after that the other nobles stopped coming as well. Made things hard for a lot of folks, and some of them didn’t stay.

“But no matter how hard things get, everyone needs a fire to sit beside, a mug of ale, and a few good friends. Through the good times and the bad the tavern will be here, at least as long as I’m alive.”

A creak signaled the opening of the front door, and a tired and rundown-looking trapper stumped into the room.

“Arvid!” Katelyn called out. “What are you doing back?”

“Ah, the damn sprites sprung all my traps again. Another

week with nothing to show for my work,” the man grumbled and collapsed into the first chair he came to.

Katelyn rose to her feet and straightened her apron. “Well, you know better than to set up so far west,” she scolded kindly. “Same thing happened to you last year.”

She glanced back at Eathen. “Looks like duty calls, but that’s the end of the story anyhow. I figure that’ll be enough for tonight.”

“I did have one last question,” he said.

“What’s that?”

“Why didn’t you ever marry?”

Katelyn smiled and leaned over. “Honey, just because I’m not married doesn’t mean I’m not attached.”

She gave him a wink and headed off toward the bar. “Tell you what, Arvid. I bet Babil only just took the stew off the fire. What do you say I go warm you up a bowl. Even if your bag is empty, at least I can send you to bed with your belly full.”

The old trapper smiled from ear to ear and said, “That sounds real fine. What would we do without you, Katelyn?”

VISITING THE TAVERN

The Green Briar Tavern is the social hub of Thornwall. Traveling merchants, visiting nobles, wandering minstrels, and nearly everyone that lives in or around the town rubs elbows in the tavern’s main room. Some stay the night while others are just passing through, but all are welcomed and made to feel at home.

HOURS

The tavern opens early, usually around first light, and stays open until well after dark. By the standards of city-folk things die down rather early, but in Thornwall the tavern is the last building in town to turn out its lights.

PROPRIETOR AND STAFF

The Green Briar Tavern is owned and operated by Katelyn Bythewater (female human shopkeeper, age 58). Complete details about Katelyn are available in *Chapter 4: The People of Thornwall*. Katelyn also employs a staff of nine people.

- Babil Elgenkett, cook (male dwarf craftsman, age 35)
- Brace Athas, stableboy (male human teen, age 15)
- Deke Athas, potboy (male human child, age 11)
- Elias Mires, bartender (male human fighter 3, age 34)
- Issen Zirlo, baker (male human craftsman, age 65)
- Listle Perryweather, cleaning woman (female halfling laborer, age 23)
- Melanie Gallo, barmaid (female human laborer, age 20)
- Rigan Thoma, barmaid (female human laborer, age 50)
- Vida Elgenkett, barmaid (female dwarf laborer, age 38)

HOUSE RULES

Katelyn strikes a good balance between keeping things civilized and safe, and accepting that people come to a tavern to unwind. She has a simple set of rules, and if anyone breaks them, she recites them aloud to everyone in the tavern. This happens at least once each night. Most of the regulars not only know the rules from memory, but as soon as Katelyn starts, they chant them along with her, erupting into a huge cheer at the end.

*No fightin', no spittin', no breakin' the chairs,
No grabin' the ladies, no pullin' of hair,
No bein' an arse, don't behave like a lout,
If you don't like the rules, you can get the hell out.*

Normally, Katelyn's steely-eyed glare is enough to send rule-breakers out the door, but if someone refuses to leave, there's no shortage of volunteers willing to physically escort the troublemaker from the building. In a worst-case scenario, Katelyn sends one of the staff to get the chief constable and the watch.

ORDERING FOOD AND DRINKS

If the tavern isn't busy, customers place their orders at the bar. If it's something that can be served immediately, like a mug of ale, the customer is expected to carry it back to their seat. If the order requires some preparation, the patron will be called up to the bar to pick up their order when it's ready. When the tavern is busy, barmaids take orders at tables, bring the food and drinks to the patrons, and collect payment to cut down on the number of people moving around the room. This is all standard practice in Agthor, and the characters will know this.

PAYMENT AND TIPS

At the Green Briar Tavern, it's expected that patrons will pay when they're served. If Katelyn has reason to distrust a customer, she may insist on payment before she prepares the order. The bar doesn't officially give credit, but if someone is down on their luck, Katelyn's been known to take a "pay me when you can" approach, at least when it comes to meals. She never extends credit for alcohol, and she's fond of saying, "Drunks can't count."

Tipping is not typical at the tavern. Katelyn has heard that some places down south go in for that sort of thing, but she insists that she already pays her staff to provide their best service and her customers shouldn't have to pay twice for that.

ROOM DESCRIPTIONS

The room descriptions are where you'll find detailed information about the tavern. Each room entry is organized as described below. If a particular piece of information doesn't apply to a room, that text will be omitted from the entry.

ROOM NUMBER AND NAME:

The map reference number and the name of the room.

SUMMARY:

A brief summary of the room and its game importance.

ROOM DESCRIPTION

- **Description Read Aloud Text:** A physical description of the room you can read aloud to the players, or use as the basis for your own descriptions. NPCs and Creatures present in the room are not included in this description since their presence is often governed by variables like the time of day or the outcome of previous encounters with the players.
- **NPCs:** A list of the NPCs typically found in the room. Each entry includes the character's gender, lineage, class, level, and age.
 - If no level is listed, use the appropriate template from *Chapter 4: The People of Thornwall*.
 - If the character's name is in bold, you can find detailed information about the character in *Chapter 4: The People of Thornwall*.
- **Creatures:** A list of creatures and monsters typically found in this room. If there is a creature type in parentheses following the name, use the statistics for a standard 5E or Aetaltis creature of that type.
- **Encounter Read Aloud Text:** A description of a typical encounter with the NPCs and creatures in this room. You can read this aloud to the players, or use as the basis for your own descriptions.
- **Detail Names and Descriptions:** Additional information about the room. The players may or may not discover this information, but the gamemaster may safely share this with the players if appropriate. Normally, the players need to take some action to obtain this information. An ability check may be required.
- **Treasure:** The treasure at the location, as well as any notes about what the characters must do to get it.



1 STREET VIEW

Visitors to the Green Briar Tavern are welcomed by the smell of food cooking and warm firelight shining through the windows.

DESCRIPTION

The sign hanging from a tall post out front lets you know that you've arrived at the Green Briar Tavern. It's a fine-looking building with glass windows, wood shingles, and plastered brick walls. The walls are decorated with a painted belt of red triangles that would be only slightly out of fashion in the south.

There's a tall barn on the east side of the property that's connected to the tavern by a low wooden fence. The space between the two buildings forms an open yard that is rutted with the tracks of wagon wheels and marked by the prints of horses. Most of these lead to the double doors on the side of the barn.

Creatures Ned (chicken)

ENCOUNTER

Carried on a breeze from the north is the mouthwatering smell of roasting meat and fresh-baked bread. It's faint, but you can hear the sound of laughter and voices coming from inside, and warm light shines out the windows. Meanwhile, a chicken with unusually large eyes clucks contentedly as it scratches at the earth in the yard.

CHICKEN

The chicken is a hen named Ned. Ned is an expert at escaping from the back yard. She's the best laying hen Katelyn has, so anyone that returns Ned to her pen is likely to receive a drink on the house as a reward. Anyone that harms Ned will face the wrath of the entire town. If the characters discover the chicken's unusual name and ask about it, anyone they ask gets very serious and replies, "We don't talk about that." No one will say more than this.

FENCE

The fence is a basic wood fence mainly designed to keep dogs out of the yard. It has a double gate that is wide enough to admit a wagon. Making sure the gate stays closed is one of the tasks assigned to Brace, the stableboy.

SIGN

The sign is a wood sign in a metal frame with the name of the tavern painted on it. It hangs from a tall post that sticks out over the fence for maximum visibility.

**2 FRONT YARD**

An open yard stands between the tavern and the barn.

DESCRIPTION

A short dirt track leads from the gates to the barn, while a second track leads up to the tavern. The tavern has a long porch in front with some benches and chairs on it. A second short fence connects the barn to the tavern in back. Through the gap between the buildings you see a second yard, some outbuildings, and a well.

PORCH

On busy nights, it's not uncommon for rowdy crowds to spill out of the tavern and onto the porch. On quiet afternoons in the summer, Thornwall's older residents are often found smoking pipes and playing cards out here. Mayor Hayward (32) and the leatherworker, Zinwhistle Endlebury (15) are both particularly fond of this pastime.

ROOM TO FIGHT

The yard is designed to be an open and unobstructed space for drunken brawls, honor duels, or any other violent encounters the players get their characters into while at the tavern. On a busy night you can have the crowd pour out to watch the show, creating an arena-like atmosphere.

The yard includes a number of features that can add color to any fight staged here. Open windows on the barn's west wall provide a defensive position for archers, the blind corner around the back of the barn is the perfect place to hide reinforcements, and the roofs of the buildings surrounding the yard can be used to leap down onto foes or for firing missiles down from above.

3 BARN

A barn with stalls to stable up to six animals. It also has space to park two wagons.

DESCRIPTION

The front half of the barn is an open space large enough to house at least two wagons. There are shelves and worktables against the walls, a pile of crates in one corner, and a short, domed pile of hay. The room smells of warm straw, oiled leather, and animals. There is very little manure smell, and the floor is amazingly clean. Whoever manages the stables is clearly a stickler for cleanliness.

The back half of the barn has six stalls for stabling horses, mules, donkeys, or draft animals. There are barn doors on the north, south, and west sides of the building.

NPCs Brace Athas (male human teen, age 15)

ENCOUNTER

As you enter, a boy carrying a shovel and bucket comes out from one of the stalls. He is, at most, fourteen or fifteen years old, with deep-set gray eyes and dirty brown hair. His face is smudged, his clothing torn, and he isn't wearing any shoes. Not surprisingly, his feet are filthy.

He seems momentarily surprised to see you, but as soon as he does he puts down the shovel and bucket, wipes his hands hurriedly on his tunic, and rushes over.

A USEFUL ALLY

Brace's ability to handle important tasks responsibly, combined with his financial need, positions him as a useful ally for the characters. As long as it doesn't interfere with his stable duties, he is happy to help the characters out if they pay him, treat him well, and don't ask him to do anything inappropriate.

At the same time, Brace's youth makes him an imperfect assistant. This gives him a weakness that the gamemaster can exploit as a way to limit, if needed, what Brace can accomplish for the characters.

"Good day, gentlefolk," he says with the air of a man three times his age. "Welcome to the Green Briar Tavern. I'm Brace, the stable master. How can I help you?"

BRACE ATHAS

Brace is Katelyn's stableboy. The actual stable master, a man named Dopen, gave up on Thornwall about a month ago, and headed south to look for work in Tristanford. Brace has been left on his own to care for the stables since that time. Despite his introduction, he's not officially the stable master, but he hopes Katelyn will give him the job. He keeps the barn especially neat, trying to impress her.

Brace is polite, hard-working, and takes his role as seriously as any adult. He's actually quite good at what he does, although he's still a boy, and his judgment isn't always the best.

Brace is highly motivated to succeed because his father, Gephert (136), is an alcoholic, and hasn't worked in months. This has thrust Brace into the role of primary breadwinner for his family.

4 MAIN ROOM

This is the tavern's main room. It contains the bar, tables, stage, and fireplace.

DESCRIPTION

Grand murals of rolling hills, forested valleys, and serpentine rivers cover every wall of the tavern's main room. The large room is lit by paper-paned wooden lanterns hanging at intervals from the rafters, and is warmed by a huge stone fireplace that takes up most of the wall on the west side of the room.

Long tables lined with benches fill the center of the room, while booths and smaller tables line the walls. The east wall is dominated by a long bar lined with stools. Mugs, bottles, and tankards are stacked high on a shelf behind the bar.

There is a small stage in the northwest corner with a door beside it, and a seat with a red rope on it in the southwest corner. You also spot a pair of potted plants—small trees, actually. One is by the entrance, and another is next to the roped chair.

In addition to the door by the stage, there is the main entrance, a door behind the bar, and a fourth door on the south wall near the fire.

NPCs Elias Mires (male human fighter 3, age 34), Katelyn Bythewater (female human shopkeeper, age 58), Melanie Gallo (female human laborer, age 20), Rigan Thoma (female human laborer, age 50), Vida Elgenkett (female dwarf laborer, age 38), 1 minstrel, 10 farmers, 10 laborers, 5 trappers, 5 hunters, 10 additional patrons

Read the following aloud to introduce a typical evening at the tavern:

ENCOUNTER

Every table is filled, and loud, happy conversation fills the air. A man stands on the stage playing a lute, and a few couples dance in the open space before the fire. Three barmaids rush about, collecting empty mugs or delivering full mugs and food to the tables, and a powerfully-built man with tattoos on his neck stands behind the bar, chatting with a patron. A straight-backed older woman with gray hair stands near the door behind the bar, giving directions to a young boy carrying an armload of empty mugs.

BAR

The bar doesn't have any flourishes or fancy carvings. It is simple but solidly built. The most distinctive feature is the bar surface, which is made from a single, massive board. The board is oak heartwood, and came from the duke's own reserve. It has a beautiful grain and shows hardly any signs of wear.

BARMAIDS

Katelyn employs three barmaids: Melanie, Vida, and Rigan. The number of barmaids working on any given day or night depends on the size of the crowd.

Melanie, a human, is the youngest of the three. She is

alive with the enthusiasm of youth, and loves to talk. She's constantly asking questions of anyone new that enters the tavern, and dreams of traveling to the capital.

Vida, a dwarf, is about three months pregnant at the time the adventure begins. She is flush with the beauty of motherhood, but she does tire more easily than she used to. Since everyone in town knows the barmaids well, the whole town is watching her pregnancy with great excitement.

Rigan is an older woman that has worked at the tavern since shortly before Katelyn took over. She has a practical intelligence that cuts through the emotion and drama of a problem to identify the issue lying at the root of it. Rigan also has a knack for reading tea leaves (she can, effectively, cast the *augury* spell at will), and locals often come to her for advice.

BARTENDER

Normally, Katelyn works the bar, but on especially busy nights, she calls Elias in to help. Elias used to be an adventurer, like the characters, but then he suffered an injury to his knee. It wasn't a long career, but Elias is proud of it. He walks with a pronounced limp, but can still handle himself in a fight.

FIREPLACE

The fireplace is built from local fieldstone, and the hearth is a single slab of slate from the quarries northeast of town. It's nearly fifteen feet from end to end and five feet deep. Normally, it isn't used for cooking, but Bavi's been known to roast large game in it during the winter months. Care of the fire is the potboy's responsibility. This includes keeping it stoked and cleaning the hearth.

KATELYN BYTHEWATER

Complete details about Katelyn are available in *Chapter 4: The People of Thornwall*.

MURALS

Murals are a popular form of decorating among the humans of Agthor. Many years ago, a traveling artist passed through Thornwall. In exchange for room and board, he painted the main room's murals for Katelyn.

PLANTS

The two potted plants are olive trees. Olives and grapes hold an important place in the hearts and minds of the atlan people. Most of the varieties of olives and grapes grown in Agthor today were brought to Aetaltis from the atlan homeworld. The atlans' devotion to maintaining the purity of the ancestral breeds of these plants is one of the few ways

they maintain a link to their past.

The plant near the fire was given to Katelyn by the Duke. It was grown from a cutting of Lord Drakewyn's family tree, the very same tree that grows in the courtyard of the palace.

The plant near the door is of a lineage maintained by Katelyn's father's family. The story is that when her ancestors came to Aetaltis, they brought a tiny sapling with them. Planting the sapling was one of the first things her people did. This tree represents the dedication and perseverance that allowed them to survive through all the troubles that followed.

POTBOY

Brother of Brace, the stableboy, Deke is a quiet lad with a sweet demeanor who spends most of his day running. Whether he's running to get dishes to take back to the kitchen or running to get firewood or running to fetch a cut of meat from the butcher's shop, the boy is always on the move. The boy spends more time at the tavern than at home, which isn't surprising considering his father's near constant drunkenness and occasional violence. Katelyn, the staff, and the inn's patrons all look out for him. Visitors would do well to treat him with kindness.

ROPED CHAIR

This roped chair is the one used by Lord Malinar Drakewyn II when he visited the tavern years ago. Other than the rope barrier, it's a normal chair.

SEATING

The tavern has four types of seating. The first are the long tables which are always used for communal seating. When you sit at the long table, you are indicating that you're there to socialize and open to conversation.

The second are the round tables. These aren't necessarily communal seating, but if the long tables are full, one is expected to share the table with others.

Third are the stools along the bar. The bar is the preferred choice for a person that is alone, but who doesn't really want to socialize with the rest of the crowd.

Finally, there are the booths. By unspoken agreement, the booths are a place where a person can talk privately. If a group of patrons select a booth, the rest of the crowd generally leaves them alone. The high backs and dim lighting make them a perfect place for a private conversation.

STAGE

Katelyn brings in minstrels whenever she can. In fact she built the stage specifically because she loves music and storytellers so much. She also encourages her guests to step

up and play a song or two. Not having an instrument with you is no excuse, since Katelyn has a stash of common ones stacked at the back of the stage.

5 PRIVATE ROOMS

The tavern has four private rooms that Katelyn rents by the night.

DESCRIPTION

“

A fanciful animal is painted on the outside of this room's door. Inside, you find a clean, private room. There is a bed in one corner with a small table next to it, a desk and chair, and a chest with a lock. The room has a glass window, and you can see from the hinges that it opens to let in fresh air.

Each of the private rooms in the tavern is the same, except for the last private room to the south on the east side of the hallway (the dragon room). That is the room where Malinar Drakewyn II stayed when he visited Thornwall. It features a small brass plaque above the bed that reads:



There is a chamber pot under each bed, plus a portable coal stove that can be pulled out and stoked on particularly cold nights. All the private rooms have good wooden doors that lock from both the inside and the outside using a key (AC 15, hp 18, Unlock DC 20).

Bedding is laundered once each week, but Listle, the halfling cleaning woman, comes in each day to make the bed, empty the chamber pots, and tidy up. Deke, the potboy, also comes in during the afternoon to fill the lamp oil in preparation for evening.

Normally guests only hold the key when they are in the room. If they leave the tavern, they are expected to leave the key with whomever is tending bar. They can retrieve the key when they return.

ANIMAL PAINTING

The animal painted on the door corresponds to a matching painted animal on the wood placard attached to the guest's key. The animals on the four doors are dragon, wolf, bear, and hart.

BED

This is a rope bed with a straw-stuffed mattress and a down pillow. It has linen sheets and wool blankets.

CHEST

This is a medium chest with an inset lock (4 cubic feet, AC 15, hp 15, Unlock DC 20). It takes the same key that opens the room.

WINDOW

The window has small, cut glass panes set in a diamond patterned frame. They are hinged and have an iron latch to hold them closed. It's possible for a human-sized character to climb out the window, but it's a tight squeeze. Smaller characters can climb out easily—assuming they can reach the window.

6 BUNK ROOMS

Six person rooms available to rent by the room or by the bed, depending on the tavern's current occupancy.

DESCRIPTION

“

This large room has three sets of bunk beds and a small table with a few chairs around it. The room looks like it was cleaned recently, and a window between two of the bunks lets in light and fresh air.

Bunk rooms offer more privacy than the common room, but a guest might still end up bunking with a stranger. Like all the other rooms, the bunk rooms are neat and clean. There are chamber pots under the beds, and a coal stove for especially cold nights.

The bunks are rope beds with straw mattresses and down pillows, but neither the pillow nor the mattress is stuffed quite as well as in the private rooms. Listle also doesn't change the down or straw as often on these. Beds have linen sheets and wool blankets. Listle may not change the sheets between guests if the previous visitor was only there for a night or two. As long as they look clean and don't smell too bad, she leaves them on the bed.

The room has a few oil lamps, but guests in bunk rooms are expected to take them down to the bar if they need them refilled.

7 COMMON ROOM

This large open space is a cheap, communal sleeping area for anyone that can't afford one of the bunks or private rooms.

DESCRIPTION

A pile of bedrolls lay in one corner of this large, open room, and a few bedrolls are unrolled and lying on the floor. The room is relatively clean, but it smells of sweat and other body odors.

Sleeping in the common room isn't a great experience, but in bad weather it's better than sleeping outside in the wind and rain. Katelyn set up the common room after watching one too many trappers stumble off into the woods after a night of heavy drinking.

Katelyn sends Deke and Brace in each week to help Lisle clean the room. They open the doors and windows to air it out, sweep and mop the floor, and shake out the bedrolls. The bedrolls get cleaned every couple of months.

8 BACK YARD

A fenced, open space between the barn and the tavern that contains the kitchen, animal pens, and well.

DESCRIPTION

A small, stone building that appears to be quite old sits behind the barn. The areas in-between the buildings are fenced in, creating an enclosed yard. There is a rabbit hutch built against the wall of the barn and next to it is a chicken coop. Nestled between the barn and the stone building is a small pig sty, and in the center of the yard is a stone well.

ENCOUNTER

Chickens scurry around in the dust, fat rabbits hop around in the hutch, and a couple pigs lay sleeping in the sty. A streamer of black smoke curls up out of the chimney of the stone building, and you smell something delicious cooking.

ANIMAL PENS

All of the animals here will eventually find their way onto someone's plate in the Green Briar Tavern. The only exceptions are the chickens, which Katelyn keeps for their eggs rather than their meat. Katelyn often purchases live animals

at the market and Babil butchers them out back, but she sometimes buys prepared meat from the butchers (12) as well.

BUILDING

The stone building is the tavern's kitchen. It has a slate roof, a chimney in the northeast corner, and a second chimney on the east wall. It has a cellar underneath that is accessed through a pair of sloped doors on the west side of the building.

WELL

The well was here before the tavern, and Katelyn's father just repaired it. He built the stone wall, the mechanism, and the cover, but the stone beneath the surface dates back to the time of the fey settlement. Recently, Deke has become frightened of the well, and dreads getting water from it. This is thanks to Elias, who told him that the fey trapped a selkie in the well. Elias claims to know this because he told Deke he heard her singing at night.

9 KITCHEN

This is the tavern's kitchen, where Babil the cook and Issen the baker work.

DESCRIPTION

The smell of fresh bread, roasted meat, and onions fills the space inside the stone building. In the northeast corner is a small bread oven, and on the east wall is a stove. Every other exposed wall is covered by shelves, tables, and piles of crates and barrels. The center of the room is dominated by a table, and strings of onions, sides of dried meat, pots, pans, and utensils hang from the ceiling.

NPCs Babil Elgenkett (male dwarf craftsperson, age 35), Issen Zirlo (male human craftsperson, age 65)

ENCOUNTER

A dwarf stands on an overturned crate at the center table. He is furiously chopping onions with a knife so large it could double as a sword for a halfling. Each time he finishes chopping an onion, he deftly tosses the chopped pieces across the room into a big, black pot sitting on the stove.

This is the workspace for Babil, the cook, and Issen, the baker. The two don't get along very well, so it's fortunate

TAVERN CONSTRUCTION MATERIAL ATTRIBUTES¹

Element	Material	Thickness	AC	Damage Threshold ²	Hit Points ³	Climb DC
Walls						
All interior	wood	6 in.	15	5 (3)	20 hp	25
Barn (exterior)	wattle and daub	1 ft.	15	5 (5)	30 hp	25
Kitchen (exterior)	wattle and daub	1 ft.	15	5 (5)	35 hp	25
Tavern (exterior)	brick (plastered)	1 ft.	17	8 (Immune)	40 hp	25
Roof						
All buildings	shingles (wood)	6 in.	16	5 (8)	30 hp	20
Windows						
Barn	glass (bullseye)	< 1 in.	10	1 (Immune)	4 hp	NA
Kitchen	wood grate	1 in.	12	5	10 hp	5
Tavern	glass (cut)	< 1 in.	2	1 (Immune)	4 hp	NA
All buildings	shutters	2 in.	7	5 (3)	15 hp	NA
Doors						
Barn and kitchen	simple wooden	2 in.	13	5 (3)	15 hp	NA
Tavern	good wooden	3 in.	18 (locked)	5 (3)	20 hp	NA

1. All the attributes listed here apply to attacks against a distinct portion of the structure and use the standard Fifth Edition rules for damaging large objects.

2. The number in parentheses is the damage threshold against fire damage. In addition, if the fire damage is more than double the damage threshold against fire, the structure is also set on fire and suffers an automatic 1d6 damage at the start of each round, ignoring damage threshold.

3. Per 1-foot-by-10-foot-by-10-foot section for walls and roof.

that they work opposite shifts. Babil is mainly here when the tavern is open, and Issen does his work while the tavern is closed. Everything Babil and Issen need to make bread and meals is stored either in this room or in the cellar underneath.

BAVIL

Babil is Vida the barmaid's husband. He is extremely intense when it comes to his work. He doesn't really prepare anything that unusual or challenging, nor is he particularly talented, but he treats every dish like he's making it for the king. Babil takes a "cook now, clean later" approach to his work, and the kitchen can get more than a little messy while he's working. This is a constant annoyance to Issen, who prefers to keep things neat and organized at all times.

ISSEN

Issen is an old hunter who happens to bake a damn good loaf of bread. He's an introvert and a night owl, so spending his sunset years baking for Katelyn is the perfect job for him. His only complaint is that he has to share a kitchen with Babil, but the cook usually gets things cleaned up before Issen arrives. Usually.

TAVERN CONSTRUCTION

The table above displays the tavern's building qualities (as explained on p. 27).

Quality Comfortable **Condition** Average **Levels** 1 (1)



ABOVE | Mug of Ale, by Russell Marks

ROOMS, STABLING, AND SERVICES

Katelyn rents rooms, stables horses, and offers a few basic services as well.

TAVERN ROOMS, STABLING, AND SERVICES

Service	Cost
Lodging	
Common Room Spot	1 cp/night
Bunk Room Bed	2 sp/night
Private Room	5 sp/night
Stabling (Includes Feed)¹	
Donkey	1 sp/day
Horse	2 sp/day
Mule	3 sp/day
Pony	2 sp/day
Services	
Bath, cold ²	2 cp
Bath, hot ²	4 cp
Bath, first bath ²	+2 cp
Lamp oil, extra ³	3 cp
Laundry, personal	1 cp/5 lb.
Laundry, sheets ⁴	1 cp

1. Katelyn will not stable carnivorous mounts of any kind except for riding dogs.

2. Unless the character pays extra for the first bath, others will probably have used the bath before them.

3. Katelyn fills the lamps in the bunk rooms and private rooms once each day. More than this costs extra.

4. Katelyn launders the sheets in private rooms once a week, and in bunk rooms as needed. Guests can pay to have sheets laundered additional times during their stay.

FOOD AND DRINK

The Green Briar Tavern has its own oven where Issen bakes all the bread for the day early each morning. Issen makes enough maslin bread (mix of rye and wheat) to last all day. For special occasions, he will also make pandemain (fine white bread), though it costs extra, and usually runs out at lunch.

Ale for the tavern is usually purchased from local alewives, though Bavi has been known to brew a fine barrel or two when grain is cheap. Katelyn also insists they buy at least a small barrel of ale from the Northland Brewery each week. The Green Briar Tavern only serves fresh ale, which is usually less than four days old.

The tavern also sells wines and mead from both near and distant vineyards. They vary widely in content and price, with the local blackberry wine being particularly popular and relatively inexpensive.

MENU

The tavern's menu varies according to the season. There are no substitutions, and Katelyn doesn't take special orders.

SPRING

Breakfast: poached or boiled eggs, fresh sausage

Lunch: stewed chicken, boiled greens, fresh berries

Supper: rabbit in gravy

SUMMER

Breakfast: poached or boiled eggs, fresh sausage, butter

Lunch: roast pork pie, cooked cabbage, spinach tart, fresh fruit (plums, apricots, pears)

Supper: drawn beans

AUTUMN

Breakfast: poached or boiled eggs, fresh sausage, butter

Lunch: roast goose, cooked cabbage, roasted root vegetables, peach pie

Supper: beef stew

WINTER

Breakfast: wheat porridge with bacon, smoked sausages, smoked fish

Lunch: stewed venison, wheat porridge, roasted turnips, apple tarts

Supper: pea soup with bacon

PRICES

Tavern food is sold by the meal. If you don't want everything offered, you're welcome to share it with a friend or take it home. Katelyn has neither the time nor the inclination to price out a single loaf of bread or a single poached egg.

GREEN BRIAR TAVERN FOOD AND DRINK

Item	Cost
Meals	
Breakfast, modest	1 cp
Lunch, modest	3 cp
Supper, modest	2 cp
Ale	
Common ale	2 sp/pitcher; 3 cp/mug
Dalelander porter	3 sp/pitcher; 4 cp/mug
Northland ale	3 sp/pitcher; 4 cp/mug
Wine	
Blackberry	3 sp/pitcher; 4 cp/mug
Plowman's	3 sp/pitcher; 4 cp/mug
Merchant's red	6 sp/pitcher; 5 cp/mug

Other Beverages

Blackleaf tea, hot	2 sp/pot
Blackleaf tea, chilled	4 sp/pitcher; 6 cp/mug
Cider	3 sp/pitcher; 4 cp/mug
Mead	5 sp/pitcher; 7 cp/mug

TAVERN GAMES

Katelyn brings in the occasional traveling minstrel or storyteller, but the rest of the time the townspeople are on their own when it comes to entertainment. A favorite pastime is playing games at the tavern.

DARTS

Katelyn keeps a dart board made from a barrel lid behind the bar. As long as there aren't too many people in the tavern, she'll let patrons pull it out and hang it on the north wall just to the right of the door by the stage. Katelyn has a couple battered sets of darts (disadvantage on attack rolls when throwing them) she'll loan out, but most players bring

their own. Lomen the bowyer (110) makes fine quality darts that he sells for 5 sp per set.

HOW TO PLAY

The dart board has four rings on it. Each ring is marked with a point value. The closer the ring is to the center of the board, the smaller it is and the more points it's worth.

Each character gets four darts. Characters take turns making thrown weapon attacks against the board with an AC based on the ring they are aiming for. If they hit the ring, they get the listed number of points. If they miss the ring, roll a d8, and subtract that from the attack to determine which ring they did hit (if any).

Muvfor throws his dart and aims for the center ring (AC 18). He rolls a 15 and misses. Now he rolls a d8 and gets a 6. This reduces his roll to 9. Since 9 doesn't hit any of the rings, Muvfor has missed the target completely. If he'd rolled a 3 on the d8 this would have left him with a final result of 12, and his dart would have at least hit the outer ring (AC 12).

RECIPES

If you want to impress your friends on game night, you can make some of the tavern's specialties at home. We've included authentic medieval recipes for each of the dishes on the tavern's menu.

APPLE TART

4 to 5 apples, 6 chopped figs, 1/4 cup raisins, 1/2 tsp. ginger, 1/4 tsp. cinnamon, 1 tsp. sugar, 1/4 tsp. salt. Peel, core, and grate apples. Add figs, raisins, and spices. Mix well and put into tart crust. Bake at 350°F until done - about 40 minutes. Serve warm or cold.

BEEF STEW

1 1/2 lb. beef, 1 medium onion, 1/2 tsp. cinnamon, 1/4 tsp. cloves, 1/4 tsp. mace, 1/2 tsp. pepper, 1 Tbsp. parsley, 1/2 tsp. sage, 1/2 tsp. salt. Cut beef into 1/2 inch cubes, place in a large pot with enough water to cover and bring to a boil. Simmer for 20 minutes and add onions and spices. Return to a boil and cook until meat and onion are tender. Serve hot.

BOILED GREENS

1/2 lb. fresh greens (spinach, mint, cress, sorrel, endive, etc.), 1 medium onion, 1/4 cup currants, 2 Tbsp. melted butter, 1/4 tsp. ginger, 1/4 tsp. cinnamon. Wash greens and set

aside. Chop onions and cook in a large pot of boiling water until tender. Add greens and cook very briefly - just until wilted. Drain and add remaining ingredients. Serve hot.

COOKED CABBAGE

1 head of cabbage, 1 small onion, 1/2 cup fresh parsley, 8 Tbsp melted butter, salt to taste. Shred cabbage and onion, and place in a large pot of boiling water. Add parsley and cook until cabbage is just tender. Drain and add butter and salt. Serve over sliced bread.

DRAWN BEANS

1 lb. canned black-eyed peas, 2 cups broth, 1 chopped onion, 2 Tbsp. butter, 1/4 tsp. salt. In a large pot, saute onions in butter until soft. Add remaining ingredients, bring to a boil, and simmer until peas are tender - about 30 minutes.

FRESH SAUSAGE

1 lb. beef, 1/4 lb. suet, 1/4 lb. bacon, 1 egg, 1 tsp. salt, 1 tsp. pepper. Chop or grind together beef, suet, and bacon. Mix together well and add remaining ingredients along with enough water to make the mixture workable. Stuff into your sausage casing and bake at 350°F until internal temperature is 160°F.

Continued on next page...

RECIPES

...continued from previous page

PEA SOUP WITH BACON

1 lb. split peas, 1/4 lb. bacon, 8 cups broth, 2 Tbsp. butter, 1 Tbsp. lemon juice, 1 tsp. cumin, 1 tsp. coriander, 1 bay leaf, 1 tsp. herbs de provence. Cut up bacon and place in pot with remaining ingredients. Bring to a boil, reduce heat, and simmer until peas are soft - about 2 hours.

PEACH TART

5 ripe peaches, 1/4 cup red wine, 3/4 cup sugar, 1/2 tsp. cinnamon, 1/2 tsp. ginger, 1/4 tsp. salt. Peel peaches, remove pits, slice, and place in pie crust. Make syrup of sugar, spices, and wine. Pour over peaches and cover with top crust, making a few slits in the top. Bake at 425°F for 10 minutes, then reduce heat to 350°F and bake until done, about 30-40 minutes.

PORK PIE

2 to 3 lb. cooked pork, 4 eggs, 1 cup grated cheese, 1/2 tsp. ginger, 1/4 tsp. cinnamon, 1/4 tsp. cloves, 1/4 tsp. pepper, 1/4 cup pine nuts, 1/4 tsp. salt. Cut pork into small pieces. Combine with eggs, cheese, pine nuts and spices in a large bowl. Mix well and place into bottom crust. Cover with top crust and bake at 350°F until golden brown - about 30 minutes. Serve hot or cold.

RABBIT IN GRAVY

2 lb. rabbit, 1 medium onion, 2 Tbsp. olive oil, 1 cup red wine, 2 cups chicken broth, 1/2 tsp. black pepper, 1/2 tsp. mace, 1/4 tsp. ginger, 1/4 tsp. cloves, 1/4 tsp. cinnamon, 1/4 cup red wine vinegar, 1/4 tsp. salt, 1 cup bread crumbs. Chop onion and saute in oil until tender. Cut rabbit into large pieces, add to onions, and sear briefly. Add wine, broth, mace, cloves, pepper, and cinnamon. Bring to a boil and simmer for one hour. Add bread crumbs, ginger, vinegar, and salt just before serving.

ROOT VEGETABLE PIE

5 parsnips, 5 carrots, 1/4 cup chopped figs, 1/4 cup raisins, 1/2 tsp. ginger, 1/4 tsp. cinnamon. Peel vegetables and cut into long pieces, discarding any woody center parts. Place in boiling water and cook until just tender. Drain and place into a pie crust. Add figs, raisins, and sprinkle with spice powder. Cover with top crust and bake at 350°F until done. Serve hot or cold.

ROASTED TURNIPS

5 medium turnips, 1 cup grated cheese, 3 eggs, 4 Tbsp. melted butter, 1 Tbsp. sugar, 1/2 tsp. cinnamon, 1/4 tsp. salt. Trim and wash turnips. Bake in a covered dish until soft - about an hour at 350°F. Let cool and then peel and cut into small strips. Add cheese and set aside. Beat eggs, sugar, cinnamon, and salt. Pour over turnips and cheese. Add melted butter and mix well. Put into greased pan and bake at 350°F until set - about 35 minutes.

SPINACH TART

1/2 lb. chopped spinach, 1/2 cup chopped parsley, 6 eggs, 2 cups grated cheese, 1 tsp. chervil, 1 tsp. fennel, 1/2 tsp. ginger, 1/4 tsp. cinnamon. Beat eggs in a large bowl, add greens and remaining ingredients, and mix well. Pour into pie crust and bake at 350°F until firm - about an hour.

STEWED CHICKEN

2 lb. chicken, 1 cup chicken broth, 1 clove garlic, 1 tsp. parsley, 1/4 tsp. marjoram, 1/4 tsp. sage, 1/4 tsp. ginger, 1/2 tsp. salt. Place all ingredients in a large pot and bring to a boil. Cover, reduce heat, and simmer until done - about 20 minutes.

STEWED VENISON

2 lb. venison, 4 strips bacon, 2 cups red wine, 1 cup water, 1 tsp. cinnamon, 1 tsp. ginger. Cut venison and bacon into small pieces. Place into large pot with remaining ingredients. Bring to a boil and simmer for about 20 minutes.

WHEAT PORRIDGE

1 cup cracked wheat, 2 cups water, 2/3 cup milk, 2 egg yolks, 1/2 tsp. salt. Bring water to a boil and add wheat. Return to a full boil, reduce heat, cover, and simmer for about 15 minutes or until water is absorbed and wheat is tender. Remove from heat and allow to cool slightly. In a separate bowl mix egg yolks and milk. Add to wheat and stir well. Return to heat briefly if necessary. Serve hot - sprinkle with sugar and/or cinnamon if desired.



CRITICAL HITS

On a confirmed critical success, the hit also knocks the opponent's highest scoring dart off the board. On a confirmed critical failure, the dart bounces off the board and also knocks the thrower's highest scoring dart off the board.

Ring	AC	Points
4	12	1
3	14	3
2	16	5
1	18	8

TALENT CONTEST

Every few months the people of Thornwall put on a talent contest. Someone usually puts up a sign saying when the contest will be, and anyone wishing to compete comes to the tavern that night ready to show off their finest and most entertaining talents.

HOW TO PLAY

Talent contests are opposed rolls between the performers. Each performer demonstrates their talent before the audience, and then the player makes a Charisma (Perform) check to see how their character did. The better the result, the more successful the performance. The highest result rolled wins. In the cases of ties, a tie breaker contest is held to decide which performer is better.

BONUSES AND MODIFIERS

The gamemaster may award bonuses or modifiers to the Charisma (Perform) roll. Examples are provided below.

PERFORMANCE MODIFIERS

Condition	Modifier
Bribe the audience with a round of drinks (10 sp)	+1
Character performs first	-2
Character performs last	+2
Performance geared toward the audience (ex: dwarven epic song for a room full of dwarves)	+2
Performance that clashes with audience interests (ex: a song that makes fun of dwarves in a room full of dwarves)	-2
Player describes the character's performance in detail	+1
Player acts out their character's performance (does not stack with description)	+2 to +4
Per point of Goodwill spent on the performance	+2

CRITICALS

If the player or gamemaster rolls a natural 20 on a perform roll, the audience is so impressed that, whether character wins or not, they buy the character's drinks for a week. On a roll of natural 1, the performer is booed off the stage, and must sit out the next talent contest as they wait for the audience to forgive them for such an abysmal performance.

PRIZE

The prize for the talent contest is the use of a battered tin mug said to have belonged to the famous bard, Deltorian the Red. As part of the winner's reward, Katelyn will fill the mug once each night for free. When a new champion emerges, the old winner must hand over the mug. The new champion holds the mug until the next contest.

DICE GAMES

All manner of dice games are played at the tavern. Some patrons joke that more coin changes hands in a busy night at the tavern than in a day on Money Changer's Row in Tristanford. All dice games played at the tavern are played with 6-sided dice. Two favorites are described below.

MINERS AND MOUNTAINS

To play Miners and Mountains, the first player (called the "miner") rolls two dice. If they get 6-6, 6-5, 2-1, or 1-1 (called "gems"), the miner wins one coin from their opponent (called the "mountain"). If they roll any other combination, they pay the mountain one coin.

Whatever the outcome, the mountain gets to roll now. The mountain places a bet of as many coins as they like, and then rolls two dice. If their combination matches the miner's combination, the miner has to pay the mountain the amount wagered. If the mountain rolls a gem that doesn't match the one the miner rolled, the mountain pays the miner. If the mountain rolls anything else, they roll again until they either match the miner's roll or roll a non-matching gem.

The players switch roles, repeat the process, and then the game ends.

RIFFA

Riffa is a two-player game using three dice. The first player throws the three dice until they get a pair on two of the dice. Then they throw the third, non-matching die again and totals them up. The second player repeats the process, and the player with the highest score wins the game.



CHAPTER FOUR

THE PEOPLE OF THORNWALL

“I’M TELLIN’ YOU, I SAW SOM’THING OUT THERE, and it weren’t no wolf!” Drell said to the crowd gathered around the bar.

Eathen believed the hunter. Whatever the man had encountered, it had shaken him. Bears, wolves, wolverines, and even a worg had fallen before the grizzled hunter’s bow. If Drell said the thing he saw wasn’t a wolf, then Eathen believed him. As for the others, it seemed they weren’t so sure.

“Look, Drell,” Ulmore Strafe said, pushing his hands into his pockets and puffing out his chest. “We all appreciate what you think you saw, but—and I mean no disrespect when I point this out—you had been drinking. We all saw the condition you were in when you left that night.”

“You callin’ me a liar?” shouted Drell. The old hunter’s face flushed bright red and his hands clenched into fists. Eathen almost imagined his hair bristled as Drell stepped toe-to-toe with the big fur trader.

Strafe pulled his hands out of his pockets and held them up in mock defense. “Take it easy, friend. I’m not calling you a liar. I’m just saying that maybe you didn’t see what you think you saw.”

“Fine. Don’t believe me,” Drell spat, dropping back onto his stool at the bar. He snatched his mug of ale, tipped it back, and then smacked the empty mug back down. “But you’ll pay the price. That earthquake weren’t natural, and now there’s some-thin’ out there that weren’t there before.”

Everyone started talking at once. Some people suggested forming a hunting party to go out and find the thing Drell saw. Others wanted to send word to Dunbury Castle to ask for troops. Still others demanded everyone stop jumping at shadows and put the whole thing behind them.

"In the end, it doesn't really matter, now does it?" a voice called from the back of the crowd.

Everyone turned to see who'd spoken and saw Antoni Berro rising to his feet. The young man picked up his pack from the floor and shouldered his shepherd's crook.

"I mean, we can't just stop doing our work. Garret and I got twenty head of sheep out there right now, and I can't even count how many we've all got out there between us. It's not like we can bring them back to town. All we can do is keep on keeping on and watch each other's backs."

And with that, he went out the door leaving Eathen and the others in silence.

A REASON TO FIGHT

Most players come to the game table to tell a story about heroes. Overcoming adversity to defeat the forces of evil makes for exciting encounters, but if there is nothing at stake, it's just bloodsport. To tell a story of heroism, the hero needs someone to protect. The players need to know who will suffer the consequences if their hero fails, and they need to care about them.

The previous chapter provided a great deal of insight into the people of Thornwall; their hopes, their dreams, and their desires. In this chapter, we explore some of the most important characters in greater detail. We also provide Fifth Edition compatible stat blocks to help the gamemaster to make use of them within the context of the rules.

The NPCs in this chapter are either typical, low-level townsfolk or important, high-level supporting cast. We included the low-level NPCs so the gamemaster can quickly pull up information about the most common types of people the characters will encounter while in town. These NPCs are all built as mature humans, but the abilities aren't out of range for characters of any lineage or age. Add the appropriate lineage powers and adjust a few abilities for age and the players won't ever know the difference.

The high-level NPCs represent key supporting cast members. They are high-level to ensure that they have access to the skills and abilities needed to play their part in the game. Basil, for instance, needed the ability to cast *raise dead* to provide the characters with a path back from the dead, so he needed to be at least a 9th level cleric.

COMMON FOLK

The NPCs are presented here in the way one might expect to encounter them on a typical night at the tavern. They aren't carrying every piece of equipment they own, and they definitely aren't carrying more than a bit of spending money.

None of these characters are adventurers. Even the characters with class levels are just normal folks. They might be extremely capable and many of them are quite brave, but they aren't equipped psychologically to face the things an adventurer faces.

READING THE DETAILED ENTRIES

The detailed character entries for the primary NPCs are organized as described below. If a particular piece of information doesn't apply to a character, that text is omitted from the entry.

- ♦ **Name:** The character's name.
- ♦ **Quote:** A typical quote from the character to provide insight into their voice and personality.
- ♦ **Character Summary:** A brief summary describing who the character is and their role in the game.
- ♦ **Character Story:** A short story about the character to help the gamemaster imagine their personality and place in the world.
- ♦ **Lineage Description:** A description of the lineage as it exists in the world of Aetaltis. This information is only provided for the first character of a particular lineage that appears in the book.
- ♦ **Stat Block:** The NPC's abilities and statistics.

BROTHER BASIL UNDERWOOD OF NORTHDOWN

"Perhaps you should try to solve this problem yourself before you ask the Enaros to do the work for you."

Brother Basil Underwood is a 61-year-old halfling cleric of Lensae. He is a skilled healer, an experienced member of the clergy, and the current head of the temple of Lensae in Thornwall.

A furious pounding noise thundered through Basil's quarters. The halfling awoke with a start, tossed aside the book he'd fallen asleep reading, and ran to the door. That sort of urgency always meant the same thing.

BROTHER BASIL UNDERWOOD

Small humanoid (halfling), neutral good

Armor Class 11

Hit Points 48 (9d8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	13 (+1)	16 (+3)	16 (+3)

Saving Throws Wis +8, Cha +7

Skills Insight +8, Religion +5

Senses low light vision, passive Perception 14

Languages Common (Agthorian) (L), Enooric (L)

Challenge 9 (5000 XP)

Special Equipment Gold holy symbol of Lensae

Hungry Basil suffers an additional level of exhaustion from hunger.

Lucky Basil may reroll any failed saving throw but must accept the new result.

Slip Free Basil gains advantage on ability checks to escape grapples or to free himself from bonds.

Sneaky When Basil is traveling alone, any checks to notice him by sound when he moves stealthily are made at disadvantage. In addition, he may always choose to take a hide action as a bonus action.

Spellcasting Basil is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following cleric spells prepared.

Cantrips (at will): *guidance, light, mending, spare the dying*

1st level (4 slots): *bless, cure wounds, detect poison and disease, healing word, purify food and drink*

2nd level (3 slots): *calm emotions, lesser restoration, prayer of healing*

3rd level (3 slots): *dispel magic, mass healing word, remove curse*

4th level (3 slots): *death ward, divination*

5th level (1 slot): *raise dead*

Channel Divinity Basil may use this feature twice after each

short or long rest. He may choose an affect from the options below.

Channel Divinity: Turn Un-

dead As an action, Basil may present his holy symbol and speak a prayer censuring the undead. Each undead that can see or hear him within 30 feet of him must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

If the turned creature is CR 1 or lower, it is instantly destroyed.

Otherwise, a turned creature must spend its turns trying to move as far away from Basil as it can, and it can't willingly move to a space within 30 feet of him. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Channel Divinity: Preserve Life As an action, Basil may present his holy symbol and evoke healing energy that can restore 45 hit points. Choose any creatures within 30 feet of Basil, and divide those hit points among them. The feature can restore a creature to no more than half of its hit point maximum. Basil can't use this feature on an undead or a construct.

Goodwill As a boon, Basil is willing to heal the entire party of standard injuries at no cost or give them shelter in the temple living chambers for one night.

ACTIONS

Quarterstaff Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage, 3 (1d8-1) bludgeoning damage if wielded with two hands



As soon as he opened the door, three men burst into the room carrying a fourth. He recognized two of the men as farmhands from the Hambley place, and the third was young Ulrich, the Hambley's eldest son. The pale, unconscious man they carried was Will Stromos, the thatcher.

"You gotta help him, Brother Underwood," Ulrich cried. "He fell off the stable roof and landed on the fence. There was an awful noise when he hit, and he hasn't moved since!"

"I don't think he's even breathing," one of the other men said, panic creeping into his voice.

Basil needed somewhere to work. He beckoned them into his bedroom and pointed at the bed. The men rushed after him and set Will down on it. He put his ear close to the man's mouth and listened. Yes, he was breathing, but barely. He then pressed his ear to the man's chest.

"Is he alive?" asked the other farmhand.

Basil shushed them and held up one hand, palm out, to reinforce his wish for silence. He listened intently, and now he heard it. The faintest of heartbeats.

"He lives," Basil replied, "but barely. It is well that you brought him here so quickly."

Basil stood and pointed at the two farmhands to get their attention. "You two, go find Acolyte Floros. I may need his aid. Tell him to bring the dust. He'll know what I mean."

The two men nodded and then ran out the door.

"And tell him to hurry," Basil shouted after them.

"What should I do, Brother Underwood?" pleaded Ulrich.

Basil reached up and took Ulrich's hands. "We will need Alantra's blessing if Will is going to live. It is vital that she, or at least one of her avatars, hears our call. I need you to pray with me. There must be strength behind our supplication."

Ulrich nodded eagerly, his face a mask of worry. Satisfied that Ulrich knew his part, Basil moved to the other side of the bed. He closed his eyes, reached out his hands and held them palms down over the wounded man. He began an entreaty to Alantra, Enaros of Healing.

Ancient words, strange to the ears of anyone other than another cleric of the Enaros, rolled off his tongue. They came almost unbidden, emerging from a deep place within himself that he tapped only by way of his years of training and experience.

He heard a gasp from Ulrich and took that as a good sign. It likely meant that his hands had begun glowing with a faint, golden light. Fortunately for Will, She seemed to be listening. He continued the prayer, his voice growing louder with each word.

Across from him, Ulrich started muttering the words to an old trapper's blessing. Not perfect, but it would do. What he said wasn't as important as the force of desire behind the words.

And then, with a shock of heat that poured through his body, Alantra's power took hold. It exploded from the core of his body, swept out along his limbs, and burst forth from his fingers. Ulrich cried out, and Basil felt the divine energy stream out of him and into the unconscious man on the bed.

Like a light snuffed out in the darkness, the flow of divine power stopped so abruptly that Basil collapsed to his knees.

Ulrich rushed to his side and placed a hand on his back. "Brother Basil? Brother Basil! Are you well?"

A weak voice from the bed said, "Wh-what happened?"

Basil smiled. "Yes. We all are."

ABOUT HALFLINGS

Good food, good company, and a bit of dried gelenleaf in a pipe mean more to a halfling than all the riches in the world. They value the simple things in life and dislike change. Every so often, however, a halfling is born with a little of the "old blood" in them, and they get the urge to go adventuring.

According to halfling legend, they are the favored children of Alantra, the goddess of hearth, home, earth, and stone. A desire to remain close to Alantra's heart inspired the first halflings to live in earthen tunnels and shallow caves. Unlike the dwarves, however, halflings never desired to go deeper.

Sadly, this halfling tradition dwindled after the Age of Darkness. The fear of breaching a Deepland hall and unleashing the dark creatures within was too great. Today, however, some halflings are taking up the old ways once again.

GREZENDEVORMA "GREZEN" GOLD

"You need help you say? Well you've come to the right place. I'm always happy to help—for a price."

Grezendevorma "Grezen" Gold is a fifty-year-old cheebat merchant. She owns the largest retail shop in Thornwall, which she humbly named Grezen Gold's Emporium of Elegance. Grezen is tight with her gold and a shrewd negotiator, but she has a soft spot for Thornwall and its citizens.

The little bell rang musically as the front door to Grezen Gold's Emporium of Elegance opened. The sound snatched Grezen's attention from the ledgers she'd been studying. Coins earned in the past were all well and good, but that lovely sound meant a fresh opportunity for profit had just walked in.

The little cheebat woman leaped nimbly from the high stool, an impressive feat considering that, at three feet, the stool was

nearly as tall as she was. Not to mention the fact that Grezen's elegant outfit looked more suited to hosting a dinner party than acrobatics.

"Coming," she called out in a sing-song alto.

She looked behind her and snapped her fingers with a crack that'd make a whip-wielding teamster proud.

"Olaf," she commanded. "Make yourself useful, and grab that box of snuff bottles from the back."

A dashing handsome young man looked up from where

he'd been snoozing at the other desk. "Hm? Snuff bottles?" he inquired, sweeping his perfect blond hair out of his eyes.

"The ones marked with the sigil of Port Vale." The man blinked at her. "The ones with the red animal stamped on it that we haven't been able to sell." The man blinked again, this time with something Grezen hoped was understanding. "Bring them to the front and act like they just arrived. Understood?"

Olaf rose languidly to his feet, stretched like a great cat, and said, "Yes, mistress,"

GREZEN GOLD

Small humanoid (cheebat), neutral good

Armor Class 10

Hit Points 8 (2d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	10 (+0)	16 (+3)	12 (+1)	14 (+2)

Saving Throws Cha +4

Skills Deception +4, Insight +3, Perception +4, Persuasion +6

Senses passive Perception 11

Languages Common (Agthorian) (L), Common (Freefolk) (L), Common (Warrener) (L)

Challenge 1/8 (25 XP)

Special Equipment Blegbadel's Cane

Enhanced Hearing Cheebats have fantastic hearing. Grezen gains advantage on Wisdom (Perception) checks involving hearing.

Gut Instinct Cheebats have an uncanny ability to know when someone represents a threat. Even the slightest facial tic or smallest hesitation gives away ill intent. Grezen gains advantage when making Wisdom (Sense Motive) checks to determine if another sentient being wishes her harm physically, financially, socially, or emotionally.

Lovable Whether it's the way their ears fold over when they're disappointed, the unmistakable twinkle in their eye when they're happy, or some undiscovered magical effect, people just like cheebats. Grezen gains advantage when making Charisma (Persuasion) checks to improve the reactions of sentient, non-cheebat targets. The target or targets must be able to see her. She does not need to speak their language.

Goodwill As a boon, Grezen may negotiate a single transaction on behalf of the characters, or acquire a single difficult to find item of less than 400 sp that they can purchase.

ACTIONS

Blegbadel's Cane

Melee Weapon Attack: +2 to hit, reach 5 ft., one target. **Hit:** 4 (1d6+1) bludgeoning damage

BLEGBADEL'S CANE

Sense DC 15 **Analyze** DC 15 **Slot** Hand **Attunement** Yes
Rarity Rare **Price** 5000 sp **Weight** 2 lb.

DESCRIPTION

Blegbadel's Cane is an elaborately carved cheebatan walking stick created for the infamous cheebat merchant Bendelborel Blegbadel. It is sized for a small creature, and when used in combat it is wielded as a +1 club inflicting a base 4 (1d6+1) bludgeoning damage on a successful attack. The cane also has the useful magical trait of indicating whether a person within 10 feet of the attuned character is lying.

Using lie detection ability requires concentration, and the wielder must already be concentrating before the lie is told. If a person lies within the range of the effect, the head of the cane vibrates. A strong will can counteract the cane's effect, and the gamemaster may secretly roll a DC 17 Wisdom saving throw for the character that is lying to see if their willpower blocks the ability of the cane to sense their lie.



before loping off to the back room.

Grezen sighed. The man was lovely to look at—extremely so—but he was dumber than that box of snuff bottles. There was about a 50/50 chance that he'd come back at all, much less come back with the right box.

No matter. She had customers waiting. She straightened herself up, and like a queen going to court, left the office and marched regally between the shelves up to the front of the store.

She stopped just before the entry area and peeked around the last shelf to spy on her guests. Four people milled about, looking at the items on display in the front room. One was a tall, gray-skinned newardin holding a long staff, the next was one of the reptilian scythas with the pommel of a jeweled dagger peeking out from beneath her cloak, the third a gruff dwarf with an axe hanging at his belt, and the last a woman wearing the traveling robes of a cleric of Alantra.

Grezen's eyes glittered. Oh, yes, she knew what this was. A lucrative opportunity indeed. No doubt about it, these were adventurers.

Taking a deep breath, Grezen swirled out from behind the shelf, tossing the end of her scarf over her shoulder with a dramatic flourish. All four adventurers looked up in surprise.

"Welcome," she crooned, "to my humble establishment!"

ABOUT CHEEBATS

Cheebats are clever negotiators, devious planners, and unrelenting social climbers. Physically, they are quite small, only about 3 ½ ft. tall on average, but they don't let their limited stature prevent them from tenaciously pursuing whatever it is they desire.

And what many desire is wealth—the flashier the better. After all, why have wealth if you aren't going to show it off? Cheebats love the hunt for wealth almost as much as the wealth itself. They never miss an opportunity to haggle, and their ears prick up at the slightest hint of a bargain.

Most cheebats won't lie or steal to acquire riches, but they definitely walk the line. Complex technicalities, misinformation, and half-truths are all acceptable negotiating tools to the cheebat. Fortunately, they are good-natured, friendly, and unswervingly loyal companions. These traits lead aggrieved parties to overlook or forgive most of a cheebat's transgressions.

KATELYN BYTHEWATER

"Well you can put all of that behind you, now. Come on in, and let's get you something to eat."

Katelyn Bythewater is a 58-year-old female human. She is the owner and operator of the Green Briar Tavern, and is

known for her compassion and level-headed approach to trouble.

"Don't I know you?" a deep, bass voice growled.

Katelyn looked up from her work behind the bar and saw an enormous man wearing battered furs looming over a table near the fire. Dropping her rag on the counter, she grabbed the iron-banded club from under the bar, and headed out into the main room.

"Yeah, I think I do know you," the man growled again. "You look real familiar."

The big man and his mousy, squint-eyed companion were the only non-locals in the tavern. The only other people in the building, and the focus of the big man's attention, was Bellamy and Moorehouse Broadfoot.

The older couple once ran Broadfoot's Grocery, but they couldn't keep it going after the nobles left. Now Bell, a human woman a little older than Katelyn, and Moorehouse, a halfling man of about the same age, lived a quiet life raising doves.

Katelyn approached, club handle gripped firmly in one hand and the business end of it resting lightly in her other. "Is there a problem here, gentlemen?"

The big man spun around to face her, his face screwed up in an angry scowl. His companion stayed in his seat, but Katelyn spotted his hand slip beneath the folds of his cloak. Katelyn immediately reconsidered the wisdom of the direct approach in this situation.

"I asked if there was a problem," she repeated. "Bell and Moorehouse have lived here for years, but you I don't know at all. I'm quite certain you don't know them."

The squinty-eyed friend leaped from his seat, but before he

SIDEQUEST

ESCORT SERVICE

Paw Paw, a slightly senile old man who lives just outside the town walls, has had a bit too much to drink, but he refuses to stay in the common room tonight.

GOALS

Katelyn asks you to escort Paw Paw back to his house south of town and keep him safe from the dangers in the woods.

REWARDS

1 Goodwill, a free night in a bunk room

KATELYN BYTHEWATER

Medium humanoid (human), neutral good

Armor Class 10

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	11 (+0)	16 (+4)	15 (+2)	15 (+2)

Skills History +6, Insight +6, Perception +4

Senses passive Perception 12

Languages Common (Agthorian)

Challenge 0 (10 XP)

Goodwill As a boon, Katelyn can provide the character with a room, a meal, and a pitcher of ale at no cost.

ACTIONS

Club *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 2 (1d4) bludgeoning damage



could reach Katelyn she lashed out with the club. It caught him square in the face and sent him stumbling back, clutching his bleeding nose.

The big man took a step toward her, clenching his meat-slab hands into huge fists. “Oh, you just did the wrong thing. Now you gotta be punished.”

Katelyn gripped the club in both hands and took a fighting stance. She didn’t disagree with him. Not about the punishment part—that part she definitely took issue with—but about how she’d decided to deal with this. It definitely was a bad thing to do.

It was also the right thing to do.

“Bell. Moorehouse. Get out of here! I’ll take care of this pile of manure.”

She kept her voice calm and strong, knowing that men like this thrived on other people’s fear. Stay firm and she might hold out. With luck, Bell and Moorehouse would go find the constable and get back before she’d taken too much of a beating.

“GRRREEEEEEAAAAA!” the man roared and charged at her, hands outstretched.

Katelyn settled back on her heels and brought the club back, hoping to get a swing in and catch the giant in the head before he could put his thick fingers around her throat.

She never got the chance. The man’s roar turned into a scream of pain. He fell, trying to turn around, but only getting half-way before he hit the floor. His momentum carried him forward, and he slid to a stop at Katelyn’s feet.

She looked up in astonishment to find Bell standing over the groaning man-monster with a heavy sap in her hand and Moorehouse holding a glittering dagger to the squinty-eyed man’s throat.

Katelyn flipped her club up to rest on her shoulder and looked at the couple. “You think you know your neighbors.”

Both Bell and Moorehouse looked frightened, but not of the two men they’d just bested. She pursed her lips and nodded. “What do you say one of us gets the chief constable to take care of these two. After that we can put this whole thing behind us, you can finish your lunch, and we’ll pretend it never happened.”

A tear ran down Bell’s cheek and she smiled. “What would we do without you, Katelyn Bythewater?”

FORESTER MORGAN CANDLEWICK

“The forest will speak to you—if you listen.”

Forester Morgan Candlewick is a 30-year-old male human ranger. He’s a quiet man who enjoys solitude, but he is a fierce foe and an ardent protector of the forests.

Morgan crouched and touched two fingers to the footprint in the dirt, feeling an almost imperceptible change in height. Recent. Human, most likely.

He stood and gazed around the forest, his eyes darting from fern to tree to rock to log. A bird flitted between the trees. A squirrel scurried from branch to branch.

But no other movement. A recent footprint, yes, but long enough ago that his quarry lay beyond his sight. Line of sight wasn't common in the rocky, forested hills around Thornwall. Often it took just a few long strides to avoid the view of a pursuer.

Morgan followed the most likely path forward. He soon spotted more signs—a broken branch, a crushed mushroom—but still no sign of his prey.

An hour passed, and from the sunlight angling through the leaves, he knew their path was taking him west. Morgan frowned. In life, the Duke had forbidden any hunting or trapping west of Thimble Peak, and the order remained in effect after the Duke's death. From the smell of the wind and the slightest glimpse of mountains through the pines near the top of the hill, Morgan was at best close to the peak and at worst a bit past it.

The duke never gave a reason for his edict—he didn't have to—but Morgan had his suspicions. He'd been in this part of the woods now and again, and he'd seen things. Heard things. Things that weren't part of Grethken's and Vale's natural order.

In the end, it didn't really matter. It was his duty as forester to deal with the poachers, and he didn't get to choose whether or not to do it. No matter where the trail led, he would follow.

Another hour of hiking led him to the top of a taller hill, where a break in the trees provided a clear view of the rolling, forested hills that swept up to the feet of the snowcapped mountains. The poachers' trail headed straight into a deep valley.

The route zig-zagged down the steep slope, the criminals sliding from tree to tree to avoid careening down the hill. The trees grew closer as Morgan continued on, branches intertwining overhead until the leaves blocked out the sun.

When he reached the bottom of the valley, Morgan stopped and listened. A little brook gurgled down here, and crickets chirped in the distance, but there was no other sound.

There should have been other sounds: musical bird calls, squirrels rustling through the undergrowth, and the chirps and songs of a half-dozen types of insects. But there was only the brook and the crickets.

And a high-pitched giggle.

Morgan spun around, an arrow nocked and ready in his bow before he'd finished the turn.

More giggles came from somewhere upstream. Morgan moved with deliberate care. He spotted a crushed fern that told



SIDEQUEST

DANGEROUS POACHERS

A band of well-armed poachers is operating in the forests south of Thornwall. Morgan needs help bringing these men to justice. He's appointing woodwards to help him confront these dangerous men.

GOALS

Bring the poachers in alive.

REWARDS

2 sp to each woodward, 1 Goodwill if the poachers are brought in alive

WOUNDED HUNTER

A hunter returned to Thornwall battered and afraid. He and a companion slipped down a steep hill while hunting. He could walk out, but his friend couldn't. He came to get help, but isn't sure where he left his friend. Night is coming and Morgan will need help to find the hunter in time.

GOALS

Find the hunter and bring him home.

REWARDS

1 Goodwill

him his prey had come this way as well.

A blue light flashed between the tree trunks about a hundred paces away. Morgan brought his bow up instinctively and then...he saw it.

Motion. Someone small running between the trees.

The forester sprinted after them, leaping from rock to rock across the brook and dashing to where he'd seen the movement. Bow and arrow at the ready, he stepped around the tree his mysterious watcher had disappeared behind.

Lying unconscious at its base were the two poachers, tied with a rope so fine it might almost have been an unnaturally strong fishing line. As Morgan bent down to check them, he spotted a rolled-up leaf stuffed into one's mouth.

Pulling it out, he unrolled it to see tiny words scratched on it: "You're welcome. Now get out."

FORESTER MORGAN CANDLEWICK

Medium humanoid (human), neutral good

Armor Class 15 (leather armor, *ring of protection*)

Hit Points 53 (7d8+1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +4, Dex +6

Skills Animal Handling +5, Investigation +3, Stealth +6, Survival +5

Senses passive Perception 12

Languages Common (Agthorian) (L), Common (Freefolk) (L), Endrori

Challenge 7 (2900 XP)

Special Equipment *ring of protection* +1

Spellcasting Morgan is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following spells prepared.

1st level (4 slots): *animal friendship*, *cure wounds*, *speak with animals*

2nd level (3 slots): *darkvision*, *pass without trace*

Favored Enemy Morgan is skilled at fighting both humans and endrori. He gains advantage on Wisdom (Survival) checks to track them, as well as on Intelligence checks to recall information about them.

Natural Explorer Morgan is at home in the forests and the mountains. Difficult terrain does not slow Morgan or his companions in these environments, and he cannot become lost there except by magical means. When alone, he can move stealthily in these environments at a normal pace, and when tracking creatures here he can learn the exact number, sizes, and amount of time since they passed.

Primeval Awareness As an action, Morgan can expend one ranger spell slot (1 minute per level of spell slot) to sense whether any aberrations, celestials, dragons, elementals, endrori, fey, fiends, or undead are present within 1 mile of his position (or within up to 6 miles if he is in his favored terrain of mountains or forest). This feature doesn't reveal the creatures' location or number.

Goodwill As a boon, Morgan will guide the players to a single location he is aware of within

1 day's walk from Thornwall.

ACTIONS

Multiattack Morgan makes two attacks with his longbow or his longsword.

Longbow *Ranged Weapon Attack*: +8 to hit, range 150/600 ft., one target. *Hit*: 7 (1d8+3) piercing damage

Longsword *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d8+1) slashing damage, 6 (1d10+1) slashing damage if wielded with two hands



ABOVE | Forester Morgan Candlewick, by Jacob Atienza

MAYOR YURGIN HAYWARD

“Sounds to me like you both could have handled this a bit better, but I’m sure we can work it out.”

Mayor Yurgin Hayward is a 65-year-old male human, and the appointed leader of Thornwall. He’s held his post for twenty-five years due in large part to his thoughtful and even-handed style of leadership.

Fingers steepled under his chin, Mayor Hayward leaned back in his chair and listened to the arguments made by each member of Thornwall’s town council.

Joachim Ordlin, the miller, jumped to his feet, his face red with frustration and anger. “Whatever they are, they’ve killed a dozen sheep already! Mark my words, it won’t be long before they start preying on the shepherds. We must contact Dunbury Castle at once.”

Across the table from Joachim sat Grezen Gold. The little cheebat woman sat on a small tower of cushions so that she might speak eye-to-eye with the other council members.

“You’re overreacting Joachim,” she said, waving her hand dismissively. “I appreciate that the sheep are a costly loss, but we lost twice that many last winter when that wolf pack moved

into the area. We didn’t need Dunbury’s help then, and I don’t see why we should send for them now.”

“I imagine you don’t,” growled Malia Ablehand, the baker. She sat with her arms crossed, glowering at the cheebatan merchant. “Heaven forbid we get the help we need, and then be forced to raise taxes for a time to cover the cost of the deployment. We certainly wouldn’t want to cut into your profit over the safety of a few shepherds.”

“Now, I didn’t say—”

“Why are we even discussing this?” Joachim shouted.

“Please, everyone,” Brother Underwood said, finally speaking up. “This gets us nowhere—”



MAYOR YURGIN HAYWARD

Medium humanoid (human), neutral good

Armor Class 10

Hit Points 6 (2d8-2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	9 (-1)	9 (-1)	13 (+1)	14 (+2)	14 (+2)

Skills Insight +4, Persuasion +4

Senses passive Perception 12

Languages Common (Agthorian)

Challenge 0 (10 XP)

Special Equipment Mayor’s Orb of Office

Goodwill As a boon, Yurgin can clear a character of a single minor crime, or arrest an NPC and detain them for 24 hours.

ACTIONS

Dagger Melee or Ranged Weapon Attack: +1 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1 (1d4-1) piercing damage

MAYOR’S ORB OF OFFICE

Sense DC 14 Analyze DC 20 Slot Hand Attunement Yes
 Rarity Rare Price 8000 sp Weight 1/2 lb.

DESCRIPTION

The *Mayor’s Orb of Office* is a small blue orb carved from stone that fits in the palm of the hand. Four gems, each a different color, are attached to it. The orb and each gem are enchanted to create different use-activated spell effects.

Gem	Effect
Primary Orb	Cast <i>light</i> at will.
Yellow Gem	Create a single, loud bell tone that fills a room. (2/day)
Red Gem	As a reaction, create a flash of red light that functions as the <i>daze</i> spell. (2/day; DC 15)
Blue Gem	The user may utter a single, amplified statement that booms out over all other sounds. (2/day; 1 round)
Green Gem	Cast <i>zone of truth</i> l. (1/day; DC 17)

Yurgin leaned forward and loudly cleared his throat. The council members all stopped and turned to face him.

"What?" they shouted, almost in unison.

Yurgin leaned back in his chair and looked over the four present council members. Two seats remained empty. Vida Elgenkett was home in bed with a fever, and Lord Drezel was in Tristanford.

"Thank you for your input," he said in a calm, quiet voice. "I appreciate your thoughts and concerns, and you've helped me to make my decision."

"What do you mean 'decision?'" Grezen said, her eyes narrowing. "We haven't decided anything."

Yurgin took a deep breath. He knew this would not go over well with the others, even those that agreed with him. The council appreciated when Yurgin took care of the dull, day-to-day tasks of running their little community, but that appreciation did not extend to those rare occasions when he wielded his other powers. Nothing for it but to forge ahead.

"I'm sending word to Dunbury tomorrow. There is something in the woods, something new, and we're not safe. We need their help, so I'm going to ask for it."

"Mayor Hayward," Basil said, his voice polite but concerned. "I really think we need to come to an agreement on this."

"No," Yurgin replied, leaning forward again. "We don't. According to the town charter as signed by the duke, the mayor may take unilateral action in times of great danger to ensure the security of the town. I think this situation more than qualifies."

They reacted with stunned silence, probably, he assumed, because his normal mode of operation was to convince the two sides of a disagreement to come to a compromise. On only one other occasion had he asserted his authority so forcefully. In that situation, something had told him there wasn't time for lengthy discussion, and for some reason this threat gave him the same sense of dread.

Unsurprisingly, Grezen recovered before the others. "Very well," she said, looking more than a little worried. Yurgin felt certain that she'd read his own concern. "Unless we doubt our wisdom in appointing you in the first place, we must trust your judgement. I bow to your decision."

Yurgin accepted her capitulation, and prayed that he was, in fact, wrong.

OTHER IMPORTANT NPCs

DELPH BIROS

Medium humanoid (human), neutral good

Armor Class 12 (*ring of protection* +2)

Hit Points 40 (9d6+9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	18 (+4)	14 (+2)	13 (+1)

Saving Throws Int +8, Wis +6

Skills Arcana +8, History +8, Investigation +8, Intimidation +5

Senses passive Perception 12

Essence Points 57 (7/hour)

Corruption 1

Languages Common (Agthorian) (L), Common (Selenthean) (L)

Challenge 9 (5000 XP)

Special Equipment *potion of greater invisibility*, essence stone (13 EP), *ring of protection* +2, *wand of magic missile* (4 charges)

Spellcasting Delph is a 9th-level spellcaster. His spellcasting ability is Intelligence (spellcasting checks +8, spell save DC 16). He knows the following wizard spells.

Cantrips (0 EP) *dancing lights*, *fire bolt*, *light*, *mage hand*, *minor illusion*, *prestidigitation*

1st level (2 EP) *burning hands*, *charm person*, *detect magic*, *identify*, *mage armor*, *magic missile*, *shield*

2nd level (4 EP) *blur*, *continual flame*, *darkness*, *darkvision*, *detect thoughts*, *levitate*, *locate object*, *see invisibility*

3rd level (5 EP) *animate dead*, *dispel magic*, *fly*, *remove curse*, *tongues*

4th level (6 EP) *arcane eye*, *locate creature*, *polymorph*

5th level (7 EP) *animate objects*, *legend lore*, *modify memory*

Goodwill As a boon, Delph may be willing to teach a character one of his spells.

ACTIONS

Club Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage

Delph Biros is a 41-year-old male human wizard. He fled Tristanford after an altercation with a nobleman and chose to hide in Thornwall. Delph specializes in crafting magic items.

MELCHIM LIKOS

Medium humanoid (human), neutral good

Armor Class 10

Hit Points 24 (7d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	21 (+5)	10 (+0)	8 (-1)

Saving Throws Int +8, Wis +3

Skills Arcana +8, History +8, Investigation +8, Nature +8

Tool Proficiencies alchemy kit

Senses passive Perception 10

Essence Points 38 (5/hour)

Languages Common (Agthorian)

Challenge 7 (2900 XP)

Special Equipment *potion of greater invisibility*, essence stone (7 EP), alchemy kit, *ring of sustenance*

Spellcasting Melchim is a 7th-level spellcaster. His spellcasting ability is Intelligence (spellcasting checks +8, spell save DC 16). He knows the following wizard spells.

Cantrips (0 EP) *chill touch*, *fire bolt*, *mage hand*, *mending*, *ray of frost*

1st level (2 EP) *alarm*, *comprehend languages*, *detect magic*, *expeditious retreat*, *grease*, *identify*

2nd level (4 EP) *acid arrow*, *arcane lock*, *continual flame*, *invisibility*, *see invisibility*

3rd level (5 EP) *dispel magic*, *fireball*, *gaseous form*, *nondetection*, *protection from energy*, *water breathing*

4th level (6 EP) *control water*, *greater invisibility*, *polymorph*

Goodwill As a boon, Melchim may create a potion for the character at his cost or identify potions for them at no charge.

ACTIONS

Club *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 2 (1d4) bludgeoning damage

Melchim Likos is a 29-year-old male human wizard. He has difficulty with social interactions, but he is a brilliant man and an exceptional alchemist. Melchim came to Thornwall with his best friend, Delph Biros.

CHIEF CONSTABLE FANE KALLAS

Medium humanoid (human), lawful neutral

Armor Class 16 (leather fronted gambeson)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Insight +2, Investigation +2, Perception +2

Senses passive Perception 10

Languages Common (Agthorian)

Challenge 0 (10 XP)

Goodwill As a boon, Fane may detain an NPC for 24 hours and allow a single character access for questioning, or he can assign a member of the town watch to assist the characters inside the town for up to 1 hour.

ACTIONS

Longsword *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target.

Hit: 5 (1d8+1) slashing damage

Chief Constable Fane Kallas is a 46-year-old male human. He's an average man who does his job relatively well, but the main reason he likes his post are the social perks and the sense of power.

ACOLYTE HANS FLOROS

Medium humanoid (human), lawful good

Armor Class 11

Hit Points 9 (1d8+1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)	10 (+0)	15 (+2)	14 (+2)

Saving Throws Wis +4, Cha +4

Skills Medicine +4, Perception +4, Religion +2

Senses passive Perception 12

Languages Common (Agthorian) (L), Enooric (L)

Challenge 1 (200 XP)

Special Equipment Bronze holy symbol of Lensae

Spellcasting Hans is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following cleric spells prepared.

Cantrips (at will) *guidance*, *light*, *mending*, *spare the dying*

1st level (4 slots) *bless*, *cure wounds*, *detect poison and disease*

Goodwill As a boon, Acolyte Floros will tend to a single character's wounds, or loan the characters a sacred tract that grants advantage on general topic Intelligence (Religion).

ACTIONS

Quarterstaff *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6+1) bludgeoning damage, 5 (1d8+1) bludgeoning damage if wielded with two hands

Hans Floros is a 24-year-old male human cleric. Hans was sent to Thornwall thanks to the political machinations of a jealous rival. He is devout, but very inexperienced.

TORG

Large humanoid (orog), neutral

Armor Class 13 (chain shirt)

Hit Points 35 (3d10+9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Athletics +7, Survival +2

Senses passive Perception 10

Languages Common (Agthorian)

Challenge 3 (700 XP)

Great Weapon Fighting When Torg rolls a 1 or 2 on a damage die for an attack made with a melee weapon that he is wielding with two hands, he can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for him to gain this benefit.

Second Wind Torg has a limited well of stamina that he can draw on to protect himself from harm. On his turn, he can use a bonus action to regain hit points equal to 1d10 + 3. Once he uses this feature, he must finish a short or long rest before he can use it again.

Action Surge Torg can push himself beyond his normal limits for a moment. On his turn, he can take one additional action on top of his regular action and a possible bonus action. Once he uses this feature, he must finish a short or long rest before he can use it again.

Improved Critical Torg's weapon attacks score a critical hit on a roll of 19 or 20.

Brave It is very difficult to frighten Torg. He gains advantage on saving throws to resist fear effects.

Dark Seed Orog are more susceptible to corruption by dark magic than people of other lineages. Torg has disadvantage on any saving throws to resist the negative effects of corruption.

Pliable Orog are easily manipulated and vulnerable to mind-controlling magic. Torg has disadvantage on any saving throws to resist mind-controlling magic and spells.

Stability Orog are extremely difficult to push, shove, or trip. Torg gains advantage on checks to resist shoves and trips, and on checks to remain standing on unstable surfaces.

Goodwill As a boon, Torg will perform a single burial for the characters at no charge.

ACTIONS

Greataxe *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+4) slashing damage

Torg is a 25-year-old orog mercenary who is trying to leave the horrors of his past life behind him. During his years as a hired soldier in the Free Kingdoms, he participated in countless unspeakable acts of violence. Villages burned, innocents suffered, and he bathed in the blood of his enemies.

Like all orogs, Torg carries a seed of darkness in his soul. Every gruesome death at his hands strengthened that seed, and he'd seen first-hand what happened to orogs that slipped into the dark.

It would start small, perhaps by taking a little too much joy from killing. It would grow worse, a blind rage in the midst of battle with neither friend nor foe safe from his onslaught. Finally, it would consume him. He'd turn on his friends, destroy, perhaps even devour them, and at that point there'd be no turning back.

So he deserted the army and headed north. Eventually he found his way to Thornwall, and Brother Underwood showed him mercy. He gave him a home and a job, bringing peace to the dead instead of death to the peaceful.

ULMORE STRAFE

Medium humanoid (human), neutral

Armor Class 16 (leather fronted gambeson, medallion of fealty)

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	11 (+0)	10 (+0)	13 (+1)

Skills Nature +2, Persuasion +3, Survival +3

Senses passive Perception 10

Languages Common (Agthorian)

Challenge 1/4 (50 XP)

Special Equipment ducal medallion of fealty (protection +1), ursine dagger (+1, +2 vs. bears)

Goodwill As a boon, Ulmore will waive the tax of one fur per five on a single transaction. He may also choose to sell the characters one fur at a 10% discount.

ACTIONS

Ursine Dagger *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage

Ulmore Strafe is 45-year-old male human, and the duke's appointed fur trader in Thornwall. He is a boisterous bear of a man, which is helpful when it comes to wrangling and dealing with the trappers and hunters he buys from.

THORNWALL NPC GALLERY

CRAFTSPERSON

Medium humanoid (any lineage), neutral good

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	11 (+0)	12 (+1)	10 (+0)

Tool Proficiencies (As appropriate for occupation) +3

Senses passive Perception 11

Languages Common (Agthorian)

Challenge 1/8 (25 XP)

Special Equipment tool kit appropriate to occupation

Goodwill As a boon, a craftsperson will manufacture a mundane custom item on demand for the characters at the normal cost, or give a 10% discount on a previously-created item.

ACTIONS

Dagger *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage

Craftspersons are experts in their occupation. They completed a rigorous apprenticeship and are now valuable contributors to the local economy. Many craftspersons sell their work directly from their workshop or from an attached storefront.

CHILD

Medium humanoid (any lineage), neutral good

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	8 (-1)	10 (+0)	10 (+0)	12 (+1)

Senses passive Perception 11

Languages Common (Agthorian)

Challenge 0 (10 XP)

Goodwill As a boon, a child may assist the characters in spying on a person on one occasion, or find a single common item located in their home range.

ACTIONS

Punch *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage

Children are tiny, troublesome versions of full-sized people. If not kept busy they are known to get into trouble. At the same time, they are often ignored, making it easy for them to sneak about unnoticed.

EXPERT

Medium humanoid (any lineage), neutral good

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	12 (+1)	10 (+0)

Skills Two skills appropriate to the expert's area of expertise (+2 proficiency + ability modifier). (Example: a butler might have Insight and Persuasion)

Tool Proficiencies One tool proficiency appropriate to the expert's area of expertise. (Example: an accountant might have proficiency with the abacus)

Senses passive Perception 10

Languages Common (Agthorian)

Challenge 0 (10 XP)

Special Equipment A tool kit or other set of equipment necessary for the expert to effectively perform their job.

Expertise The expert has advantage when making checks associated to a specific type of task related to their work. (Example: A clerk might gain advantage on checks related to the writing of contracts.)

Goodwill As a boon, the expert will share, in confidence, one piece of information that is normally considered confidential, or will use their skills on behalf of the characters at no charge to complete a simple, one-time task.

ACTIONS

Dagger *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage

Experts are people who are skilled practitioners of a knowledge-based occupation. Their role may require some hands-on work, but for the most part it is what they know that makes them valuable rather than what they do.



ABOVE | A Book of Forgotten Secrets, by Russell Marks

FARMER*Medium humanoid (any lineage), neutral good***Armor Class** 10**Hit Points** 4 (1d8)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)	10 (+0)

Skills Animal Handling +3**Senses** passive Perception 11**Languages** Common (Agthorian)**Challenge** 0 (10 XP)

Goodwill As a boon, a farmer may provide enough food and drink for the characters for 1 week free of charge, or allow them to sleep in their barn for the week.

ACTIONS

Pitchfork Melee Weapon Attack: +2 to hit, reach 5 ft., one target. **Hit:** 3 (1d6) piercing damage

Farmers are everyday folk who work the land. They spend their days tilling fields, caring for animals, and performing the thousand-and-one tasks that keep a working farm in operation.

HERBALIST*Medium humanoid (any lineage), neutral good***Armor Class** 10**Hit Points** 4 (1d8)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	12 (+1)	10 (+0)

Skills Medicine +3, Nature +4, Survival +3**Tool Proficiencies** herbalism kit**Senses** passive Perception 10**Languages** Common (Agthorian)**Challenge** 1/8 (25 XP)**Special Equipment** herbalism kit

Expertise The herbalist gains advantage on any checks to find or identify plants that are native to the lands around their home.

Goodwill As a boon, the herbalist may provide the characters with a single dose of an antidote or other herbal remedy at no charge.

ACTIONS

Club Melee Weapon Attack: +2 to hit, reach 5 ft., one target. **Hit:** 2 (1d4) bludgeoning damage

Herbalists are extremely knowledgeable of the healing properties of plants. They leverage that knowledge to create ointments, tinctures, balms, and similar concoctions which they use to treat a wide variety of ailments.

HUNTER*Medium humanoid (any lineage), neutral good***Armor Class** 13 (leather armor)**Hit Points** 11 (2d8+2)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	10 (+0)	12 (+1)	10 (+0)

Skills Nature +2, Perception +3, Survival +3**Senses** passive Perception 11**Languages** Common (Agthorian)**Challenge** 1/8 (25 XP)

Goodwill As a boon, the hunter may provide food for the characters for 1 week, or assist the characters in a single day effort to track and kill a single animal.

ACTIONS

Shortbow Ranged Weapon Attack: +3 to hit, range 40/160 ft., one target. **Hit:** 4 (1d6+1) piercing damage

Dagger Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 2 (1d4) piercing damage

Hunters are masters at bringing down wild game, both large and small. They serve a particularly important role in the wilds, where settlements may not have access to large herds and flocks of domesticated animals as a source of meat.

LABORER*Medium humanoid (any lineage), neutral good***Armor Class** 10**Hit Points** 4 (1d8)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10**Languages** Common (Agthorian)**Challenge** 0 (10 XP)

Goodwill As a boon, the laborer may provide the characters with a full day of free labor that doesn't place the laborer in any danger.

ACTIONS

Club *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 2 (1d4) bludgeoning damage

Laborers are common folk lacking training in any particular trade. They earn their keep by lifting, hauling, tossing, and digging. They often serve as assistants to craftspersons and experts.

LUMBERJACK

Medium humanoid (any lineage), neutral good

Armor Class 10

Hit Points 17 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Nature +2, Survival +2

Senses passive Perception 10

Languages Common (Agthorian)

Challenge 1/8 (25 XP)

Goodwill As a boon, the lumberjack will guide the party to one location in the forest within half-a-day's walk from the town.

ACTIONS

Axe *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6+2) slashing damage

Lumberjacks are skilled at felling trees, especially the large, ancient trees needed for major construction projects. They know how to bring them down safely, buck them, and then transport them to the mill.

PERFORMER

Medium humanoid (any lineage), neutral good

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	12 (+1)	14 (+2)

Skills Insight +3, Perform +4

Tool Proficiencies Instrument (one instrument)

Senses passive Perception 11

Languages Common (Agthorian)

Challenge 0 (10 XP)

Special Equipment instrument, stage costume, props

Goodwill As a boon, a performer will put on a short performance for free at a time and place of the players' choosing.

ACTIONS

Dagger *Melee or Ranged Weapon Attack*: +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 2 (1d4) piercing damage

Performers include actors, musicians, dancers, and any other person that makes their living by entertaining an audience. Most are outgoing and fun, but they are not to be trusted.

SCOUNDREL

Medium humanoid (any lineage), neutral good

Armor Class 11 (Leather Armor)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	12 (+1)	11 (+0)	14 (+2)

Skills Deception +4, Perform +4, Persuasion +4, Sleight of Hand +3

Tool Proficiencies disguise kit

Senses passive Perception 10

Languages Common (Agthorian)

Challenge 1/8 (25 XP)

Special Equipment counterfeit silver coins (10), disguise kit, weighted dice

Cunning Action On each of their turns, the scoundrel can use a bonus action to take the Dash, Disengage, or Hide action.

Goodwill As a boon, a scoundrel can assist the characters in a con against a single target.

ACTIONS

Rapier *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 5 (1d8+1) piercing damage

Scoundrels are low people that make a living by tricking others out of their gold. Whether dealing with a fraudulent fortune teller or a straight con artist, one often fails to identify these troublemakers until after it's too late.



SHEPHERD*Medium humanoid (any lineage), neutral good***Armor Class** 10**Hit Points** 4 (1d8)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)	10 (+0)

Skills Animal Handling +3, Survival +3**Senses** passive Perception 11**Languages** Common (Agthorian)**Challenge** 0 (10 XP)

Goodwill As a boon, a shepherd will share a secret about the lands where they graze their flocks, granting advantage on the character's next survival check within a 10-mile radius.

ACTIONS**Quarterstaff** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.*Hit:* 3 (1d6) bludgeoning damage

Shepherds guard flocks of sheep as they graze in meadows and pastures outside the city walls. They must remain constantly alert and be ready to fight off predators and poachers that threaten their flocks.

SHOPKEEPER*Medium humanoid (any lineage), neutral good***Armor Class** 10**Hit Points** 4 (1d8)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	13 (+1)	12 (+1)	13 (+1)

Skills Insight +3, Perception +3, Persuasion +3**Senses** passive Perception 11**Languages** Common (Agthorian)**Challenge** 1/8 (25 XP)**Special Equipment** scales

Goodwill As a boon, the shopkeeper can give a 10% discount on any item of equipment less than 400 sp.

ACTIONS

Club *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage

Shopkeepers sell goods and services. Their role is to broker a transaction rather than providing the service or making the goods.

Some work out of permanent storefronts while others travel from town to town.

TEAMSTER*Medium humanoid (any lineage), neutral good***Armor Class** 10**Hit Points** 4 (1d8)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	10 (+0)	12 (+1)	10 (+0)

Skills Animal Handling +3**Tools Proficiencies** Vehicle (wagon)**Senses** passive Perception 11**Languages** Common (Agthorian)**Challenge** 1/8 (25 XP)**Special Equipment** medium wagon, 2 oxen, harnesses, oxbow

Goodwill As a boon, a teamster will carry and deliver a small sized package to a location along a route they are already traveling or will take a wagon load of goods anywhere the characters like, as long as the teamster can return to town before dark.

ACTIONS

Club *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage

Teamsters drive teams of oxen or horses, hauling loads of goods from one town to the next. They are both tough and strong. This is due partly to the nature of the work but also because a life on the road, especially in these dangerous times, quickly weeds out those who are weak in body or spirit.

TEEN*Medium humanoid (any lineage), neutral good***Armor Class** 10**Hit Points** 4 (1d8)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Senses passive Perception 9**Languages** Common (Agthorian)**Challenge** 0 (10 XP)

Goodwill As a boon, a teen will create a distraction for the characters.

ACTIONS

Club Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage

Teens are larger, stronger versions of children. Unfortunately, they are oddly lacking in wisdom which means they are well known for making terrible, sometimes disastrous, life choices. Fortunately, most only remain in this state for a short time.

TOWN WATCH

Medium humanoid (any lineage), neutral good

Armor Class 12 (Padded Gambeson)

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common (Agthorian)

Challenge 1/8 (25 XP)

Goodwill As a boon, an acting member of the town watch may allow the characters to enter or leave through a gate either after hours or without paying a gate tax.

ACTIONS

Spear Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage, or 5 (1d8+1) piercing damage if used with two hands to make a melee attack

Shortbow Ranged Weapon Attack: +2 to hit, range 40/160 ft., one target. *Hit:* 3 (1d6) piercing damage

Town Watch members in Thornwall are really just locals performing their civic duty. The example here is a stronger than normal local laborer equipped with the standard watch gear.

TRAPPER

Medium humanoid (any lineage), neutral good

Armor Class 12 (leather armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	10 (+0)	12 (+1)	9 (-1)

Skills Nature +2, Survival +3

Senses low light vision, passive Perception 11

Languages Common (Agthorian)

Challenge 1/8 (25 XP)

Special Equipment animal traps (3)

Goodwill As a boon, a trapper can assist the characters in a single day effort to track a single animal target.

ACTIONS

Shortbow Ranged Weapon Attack: +2 to hit, range 40/160 ft., one target. *Hit:* 3 (1d6) piercing damage

Dagger Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4+1) piercing damage

Trappers are mountaineers and woodfolk that spend more time in the wilds than at home. Most of their time is spent tromping through the hills to set or check their traps. The exception is when they need to haul the hides back to the market to sell.

INDEX TO THE PEOPLE OF THORNWALL

The following are the named residents of Thornwall, their location, home, role, class, lineage, gender, and age.

Name	Location	Home	Role	Class & Level	Lineage	Gender	Age
Alistair Bakepot	53	53	Potter	Craftsperson	Halfling	Male	39
Almos Morgan	4	4	Wainwright's son	Teen	Human	Male	17
Alven Demlos	7	Woodbend	Laborer	Laborer	Human	Male	23
Anders Traino	39	39	Cooper	Craftsperson	Human	Male	32
Antoni Berro	100	100	Shepherd	Shepherd	Human	Male	27
Banyon Drivas	23	23	Wool Trader	Shopkeeper	Human	Male	47
Bavil Elgenkett	21	93	Cook	Craftsperson	Dwarf	Male	35
Basil Underwood	44	44	Priest	Unique	Halfling	Male	61
Bass Morgan	4	4	Wainwright	Craftsperson	Human	Male	40
Beldin Sternkett	20	NA	Tinsmith	Craftsperson	Dwarf	Male	45
Bellamy Broadfoot	36	36	Grocer	Rogue 7	Human	Female	59

Name	Location	Home	Role	Class & Level	Lineage	Gender	Age
Bleak Kellis	134	134	Taxidermist	Craftsperson	Human	Male	35
Brace Athas	21	136	Stable boy	Teen	Human	Male	15
Carina Berro	99	100	Weaver	Craftsperson	Human	Female	23
Cavill Fenswane	62	62	Grezen's guest	Scoundrel	Human	Male	22
Chadwick Morgan	4	4	Wainwright's son	Teen	Human	Male	12
Colby Mirkwick	22	103	Fur trader's assistant	Teen	Human	Male	16
Crimble Thimblequick	62	62	Grezen's chef	Craftsperson	Halfling	Male	68
Danell Fegel	12	56	Butcher	Craftsperson	Human	Female	35
Deke Athas	21	136	Potboy	Child	Human	Male	12
Delph Biros	52	52	Wizard	Unique	Human	Male	41
Duncan Castlekeep	8	66	Vintner	Farmer	Halfling	Male	95
Doggin Bent	35	96	Brewer's assistant	Laborer	Human	Male	39
Dorbold Ablehand	10	10	Baker	Craftsperson	Human	Male	36
Dreman Sevrenkett	49	92	Woodcarver's son	Child	Dwarf	Male	5
Dribble Goodlad	20	Varies	Musician	Bard 2	Human	Male	22
Elias Mires	21	30	Bartender	Fighter 3	Human	Male	34
Ella Ablehand	10	10	Baker's daughter	Child	Human	Female	10
Elsa Bakersfriend	1	72	Laborer	Town Watch	Halfling	Female	41
Elsbree Sevrenkett	49	92	Woodcarver's daughter	Child	Dwarf	Female	7
Erik Endveld	61	109	Caretaker	Laborer	Human	Male	37
Evwyn Glee-hand	18	72	Cheesemaker	Craftsperson	Halfling	Female	42
Fane Kallas	85	85	Chief Constable	Unique	Human	Male	46
Filch "Paw Paw" Ebre	20	South of Town	Farmer	Farmer	Human	Male	75
Framer Harvenkett	46	46	Brewer	Craftsperson	Dwarf	Female	120
Geerman Sevrenkett	49	92	Woodcarver	Craftsperson	Dwarf	Male	140
Gephert Athas	136	136	Laborer	Laborer	Human	Male	38
Grezen devorma	29	62	Merchant	Unique	Cheebat	Female	50
"Grezen" Gold							
Grimalt Harvenket	46	46	Brewer	Craftsperson	Dwarf	Male	112
Hans Floros	44	44	Acolyte	Unique	Human	Male	24
Hara Sevrenkett	49	92	Woodcarver	Craftsperson	Dwarf	Female	62
Harwore Veshenkett	16	75	Banker	Shopkeeper	Dwarf	Male	82
Imberly Grasscutter	59	59	Herbalist	Herbalist	Halfling	Female	72
Ino Loris	35	96	Brewer's assistant	Laborer	Human	Male	21
Issen Zirlo	21	99	Baker	Craftsperson	Human	Male	65
Ivis Russos	39	39	Cooper	Craftsperson	Human	Male	29
Jeb Odano	3	3	Gatekeeper	Laborer	Human	Male	70
Jenna Mavros	10	62	Baker	Craftsperson	Human	Female	19
Jensen Zirlo	41	41	Carpenter's Son	Teen	Human	Male	13
Joachim Ordlin	7	74	Miller	Craftsperson	Human	Male	37
Jos Fegel	12	56	Butcher	Craftsperson	Human	Male	36
Katelyn Bythewater	21	76	Innkeeper	Unique	Human	Female	58
Kathya Sevrenkett	49	92	Woodcarver	Craftsperson	Dwarf	Female	145
Keesa Harvenkett	46	46	Brewer's daughter	Child	Dwarf	Female	8
Kells Fillgaree	13	32	Mayor's maid	Laborer	Human	Female	19
Kelsa Mandovar	35	95	Brewer	Craftsperson	Human	Female	41

Name	Location	Home	Role	Class & Level	Lineage	Gender	Age
Kindler Stonewane	20	Varies	Musician	Bard 2	Halfling	Male	29
Kitt Harvenkett	46	46	Brewer's son	Child	Dwarf	Male	8
Kolvin Harvenkett	46	46	Brewer's son	Child	Dwarf	Male	8
Kurden Amory	22	30	Fur trader's assistant	Laborer	Human	Male	25
Kynus Stallman	37	37	Blacksmith	Craftsperson	Human	Male	40
Lieth Morgan	4	4	Wainwright's son	Teen	Human	Male	15
Laney Treanwick	20	Woodbend	Market vendor	Shopkeeper	Human	Female	20
Lauren Overorchard	62	72	Laborer	Laborer	Halfling	Female	39
Listle Perryweather	21	72	Laborer	Laborer	Halfling	Female	22
Lomen Perro	110	110	Bowyer	Craftsperson	Human	Male	31
Madame Nikitas	20	Varies	Fortune teller	Scoundrel	Human	Female	80
Malia Ablehand	10	10	Baker	Craftsperson	Human	Female	36
Maggie Strafe	22	22	Fur trader's daughter	Teen	Human	Female	13
Marta Hayward	32	32	Mayor's wife	Farmer	Human	Female	58
May Ablehand	10	10	Baker's daughter	Child	Human	Female	8
Melanie Gallo	21	30	Barmaid	Laborer	Human	Female	20
Meenos Caltera	130	130	Farmer's son	Child	Human	Male	11
Melchim Likos	51	51	Alchemist	Unique	Human	Male	29
Midlin Burros	7	Leegen's Hold	Lumberjack	Laborer	Human	Male	27
Mildred Strafe	22	22	Fur trader's wife	Laborer	Human	Female	32
Minnie Strafe	22	22	Fur trader's daughter	Child	Human	Female	9
Moorehouse Broadfoot	36	36	Grocer	Rogue 6	Halfling	Male	52
Morgan Candlewick	107	107	Forester	Ranger 7	Human	Male	30
Nadja Harvenkett	46	46	Brewer's daughter	Teen	Dwarf	Female	17
Neerith Milonas	62	62	Grezen's butler	Craftsperson	Human	Male	52
Nikos Caltera	130	130	Farmer	Farmer	Human	Male	42
Niles Sorelgum	13	30	Farmhand	Laborer	Human	Male	22
Nora Caltera	57	130	Farmer	Farmer	Human	Female	78
Olaf Morgway	29	30	Grezen's shop assistant	Laborer	Human	Male	24
Oswin Fogel	12	56	Butcher's son	Child	Human	Male	4
Owen Fegel	9	56	Butcher's son	Child	Human	Male	6
Pavel Santiri	60	60	Brickmaker	Craftsperson	Human	Male	40
Percy Bentbottom	20	111	Bee Keeper	Farmer	Halfling	Male	72
Petra Zirlo	41	41	Carpenter's wife	Laborer	Human	Female	30
Piler Crane	7	Woodbend	Teamster	Laborer	Human	Male	36
Portia Caltera	130	130	Farmer's daughter	Teen	Human	Female	16
Quinn Malgrewe	13	Woodbend	Teamster	Laborer	Human	Male	47
Rallis Patera	10	70	Baker	Craftsperson	Human	Male	25
Ralway Kever	14	73	Furniture maker	Craftsperson	Human	Male	48
Reen Torini	20	Varies	Musician	Bard 2	Human	Male	24
Ressa Ordlin	9	74	Miller's daughter	Teen	Human	Female	12
Rin Ordlin	9	74	Miller's daughter	Child	Human	Female	6
Rigan Thoma	21	131	Barmaid	Laborer	Human	Female	50
Rogarth Findorkett	48	94	Mason	Craftsperson	Dwarf	Male	83
Rokos Zirlo	41	41	Carpenter	Craftsperson	Human	Male	38
Sallas Demose	33	114	Lodgmaster	Craftsperson	Human	Male	54

Name	Location	Home	Role	Class & Level	Lineage	Gender	Age
Sandra Caltera	130	130	Farmer	Farmer	Human	Female	30
Sindel Doukas	23	102	Wool trader's assistant	Laborer	Human	Female	22
Sleegenoorderveshen "Sleegen" Gold	6	71	Warehouse manager	Shopkeeper	Cheebat	Male	28
Stromm	16	16	Guard	Fighter 3	Human	Male	33
Syndow Sevrenkett	49	92	Woodcarver's son	Teen	Dwarf	Male	14
Tellis Marvos	24	30	Wool trader's assistant	Laborer	Human	Male	19
Tempis Jayne	11	11	Glassblower	Craftsperson	Human	Male	38
Thal Urdinkett	48	48	Mason	Craftsperson	Dwarf	Male	75
Torg	42	42	Gravedigger	Unique	Orog	Male	25
Trebin Nyast	17	108	Outfitter	Shopkeeper	Human	Male	31
Tycho Harblast	62	62	Laborer	Laborer	Human	Male	27
Ulmore Strafe	22	22	Fur trader	Unique	Human	Male	45
Ulrich Hambley	1	129	Laborer	Town Watch	Human	Male	17
Uwe Meininkett	54	54	Blacksmith	Craftsperson	Dwarf	Male	185
Venden Strafe	22	22	Fur trader's son	Child	Human	Male	7
Vida Elgenkett	21	93	Barmaid	Laborer	Dwarf	Female	38
Vogel Sevrenkett	49	92	Woodcarver	Craftsperson	Dwarf	Male	57
Vygen Sevrenkett	49	92	Woodcarver's Son	Teen	Dwarf	Male	15
Welch Glavenkett	7	Leegen's Hold	Lumberjack	Laborer	Dwarf	Male	58
Will Stromos	131	131	Thatcher	Craftsperson	Human	Male	37
Windel Abedor	30	30	Unemployed	Laborer	Human	Male	28
Xenia Meininkett	54	54	Blacksmith	Craftsperson	Dwarf	Female	28
Yurgin Hayward	32	32	Mayor	Unique	Human	Male	65
Zayne Kistle	13	30	Laborer	Laborer	Human	Male	19
Zinwhistle Endleby	15	104	Leatherworker	Craftsperson	Human	Male	80

RANDOM ENCOUNTERS

Use these random encounter tables when characters are traveling through the wilderness outside of Thornwall. For foes, use standard 5E stats or the stats provided in the *World of Aetaltis: Gamemaster's Guide*. To determine if an encounter occurs, roll a d6. On a roll of 1 an encounter occurs.

ENCOUNTER DETAILS

It is up to the gamemaster to provide details for the encounters. The following, however, provides some additional insight into running some of the encounters in terms of the World of Aetaltis setting and the area around Thornwall.

ANIMALS (BATS, BOARS, DEER, SNAKES, SPIDERS, WOLVERINES, WOLVES)

These encounters involve normal animals that live in the area. Their primary concerns are finding food, the safety of their young, protecting their territory, and ensuring their

own safety. Most animals would rather drive off a trespasser through noisy demonstrations of aggression. Engaging in combat is a last resort. They may fight to the death to protect their young, but in all other cases they will flee from a clearly superior foe.

BANDITS

If the characters encounter bandits on the road, the bandits have set an ambush and plan to rob them. If the characters are in the wilderness, the bandits are likely on their way back to their hideout carrying riches from their latest escapade. How the bandits react depends on how much wealth you decide to give them and whether they feel like they are stronger than the party. For a change of pace, an encounter in the wilderness may occur because the bandits were on their way back to their hideout and got lost. In this case, the bandits may try to pass themselves off

COUNTRYSIDE ENCOUNTERS - DAY

d20	Encounter
1-2	Ruins (recent)
3	Cottage (occupied)
4	Shepherds and sheep
5	Bandits
6	Noble hunting party
7	Merchant (traveling)
8	Ruins (dwarven)
9-10	Hunter or Trapper
11-16	Animals
17-19	Monsters
20	Undead

COUNTRYSIDE ENCOUNTERS - NIGHT

d20	Encounter
1-2	Ruins (recent)
3-4	Cottage (occupied)
5	Shepherds (camped)
6-7	Bandits
8	Merchant (camped)
9	Ruins (dwarven)
10-15	Animals
16-19	Monsters
20	Undead

as hunters and beg the characters for assistance in getting back to the road.

COTTAGE (OCCUPIED)

Trappers, hunters, and hermits occupy little cottages hidden away in the high country. Most of these men and women chose this lonesome existence, and they aren't likely to welcome visitors. There is a 50% chance that the occupant will not be present when the characters arrive. These encounters offer an opportunity for roleplaying, the potential for acquiring new allies with an intimate knowledge of the local country, and a reminder that the characters inhabit a living world filled with individuals with their own hopes and dreams.

ENDRORI (GOBLINS, ORCS)

All of the major Deepland entrances, and most of the minor ones, were sealed at the end of the Age of Darkness, but as you know too well, many of these are failing. In addition, there are plenty of unwarded cracks and caves that might give an endrori a passage to the surface. At this stage in the story, it is unlikely that the characters will encounter a large force of dark creatures, but it's certainly possible that they

will meet a lone goblin, a small party of them, or even a handful of orcs. These monsters will fight to the death and show no mercy.

MONSTERS (DIRE BATS, DIRE WOLVES, GIANT CENTIPEDES, GIANT SPIDERS)

You can play these unnatural creatures however you like. If the party is itching for a fight, have the monsters attack aggressively and fight to the death. If the heroes are already weakened and struggling to get back to town, perhaps the creature they encounter is equally battered or disinterested in a pointless struggle with a well-armed opponent. On the other hand, the characters are heroes, and if they choose to ignore a threat like this because they don't feel like taking the risk, maybe their choice comes back to haunt them down the road when some poor hunter is later killed by the beast, forcing them to consider their responsibility as heroes.

RUINS (DWARVEN)

In most cases, dwarven ruins will consist of stumps of walls overgrown by the forest. Identifying the original purpose of these ruins will be difficult or impossible. The most likely way that a character will discover that the ruins are dwarven is if they scrape away the moss and vines to examine the stone underneath. Faded runes, hints of geometric stone carvings, or a bit of a shattered dwarven statue are all clues the characters may discover.

RUINS (RECENT)

The ruins of broken lives are scattered across the high hills of the Donarzheis Mountains. Failed farmsteads, abandoned trading posts, and empty shacks of long-dead highland hermits are some of the types of ruins the characters are likely to stumble across. It is left to the gamemaster to determine the details. Perhaps the building is just sturdy enough that it will make a decent place to camp for the night, or maybe the ghosts of past residents still haunt the site. Of course, it's even more likely that the empty shell of a building is simply a reminder of the risk people take each time they head north into the mountains.

UNDEAD (SKELETONS, ZOMBIES)

The types of undead appearing in these encounters are animated undead, corpses brought to false-life by dark magic. They are mindless creatures bent on destruction, and they cannot speak or reason. These creatures only mimic life in the same way that an animated statue or other inanimate object mimics life via magic. They will fight to the death (so to speak) and will show no mercy.



CHAPTER FIVE

THE TEMPLE OF MODREN

MAYOR HAYWARD HELD HIS ORB OF OFFICE ABOVE his head and the loud toll of a bell shook the rafters of the Green Briar Tavern.

"That is enough!" Mayor Hayward commanded, his voice booming and the orb of office blazing with arcane light, high overhead.

The room fell into a stunned silence. All eyes turned to the mayor, who lowered his hand and eased back down onto his stool. He looked small and unassuming, his eyes more sad than angry.

"I understand that you are all afraid," he said. "I'm afraid too, but this—" he waved his hand at the room of people who had spent the last hour arguing, "—isn't going to help. If Dun-

bury Castle can't help us, we'll have to come up with another plan."

"I'm not afraid to fight!" shouted Niles Sorelgum, a muscular farmhand from the Hambley farm. "I say we go out there and hunt them down! After all, they're just goblins."

A group of his compatriots cheered and shook their fists in the air to show their support for the idea.

"You'll be dead before nightfall," a rough voice growled from the other side of the room.

Heads turned to look at Elias Mires, the Green Briar's bartender, standing behind the bar with his arms crossed. This was the first time he'd spoken all night. Before he came to Thornwall, Elias had fought as a mercenary in the Free Kingdoms,

followed by a short stint as an adventurer. The crowd knew this, and they all listened intently—even Niles and his gang.

“Endrori aren’t like anything you’ve ever fought before. They want to hurt you. They want to hear you scream. They don’t know when they’re beat, and they just keep coming as if Endroren himself was behind them with a whip. And even if you win, it won’t be clean. Goblins take their foes down one at a time. They start by picking whichever one of you looks the weakest.” He leaned forward and poked his finger at Niles’s smallest friend for emphasis. The young man gulped. *“Then they swarm over you and tear at you with their teeth and claws until you’re dead. Then they move on to the next one. And the next one. And in the end, you’ll probably beat them, but you’ll be carrying bodies home either way.”*

Elias leaned against the cabinet behind the bar. *“So yeah, they’re just goblins, but mark my words, some of you ain’t coming back. And of course, all this assumes they aren’t the start of something bigger.”*

No one spoke for a long time, but at last Mayor Hayward broke the silence.

“I’ve made my decision. Tomorrow morning we send riders to all the surrounding towns. It’s time we put out a call for adventurers.”

THE ADVENTURE BEGINS...

In *The Temple of Modren*, Thornwall is threatened by goblins that have appeared in the forests surrounding the town. The adventure is a relatively simple dungeon crawl, but contains enough twists, traps, and puzzles to make for a fun night of gaming.

The adventure starts out easy enough, but it slowly ramps up the danger as it progresses, giving players a chance to break in their new characters. It’s an excellent launch pad for a new campaign. The adventure also introduces players to the Aetaltis campaign setting and the wonders it holds.

GM ADVENTURE BACKGROUND

Long before the dark minions of Endroren overran the Deepland Halls, the dwarven clerics of Modren discovered a network of lava vents in the foothills of the Donarzheis Mountains. Such vents are uncommon in that region, and the clerics interpreted the discovery as a gift from their god. To celebrate and protect this rare find, they constructed a magnificent underground temple at the site.

For years, dwarven pilgrims came from the far corners of the Deeplands to worship at the temple, but its days of prosperity ended with the invasion of Endroren’s Dark Hordes. As the evil army drew near, the clerics prepared for the inevitable assault. They reinforced the temple’s fortifi-

cations, set traps, and stocked supplies against an extended siege. The centerpiece of their defense was a mystic barrier focused on the massive stone doors connecting the temple to the Deepland Halls below.

When Endroren’s armies arrived, they tried to breach the main doors, but the protective spell held fast. Next they tried to dig around the doors, but discovered that the barrier’s protective energy encased the entire temple. Unable to enter but unwilling to leave, the dark creatures left a small force behind to prevent the dwarves from escaping.

Unfortunately, the clerics had done their work too well. The barrier had completely sealed the temple—including the ventilation shafts that provided its air. As the air thinned, the clerics disagreed on whether they should lower the barrier and take their chances in combat against their captors, or leave the barrier in place and maintain the sanctity of the temple—even if it meant certain death. After a long and difficult debate, the clerics agreed that the temple must remain sealed. Resigned to their fate, the dwarves formed a processional down to the catacombs, laid in their sarcophagi and burial alcoves, and waited until lack of air brought about their final slumber.

Years later, the forces of good defeated Endroren and his Dark Hordes. After the final battle against Endroren, the Enaros chained him to the core of the world and imprisoned his followers in the Deeplands. Sadly, victory came too late for the clerics, and in the difficult years of reconstruction that followed, everyone forgot about the temple.

Nearly one thousand years later, most of Endroren’s creatures remain locked beneath the surface of Aetaltis—but that is changing. With the destruction of the holy orders after the fall of the Atlan Alliance, the mystic seals that once held the forces of darkness at bay are failing. Once again, dark creatures are heading to the surface.

One of them is an orc wizard known as An’Gras. While exploring a long-forgotten Deepland passage, he and his goblin minions discovered the door to the Temple of Modren. Age had weakened the magical barrier around the temple, but it remained intact. The barrier stymied An’Gras’s initial attempts to gain access, but he was never one to surrender easily. Using a corrupt artifact known as the Black Heart, he summoned a surge of dark essence and shattered the barrier.

When the magical barrier broke, it released a force so great that it shook the land for miles around. As far away as the town of Thornwall, people felt the ground move. Back at the temple, floors heaved, walls tumbled, and ceilings collapsed.

The dust cleared and An’Gras crawled from the rubble.

He surveyed the damage, and although many of his goblin minions had perished in the quake, An'Gras was unharmed, and the temple was largely intact. While exploring the temple's dusty halls, he discovered a treasure he never expected. The force of the quake had cracked the rock above the temple, creating an unwarded passage to the surface.

Filled with evil glee, An'Gras made plans to invade the surface world and plunder its riches.



DESIGN NOTES

This adventure was originally designed as a convention event. This makes it both a great one-shot experience, but also an excellent first adventure for the beginning of a campaign.

SET PATH AND PERSONAL CHOICES

The Temple of Modren offers many opportunities for players to choose their destiny, but when it comes to which direction to go next, the path is always clear. In addition, the choices the players make may impact their characters and the party for good or ill, but whatever they choose won't derail the adventure. These choices avoid an overly proscriptive experience, but the careful limitations ensure that one way or another, the party will reach the adventure's climax.

LIMITED THREAT LEVEL

The characters are meant to survive this adventure. Whether you're launching a new campaign or running a 4-hour adventure at a convention, killing off party members is detrimental to the goals of the game. No one wants to lose their character on day one, and at a con no one wants to sit out for half the event. The adventure provides interesting combat scenarios with fun antagonists, but the heroes are meant to succeed.

ADJUSTING THE RUNNING TIME

The adventure is designed so that you can easily adjust the running time to ensure that the party reaches the climax before you run out of play time. Except for the Deepland Entrance (11) and the Final Confrontation (26), you can cut any other room or encounter, and it won't negatively impact the outcome of the adventure. Even the Temple (27) can be cut by putting the silver hammer with An'Gras's belongings. If you skip rooms or encounters you'll miss out on a lot of fun, but it won't derail the adventure.

CHANGES TO THORNWALL

The events described in the adventure have a significant impact on the people of Thornwall. The following are a few of the ways that the events may change the town as described in *Chapter 2: The Town of Thornwall*.

HEIGHTENED SECURITY

Until the trouble with the goblins is resolved, the town is under a condition of heightened security. The town watch has been doubled to a contingent of twelve (although they still only have martial equipment for six), all three gates are guarded, and pairs of guards patrol the interior perimeter of the walls day and night. In addition, all three gates remain closed and barred at all times, and they can only be opened with permission from the chief constable.

NO MARKET DAY

Mayor Yurgin has canceled the town's market until the problem is resolved. He's sent word to the nearby towns and villages notifying them of this.

OVERCROWDING

There are more people in town than usual, creating a state of overcrowding. Shepherds are in town with their flocks, many hunters and trappers have retreated inside the walls, and some of the families from farms outside the city walls have come into town as well. Some of these people have set up camp in the northwest corner of town by the burned manor, others are staying at the inn, more than a few are camped up by the temple, and still others have occupied abandoned houses.

PUBLIC RESPONSE

Everyone in Thornwall has heard tales of Endroren's Dark Hordes, the seething swarms of endrori that laid waste to much of Aetaltis during the Age of Darkness. Although endrori aren't completely unknown in Luster, whenever there is an incursion like this, people worry that it's merely the spearhead of a much larger invasion. This, combined with the failure of Dunbury Castle to send troops, has left the residents of Thornwall feeling abandoned and afraid.

Nerves are frayed and the normally pleasant townsfolk are prone to arguments, impatience, and annoyance. The exceptions are those NPCs known for their calm in the face of crisis, such as Mayor Hayward, Katelyn Bythewater, and Forester Candlewick. The gamemaster is encouraged to roleplay each NPC's response based on that NPC's ability to protect themselves and their families, and what they have to lose if the worst should come to pass.

KICKING OFF THE ADVENTURE

The heroes learn that goblins are attacking the town of Thornwall. There's a chance to roleplay an encounter with the townsfolk, and an opportunity for them to prove they're true heroes. At the end of the encounter, Mayor Hayward tells them to visit a hunter named Drel to learn more about the attacks.

It was only a week ago that you heard the rumors. A town in the wooded highlands of the Donarzhais Mountains called Thornwall has suffered a spate of goblin attacks.

The goblins are too cowardly to raid the town, but their attacks have nearly wiped out the town's flocks of sheep. Even worse, a young shepherd trying to defend his charges fell victim to the vile creatures. Before the shepherd's companions could rescue him, the goblins dragged him into the woods. Rumors are swirling that this is the spearhead of a coming invasion.

The town sent messengers to all the nearby settlements pleading for aid, but as you well know, most people living on the edge of Agthor's wilds have their own battles to fight. Fortunately for the people of Thornwall, your adventuring party happened to hear the story. Gathering your gear, you set off at once for the beleaguered town.

CHARACTER INTRODUCTIONS

The adventure assumes that the characters are an established adventuring party. If they haven't already done so, this is a good time to have the players describe their characters to one another.

Read this when character introductions are finished:

For two days you follow the old trails and overgrown roads that lead into the forested foothills of the Donarzhais Mountains. On the morning of the third day, you arrive in Thornwall.

ROLEPLAY OPPORTUNITY

If your players just want to get into the action, read the text that follows aloud. If your group wants to roleplay the encounter with the townsfolk, use the information below as source material, combined with the information provided in *Chapter 2: The Town of Thornwall* and *Chapter 4: The People of Thornwall*, to roleplay the encounter starting with The Main Gate (1).

Read this as the characters enter the town:

As you approach the gatehouse, you find the iron-bound oak gates firmly shut. A young man dressed in leather armor and armed with a spear greets you from behind a parapet and then demands to know your business. When you explain that you're adventurers responding to their call for aid, the young man nearly leaps with joy. He runs off out of sight, and a few moments later the gates creak slowly open.

You are taken straight to the home of the town's mayor, an elderly man named Yurgin Hayward. He greets you with a warm handshake and immediately begins explaining their situation.

"It began a few weeks ago, when an earthquake shook the town. We don't get many earthquakes here, but it's happened before, so we didn't think too much of it.

"But a few days later, trappers started coming in telling tales about spotting strange creatures in the forest. Soon after that sheep started to go missing, and the sightings grew more frequent. Finally, the forester got a good look at one of the things while he was patrolling the north ridge. It was a goblin.

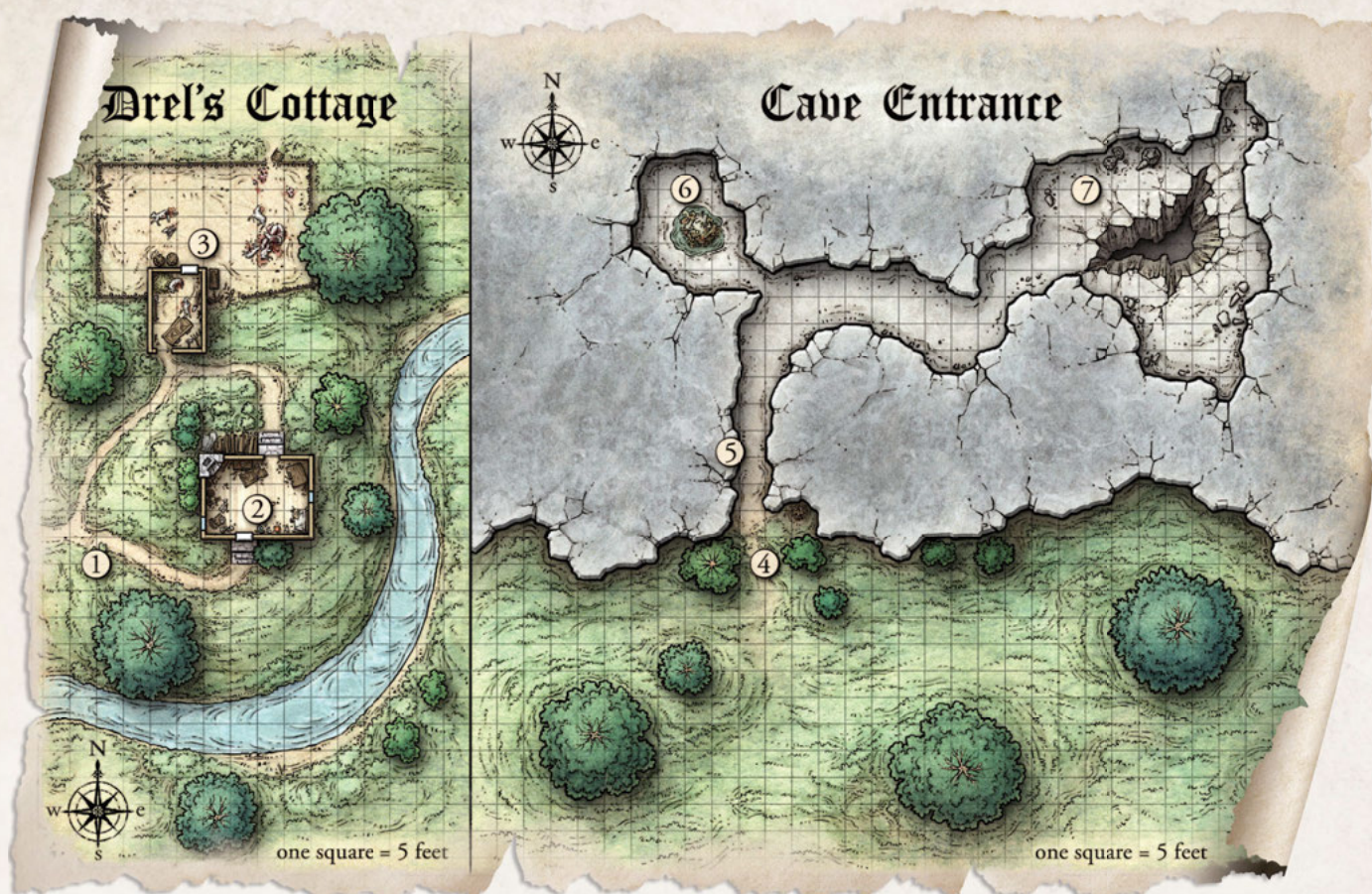
"Our best guess is that the earthquake must have opened a passage to the Deeplands. It's the only explanation we can come up with for goblins on the surface, and the Enaros only know what else may have crawled out with them. And things are getting worse. They've wiped out whole flocks, and they haven't stopped at sheep. As of last night, a hunter and two shepherds have gone missing.

"People are desperately afraid. We're a hardy folk up here, but we're not warriors. We asked the garrison at Dunbury Castle to send help, but all of Captain Braze-white's soldiers are already out in the field. That's why we sent out the call for adventurers.

"I can't thank you enough for coming. No one else has answered our call for aid. I fear that you are quite literally, our only hope. Will you help us?"

GEARING UP

If the players ask for equipment not included on their character sheets, the townsfolk will provide any mundane supplies they require (candles, ropes, food) at no charge. Keep in mind that the townsfolk aren't poor, but they aren't wealthy either. There's a limit to how much they can give. They definitely don't have potions, weapons, armor, or similar exotic gear.



PAYMENT

If the characters ask to be paid, Yurgin gives them a sour look, but offers a reward of 15 sp each if they stop the goblin attacks. If, however, the party agrees to help without asking for payment, he explains that while Thornwall has seen better days, they're able to offer a reward of 20 sp each if the heroes stop the attacks.

WHERE TO BEGIN

If the players ask for more information or want to know where to start, Yurgin suggests that they talk to a hunter named Drel. Drel survived three goblin attacks, and knows more about the creatures than anyone else. Unlike most people in the area, he's refused to relocate to the town. He lives about a half-day's walk north on the bank of the Coldstone River.

Read this before the characters leave the town:



As you make preparations to go, a woman, heavy with child, hurries up to you.

"Good heroes, I pray that you can help me. I understand that you're going to hunt the goblins. I am Carina Berro. My husband, Antoni, went missing two days ago. He was out alone with his flock. A few of his sheep were

found wandering in the woods, and one of the hunters tracked the sheep back to Antoni's camp. They say there was blood everywhere and no sign of my husband."

She reaches into her cloak and pulls out a small leather pouch.

"Please, take this. It's all that I have. If you will just try to bring him back to me, it's yours. He wears a bronze torc around his neck like mine. For the sake of our unborn child, I beg you to please bring him home."

POUCH

The pouch of contains 5 sp, 13 cp, and a small gem worth 18 sp.

HEROIC OPPORTUNITY

The World of Aetaltis is a game of heroes, and this is a great opportunity for the players to have their characters act heroically by refusing the meager reward Carina is offering. If the players are too eager to take the coins, it might be worth mentioning that this reward is a small fortune to common folks such as these. If they refuse the reward, and you're using the Goodwill rules, award the players 1 Goodwill each for their actions.

Read this as the characters set out on their adventure:

The jubilant townsfolk wave and shout good wishes as you head out through the gate and turn north to follow the course of the Coldstone River.

1 DREL'S HOMESTEAD

The characters arrive at Drel's homestead, only to discover that it's been ransacked. The players learn the depravity of the goblins, and a search of the area reveals goblin tracks leading north to the Cave Entrance (4).

You reach Drel's homestead around mid-day. It sits in a clearing on a slight rise beside the gurgling Coldstone River. The building nearest to you is a small wattle and daub cottage with a heavy, thatched roof to protect against the highland snows. Just beyond it is a crude shed with a split-rail fence enclosed pen behind it. You see no sign of movement, and it's strangely quiet.

Read this when the characters approach the homestead:

The homestead is in ruins, and the door to the cottage swings in the breeze. The door's hinges groan mournfully as it slowly opens and shuts. You see tattered clothing and personal effects strewn about the yard, but there's no sign of life.

YARD

The yard is covered with footprints, and no ability check is required to find them. Some are human (Drel's), but most are the claw-toed footprints of goblins.

TRACK THE GOBLINS

The goblins have grown bold and made no attempt to cover their tracks. As long as the characters can see, they can follow the tracks without an ability check. If characters want to make a closer inspection of the tracks, a DC 10 Wisdom (Survival) or Wisdom (Perception) check reveals that the goblins were dragging something (Drel) and that there were a number of goblins present roughly equal to the number of characters in the party.

TRAVEL TO THE CAVE ENTRANCE

When the characters are ready to follow the tracks and leave Drel's homestead, go to the Cave Entrance (4). Exploring Drel's Cottage (2) and the Shed and Pen (3) are optional.

2 DREL'S COTTAGE (INTERIOR)

The heroes find signs of a struggle. Spattered blood suggests things went poorly for Drel. A careful search of the cottage reveals two potions, but also a goblin left behind by his companions.

The interior of Drel's one-room cottage is in shambles. Shattered clay pots and their contents are scattered across the floor, a large cabinet lies face down in the corner, and shredded bits of clothing are strewn across the splintered remains of other furniture. The most telling feature, however, is the blood. From one end of the chamber to the other, dried droplets of blood are spattered on the walls, floor, and ceiling.

BLOOD SPATTERS

A successful DC 10 Intelligence (Investigation) check reveals that the blood has been dry for a few hours at least. This places the goblins at the cottage before sunrise. Every adventurer knows that goblins suffer from sunlight sensitivity, which means whatever hole the goblins crawled out of can't be more than a mile or two away.

CABINET

If the characters lift the cabinet, they discover the goblin. He was trapped when the cabinet tipped over on him, and none of his friends bothered to free him before they left. The goblin attacks the heroes if they lift the cabinet.

GOBLIN BATTLE (1 GOBLIN)

The other goblins never liked this goblin. He is quite insane, even by their standards. When he was trapped under the cabinet, they thanked their luck and left him there.



ABANDONED GOBLIN

Small humanoid (endrori), chaotic evil

Armor Class 13 (leather)

Hit Points 7 (2d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	8 (-1)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Endrori

Challenge 1/4 (50 XP)

Safety in Numbers Aetaltan goblins benefit greatly from the proximity of their allies. If the goblin has a number of conscious allies greater than half the number of adventurers, it has advantage on saving throws to resist fear and intimidation.

Sunlight Sensitivity Goblins have disadvantage on attack rolls and ability checks when they or their targets are in sunlight.

Nimble Escape The goblin may take the Disengage action or Hide action as a bonus action.

ACTIONS

Multiattack Goblins may make one attack with their bite or two attacks with their claws. If attacking with claws, the goblin has disadvantage on the second attack.

Bite *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+2) piercing damage.

Claws *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Second claw attack has disadvantage. *Hit:* 3 (1d2+2) slashing damage.

The goblins of Aetaltis are vicious, cruel little monsters that take joy from inflicting pain. They are also prolific trap makers, sometimes setting them for defense but often doing it just for fun.

TACTICS

Before Combat The goblin leaps at the first person he sees.

During Combat The goblin attacks whoever is closest to him.

After Combat This goblin was insane to start with, which is why his friends left him here. If captured, he is unable to tell the characters anything of value.

TREASURE

The goblin is carrying the following items:

- ♦ **A small leather bag** There are 1d6 songbird feet in this bag. The adventurers know that some endrori use songbird feet as currency.
- ♦ **2 Potions of Healing** These were hidden in the cab-



inet, but were jarred loose when it tipped over. Any character proficient in Intelligence (Arcana) can automatically identify them from the alchemical symbols inscribed on the vials.

3 THE SHED AND PEN

The characters find mutilated sheep carcasses and learn about the cruelty of Aetaltan goblins.



The ground is soaked with blood, and the stench of death is everywhere. Thick clouds of buzzing black flies fill the air. Lying on the floor of the shed and on the ground in the pen are the carcasses of at least a dozen sheep. Each body is missing its skin and wool, and they all appear strangely contorted.

CARCASSES

Simple observation reveals that some of the sheep are partially eaten, but the only pieces completely missing are their hides. A DC 15 Intelligence (Investigation) check suggests

that the reason for the contortions is that these animals were flayed alive.

SHED

The shed is empty except for a few poorly maintained farm implements and a pile of blood-soaked straw.

4 CAVE ENTRANCE

The tracks lead to a cave that's the entrance to the temple's ruins. A group of four goblins guards the entrance and fights to the death to defend it.



You follow the goblins' trail until just after the sun dips below the hills in the west. At that moment, you spot a glimmer of firelight through the trees and smell smoke on the wind.

SNEAKING UP ON THE GOBLINS

The goblins are overconfident and distracted. Attempts to sneak up on them automatically succeed.

Read this when the characters are close enough to see the goblins:



Peering through the brush, you see several goblins squatting around the embers of a dying fire. They're sitting just inside the mouth of a fair-sized cave. At the back of the cave, you see a dark passage.

Cackling and shouting at each other, each goblin holds a bone covered with tattered bits of meat. They tear loose hunks of partially-cooked flesh with their razor-sharp teeth, sending a shower of blood and spittle spattering across the ground.

LISTEN TO THE GOBLINS

Any characters that speak Endrori (the language of Endroren's minions, including goblins and orcs), hear the goblins laughing about the sheep they skinned alive. They seem to think someone named An'Gras will do the same thing to the captive they brought back.

GOBLIN BATTLE (4 GOBLINS)

The heroes must defeat the goblin guards before they can move on. The goblins are easily surprised, but fight to the death once alerted.

GOBLIN

Small humanoid (endrori), chaotic evil

Armor Class 13 (leather)

Hit Points 7 (2d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+1)	14 (+2)	10 (+0)	9 (-1)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Endrori

Challenge 1/4 (50 XP)

Safety in Numbers Aetaltan goblins benefit greatly from the proximity of their allies. If the goblin has a number of conscious allies greater than half the number of adventurers, it has advantage on saving throws to resist fear and intimidation.

Sunlight Sensitivity Goblins have disadvantage on attack rolls and ability checks when they or their targets are in sunlight.

Nimble Escape The goblin may take the Disengage action or Hide action as a bonus action.

ACTIONS

Multiattack Goblins may make one bite attack or two claw attacks. If attacking with claws, the second attack has disadvantage.

Bite Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+2) piercing damage.

Claws Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Second claw attack has disadvantage. *Hit:* 3 (1d2+2) slashing damage.

The goblins of Aetaltis are vicious, cruel little monsters that take joy from inflicting pain. They are also prolific trap makers, sometimes setting them for defense but often doing it just for fun.

TACTICS

Before Combat The goblins are emboldened by their recent success under An'Gras's leadership. They aren't paying attention to their duties and are automatically surprised by characters that approach who succeed at a DC 8 Dexterity (Stealth) check.

During Combat The goblins try to gang up on opponents, bear them to the ground, and take that person out before moving on to their next victim. The exception to this is the smallest of the goblins. This particular goblin lost a lot of bird legs to the other goblins when playing Grith Grith, a game similar to rock-paper-scissors involving rude hand gestures. He is more interested in stealing bird legs from his companions while they are busy fighting the characters. He will only fight if confronted directly.

After Combat These goblins are so terrified of An'Gras that they fight to the death, and if taken alive, nothing will make them talk.

TREASURE

The goblins hid the following items beneath the pile of bloody sheep hides:

- ♦ **3 small leather bags** 2d6 songbird feet per bag. The adventurers know some endrori use songbird feet as currency.
- ♦ **A crudely carved 8 inch tall obsidian statue of a faceless man** A successful DC 15 Intelligence (Religion) check identifies the statue as a representation of Endroren. The statue has no value.
- ♦ **5 ancient gold coins** The coins bear the symbol of a throne on one side and the profile of a noble dwarven man on the other. The characters recognize these as coins from the ancient dwarven kingdom that ruled the Donarzheis Mountains before the Enaros imprisoned Endroren and his minions in the Deeplands. Coins from the old dwarven kingdoms are uncommon on the surface, but as adventurers, the characters know they are no more or less valuable than local currency.

5 TRAPPED PASSAGE

The characters head into the cave. When a spear trap is discovered, the adventurers learn that the goblins are smarter than they seem.

“

At the back of the cavern is a five-foot-wide natural passage that extends north into the hill. Sniffing the air, you smell a thick, rancid stench emanating from the tunnel.

SPEAR TRAP

The goblins have prepared a simple spear trap here. A cleverly hidden tripwire activator launches a crude spear down from a recess in the ceiling.

CRUDE SPEAR TRAP

Type Mechanical **Detect** DC 15 **Disable** DC 15

Trigger Trip wire **Disarm** None **Reset** None

EFFECT

Launched Spear Ranged Weapon Attack: +8 to hit, one target. Hit: 7 (1d8+2) piercing damage

DESCRIPTION

The trip wire is 3 inches off the ground and stretches between the walls of the tunnel, held in place by concealed metal pegs. The spear is hidden by cobwebs and moss. When the trap is triggered, the spear is released, firing straight down at the adventurer that triggered the trap.

Read this after the characters pass the spear trap:

“

You follow the passage for another forty feet, at which point it splits off to the east and west. The awful stench grows stronger as you travel deeper into the cave. It seems to come from the passage to the west.

6 WASTE PIT

The filthy and uncivilized nature of goblins is highlighted by this rancid pile of waste. Characters willing to search find useful treasure but risk disease.

“

Dominating the center of this cavern is a four-foot-tall mound of mold-covered filth. You aren't entirely sure what the pile consists of, but pieces of what look like bones protrude from the mass. A glistening pool of green-black liquid surrounds the mound, and you spot a dead rat floating on its oily surface. The incessant buzzing of flies fills the air.

MOUND OF WASTE

Characters who spend time poking around in the mound dislodge a goblin corpse impaled by arrows. It's partially eaten, although the bites look too large for rats. The rest of the mound is fecal matter, body fluids, rotting meat, bones, and urine.

DISEASE RISK

Any character whose flesh comes into direct contact with the scum from the mound, either by touching the mound or touching something that came from the mound, risks contracting Mule Kick Fever. Characters that ingest the fluid automatically contract the disease and halve the onset time.

MULE KICK FEVER

Type Contact **Diagnose** DC 15 **Save** DC 12 Constitution on exposure and once/hour after onset

Onset 1d3 hours **Duration** 1d6 hours **Cure** Kettle berry tea or DC 20

EFFECT

1 Level Exhaustion for each failed save

DESCRIPTION

Mule Kick Fever is a water born illness resulting from contamination by excrement. It usually isn't deadly, but the symptoms are quite debilitating. Nausea, vomiting, and dizziness are all common for those afflicted with Mule Kick Fever. Tea made from kettle berries will completely cure the disease an hour after ingestion. Kettle berries are a small white berry with an earthy aroma found only in the highlands of the Donarzheis Mountains.

TREASURE

If the characters dislodge the goblin corpse, they discover the following treasure:

- ♦ **3 arrows +1** A local hunter killed this goblin. He had no idea that the arrows he used were enchanted. The goblin's companions brought their friend back here as a snack, but found him a bit gamey, so they threw his body onto the trash pile.

7 TEMPLE ENTRANCE

The characters discover a large crack in the cave that descends into the Deeplands. They must find a way to go down safely without falling or disturbing the poisonous spores in the Fountain Room (8).

“*The passage opens onto a relatively large cavern. Broken stalactites are scattered over the ground and tiny fissures riddle the walls. In the center of the cavern is a huge crack in the floor. Nearly fifteen feet across, the crack extends down into darkness. You feel a draft of warm, stale air blow up from somewhere far below.*”

CRACK IN THE FLOOR

The walls of the crack appear climbable, but the climb looks challenging. Most of the characters won't be able to see the bottom, even with a light source. Characters with darkvision or those who drop a light source down the crack can see the bottom.

Read this if a character can see the bottom:

“*The crack extends down about thirty feet before opening into what looks like a finished room with a tall stone structure in the center.*”

BLUE FUZZ

If a character that can see the bottom observes the room carefully, a successful DC 15 Wisdom (Perception) check reveals some sort of fuzz (bluish in color if they're using a standard light source) coating everything in the room.

STONE STRUCTURE

It's difficult to tell from the characters' vantage point, but their best guess is that it is a fountain (dry now).

CLIMBING DOWN THE CRACK

Climbing down the crack requires three successful DC 15 Strength (Athletics) checks (one every 10 feet). If a char-

acter falls, they will automatically disturb the spores in the fountain room (8) when they land.

It's 30 feet from the top of the crack to the ceiling of the Fountain Room (8) and another 10 feet from the ceiling to the floor of the room. (If a character falls that entire distance, they take 4d6 damage.) The characters can use the large fountain in the room below (8) to climb the last 10 feet, but an additional successful DC 10 Strength (Athletics) check is required to get safely from the ceiling to the fountain.

Characters can drop the last 10 feet, but a character must make a DC 15 Dexterity (Acrobatics) check to avoid taking 1d6 damage and falling prone. In addition, dropping into the room stirs up the spores (8).

There are plenty of places in the cavern where the characters can secure a rope. Using a rope to climb down requires three successful DC 5 Strength (Athletics) checks for the first 30 feet and a successful DC 10 Strength (Athletics) check for the last 10 feet. Descending into the room on a rope does not disturb the spores.

8 THE FOUNTAIN ROOM

The characters discover that the crack leads into one of the abandoned Deepland halls of the dwarves. They also encounter the dangerous fungus that coats the room.

“*The crack opens into a 20 foot x 20 foot room with a large fountain in the center. The fountain is almost eight feet tall, and has four tiers of simple, circular bowls. The fountain is dry, and there is no sign of water or moisture in the room.*”

In two corners of the room are dramatic, larger-than-life statues of dwarves. Each statue holds a carved hammer in one hand and tongs in the other. The fountain, statues, and entire floor of the chamber are covered with a wispy blue fungus. There's a pair of bronze doors on the east wall, each set with a heavy, braided bronze opener. The doors are closed.

SLEEP MOLD

The fungus that covers the floor and the fountain in this chamber is called sleep mold.

SLEEP MOLD

Type Inhaled **Identify** DC 20 **Save** DC 15 Constitution on inhalation
Onset Immediate **Duration** 1 hour or until awakened

EFFECTS

On a failed saving throw the character falls asleep. The condition remains in effect for one hour or until the character is awakened. Forceful jostling, exceptionally loud noise, or any amount of damage will awaken the character before the hour is up.

DESCRIPTION

Sleep mold is a blue fungus found in the Deeplands. Disturbing the fungus (jumping onto it from more than 3 feet or moving across it faster than 20 feet/round) releases a 5 feet x 5 feet cloud of poisonous blue spores that remain in the air for up to 1d4 rounds depending on wind conditions. Poisoned creatures that fail their Constitution save are rendered unconscious. The creature wakes up if it takes damage, if another creature takes an action to shake it awake, or at the end of the duration.

Alchemists are known to use sleep mold to create sleeping potions. One dose of the mold can be collected from a 5 ft. x 5 ft. square with a successful DC 15 Intelligence (Nature) check.

THE STATUES

A successful DC 5 Intelligence (Religion) check identifies these statues as dwarven representations of Modren, the Enaros of Smithcraft and Fire.

All the characters know that dwarven representations of the Enaros are exceptionally rare in the modern world. When the Enaros used the dwarves' Deepland home as a prison for Endroren and his minions, the dwarves renounced them. This means the ruins date to the time before the Age of Darkness. Each statue weighs roughly 1,000 pounds. A successful DC 20 Intelligence ability check reveals each is worth 500 sp to a collector of dwarven antiquities.

CHECKING FOR TRACKS

No skill checks are required for the characters to find tracks. It appears goblins came through here more than once, and that they disturbed the spores when they came through. Even the most recent tracks are covered with a fine layer of blue dust.

9 ANCIENT HALLWAY

A trap threatens to warn the goblins in the next room that the characters are coming.

“

Six statues, three per side, of dwarves holding hammers

and tongs stand in alcoves all the way down this 10-foot-wide, 35-foot-long hallway. At the far end of the hall, you spot another pair of closed bronze doors.

ALARM TRAP

The goblins in the next room set a trap on the doors at the east end of the hall.

ALARM TRAP

Type Mechanical **Detect** DC 20 **Disable** DC 20

Trigger Opening the door **Disarm** Only from inside **Reset** DC 10

EFFECTS

Opening the doors without disabling the trap pulls a wire that topples a pile of junk metal in the next room, making a tremendous amount of noise and alerting the goblins to the adventurers' presence.

10 THE GREAT HALL

The characters face a relatively disciplined team of goblin warriors, along with a goblin shaman. They learn the power of dark magic, and also get to experience some of the lost grandeur of the dwarven halls.

“

This room must have been a wonder to behold in the ancient days, when the dwarves still inhabited the Deeplands. Now it's a sad shadow of its former self. The floors, once paved with rare pink marble, are a clutter of broken stones that jut up at bizarre angles, and many of the intricately-carved square pillars that once towered forty feet to the ceiling above now lie shattered on the floor.

35 feet across the chamber to the east is another pair of bronze doors. To the north, a 20-foot-high, 15-foot-wide passage extends off into darkness.

The south end of the room is partially collapsed, but on the south wall a set of massive doors carved from glistening black stone are still accessible. The doors are twice the size of the other doors you've seen, and mounted on the wall above them is a 10-foot-diameter disc of white marble, carved with the stylized hammer that symbolizes Modren.

Read this if the party did not set off the alarm trap:

“

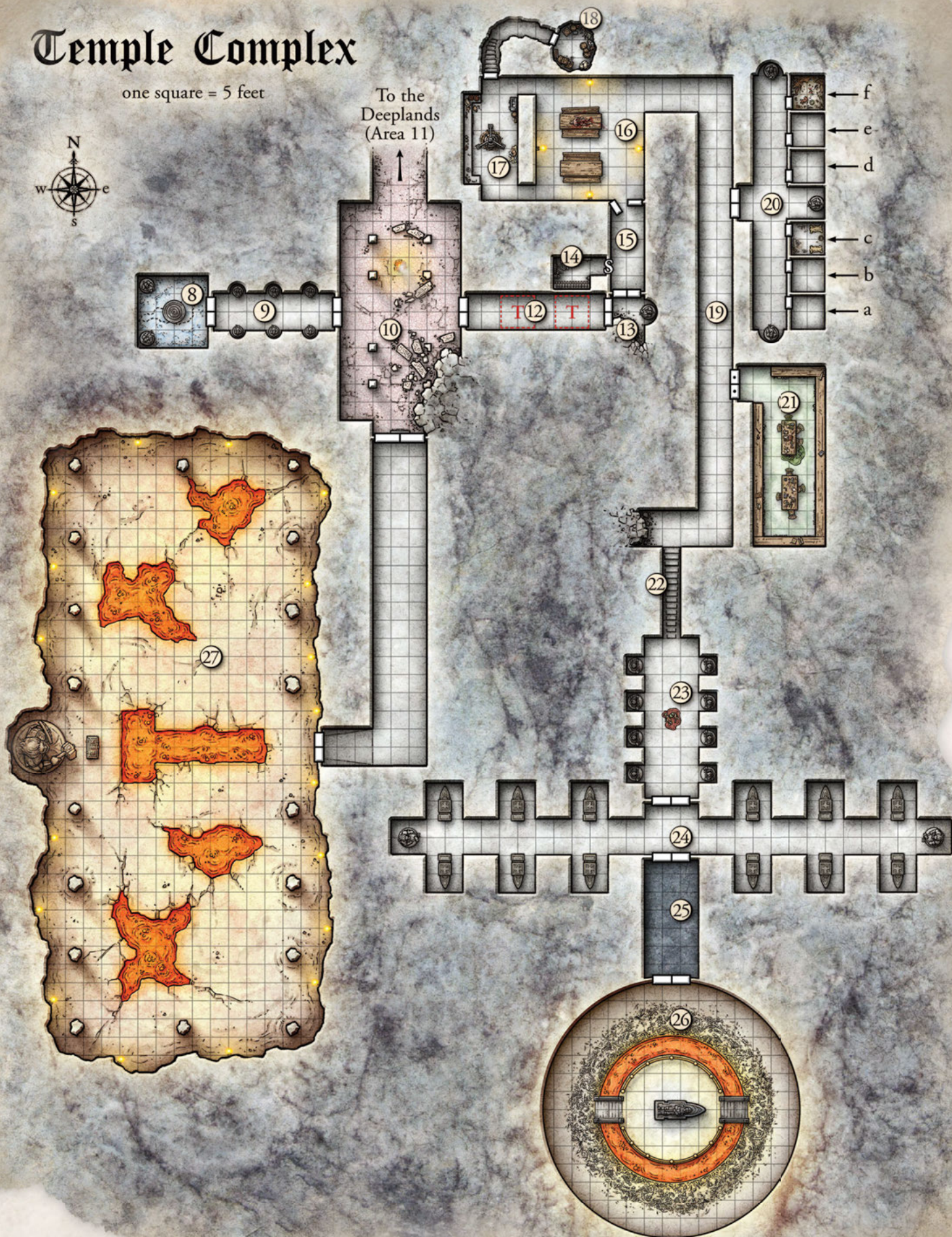
Just in front of the open passage, several goblins wearing rough leather armor sit around a small guttering fire. One of them cackles as he pushes and pulls a live squirrel tied to a stick into and out of the flames. One of his com-

Temple Complex

one square = 5 feet



To the
Deeplands
(Area 11)



panions gurgles gleefully as he yanks the legs off another unfortunate squirrel. The rest of the goblins sit and watch with amusement.

At the far edge of the firelight sits a lone goblin. He's wearing a multi-colored, patchwork robe and a dramatic headdress adorned with bits of glass, bones, and feathers. A crooked staff mounted with a sharp-toothed animal skull lies across his knees, and his yellow eyes glitter in the light of the flames.

Read this if the party set off the alarm trap:

Several screeching goblins wearing rough leather armor dash about in the dim light of a small fire near the open passage. They frantically snatch spears and shields from the ground, and if you didn't know better, they seem to be forming up into a loose defensive formation.

At the far edge of the firelight stands a lone goblin. He's wearing a multi-colored, patchwork robe and a dramatic headdress adorned with bits of glass, bones, and feathers. He has a crooked staff mounted with a sharp-toothed animal skull gripped in one gnarled hand, and his yellow eyes glitter in the light of the flames.

PILLARS

The pillars contain pictorial histories of the temple, from the discovery of the lava vents to the construction of the temple.

FLOOR

The pink marble used for the floors is extremely rare in Aetaltis since it is only found in the deepest of the Deepland

quarries. There are roughly 45 slabs that are still in good condition. Each slab weigh around 500 lb. Characters may make a DC 20 Intelligence check to recognize that they're valuable, although determining how much they're worth is beyond their ability for now. Removing the stones without damaging them requires a proficiency with Mason's Tools and a successful DC 10 Dexterity check using those tools. Failed rolls still remove the slab but reduce the value by at least half.

COLLAPSED AREA

It looks like it happened recently, probably during the earthquake.

BRONZE DOORS (EAST)

The doors to the east are plain bronze doors identical to others the characters have seen. They're closed, but not locked.

BLACK STONE DOORS (SOUTH)

These enormous doors are made from a glistening black stone that defies identification. They are magically sealed.

WARDER TEMPLE DOORS

Sense DC 7 Analyze DC 23 Slot NA Attunement No

Rarity Legendary Price NA Weight NA

DESCRIPTION

The doors are made from a type of stone that is effectively unidentifiable. It is the same material used to seal the Black Gate near Selenthea, and short of personally encountering that stone it is improbable that a character will recognize it.



The doors are completely impervious to harm and the protective power extends ten-feet to either side. If they are mined out of the natural stone where they are set, the magic is disrupted and the doors cease to exist.

Any analysis of the doors (successful or not) reveals that an event trigger is required to open them. On a successful analysis, the character discovers that the trigger is the destruction or removal of all the endrori from the temple. When the last endrori is killed or driven out, the doors swing open.

GOBLIN BATTLE (1 GOBLIN SHAMAN + 3 GOBLIN SOLDIERS)

The goblins guard the Deepland entrance to the temple against intrusion from the passage to the north. The goblins didn't expect an attack from the outside, but being suspicious by nature, they installed the alarm trap on the exterior door just to be safe. They try to flee if the battle goes against them.

DIFFICULT TERRAIN

The broken paving stones in this room make the floor difficult terrain.

GOBLIN SOLDIER

Small humanoid (endrori), chaotic evil

Armor Class 15 (leather, shield)

Hit Points 9 (2d6 + 2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	9 (-1)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Endrori

Challenge 1/4 (50 XP)

Safety in Numbers Aetaltan goblins benefit greatly from the proximity of their allies. If the goblin has a number of conscious allies greater than half the number of adventurers, it has advantage on saving throws to resist fear and intimidation.

Sunlight Sensitivity Goblins have disadvantage on attack rolls and ability checks when they or their targets are in sunlight.

Nimble Escape The goblin may take the Disengage action or Hide action as a bonus action.

ACTIONS

Spear Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d6) piercing damage.

Multiattack Goblins may make one attack with their bite or two

attacks with their claws. If attacking with claws, the second attack has disadvantage.

Bite Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+2) piercing damage.

Claws Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Second claw attack has disadvantage. *Hit:* 3 (1d2+2) slashing damage.

TACTICS

Before Combat If the alarm went off, the goblins are armed and ready for battle. If the heroes silenced the alarm, the goblins are sitting with their spears and shields on the floor beside them and they are surprised.

During Combat These goblins received rudimentary combat training from An'Gras. Rather than using the normal goblin "charge and overwhelm" tactic, they pair up and choose targets. They take their role as soldiers quite seriously, almost comically so, but the only tactic they've learned so far is how to form up in a line. As soon as combat begins they revert to form.

After Combat If the heroes defeat the goblin shaman, the remaining goblins flee down the chasm described in the Deepland Entrance (11). They so fear An'Gras's displeasure that, if taken alive, nothing will make them talk.

GOBLIN SHAMAN

Small humanoid (endrori), chaotic evil

Armor Class 14 (leather)

Hit Points 7 (2d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	11 (+0)	16 (+3)	9 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Endrori

Corruption 2

Challenge 1 (200 XP)

Spellcasting The shaman is a 1st-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 15, +5 to hit with spell attacks). They have the following cleric spells prepared.

Cantrips (at will): *resistance*, *sacred (corrupt) flame*

1st level (4 slots): *bane*, *command*, *inflict wounds*

Safety in Numbers Aetaltan goblins benefit greatly from the proximity of their allies. If the goblin has a number of conscious allies greater than half the number of adventurers, it has advantage on saving throws to resist fear and intimidation.

Sunlight Sensitivity Goblins have disadvantage on attack rolls and ability checks when they or their targets are in sunlight.

Nimble Escape The goblin may take the Disengage action or Hide action as a bonus action.

ACTIONS

Staff Melee Weapon Attack: +2 to hit, reach 5ft., one target. *Hit:* 4 (1d8) bludgeoning damage.

Combat Wild Shape Magically assume the shape of a giant spider for one hour as a bonus action.

TACTICS

Before Combat If the alarm went off, the shaman has already transformed into a giant spider, and will be hidden slightly down the north hallway behind the goblin soldiers. If the heroes silenced the alarm, the shaman is surprised.

During Combat The shaman was the leader of these goblins before An'Gras came along. He only stays around out of fear of An'Gras. His bitterness is apparent in his complete disregard for the safety or well-being of the other goblins. The shaman prefers to keep his distance and let the goblins handle the dirty work, although he will fight in melee if necessary. Except to cast spells, he doesn't say a word.

After Combat If the heroes defeat the goblins, the shaman flees down the chasm (11). He so fears An'Gras's displeasure that, if taken alive, nothing will make him talk.

GOBLIN SHAMAN (SPIDER FORM)

Larger beast (endrori), chaotic evil

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	11 (+0)	16 (+3)	9 (-1)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Endrori

Corruption 2

Challenge 1 (200 XP)

Spider Climb The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6) Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

TREASURE

There are a few useful items lying around the fire, including:

- ♦ **Rope** 50 foot hemp
- ♦ **Marble staff with a statue's hand still attached to it** 1d6 bludgeoning, 20 lb., -1 to hit due to bad balance
- ♦ **Sack of ancient dwarven silverware** 60 sp
- ♦ **5 small leather bags** 1d6 bird feet per bag
- ♦ **Tattered canvas bag** 1 lb. of perfectly round red glass beads, the wriggling body of a half-dead squirrel, and 5 days of blood-soaked rations
- ♦ **Mace +1** Of dwarven make, this item is durable and has dwarven runes worked into its design. Likely crafted by the clan inhabiting these halls and worth a small reward for return.
- ♦ **Coins** 5 gp and 120 sp

In addition, the goblin shaman has a number of valuable items in a sack near where he was sitting:

- ♦ **Scroll** *Scroll of Healing Word* (Caster Level 2)
- ♦ **Scroll** *Scroll of Identify* (Caster Level 1)
- ♦ **Unlabeled potion** *Potion of Healing*

11 THE DEEPLAND ENTRANCE

The players discover how the goblins got into the temple, and learn how to end the goblin attacks.



This once grand hallway is cluttered by a series of toppled stone doors and partial cave-ins. You're forced to climb over the rubble to get down the hall. The stench of death hangs in the air, and you soon discover the source of the smell. Impaled on spikes at the bottom of a pit trap are two bloated goblin corpses. Their lifeless eyes stare up at you from faces frozen in expressions of shock and pain.

PATHWAY TO ADVENTURE

This chasm is how the orcs and goblins found their way to the temple, but the primary reason this location exists is to serve as the jumping-off point for your next adventure. By the end of this adventure, the characters will possess the means of opening and closing the sliding door here at will. This will allow them ample opportunities to explore the Deeplands Halls beyond the temple without exposing the surrounding countryside to unnecessary danger.

If the players seem determined to get across or climb down right now, just let them know that this isn't part of the current adventure. Explain that when they've completed this adventure, they can explore those locations next. Most players will understand, and an honest out-of-character explanation will be far less frustrating for them than blocking them artificially without saying why.

DEAD GOBLINS

These goblins activated the only pit trap in this hallway that survived the quake. Their corpses have nothing of value on them.

SPRUNG PIT TRAP

The pit trap was placed in the hallway to stop invaders. This one was sprung by unwary goblins. Naturally characters immediately detect this trap since it is already sprung, but the trap's statistics are provided below in case the players reset the trap in the future.

SPIKED PIT TRAP

Type Mechanical **Trigger** Pressure **Detect** DC 20

Investigation DC 15

Disable DC 15 **Disarm** Controls in room 14

Reset Controls in room 14

EFFECT

The character falls into the pit and suffers 6 (1d10) piercing damage and 7 (2d6) bludgeoning damage from the fall.

DESCRIPTION

The pit trap is 20 feet deep, 10 feet across, and it spans the full width of the hallway. The floor of the pit is covered with spikes. The pit's cover is retracted into the walls to the left and right. The pit can only be reset from the Trap Control Room (14). A creature falling into the pit takes 6 (1d10) piercing damage from the spikes

plus 7 (2d6) falling damage. Climbing out without assistance requires a successful DC 20 Strength (Athletics) check.

Read this when the characters reach the end of the passage:

After about 80 feet, you reach a massive, sliding stone door that is partially retracted into a hidden pocket in the wall. Nearly 3 feet thick, it's carved from a single block of granite. Beyond the door, the passage extends another 10 feet and ends at an enormous chasm. It looks like a bridge once extended across the ravine, but only a couple feet of the bridge remain on your side.

SLIDING DOOR

The door is a magical creation built by the clerics of the temple. They combined their powers to create it, and then bound it to one of their holy artifacts, an amulet called the *Silver Hammer of Modren* which is located in the main temple (27). Any dwarf, or a character possessed by the spirit of a dwarf, can use the amulet to open and close the door at will. Otherwise, the door is completely immobile and indestructible. Complete game details for the artifact and door are provided at the end of the adventure.

On the wall both inside and outside the door are small recesses. The one on the inside is intact and in the exact shape of a small hammer. The one on the outside is blasted away, with a charred crater where the recess once was. Characters who examine the crater carefully can see the symbol of Endroren burned into the stone. They will realize that it is unlikely that a goblin did this. Clearly there is a greater power at work here.

BRIDGE RUINS

The bridge collapsed during the earthquake and fell into the chasm, along with quite a few of An'Gras's goblin minions.

CHASM

The chasm is 70 feet across. If the party finds a way to see or reach the other side, there's a passage directly across from where the characters are standing. The ceiling above the chasm is just 10 feet higher than the passage ceiling (30 feet up from the passage floor). The chasm disappears into the distance to both the east and west. It is impossible to see the bottom of the chasm, and anything dropped into it disappears into the darkness.

12 MURAL HALLWAY

The heroes face dwarven traps, and learn the temple's history.



A fabulous mural covers the walls of this long hallway. The vibrant colors are so vivid that it looks like the painting could have been completed yesterday. At the far end of the hallway is a pair of closed stone doors.

MURAL

The dwarves painted this mural for two reasons. First, they wanted to tell the story of their final days in the temple (the subject of the mural). Second, they wanted to distract anyone coming down the hall so they wouldn't notice the pit traps.

Read this if the characters examine the mural:



You head down the hall, examining the mural as you go. According to the story told by the images, when the Dark Hordes of Endroren surged up from the core of the world, the clerics took measures to protect the temple. They combined their power to create a magic door that would stop Endroren's armies from entering. They also constructed a variety of traps to ensure that, even if the enemy bypassed the door, the forces of Endroren might still be stopped.

TRIGGERING THE TRAP

At this point in the mural the party reaches the first pit trap. Assuming no one checks for traps, spring the first pit trap on the character at the front of the party.

SPIKED PIT TRAP

To stop unwanted guests, the dwarves constructed a series of spiked pit traps along this hallway.

This pit trap is 10 feet deep, 10 feet across, and spans the full width of the hallway. When activated, the cover slides into the walls to the left and right almost instantaneously—a tremendous feat that exemplifies the ingenuity of the ancient dwarven trap makers. The bottom of the pit is dotted with iron spikes, and the walls of the pit are polished smooth. A successful DC 20 Wisdom (Perception) check discerns the minute differences in the tiles over the pit.

A successful DC 15 Intelligence (Investigation) check is necessary to confirm that the trap section of floor is actually the cover of a pit. A creature falling into the pit takes 6 (1d10) piercing damage from the spikes in addition to 4 (1d6) falling damage. Climbing out is a DC 20 Strength (Athletics) check. The trap may be disabled by a character

with a DC 15 Dexterity check using thieves' tools, provided that the mechanism to open the doors may be reached. Alternatively, the trap can be disabled or re-enabled without a check in the control room (14).

SPIKED PIT TRAP

Type Mechanical Trigger Pressure Detect DC 20

Investigation DC 15

Disable DC 15 Disarm Controls in room 14

Reset Controls in room 14

EFFECT

The character falls into the pit and suffers 6 (1d10) piercing damage and 4 (1d6) bludgeoning damage from the fall.

DESCRIPTION

This pit trap is 10 feet deep, 10 feet across, and spans the full width of the hallway. When activated, the pit's cover slides into the walls to the left and right almost instantaneously—a tremendous feat that exemplifies the ingenuity of the ancient dwarven trap makers. The bottom of the pit is dotted with iron spikes, and the walls of the pit are polished smooth. Climbing out requires a successful DC 20 Strength (Athletics) check.

Read this when the party is ready to continue:



The next panels of the mural reveal that the key to the magical door is a silver amulet in the shape of a hammer. It appears that only the power of this hammer-shaped key can move the great door, and when the door is locked, it mystically seals the entire temple complex against evil forces.

TRIGGERING THE SECOND TRAP

The party has reached the second pit by now. Odds are, the heroes are more cautious now, and find this one without falling in, but you never know. It has the same stats as the first pit trap. Use the same trap statistics provided above.

Read this when they are ready to continue:



As you continue examining the mural, it shows that the hammer was sealed in a casket at the feet of a massive statue of Modren in a large cavern. Scratched into the paint of the last panel are a few words in Old Dwarven.

SCRATCHED WORDS

If any of the characters read Dwarven (any dialect), the words say:

“Modren, guide my soul to Aelos, for I am the last.”

All the characters know that souls must be guided to Aelos via the rituals of last rites or risk becoming lost along the way. It appears this dwarf hoped Modren would guide him to his final rest.

STONE DOORS

The stone doors at the end of the hallway are unadorned and unlocked.

13 ENTRANCE TO THE LIVING QUARTERS

The characters discover the entrance to the clerics' living quarters.

“Unlike the rooms you've seen so far, the architecture here is simple. There's a pair of banded oak doors to the north, both of which are closed, in addition to the doors you entered through to the west.

At one time another passage went to the south, but it appears that the recent earthquake collapsed the entire hallway.

OAK DOORS

The oak doors are unlocked.

COLLAPSED HALLWAY

The hallway is completely blocked. The characters can certainly try to clear it, but it will take at least a week even if they have the right equipment. It is also quite unstable, and any attempt to clear it could result in a new collapse.

14 TRAP CONTROL ROOM

If the characters discover the secret door leading to this chamber, they can reset or disable the pit traps.

“This tiny chamber is filled with gears, wheels, and chains. A dozen levers extend from openings in the floor.

LEVERS

The third and fourth levers control the two pits in the Mural Hallway (12) and the seventh lever controls the pit with the dead goblins in it (11). None of the other levers do anything since their traps were destroyed during the quake. There's a locking mechanism for each pit trap to allow safe passage over it.

15 PLAIN HALLWAY

This hall gives the characters an opportunity to ambush the goblins in the Dining Hall (16), but if the party makes enough noise to alert them, it's also an opportunity for the goblins to ambush the characters. They may also find the secret door leading to the trap control room.

“A ten-foot-wide hallway extends to the north. At the end of the hallway is a pair of double doors made from dark wood. One of the doors is partially open, and flickering orange firelight shines out into the hall.

LISTEN

Characters who stop to listen hear rough voices speaking in a foul tongue. Characters who speak Endrori recognize the language and hear a discussion about how An'Gras is going to lead them to a better life and how the meal they're eating is just one example of this.

SNEAKING

The characters can try to sneak up on the goblins with a Dexterity (Stealth) check. The goblins make their Wisdom (Perception) check to detect the intruders at disadvantage due to their loud discussion.

NOISY PARTY

If the party doesn't try to move quietly, make a DC 10 Wisdom (Perception) check for the goblins to see if they hear the party coming. If the goblins hear the party, they prepare an ambush (16).

SECRET DOOR

There's a pivoting secret door on the west wall that leads to the trap control room (14). A successful DC 20 Wisdom (Perception) check is required to find it. The mechanism to open the door is a cleverly hidden push panel near the floor.

16 THE DINING HALL

The characters battle several goblins and learn the fate of at least some of the missing townsfolk.

“This chamber was the temple's dining room. Two long tables extend down the middle of the room, and sway-backed benches line both sides of the tables. A handful of crude torches occupy sconces on the walls. They provide dim light, but also give off a thick, oily smoke that leaves greasy black patches on the ceiling. On the west wall

are two open passages, and on the east wall is another 10-foot-wide passage.

Read this if the goblins heard the party coming:

“Scattered across the table is the dismembered, partially-cooked corpse of a male human. It looks like someone was eating him before you arrived.

Read this if the goblins did not hear the party coming:

“Several goblins are hunched around the far table. They’re feasting on something, tossing meat on the bone between one another. As one piece of meat flies through the air, you recognize it as a human foot. One of the goblins snatches it and immediately tears in with sharp, glinting teeth. It appears you’ve found one of the missing townsfolk—or what’s left of him.

GOBLIN BATTLE (3 GOBLINS)

If the goblins heard the party coming, they retreated to the kitchen and will launch an ambush when the party enters. If the characters ambush the goblins, it’s possible the goblins are surprised. Either way, the goblins fight to the death.

GOBLIN

Small humanoid (endrori), chaotic evil

Armor Class 13 (leather)

Hit Points 7 (2d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+1)	14 (+2)	10 (+0)	9 (-1)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Endrori

Challenge 1/4 (50 XP)

Safety in Numbers Aetaltan goblins benefit greatly from the proximity of their allies. If the goblin has a number of conscious allies greater than half the number of adventurers, it has advantage on saving throws to resist fear and intimidation.

Sunlight Sensitivity Goblins have disadvantage on attack rolls and ability checks when they or their targets are in sunlight.

Nimble Escape The goblin may take the Disengage action or Hide action as a bonus action.

ACTIONS

Multiattack Goblins may make one attack with their bite or two attacks with their claws. If attacking with claws, the second attack has disadvantage.

Bite Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+2) piercing damage.

Claws Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Second claw attack has disadvantage. *Hit:* 3 (1d2+2) slashing damage.

TACTICS

Before Combat If the goblins weren’t alerted, they aren’t paying attention to their duties, so apply a -5 modifier to their passive Perception score when checking to see if they are surprised.

If they were alerted to the characters’ arrival, they are all hiding in the kitchen. As soon as a character enters the kitchen, or all characters enter the dining hall, the goblins attack.

During Combat The goblins concentrate their attack on one opponent, bear them to the ground, and take each target out before moving on to their next victim. Two of the goblins are identical twins. They always fight together and cooperate far more effectively than other goblins. Whenever they speak, they always speak in unison. If one of the twins is killed, the other goes mad, and attacks the twin’s killer with reckless abandon gaining advantage on their attacks but losing their Dexterity bonus to AC.

After Combat These goblins are so terrified of An’Gras that they fight to the death, and if taken alive, nothing will make them talk.

TREASURE

The goblins have acquired the following treasure:

- ♦ **Longsword** (non-magical) Of dwarven make and forged in elemental fire. The goblins were using this sword as a carving knife. This item is always warm to the touch, and etched flames cover its surface. Hints of red and orange run through the metal when looked at from the right angles.
- ♦ **5 empty potion vials** An’Gras tests his potions on the goblins.
- ♦ **3 small canvas bags** 1d10 bird feet per bag
- ♦ **A big bullfrog hopping around the table** This is an unfortunate goblin who, during one of An’Gras’s experiments, drank a potion that polymorphed him permanently into a frog (**Sense** DC 14, **Analyze** DC 16, **Dispel** DC 18). His intellect remains intact, making this a particularly crafty and troublesome frog if the party takes it with them.

17 KITCHEN

If the party carefully searches the area, they learn the fate of the shepherd, Antoni Berro.

“

This small chamber is lined with stone counters and recessed shelves. On the north wall is a short, wooden door. In the center of the room is a large fire pit where a roaring fire crackles and pops. The smoke from the fire curls up and out of the room through a small hole in the ceiling. A massive cast iron pot hangs by chains over the flame on an iron tripod. A pile of tattered clothing lies off to the side.

CLOTHING

These are simple clothes of the type worn by shepherds.

POT

If a character looks in the pot, they see a brown, watery stew boiling and churning. As they watch, a human head rolls to the surface, its empty eye sockets staring out at the character before it sinks back out of sight. To perform an effective search of the pot, it must be poured out onto the floor. If the characters do this, each character must make a successful DC 14 Constitution save. If they fail the save, they become violently ill and suffer the game effect of two levels of exhaustion for 1 minute. Drothmal are immune to this effect. At the end of 1 minute the effect passes.

TREASURE

Antoni's bronze torc is at the bottom of the pot.

18 THE CELLAR

The party learns the fate of the last cleric of the temple. They also gain some valuable treasure.

“

A staircase descends 15 feet through a tight, rough hewn passage before curving to the east. After the curve it continues down another 15 feet and ends at a sturdy oak door.

OPENING THE DOOR

The characters must force this door open to get in. Doing so requires a successful DC 15 Strength check, since the dwarf cleric who hid here wedged the door shut. There are scratches and nicks on the door that suggest the goblins tried to get inside, but gave up.

Read this once the characters open the door:

“

This small chamber was the temple's cold cellar. A dust-covered pile of broken crates and what were once their contents fills much of the room. Hidden in the corner behind a mostly intact barrel you find the naturally mummified corpse of a dwarf. Curled in a fetal position, he holds his fists in front of his face like a child warding off a nightmare. He wears the tattered remnants of what look like clerical vestments.

MUMMY

If the characters make a close examination, they see that the corpse has something clutched in each hand. To extract these items, the characters must spend an action per hand to crack the fingers off.

LEFT HAND

The mummy's left hand grips a knife made from black steel. The tip has flakes of something colorful on it. This is a magic dagger called *Skelttfen*. The flakes of paint are from when the dwarf carved his final message in the Mural Hallway (12).

SKELTTFEN

Sense DC 15 Analyze DC 17 Slot Hand Attunement Yes
Rarity Uncommon Price 2500 sp Weight 1 lb.

DESCRIPTION

This black steel dagger is inscribed with dwarven runes that glow the color of magma when used in battle. The quality is exceptional and representative of the legendary skill of the ancient dwarven smiths. It acts as a +1 magic dagger giving a +1 bonus to attack and damage rolls made with the weapon. In addition, as a bonus action the bearer can speak a sentence or two and make their voice heard by another person in their line of sight up to 300 feet away.

RIGHT HAND

There's a brittle scroll in the mummy's right hand. This document is written in Old Dwarven, and any character who reads Dwarven sees it is the deed to a large tract of farmland in the north of a region that is called Malador today. The characters have heard that the magistrates there uphold the claims of individuals holding ancient dwarven land deeds. If the land is unclaimed, or perhaps even if it is, this deed may be worth a quite a bit to the right party.

19 HALL OF DOORS

The party must open a locked door in this hallway if they wish to explore the room described in the Lab (21).

“Like the other halls and rooms in this area, this hallway is quite plain. It extends 15 feet east and then turns to the south. From there it stretches more than 100 feet before turning to the west. 25 feet down the east wall is a pair of plain, wooden doors. A bit farther down the hall there are a second set of doors on the east wall. The second set of doors are banded with iron and have an iron lock plate.

IRON BANDED DOOR

These doors lead to An'Gras's Lab (21), but they are locked. They are strong wooden doors (AC 16, hp 20, Unlock 20). An'Gras has the key to the lock among his belongings (26).

20 THE CLERICS' CELLS

The characters discover the clerics' cells. Most of the rooms are empty, but two are occupied.

“There are six evenly-spaced wood doors along the east wall of this t-shaped hallway. All of the doors are fitted with small, sliding windows 4 feet up from the floor. The doors and the windows are all closed. Small statues of Modren stand on pedestals at the north and south ends of the hallway.

DOORS AND WINDOWS

The window slides are not locked, and neither are the doors. Rooms A, B, D, and E are empty.

20c GOBLIN NANNIES

“The pungent odor of urine, feces, and sweat hits you as soon as you open the door/window. On the floor in the corner of the room are a couple of untanned, relatively fresh sheep skins arranged like sleeping mats. There's a dented tin pan of water on the floor between them, and bones are scattered around the floor.

GOBLIN NANNY AMBUSH

The two female goblins that live in this room are crouched on a ledge above the door, ready to spring down on anyone who discovers them. They're only visible if a character enters the room and looks up. Otherwise they surprise the party when they attack.

GOBLIN NANNIES BATTLE (2 GOBLINS)

A pair of goblin nannies wait in ambush to attack anyone that invades their home.

These two female goblins are charged with caring for the goblin whelps (20f). The phrase “caring for” is used loosely since the “care” consists of throwing food and water through the room's sliding window on a semi-regular basis. These goblins have no maternal instincts, and won't come to the rescue of the goblin whelps, which are more resilient than most species' young. The nannies remain hidden unless discovered, at which point they fight to the death with deadly ferocity.

GOBLIN NANNIES

Small humanoid (endrori), chaotic evil

Armor Class 13 (leather)

Hit Points 7 (2d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	8 (-1)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Endrori

Challenge 1/4 (50 XP)

Safety in Numbers Aetaltan goblins benefit greatly from the proximity of their allies. If the goblin has a number of conscious allies greater than half the number of adventurers, it has advantage on saving throws to resist fear and intimidation.

Sunlight Sensitivity Goblins have disadvantage on attack rolls and ability checks when they or their targets are in sunlight.

Nimble Escape The goblin may take the Disengage action or Hide action as a bonus action.

ACTIONS

Multiattack Goblins may make one attack with their bite or two attacks with their claws. If attacking with claws, the second attack is made at disadvantage.

Bite Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+2) piercing damage.

Claws Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Second claw attack has disadvantage. *Hit:* 3 (1d2+2) slashing damage.

TACTICS

Before Combat The goblins lay in wait above the door. As soon as someone fully enters the room or spots them, they attack. If they weren't seen before their attack, they surprise the party.

During Combat The goblins try to gang up on an opponent, bear them to the ground, and take the target out before moving on to their next victim.

After Combat These goblins are so terrified of An'Gras that they fight to the death, and if taken alive, nothing will make them talk.

TREASURE

If the characters check out the ledge over the door they find that the goblin nannies have secreted away a pair of potions they found in the temple ruins:

- ♦ **Potion of Resistance** It is marked with the appropriate alchemical rune and identifiable with DC 5 Intelligence check by a character proficient in Arcana. (Sense DC 20, Analyze DC 10)
- ♦ **Potion of Longevity** This potion is marked with an alchemical rune identifying it, but the formula is uncommon and requires a successful DC 20 Intelligence (Arcana) check by a character proficient in the skill to identify. The potion is dried up. Adding a little water reconstitutes it, but it requires a successful DC 15 Intelligence check by a character with access to and proficiency with Alchemist Tools, otherwise it loses

half its potency. At full power, the potion adds 20% to the normal mature and elderly ages for the imbiber. (Sense DC 13, Analyze DC 17)

20F GOBLIN WHELPS

The reek of rotting meat and stale urine assails your senses when you open the door/window to this room. The floor is buried knee-deep in rubbish. The pile appears to consist of leaves, dirt, pieces of old tapestries, torn clothing, chunks of wood, and other random refuse.

GOBLIN WHELP AMBUSH

Litters of goblin whelps are huddling silent and still beneath the garbage. They only reveal themselves if someone enters the room or otherwise disturbs their nest. A successful DC 20 Wisdom (Perception) ability check is required to notice them and avoid surprise.

GOBLIN WHELP BATTLE (2 SWARMS)

This room is a nursery for goblin whelps. Goblin child-rearing involves locking the babies in a room together for an



extended period of time and then seeing which ones come out alive. The vicious little buggers stay hidden unless there's food to be had.

SWARM OF GOBLIN WHELPS

Tiny humanoid (endrori), chaotic evil

Armor Class 15 (natural armor)

Hit Points 28 (8d8-8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	8 (-1)	8 (-1)	8 (-1)	8 (-1)

Damage Resistance bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Skills Stealth +8

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1 (200 XP)

Swarm The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny goblin whelp. The swarm can't regain hit points or gain temporary hit points.

Insatiable Hunger The swarm has advantage on melee attack rolls against any creature that it has previously gotten a taste for (i.e. hit and damaged). A swarm will continue to eat a creature until there is no meat left, even if it falls. Unconscious players make stabilization rolls with disadvantage while a goblin whelp swarm is feeding on them.

ACTIONS

Bites *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

TACTICS

Before Combat The goblin whelps stay hidden, but attack the moment a meal target comes into the room.

During Combat The swarm attacks a target it previously tasted, otherwise the nearest target.

Goblin whelps look like tiny, chubby, foot-tall goblins. At this age they're eating machines and have no motivation except to find their next meal. If food supplies run low, they won't hesitate to eat one another.

TREASURE

Digging through the goblin whelps' nest reveals:

- **Fifteen dead goblin whelps in various states of decay**
They are all partially eaten by the other goblin whelps.
- **Gems and Coins** 5 gp, 30 sp, and a ruby worth 150 sp

21 THE LAB

The characters discover that an orc mage leads the goblins. They may also encounter a trap and a pair of reavers.

“

An acidic odor stings your nose when you open the door to this room. The room looks as if it were once the temple library, but someone recently turned it into an alchemical laboratory.

Spread across the tables are beakers, casks, tubes, and tubs. Broken bottles are scattered around the floor, and the prior contents of the bottles have flowed together to create a caustic, bubbling pool that emits a sickly green mist. The mist ripples and undulates above the floor, twisting around the battered legs of the tables. On one table is a stack of parchment, with a quill pen and inkwell beside the stack.

FLAMMABLE FUMES

The spilled chemicals on the floor and the fumes that hover up to a foot above them are highly flammable. If the fumes or chemicals come into contact with open flame, the entire room bursts into flame. If the gas is ignited, it destroys all of the treasure in the room.

EXPLOSIVE GAS

Type Environmental **Trigger** Flame **Detect** Automatic
Investigation DC 15

Disable See description **Disarm** NA **Reset** No

EFFECT

The gas ignites creating a ball of fire that fills the room. It inflicts 7 (2d6) fire damage on everyone in the room or immediately in front of the door in the hallway. Damage is halved if the victim succeeds on a DC 15 Dexterity saving throw.

DESCRIPTION

The flames caused by igniting the gas are dangerous enough, but what the characters can't know are the long-term effects of the exposure. The gamemaster should make a DC 15 Constitution saving throw for anyone that takes damage from the flames. On a failed save, the character suffers double the negative effects on their abilities from aging when they reach old age. Leaving the door open for fifteen minutes allows the gas to leave the room and dissipate in the hall.

SHELVES

Assuming they didn't burn up, the shelves are covered with the disintegrating remnants of old books. A complete search (30 minutes) of the shelves reveals that 4 books are still usable. They are all written in Old Dwarven. Each one provides advantage on Intelligence ability checks related to a specific subject: Dark Creatures, Deepland Lore, Dwarven History, or Undead. To gain advantage the character must spend an hour researching the subject with the book before making the check. The search also turns up a scroll of burning hands.

POTIONS

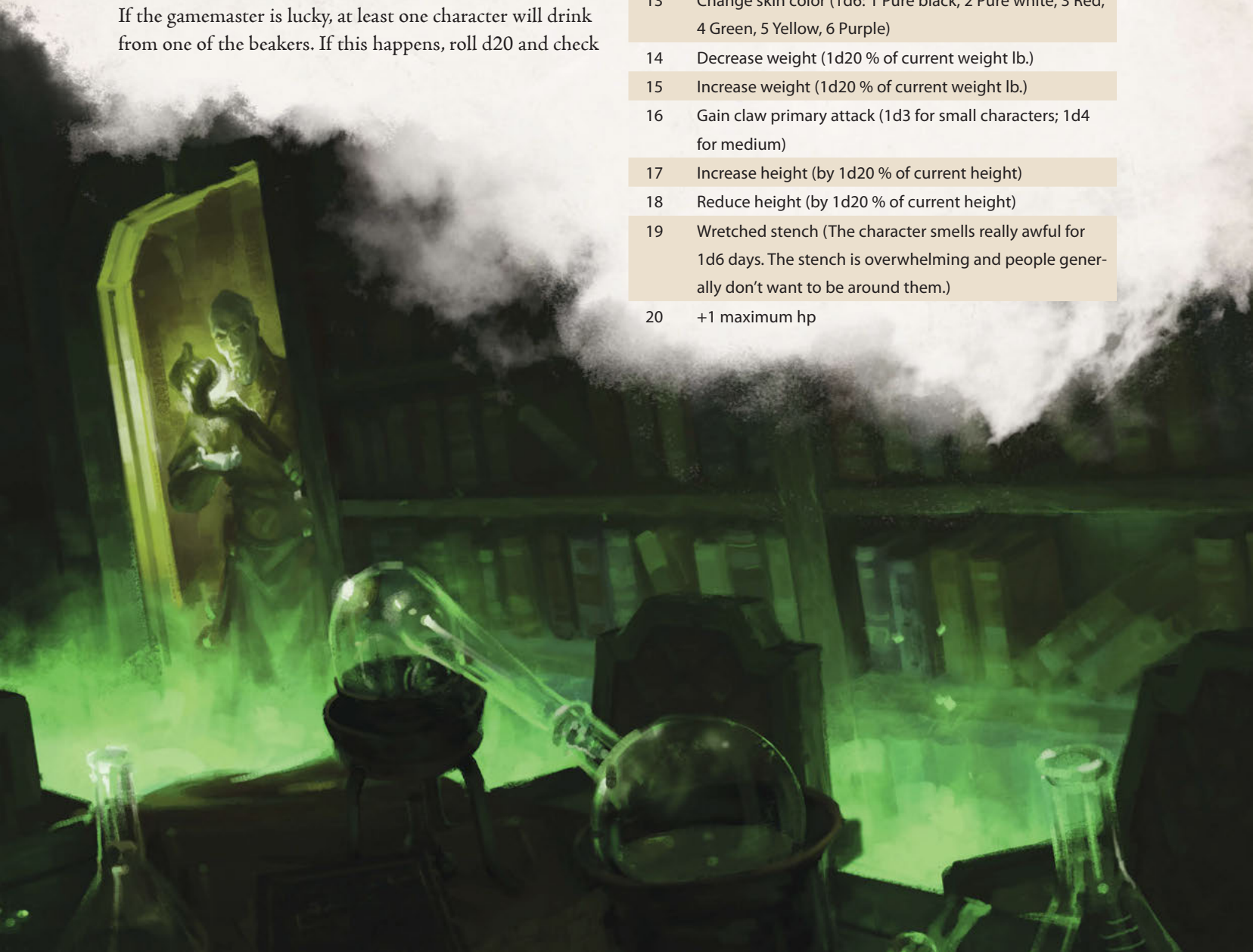
The characters find a pile of empty vials. These look just like the ones found in the Dining Hall (16). Many of the beakers on the tables contain murky liquids (half-finished potions).

DRINKING THE HALF-FINISHED POTIONS

If the gamemaster is lucky, at least one character will drink from one of the beakers. If this happens, roll d20 and check

POTION EFFECT TABLE (d20)

Roll	Effect
1	<i>Greater invisibility</i> (10 minutes but the player should not know the duration)
2	<i>Cure wounds</i>
3	Instant hair growth – head and facial (d100 inches)
4	Glowing eyes (1d4 hours)
5	Increase attribute (+1) (1d6: 1 STR, 2 DEX, 3 CON, 4 INT, 5 WIS, 6 CHA)
6	Decrease attribute (-1) (1d6: 1 STR, 2 DEX, 3 CON, 4 INT, 5 WIS, 6 CHA)
7	<i>Speak with animals</i> (10 minutes)
8	Character becomes mute
9	<i>Potion of Superior Healing</i>
10	Darkvision 120 ft. (5 hours)
11	Selective amnesia (character loses the past 1d4 hours of memories but not class abilities, feats, skills, prepared or known spells, etc.)
12	Hair loss (all)
13	Change skin color (1d6: 1 Pure black, 2 Pure white, 3 Red, 4 Green, 5 Yellow, 6 Purple)
14	Decrease weight (1d20 % of current weight lb.)
15	Increase weight (1d20 % of current weight lb.)
16	Gain claw primary attack (1d3 for small characters; 1d4 for medium)
17	Increase height (by 1d20 % of current height)
18	Reduce height (by 1d20 % of current height)
19	Wretched stench (The character smells really awful for 1d6 days. The stench is overwhelming and people generally don't want to be around them.)
20	+1 maximum hp



the **Potion Effect Table** to determine the result. There are enough beakers with potions in them to try this five times. All effects are permanent unless noted otherwise.

LOITERING IN THE ROOM

If the characters remain in the room for more than a minute they attract the attention of a pair of reavers. The reavers automatically surprise the party.

REAYER ATTACK (2 REAYERS)

A pair of reavers detects the party's presence, and leap out of the stone to attack them.

REAYER

Tiny monstrosity, neutral

Armor Class 16 (natural armor)

Hit Points 11 (2d8+2)

Speed 10 ft., climb 10 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	8 (-1)	12 (+1)	8 (-1)

Skills Stealth +6

Senses blindsight 30 ft., tremorsense 60 feet; passive

Perception +11

Languages None

Challenge 1 (200 XP)

Tunneler Reavers can burrow through solid rock at its burrow speed and leave no tunnel or hole.

Swim-by Reavers leap from the stone, attack, and then dive back into the stone, like a fish leaping from the water. This action does not provoke an opportunity attack when it moves out of an enemy's reach during the swim-by attack.

ACTIONS

Bite *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 5 (1d3+3) piercing damage and the reaver becomes attached.

Attach and Chew When a reaver hits with a bite attack, it latches on to the target with an automatic grapple. In subsequent rounds it automatically inflicts 5 (1d3+3) piercing bite damage at the start of its turn. A reaver has a +5 bonus to maintain its grapple once attached.

TACTICS

Before Combat The reaver arrives at the lab 1 minute after the characters arrive. If the characters leave before then, they avoid the encounter.

During Combat Each round the reaver leaps out of the stone like a fish from the water and makes an attack. If it hits, it does damage

and latches on. If it misses, it continues its leap and dives straight back into the stone and out of the characters' reach. If a reaver drops below 3 hit points it flees.

Reavers are carnivorous Deepland worms that slither through stone like an eel through water. They're three feet long, have dark gray flesh, and have a large, circular mouth on one end of their bodies.

22 STAIRS INTO DARKNESS

The characters descend deeper into the ruins. If necessary, remind them that in Aetaltis, deeper means more danger.

“

The main hallway turns to the west and stretches another 15 feet before it's blocked by fallen rocks. The only other exit is a doorway on the south wall. Beyond it, you see a narrow flight of stairs leading down into darkness.

THE DANGER OF THE DEPTHS

The characters know that in the world of Aetaltis, the



ABOVE | Reaver, by Mitchell Malloy

deeper one travels into the Deeplands, the more danger one faces. The generally accepted explanation for this is that since Endroren is chained to the core of the world, the more corrupt a monster is, the more it desires to be near him. Unfortunately for the heroes, there's no other way to go, so they have no choice but to continue.

23 HALL OF HEROES

The characters encounter another dwarven trap. Some or all of the party may be possessed by the spirits of dead clerics, providing an excellent opportunity for roleplaying.

"The stairs end at a long, wide hall with a high, arched ceiling. The ceiling is painted deep black to resemble the night sky, with crystals set into it to represent the stars. The crystals catch the torchlight, causing them to glitter and shine. Every 10 feet, there's an alcove containing an 8-foot-tall statue of an armed and armored dwarf warrior-cleric.

Lying in a pool of blood in the middle of the hall are the corpses of two goblins.

GOBLIN CORPSES

These goblins haven't been dead for long but long enough for the blood to dry. The martial characters in the party, or non-martial characters that make a successful DC 15 Intelligence (Investigation) check, can tell that a melee blade killed them.

Characters who make a successful DC 15 Wisdom (Perception) check find a faint, bloody boot print near the goblins, and another near the pedestal of the statue nearby. It clearly wasn't made by the barefoot goblins.

STATUES

Each statue is unique, very lifelike, and carved with incredible skill. Around each one's neck is a gold chain necklace with a small gold hammer hanging from it.

If the players ask specifically about the statue the goblin corpses are in front of, that statue holds a greataxe.

TAKING A NECKLACE

Each of the statues is a burial urn for the ashes of a legendary hero-cleric of the temple. The necklace around each statue's neck is bound to the spirit of that dead cleric. If anyone other than a dwarven cleric of Modren, or someone possessed by the spirit of a dwarven cleric of Modren, touches one of the necklaces, the statue wearing that necklace animates and attacks (see *Battling the Statues*). If

the necklace is removed from an animated statue (requiring a successful grapple attack action) the statue immediately steps back into its alcove and de-animates.

WEARING A NECKLACE

The necklaces have a second power. Putting on or taking off a necklace is a standard action. Anyone who puts one on must resist being possessed by the spirit of the cleric that the necklace is bound to. The character must make a DC 20 Wisdom save. Success indicates that the spirit has been permanently banished. The character feels a sudden sense of relief, and the necklace and statue lose all magical qualities.

If the check fails, the cleric's spirit replaces the character's spirit.

If this happens, take the possessed player aside and tell them what has happened. Explain that the dwarven cleric's only purpose is to eliminate the dark creatures that took over the temple and close the door. The cleric doesn't want to cause significant harm to its host, but it is willing to let the host die to complete its task. The mission is everything. Possessed characters know how to close the door. They also know not to attack the forge wyrms (27) and can warn their allies against doing so.

It is up to the player to roleplay whether or not their cleric wants to reveal itself to their host's companions.

GETTING POSSESSED

When a character is possessed the following temporary changes occur:

- ♦ Change the character's WIS to 14+d4
- ♦ Change the character's INT to 12+d4
- ♦ Change the character's CHA to 12+d4
- ♦ The character gets +2 on attacks and damage when fighting evil creatures.
- ♦ The necklace is no longer magical (permanently).
- ♦ The statue it came from is no longer magical and, effective immediately, cannot attack (permanently).
- ♦ The character's own spirit has no awareness of what is happening.

Until An'Gras is defeated, the character remains possessed by the spirit of the dwarven cleric. Let the player know that the effect isn't permanent and what must happen to end the possession.

TAKING A NECKLACE OFF

Once a character is possessed, the necklace loses all power. Taking it off does not end the possession.

ATTACKING A STATUE

If a statue has not animated and the characters try to destroy it, it animates and defends itself. As soon as the characters stop attacking it and step back, it returns to its alcove.

BATTLING THE STATUES (1 TO 10 ANIMATED STATUES)

The spirit of a dead cleric animates the statue and attempts to kill the character that touched the necklace or harmed it.

ANIMATED STONE STATUE

Medium construct, neutral good

Armor Class 17 (natural armor)

Hit Points 178 (17d10+85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	10 (+0)	11 (+0)	1 (-5)

Damage Immunities bludgeoning, piercing, poison, psychic, and slashing from nonmagical attacks not made with adamantite weapons.

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned.

Senses Darkvision 120 ft., Passive Perception 10

Languages None

Challenge 10 (5900 XP)

Immutable Form The statue is immune to any spell or effects that would alter its form.

Magic Resistance The statue has advantage on saving throws against spells and other magical effects.

Magic Weapons The statue's weapon attacks are magical.

ACTIONS

Multiattack The statue makes two attacks with the axe.

Greataxe Melee Weapon Attack: +10 to hit, reach 5ft., one target. *Hit:* 13 (1d12+6) slashing damage. If its foe is not evil, the statue will always reduce a creature to 0 hit points to knock the creature out instead of inflicting killing damage.

TACTICS

During Combat A statue pursues its target until one of the following happens:

- ♦ A stolen necklace is returned (if it disables or kills the thief it takes the necklace and returns to its alcove).
- ♦ The statue is destroyed.
- ♦ A character puts on the stolen necklace.

- ♦ The characters stop attacking (if the statue was defending itself against attack).

TREASURE

- ♦ **Necklaces** Each necklace is worth 300 sp.
- ♦ **Statues** The statues as stand-alone art pieces are worth quite a lot (2000 sp each), but most buyers will recognize them as funerary statues and refuse to purchase them. There is also the strong possibility of being cursed for defiling them, and anyone in the party proficient in religion will know this.

24 THE CRYPT

The heroes discover more temple history, and encounter bound undead at a point the gamemaster considers dramatically appropriate.

“

This room is significantly colder than the room you just left. You feel an icy chill run down your spine, and get the uncomfortable sense that you are not alone. The room you're in is a long, low chamber no wider than a corridor, with alcoves on the north and south walls every 10 feet.

Each of the alcoves contains a dwarven-sized sarcophagus shaped like an anvil.

Statues of Modren stand at the far ends of the hall. The statues differ from the others you've seen in the temple—their hands are made of steel and their hair is carved to resemble fire.

ANVIL SARCOPHAGI

The anvils are stone sarcophagi. Each contains the body of a dwarf with the same appearance as the naturally mummified dwarves in the alcoves further away from the entrance.

BURIAL ALCOVES

The alcoves at the front of the chamber are carefully carved with sharp lines and good angles, but the alcoves further away from the main entrance are carved with much less skill, or perhaps in haste.

BODIES

If the characters open the sarcophagi (which are neither locked nor difficult to open) or exam the bodies in the alcoves, they'll find that most are mummified. Any character with proficiency in Medicine or with an appropriate background can tell that the mummies formed naturally.

- ♦ The mummies near the main entrance of the tomb are relatively plain.

- ♦ Those found toward the middle, where the hastily carved alcoves begin, appear to have died in horrific ways. Many show strangely deformed or damaged body parts, and others are missing parts altogether. It does not appear that they were born this way.
- ♦ The mummies at the back show no violent injuries or any discernible cause of death.

ROBBING THE DEAD

Modern Aetaltan dwarves are a practical people. They believe that any treasure a person can free from the Deep-lands, even treasure buried with the dead, should be salvaged and returned to the surface where it can be used to fight Endroren and his minions. Robbing a grave on the surface is considered bad form, but robbing Deepland graves is acceptable, as long as one disturbs the bodies as little as possible.

UNDEAD AMBUSH

A few of the mummies are bound undead. Since any player worth their dice will expect the mummies to attack, it's left to the gamemaster to spring the attack on the heroes when and where it seems the most dramatically appropriate. Once one of the undead rises, the other rises as well. The undead are dwarven clerics who agreed to have their souls bound to their corpses in yet another desperate attempt to safeguard the temple against the invaders.

BOUND UNDEAD BATTLE (2 UNDEAD)

Undead guardians come to life and attempt to drive the trespassers from the temple.

BOUND UNDEAD (LESSER)

Medium undead, neutral

Armor Class 11 (natural armor)

Hit Points 39 (6d8+12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Wis +4

Damage Resistances bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 10

Languages Old Dwarven

Challenge 2 (450 XP) each

Resurrection Vulnerability *Raise dead* or similar spells cast on a bound undead destroys it if it fails a Wisdom saving throw. Using the spell in this way does not require a material component.

Unnatural Aura Animals, whether wild or domesticated, can sense the unnatural presence of a bound undead at a distance of 30 feet. They do not willingly approach nearer than that and become frightened if forced to do so unless a master succeeds at a DC 25 Wisdom (Animal Handling) check. A frightened animal remains so as long as it is within 30 feet of the bound undead.

ACTIONS

Fist *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage plus 4 (1d6) necrotic damage.

Drain Life On a successful attack with its fist or a weapon, the bound undead heals a number of points equal to the necrotic damage it inflicted. Any points it drains greater than its maximum hit points it gains as temporary hit points that last 1d4 days or until lost to damage.

TACTICS

During Combat The bound undead ignore characters possessed by the spirit of a dwarven cleric. Otherwise, the bound undead, driven to madness by their condition, fight to the death.

To create a **bound undead**, the soul of a recently deceased victim is bound to a corpse or skeleton. It's a heinous act that nearly always drives the victim insane. Bound undead slowly restore their physical forms by draining life from their victims.

TREASURE

The dwarven clerics didn't bury their dead with much of value, although some of the last clerics to die (those in the farthest alcoves that died of asphyxiation) took personal effects with them when they climbed into their burial alcoves. If the characters put time into searching the area they find the following items:

- ♦ **Gold dwarven armband** Worth 300 sp
- ♦ **Potion of Greater Healing** The potion is completely dried up, but add water to the dried flakes, shake, and it's as good as new!
- ♦ **Ring of Protection** +1

25 HALLWAY

Voices of the dead urge the party on to the final confrontation.



The walls, floor, and ceiling of this long hallway are all painted black. The paint still glistens, as if it was just applied, but it's dry to the touch. Any light that strikes the ebony surface seems to disappear into the darkness. At the far end of the hall is a black stone door.

VOICES OF THE DEAD

This hall is under the influence of powerful supernatural forces. The voices of the dead speak to anyone who travels this hall. In ancient times they whispered secrets about the future of any cleric passing through the hall. Now, with An'Gras is about to complete his spell of summoning, the voices beg the party to hurry and cleanse the temple of the evil that has befouled it.

Read this when a character gets half-way down the hall:



As you start down the hall, you hear a whispering voice...“Hurry”...and then another...“there is little time”...and another, and another until a storm of whispers fills the air like a wind. The longer you listen the more urgent the voices become, begging you to hurry forward, urgently whispering that time is short.

COMPULSION

The voices stop asking the characters to destroy An'Gras and now attempt to command them. As soon as a character reaches the half-way point of the hallway, they trigger the following effect.

COMPULSION TRAP

Type Magic Detect DC 30 Disable DC 30

Trigger Proximity Disarm None Reset None

EFFECT

The target is affected as if by the *compulsion* spell. As soon as the effect is triggered, the character feels the need to race down the hall as quickly as they can and charge into the next room. Characters may make a DC 15 Wisdom saving throw to resist the compulsion, but they must repeat the save every round that they remain inside the area of effect. Once a character passes through the doors at the south end of the hallway, the effect on that character ends.

DESCRIPTION

This strange magical effect only remains in effect as long as An'Gras occupies the chamber at the end of the hall (26). As soon as he is defeated, the trap no longer exists.

26 THE FINAL CONFRONTATION

The party faces An'Gras and his skeletal defenders in a climactic final battle. They may also learn the danger of dark magic and corruption.



The door opens and you're struck by a blast of sweltering, dry air. Inside is a 70-foot-diameter chamber with a 50-foot-high domed ceiling. In the center of the room is a 40-foot-diameter pool of lava that gives off a fiery orange glow. The floor around the pool is covered with bones.

At the center of the lava pool is a raised, railed platform that stands 10 feet above the lava. Two bridges, one on the east side of the room and one on the west, provide access to the platform. In the center of the platform is a large, anvil-shaped black sarcophagus with the image of a dwarf cleric carved on its lid.

Standing behind the sarcophagus, his arms raised and voice lifted in an angry chant, looms a massive male orc clothed in black robes. He wears a broadsword at his side, and in his left hand he holds a black staff.

An'Gras stops chanting, looks your way, and bellows, “WHO DARES INTERRUPT AN'GRAS, KEEPER OF DARKNESS?”

Combat begins immediately, but descriptions of some of the room's features are included below in case questions about them come up during the fight or after the battle.

BONES

Bones cover every bit of the floor surrounding the lava pool. All are bleached white with no sign of flesh, clothing, or other remains. Bones have no place in the worship of Modren or Theer, so An'Gras probably placed them here.

PLATFORM

The platform is made from dark gray stone marbled with lines of glittering obsidian. The lava does not damage the platform, as it is enchanted to resist the lava's heat.

SARCOPHAGUS

This isn't a true sarcophagus, but rather a sculpture created to look like one. Any character proficient in religion recognizes this as a representation of the Death of Theer. Theer was an avatar, a servant of the gods. Theer served Modren but fell fighting Endroren when the dark lord rose from the depths. This is a shrine to Theer.



BATTLE WITH AN'GRAS

An'Gras was attempting to summon an abomonae, one of Endroren's most powerful dark servants. He hoped the creature would aid him in his attack on the surface world. Now he plans to make the party pay for their interruption, which has ruined his spell.

DIFFICULT TERRAIN

The bones that cover the floor make this area difficult terrain.

AN'GRAS'S TACTICS

An'Gras dreams of commanding his own Dark Horde. He is emboldened by his recent successes, even though they're relatively minor and more the result of luck than anything else. When he first encounters the party, it is clear he fears them no more than the goblin minions that serve him.

An'Gras enjoys putting his perceived superiority on display. The primary manifestation of this is that he is exceptionally talkative. He spends a fair amount of time taunting the party about the superiority of orcs ("You shall grovel before our power, and we shall feast upon your children!" "I can see that you envy the perfection that is the orc form!") and how the power of Endroren is unstoppable ("Light will always fail, and darkness shall emerge victorious!" "Bow before the power of Endroren, and perhaps I shall grant you the boon of a swift death!").

His tactics and defenses break down as follows:

- ♦ **Mage Armor and Mirror Image:** An'Gras was summoning an abomonae which has its own dangers. Just to be on the safe side, he already cast *mage armor* and *mirror image*. When combat begins, have his doppelganger images dramatically split from his primary form, ideally accompanied by maniacal laughter.
- ♦ **Animate Skeletons:** An'Gras's black staff is the *Staff of Lost Souls*. His first action is to animate 1 skeleton per character (maximum of 4) from the bones surrounding the lava. See the text description of this action below.
- ♦ **Cast Offensive Spells:** An'Gras proceeds to cast his offensive spells at the party in an order the gamemaster sees fit.
- ♦ **Staff:** If all else fails he wades into melee combat with his staff.
- ♦ **Avoiding Death:** If An'Gras's health is reduced more than 50% he will entreat Endroren for aid. Doing so allows him to recover all of his hit points and continue the battle. He can do this once during the combat. In addition, An'Gras has several potions and scrolls listed under his gear to aid him in battle.
- ♦ **Escape:** If An'Gras has already entreated Endroren, all the skeletons are defeated, and he falls below 50% of

his hit points again, or if An'Gras is ever reduced to 5 hit points or less, he casts *invisibility* and tries to escape.

Read this when An'Gras uses the *Staff of Lost Souls*.

“

An'Gras slams the iron-shod heel of his staff on the floor. The impact rings like the tolling of a bell, and a wave of black energy sweeps out from his position. As the ringing fades and the black energies dissipate, you hear a rattling noise. A host of skeletons assemble from the bones on the floor and surge toward you.

TOUCHING THE LAVA

If any part of a character (or An'Gras) touches the lava, the character takes 2d6 damage per round of exposure. Damage from lava continues for 1d3 rounds after exposure ceases, but this additional damage is only 1d6 per round.

FALLING INTO THE LAVA

Falling into the lava inflicts 20d6 damage. If a character is faced with this fate, allow the character to make a DC 15 Dexterity saving throw. If the save is successful, the character skids to a halt right at the edge of the pit, but falls prone during the effort.

ANIMATED SKELETON

Medium undead, neutral evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Senses darkvision 60 ft.; passive Perception 9

Damage Resistances piercing

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Damage Vulnerabilities bludgeoning

Languages None

Challenge 1/4 (50 XP) each

ACTIONS

Rusty Scimitar Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

TACTICS

During Combat The skeletons attack the characters and obey An'Gras's commands.

After Combat When An'Gras is defeated, the remaining skeletons collapse.

Animated skeletons are just that—skeletons animated with magic and under the command of their creator.

AN'GRAS

Meidum humanoid (endrori), chaotic evil

Armor Class 15 (mage armor, *ring of protection*)

Hit Points 45 (6d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	14 (+2)	12 (+1)	12 (+1)

Skills Arcana +5, Perception +3, Survival +3

Senses darkvision 60 ft., passive Perception 11

Essence Points 14 (2/hour)

Corruption 3

Languages Endrori, Common

Challenge 3 (450 XP)

Special Equipment *ring of protection* +1, holy symbol (Endroren), *Potion of Healing*, *Potion of Greater Healing*, *Scroll of Darkness*, *Scroll of Expeditious Retreat*, *Staff of Lost Souls* +1, *Essence Stone* (5 EP)

Aggressive As a bonus action, the orc can move up to its speed towards a hostile creature that he can see.

Entreat Endroren If An'Gras's health is reduced to less than 23 hit points, he will entreat Endroren as a bonus action. Players will see dark essence swirling around his body. At the start of his next turn An'Gras will be at full health. He may only do this once per long rest.

Foci An'Gras has advantage on his spellcasting checks while wielding his foci (*Staff of Lost Souls*).

Grim Harvest Once per turn when An'Gras kills a creature with a spell 1st level or higher, he regains hit points equal to the spell's essence point cost, or three times its essence point cost if the spell belongs to the school of necromancy.

Spellcasting An'Gras is a 3rd-level spellcaster, and his spellcasting ability is Intelligence (spellcasting checks +4, spell save DC 12). An'Gras knows the following Wizard spells.

Cantrips (0 EP): *ray of frost*, *chill touch*, *blade ward*

1st Level Spells (2 EP): *shield*, *ray of sickness*

2nd Level Spells (4 EP): *invisibility*, *blur*, *scorching ray*

Sunlight Sensitivity Orcs suffer disadvantage on attack rolls and ability checks when they or their targets are in sunlight.

ACTIONS

Staff of Lost Souls Melee Weapon Attack: +6 to hit, reach 5ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage.

TACTICS

Before Combat Since he was attempting to summon an abomona, one of Endroren's most powerful servants, An'Gras already used scrolls to cast *mage armor* and *mirror image*.

During Combat See the section labeled *An'Gras's Tactics* for detailed information.

After Combat See the section labeled *Read this when An'Gras is killed*.

Base Statistics Without mage armor, An'Gras's AC is 11.

TREASURE

An'Gras has the following items in his pack on the floor nearby:

- ♦ **A black spell book** It contains all the spells listed in An'Gras's stat block.
- ♦ **4 potions** *Animal Friendship*, *Climbing*, *Diminution*, *Hill Giant Strength*.
- ♦ **A black iron key** This opens the doors to An'Gras's laboratory (21).
- ♦ **Gems and Coins** 5 gems valued at 500 sp, 250 sp, 175 sp, 100 sp, and 25 sp respectively.

STAFF OF LOST SOULS

Sense DC 14 **Analyze** DC 20 **Slot** Hand **Attunement** Yes
Rarity Rare **Price** 25000 sp **Weight** 4 lb.

DESCRIPTION

The *Staff of Lost Souls* is a 6-foot-long staff that appears to be carved from obsidian, although it weighs no more than a standard wood quarterstaff. Once per day, the wielder of the staff can activate it as a standard action to animate 1d6 skeletons. These skeletons are automatically under the wielder's complete command and persist for 1d4 days or until destroyed or dismissed. They have limited intelligence and will do their best to act in their creator's best interest, even when not commanded. Each activation of the staff requires the wielder to resist corruption. In combat, the staff functions as a +1 quarterstaff.

Read this when An'Gras is killed:

“As the last echo of An'Gras's death cry fades, you feel the ground begin to shake. A deep rumble emanates from the stone all around you, and from somewhere in the distance you hear a tremendous cracking noise.

When the characters return to the Great Hall (10), they discover the black doors are open.

27 THE TEMPLE

The heroes access the main temple and discover the Silver Hammer of Modren. If they act honorably they retrieve it without trouble, but if they're greedy or violent, they are forced to fight the forge wyrms.

“The huge black doors have withdrawn into pockets in the walls, revealing a wide ramp leading down into an enormous natural cavern. It is at least 150 feet from side to side and 75 feet across. The searing red glow lighting the room nearly blinds you, and as you breathe, the air is so hot it almost burns your mouth, nose, and lungs.

In the center of the cavern is a 40-foot-long pit in the shape of a giant blacksmith's hammer. The pit is filled with lava, and at times it roils so violently that blobs of it splash out onto the stone floor.

At the head of the pit is a 30-foot-tall statue of Modren. He holds a 10-foot-long hammer made from solid steel. His hair and beard are carved to look like fire and his eyes are massive rubies. The gems catch the glow of the pit and seem to shine with a molten glare. At the statue's feet is a silver casket.

Read this when the characters move toward the statue:

“You've only taken three steps toward the statue when you spot a ripple flowing through the lava. Out of the pit climb two 10-foot-long, crimson-scaled lizards. The creatures, blobs of lava dripping from their hides and hot vapor drifting from their mouths, take up positions on either side of the pit. Where their feet touch the floor, the stone sizzles and melts.

FORGE WYRMS

Characters can make a DC 10 Intelligence (Arcana) check to recognize these creatures as forge wyrms. The forge wyrms are here to ensure that the characters behave themselves.

The forge wyrms only attack under the following circumstances:

- The characters try to take the rubies from the statue.
- The characters vandalize or desecrate the temple.
- The characters attack the forge wyrms.
- The characters try to take the casket itself from where it rests.

Note that the forge wyrms do not attack if the characters only take the *Silver Hammer*.

If they do attack, they only attack the character that performed the transgression. Otherwise, they simply stand there and watch the characters. They will not pursue characters beyond the confines of this room.

If one or more of the characters are possessed with the spirit of a dwarven cleric from the Hall of Heroes (23) they know what the creatures are and can warn the party that they are far too powerful to defeat in direct combat.

If the characters know what the creatures are, the game-master should reinforce that these guardians are rumored to be nearly indestructible and worthy of respect. The characters may still choose to attack the wyrms, but it should be clear that they are not intended to be fought.

SACRIFICING TO MODREN

The heroes need to come up with this idea on their own, but the first character who sacrifices an appropriate item (a hammer, tongs, or other very valuable item related to Modren in some way) by throwing it in the lava pit is awarded 500 XP and receives a point of Grace with Modren.

SILVER CASKET

The *Silver Hammer of Modren* is in the casket at the base of the statue. The lid is heavy, but it can be opened. Inside the casket, on a bed of red satin, lies the hammer. The heroes can take this artifact back to the sliding door (11). By placing the hammer in the recess, they can reseal the Deepland door. See the Conclusion (28) for more details.

FORGE WYRM BATTLE (2 FORGE WYRMS)

Forge wyrms are guardian spirits sent by Modren to protect his temple. If the heroes keep their cool, they won't have a problem. But if they're greedy or violent, they may suffer a gruesome end.

FORGE WYRM

Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 178 (17d10+85)

Speed 40 ft., swim (lava and magma only) 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	10 (+0)	11 (+0)	19 (+4)

Skills Perception +8, Stealth +4

Saving Throws Dex +4, Con +9, Cha +8

Damage Immunities fire

Senses blindsight 30ft., darkvision 120 ft.; passive Perception 18

Languages —

Challenge 10 (5,900 XP) each

ACTIONS

Multiattack The forge wyrm makes three attacks: one with its bite and two with its claws.

Bite *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) piercing damage plus 3 (1d6) fire.

Claws *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

Fire Breath (Recharge 5-6) The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Forge wyrms are dragon-kin that live in and around lava pools. Legend says they were created by Modren to guard his holy sites.

28 CONCLUSION

Read this when the characters seal the door to the Deep-lands:

“You place the Silver Hammer into the recess beside the door. As you press it into place, it begins to shine with a white light. The light grows brighter by the moment, until you’re blinded by its brilliance. You feel a low rumble through the ground, and hear massive stones scraping against one another. The tremor ends with a deep, tremendous boom that shakes dust from the ceiling.

At last the light fades, and when you open your eyes, you see the sliding stone door is shut. Hints of silver runes etched across the surface of the granite door shine faintly, but quickly fade, leaving no sign of their presence.

Your quest is complete. You’ve sealed the Deepland entrance, and saved the town of Thornwall from the forces of Endroren. What’s more, with the temple cleansed, the followers of Modren may return to this holy place. In time, the prayers of pilgrims may be heard in its halls once again.

And perhaps, when the pillars are raised back into

place in the Great Hall, the dwarves will add a new story to their chronicle: the tale of the heroes who risked everything to save the people of Thornwall and cleanse the Temple of Modren!

SILVER HAMMER OF MODREN

Sense DC 13 **Analyze** DC 17 **Attunement** Yes

Rarity Unique **Price** 5000 sp **Weight** 1/2 lb.

DESCRIPTION

The *Silver Hammer of Modren* is a silver amulet shaped like Modren’s hammer, Lanil, hung on a silver chain. The amulet is about the size of a dwarf’s palm and the chain is just large enough to slip over a dwarf’s head. Both amulet and chain are of the finest dwarven workmanship and the chain links are absolutely perfect. Both appear to be smithed from silver, but in fact they are made from a magical starstone-silver alloy.

When a wearer is attuned to the hammer, it cannot be removed unless the wearer wills it or if remaining on would put the wearer’s life at risk. The amulet also functions as a holy symbol of Modren. It’s primary function, however, is to open and close the great Deepland Door (11) that seals off access to the temple.

DEEPLAND DOOR

Sense DC 13 **Analyze** DC 17 **Attunement** No

Rarity Unique **Price** NA **Weight** NA

DESCRIPTION

The door is a 10 foot by 10 foot by 3 foot sliding granite door that seals off access to the Temple of Modren. The door is the visible portion of a powerful enchanted device that not only closes off the temple physically, but when close, it erects a divine ward around the temple that is impenetrable by endrori and other creatures of darkness. Originally, a hammer shaped recess on both the outside and inside of the door allowed it to be opened or closed using the *Silver Hammer of Modren*, but the exterior recess was destroyed by An’Gras.



APPENDIX A

GOODS & SERVICES

THE FOLLOWING ARE COMPILED TABLES OF THE EQUIPMENT AND GEAR LISTED FOR SALE IN THE BODY OF THIS BOOK. The equipment is grouped by type to make your players' shopping trips a bit simpler. We've also listed the location where the players can find the item for sale in Thornwall.

Please note that Aetaltis equipment prices are different from what you find in most Fifth Edition products. Instead, they roughly equate to prices in Europe during the late 13th and early 14th centuries. Under this system the gap between the wealthy people and the common people is much more pronounced. Using a real world foundation also allows us to more easily measure what is "a lot of money," what a common person might realistically afford to buy, and how an adventurer's wealth will be perceived by a community. For easy conversion, assume that 1 sp in Aetaltis equates to 1 gp in a standard Fifth Edition product.

ADVENTURING GEAR

Item	Cost	Weight	Location
Backpack, canvas	2 sp	5 lb.	15, 17
Bedroll	24 sp	7 lb.	17
Caltrops (20)	3 sp	2 lb.	17
Case, map or scroll	5 sp	1/2 lb.	15, 17
Chalk, 1 piece	1 cp	—	17
Firewood (per day)	1 cp	20 lb.	17
Flint and steel	4 cp	1/2 lb.	17
Grappling hook	20 sp	4 lb.	17
Holy symbol, gold	500 sp	1/2 lb.	44
Holy symbol, iron	15 sp	1/2 lb.	44
Holy symbol, silver	50 sp	1/2 lb.	44
Holy symbol, wooden	5 sp	1/2 lb.	44
Holy water (flask)	25 sp	1 lb.	44

Item	Price	Weight	Location
Leather armor	60 sp	8 lb.	15
Manacles	1 sp	2 lb.	17
Manacles, reinforced	10 sp	8 lb.	17
Mess kit	6 sp	1 lb.	20
Piton	6 cp	1/4 lb.	17, 37
Pole, 10-foot	1 cp	7 lb.	17
Pouch, belt	3 sp	1 lb.	15, 17
Quiver	1 sp	1 lb.	15
Ram, portable	4 sp	35 lb.	17
Rope, silk (50 ft.)	10 sp	5 lb.	17
Signal whistle	2 cp	—	17
Tent	400 sp	150 lb.	17
Waterskin	3 sp	1 lb. (9 lb. full)	15, 17
Weapon cord	5 cp	—	15

ANIMALS, MOUNTS, AND RELATED GEAR

Item	Cost	Weight	Location
Animal harness	4 sp	2 lb.	15
Cart	50 sp	—	4
Horseshoe	4 sp	1 lb.	37
Saddle, pack	70 sp	20 lb.	15
Saddle, riding	70 sp	20 lb.	15
Saddle, war	100 sp	55 lb.	15
Saddlebags	20 sp	8 lb.	15

Item	Price	Weight	Location
Sledge	5 sp	—	17
Sleigh	50 sp	—	4
Wagon, light	75 sp	—	4
Wagon, medium	100 sp	—	4
Wagon, heavy	150 sp	—	4
Wheel, cart	5 sp	—	4
Wheel, wagon	10 sp	—	4

CLOTHING

Item	Price	Weight	Location
Apron, leather	20 sp	2 lb.	15
Bear pelt	50 sp	20 lb.	22
Beaver pelt	15 sp	1 1/2 lb.	22
Belt	2 sp	1/2 lb.	15
Boots	15 sp	1 1/2 lb.	15
Breeches, leather	20 sp	1 1/2 lb.	15
Ermine pelt	6 sp	1/4 lb.	22
Fox pelt	12 sp	1/2 lb.	22

Item	Price	Weight	Location
Hat, fur	40 sp	1 lb.	15
Marten pelt	6 sp	1/4 lb.	22
Overtunic	6 sp	1 1/2 lb.	15
Sable pelt	30 sp	1/4 lb.	22
Shoes	3 sp	1/2 lb.	15
Skirt, leather	2 gp	1 lb.	15
Squirrel pelt	4 sp	1/4 lb.	22
Wolf pelt	3 gp	3 lb.	22

CONTAINERS

Item	Price	Weight	Location
Barrel (3 gal.)	6 cp	20 lb.	39
Barrel (5 gal.)	8 cp	30 lb.	39
Barrel (10 gal.)	1 sp	45 lb.	39
Barrel (15 gal.)	18 cp	50 lb.	39
Barrel (30 gal.)	5 sp	75 lb.	39
Barrel hoops	5 cp	2 lb.	37
Bottle, beer (1 pint)	6 sp	1 lb.	11
Bottle, mead (1 pint)	6 sp	1 lb.	11
Bottle, wine (2 pints)	8 sp	1 1/2 lb.	11

Item	Price	Weight	Location
Chest, small	6 sp	18 lb.	14
Chest, medium	14 sp	60 lb.	14
Chest, large	30 sp	120 lb.	14
Chest, huge	50 sp	250 lb.	14
Perfume bottle	2 sp	—	11
Sack (empty)	3 sp	1/2 lb.	17
Vial, glass	1 sp	1/4 lb.	11
Vial, iron	8 cp	1/4 lb.	37

EVERYDAY ITEMS

Item	Price	Weight	Location
Bell	8 sp	—	17
Blanket, winter	22 sp	8 lb.	17
Cauldron (5 gal.)	8 sp	48 lb.	37
Dart, gaming	1 sp	1 lb.	110
Ear trumpet	5 sp	2 lb.	37
Eye, glass	2 gp	—	11
Flask, leather	2 sp	1/4 lb.	15, 17, 20, 37
Funnel, tin	1 sp	1 1/2 lb.	20
Hinge	1 sp	1/2 lb.	37
Hourglass, 6 second	100 sp	—	11
Hourglass, 1 minute	150 sp	1/4 lb.	11
Hourglass, 1 hour	250 sp	1 1/2 lb.	11
Ink pot	1 cp	—	11
Jug	1 sp	9 lb.	53

Item	Price	Weight	Location
Mirror, small steel	1 sp	1/2 lb.	17
Mug	6 cp	1/2 lb.	53
Pan	2 sp	2 lb.	20
Pitcher, clay	1 sp	5 lb.	53
Pitcher, glass	10 sp	2 lb.	20
Pot	2 sp	5 lb.	37
Quilt, child	15 sp	3 lb.	20
Quilt, single	25 sp	5 lb.	20
Quilt, double	30 sp	8 lb.	20
Skillet	3 sp	4 lb.	37
Tankard	3 sp	8 lb.	37, 53
Waffle iron	1 sp	5 lb.	37
Window pane, bullseye	10 sp	2 lb.	11
Window pane, cut	20 sp	1 1/2 lb.	11
Wool (per sq. yd.)	16 sp	1/2 lb.	24

FOOD AND DRINK

Item	Cost	Wt.	Loc.
Beverages			
Blackberry wine	6 cp/mug 4 sp/pitcher	—	21
Blackleaf tea (cooled)	6 cp/mug 4 sp/ pitcher	—	21
Blackleaf tea (hot)	2 sp/pot	—	21
Cider	4 cp/mug 3 sp/pitcher	—	21
Common ale	3 cp/mug 2 sp/pitcher	—	21
Dalelander porter	4 cp/mug 3 sp/pitcher	—	21
Mead	7 cp/mug 5 sp/pitcher	—	21
Merchant's red wine	6 cp/mug 4 sp/pitcher	—	21
Northland ale	4 cp/mug 3 sp/pitcher	—	21
Plowman's wine	4 cp/mug 3 sp/pitcher		21

Bread

Honey cake	2 cp	1/4 lb.	10
King's Loaf (Free Kingdoms)	5 cp	1 lb.	10
Maslin loaf	3 cp	1 lb.	10
Pandemain (fine white)	5 cp	1 lb.	10
Walking bread (Dalelander)	1 cp	1/4 lb.	10
Woodberry muffin	2 cp	1/4 lb.	10

Item	Cost	Wt.	Loc.
Cheese			
Autumn (semi-soft)	6 cp	1 lb.	18
Deepland marble (blue veined)	7 cp	1 lb.	18
Farmer (soft unripened)	4 cp	1 lb.	18
Gelen (soft aged)	1 sp	1 lb.	18
Grean (grated)	6 cp	1 lb.	18
Northland (hard yellow)	7 cp	1 lb.	18

Meat

Chicken	6 cp	1 lb.	12
Duck	8 cp	1 lb.	12
Goose	8 cp	1 lb.	12
Mutton	4 cp	1 lb.	12
Pork	6 cp	1 lb.	12
Rabbit	5 cp	1 lb.	12
Sausage	5 cp	1 lb.	12
Venison	6 cp	1 lb.	12

Meals

Breakfast, modest	1 cp	—	21
Lunch, modest	3 cp	—	21
Dinner, modest	2 cp	—	21

Other Food

Eel pie	3 cp	1 lb.	20
Honey, small crock	1 sp	1/4 lb.	20
Honey, medium crock	2 sp	1/2 lb.	20
Honey, large crock	3 sp	1 lb.	20
Rations, trail (per day)	5 sp	1 lb. ¹	17

FURNITURE

Item	Cost	Weight	Location
Armoire	50 sp	250 lb.	14
Bed frame	15 sp	100 lb.	14
Bookshelf	15 sp	75 lb.	14

Item	Cost	Weight	Location
Cabinet	25 sp	150 lb.	14
Chair	5 sp	25 lb.	14
Table	20 sp	100 lb.	14

LAMPS, LANTERNS, AND LIGHTS

Item	Cost	Weight	Location
Candle, wax	2 sp	1/4 lb.	17
Candlestick	2 cp	1/2 lb.	53
Lamp, clay	2 cp	1 lb.	17
Lantern body	4 sp	2 lb.	37
Lantern pane, large	1 sp	—	11

Item	Cost	Weight	Location
Lantern pane, small	5 cp	—	11
Lantern, bullseye	10 sp	2 lb.	17
Lantern, hooded	5 sp	2 lb.	17
Oil (1-pint flask)	2 cp	1/2 lb.	17
Torch (5)	1 cp	1 lb.	17

LODGING

Service	Price	Location
<i>Grezen's Estates</i>		
Bunk in the Big House	8 sp/month	30
Bunk in the Middle House	10 sp/month	30
Private house	30 sp/month	30

Service	Price	Location
<i>Green Briar Tavern</i>		
Common room spot	3 cp/night	21
Bunk room bed	1 sp/night	21
Private room	5 sp/night	21

POTIONS AND ALCHEMICAL ITEMS

Item	Price	Weight	Location
Alchemist's fire (flask)	50 sp	1 lb.	51
Barkskin	185 sp	1/4 lb.	51
Bull's strength	190 sp	1/4 lb.	51
Comprehend languages	75 sp	1/4 lb.	51
Cure poison	185 sp	1/4 lb.	44
Darkvision	185 sp	1/4 lb.	51
Fly	300 sp	1/4 lb.	51
Guidance	50 sp	1/4 lb.	44
Haste	300 sp	1/4 lb.	51
Healing	75 sp	1/4 lb.	44

Item	Price	Weight	Location
Healing, greater	185 sp	1/4 lb.	44
Healing, superior	500 sp	1/4 lb.	44
Invisibility	185 sp	1/4 lb.	51
Remove blindness	185 sp	1/4 lb.	44
Remove deafness	185 sp	1/4 lb.	44
Remove disease	185 sp	1/4 lb.	44
Protection from cold	300 sp	1/4 lb.	51
Protection from fire	300 sp	1/4 lb.	51
Protection from lightning	300 sp	1/4 lb.	51
Sparkstick	1 sp	1/4 lb.	51

SPELLCASTING

Spell	Price	Location
<i>Augury</i>	70 sp	44
<i>Bless</i>	27 sp	44
<i>Comprehend languages</i>	25 sp	52
<i>Continual flame</i>	113 sp	52
<i>Detect magic</i>	25 sp	52
<i>Detect poison or disease</i>	25 sp	52
<i>Dispel magic</i>	100 sp	44, 52
<i>Divination</i>	169 sp	44
<i>Gentle repose</i>	63 sp	44

Spell	Price	Location
<i>Locate object</i>	63 sp	44
<i>Mending</i>	9 sp	44
<i>Protection from poison</i>	63 sp	44
<i>Raise dead</i>	825 sp	44
<i>Remove curse</i>	100 sp	44, 52
<i>Restoration, lesser</i>	63 sp	44
<i>Restoration, greater</i>	425 sp	44
<i>Sending</i>	100 sp	52

TOOLS AND EQUIPMENT

Item	Price	Weight	Location
Canvas (per sq. yd.)	2 sp	1/2 lb.	17
Chain (10 ft.)	5 sp	10 lb.	17, 37
Clay	1 cp	1 lb.	53
Crowbar	7 sp	5 lb.	17, 37
Drill	5 sp	1 lb.	37
Fishhook	1 cp	—	17, 37
Fishing net (25 sq. ft.)	65 sp	5 lb.	17
Hammer	3 sp	2 lb.	17, 37
Iron spike	3 cp	1 lb.	37

Item	Price	Weight	Location
Ladder (10-foot)	2 sp	20 lb.	17
Nails (100)	3 sp	1 lb.	37
Pick, miner's	4 sp	10 lb.	17, 37
Rope, hemp (50 ft.)	1 sp	10 lb.	17
Saw	4 sp	2 lb.	37
Shovel, metal	3 sp	8 lb.	17, 37
Whetstone	2 cp	1 lb.	17
Wire	5 sp	1/2 lb.	37

SERVICES

Service	Cost	Location
Appraisals		
Art items	1 sp	6
Common goods	2 cp	6
Gems and jewelry	3 sp	6
Magic items	25 sp	6
Potions	15 sp	6
Trade goods	2 cp	6

Repairs		
Repair broken cart	5 cp per hp	4
Repair broken wagon	6 cp per hp	4

Stabling - Gold's Stables		
Dog	6 cp/day	6
Goat	8 cp/day	6
Horse	3 sp/day	6
Mule	3 sp/day	6

Stabling - Green Briar Tavern		
Donkey	1 sp/day	21
Horse	2 sp/day	21
Mule	3 sp/day	21
Pony	2 sp/day	21

Storage		
Carts, indoors	5 cp/day	6
Carts, outdoors	2 cp/day	6
Goods, common	1 cp/day/barrel	6

Service	Cost	Location
Goods, fragile	3 cp/day/barrel	6
Goods, perishable	2 cp/day/barrel	6
Goods, valuable	5 cp/day/barrel	6
Wagon, indoors	9 cp/day	6
Wagon, outdoors	2 cp/day	6
Secure storage	1% value/month	16

Other Services		
Academic consultation	5 cp/hour	52
Bath, cold	2 cp	21
Bath, hot	4 cp	21
Bath, first bath	+2 cp	21
Curse curing	1 sp	20
Cutting, lumber	1 cp/10 cuts plus toll	7
Foretelling	5 cp	20
Identify magic item	125 sp or 5% of appraised value post identification	52
Identify potion	1 sp	51
Laundry, personal	1 cp/5 lb.	21
Laundry, sheets	1 cp	21
Loan	Varies	16
Milling, grain	1 cp/bushel plus toll	7
Palm reading	1 cp	20
Research	6 sp/day	52
Speak with the dead	10 sp	20
Spirit cleansing	4 cp	20





APPENDIX B

GOODWILL

IF THE PLAYERS CARE ABOUT THE PEOPLE THEIR characters are fighting to protect, the risks are higher and the rewards are sweeter. This will create a richer, more interesting game for everyone involved. The challenge for the gamemaster is to create opportunities for the players, and thus their characters, to bond with NPCs. Even more challenging is creating an experience that has importance within the context of the game. After all, helping a friend move is a bonding experience, but how many players want to roleplay this?

WHAT IS GOODWILL?

The goodwill system encourages players to have their characters engage with NPCs, and rewards them for the effort with concrete in-game benefits. Whether the player makes the choice for the game rewards or for the roleplaying opportunity, either way they will begin to create bonds with the NPCs they interact with.

Goodwill, as a game construct, represents that growing relationship. It is a quantifiable expression of that bond that is forming between the PC and the NPCs. Characters receive goodwill by doing things for the NPCs, and then they expend that goodwill to get favors from the NPCs in return. It creates a social cycle that links the characters to the NPCs.

EARNING GOODWILL

Each time the character does something to help someone in the community, they have the opportunity to earn a point of goodwill. It is up to the gamemaster to determine when goodwill is awarded, but the table below gives some examples of ways to earn goodwill.

LOSING GOODWILL

The gamemaster may also subtract goodwill if the characters do something detrimental to the community or its

GAINING GOODWILL

Action	Example	Goodwill Award
Find something lost.	Help Hambley find the key to his barn.	1
	Help Owen Fegel find his lost dog.	
Replace something destroyed.	Replace the leatherworking tools Zinwhistle lost in the fire.	1
Assist NPC in achieving minor success.	Teach Almos Morgan how to use a sword.	1
Assist NPC in achieving a major success.	Use your connections to get Yurgin's nephew into the academy.	2
Participate in a social event.	Help with the annual eel cull.	1
	Attend the dance at the tavern.	
Perform a minor community service.	Help to repair the town wall.	1
Perform a major community service.	Replace the ruined gatehouse.	2
Save an NPC.	Defeat the goblins that were about to attack the shepherds.	2
Save a group of NPCs.	Defeat the worgs that attacked the town.	3

people. This will establish consequences for the characters' less heroic choices. The amount of goodwill the gamemaster subtracts should be the same as the character would have earned for a positive action of the same magnitude.

NEGATIVE GOODWILL

If a character has a negative goodwill score, that amount is applied as a negative modifier to all social interaction ability checks within the community. The only way to eliminate the negative score is to earn positive goodwill to offset the loss.

SPENDING GOODWILL

Players can spend their goodwill points to gain benefits from NPCs. Each time the character wishes to spend good-

will, they reduce their pool of goodwill in exchange for the benefit they desire. The points of goodwill a character earns can only be spent in the community where they earned them. There is no limit to how much goodwill a character can spend, but the gamemaster has the final say over when and how much goodwill may be spent.

The following are some common benefits a character can obtain by spending goodwill. Each benefit costs a single point of goodwill. All benefits are subject to gamemaster approval.

GOODWILL BENEFITS

Benefit	Description
Advantage	Advantage on a single Charisma (Persuasion) ability check in town.
Boon	Compel an NPC to grant the PC one of their listed boons.
Discount	Reduce the asking price for an item by 10% (up to 100 sp).
Favor	Treat an NPC as if they are under the effect of a <i>charm</i> spell for a single request over a short duration.
Forgive	Forgive a minor transgression against the NPC.
Loan	Loan the character gold or an item (100 sp value or less) for a short period of time (1-2 weeks).
Story Effect	Add a unique minor story element to the game. (Ex: A traveling minstrel happens to visit the town just in time for the party I'm throwing.)

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