



# Interesting Inn Series #1

## Sail's End

Angela Caffery

FOE





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## About the Author

Angela Caffery is a member of 'Friends of Eldoria' (FOE) a group of RPG enthusiasts who write modules for the rich world of Eldoria created by Keith Done\*. Angela has been passionate about GMing and playing in RPGs for the past 30 years and has been active running and designing competitive games for conventions Australia-wide. Finally she has decided it was about time she published her materials.

\*Keith Done worked for Auran for many years and has had a number of modules and resources previously published including the Encyclopedia Eldoria, the Dark Awakenings Series, Shades of Grey, Sanctuary and Mindbane. He is currently working on an updated **Encyclopedia Eldoria** for Pathfinder and the **Reliquarium Eldoria**, a book totally devoted to the religions of Eldoria.





## About this Publication

*"It's getting dark - let's find an Inn!"*

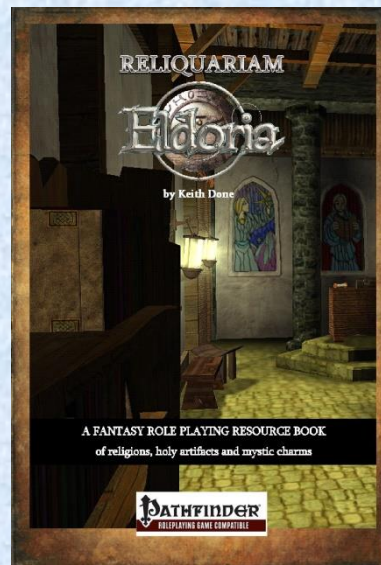
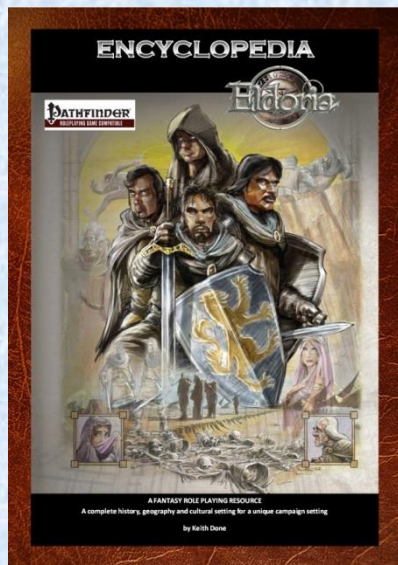
Have you ever felt the pressure and frustration when faced with designing an impromptu inn when players are tired of travelling or want to stay in a city? Then *Interesting Inns* is the answer to your dilemma. This series has very detailed inns that you can drop into your own campaign or use in the world of Eldoria.

Each location in the *Interesting Inns Series* features detailed descriptions of the exterior and interior, customers, goods and services and NPCs who drink there on a regular basis. There are also plot hooks to weave in your own game.

Basic statistics and motivations have been given for all minor staff and patrons, with detailed stat blocks and history for major NPCs.

## The Setting

This resource has been written for the fantasy world of Eldoria and throughout are explanations for terms specific to that campaign setting. However if you want to use it in your own campaign, the details and statistics can very easily be changed to suit the world you are playing in. If you find the world of Eldoria intriguing, more information can be found in *Encyclopedia Eldoria* and *Reliquarium Eldoria*.



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## Sail's End

*Sail's End* is a seedy portside inn situated in the Eldorian city of **Darringmoor**, however it can easily be relocated to any dock or sea side village in your own campaign. This is a regular haunt of the down and out as well as a popular sailor's bar, where **Tall Man**, a simple gambling card game is avidly played by the locals. *Sail's End* is also the central premises of the local thieves' guild, currently run by the innkeeper, Darra.

### GM NOTE:

*The game statistics of personalities who work or frequent **Sail's End** are represented in two ways. Minor characters have a basic indication of their race, sex, character class and level. As GM you are free to flesh out the rest of their attributes. Major characters are fully detailed but you are still free to change their statistics to suit your own game, if required.*

### Prices

Menu Item	Cost
Fish Stew	1cp
Roast Beef and Spuds	2cp
Beer	1cp
Wine	3cp
Mead	2cp
Bread and Sardines	1cp
Shared Bar Room Floor only	1cp
Shared Room 3 occupants	5cp/bed
Shared Room 2 occupants	8cp/bed
Best Room	1 sp/night
Shared Room Floor only	2cp (6 spaces)
Black Dragon's Venom	10gp a shot

### Exterior Description

*Sail's End* is a shabby stone establishment with diamond horn windows and a weather beaten sign hanging lopsidedly from a rusty metal bracket above the entrance. The sign depicts a billowing sail rising from a foaming tankard of beer.



Most times, loud shouting and raucous laughter can be heard from within. A rancid beggar often lounges beside the front door, sitting in foul smelling straw. Bare-footed street urchins kick an inflated pig's bladder yelling obscenities, in the busy dock street leading to the entrance.



## DARRINGMOOR

Darringmoor is a bustling river city located on the northern coast of Elkia. The walled city is nestled in the 'corner' of the Arredah River and the Darringmoor Bay and lies to the immediate north of that junction.

There is a spill-over population on the other side of the river, called *Eastshore*, which has been in existence for the past 100 years. Access to Eastshore is by ferry or boat.

As a geographically strategic port, Darringmoor has changed hands a number of times between Sard, Elkia, and Llan.

Darringmoor is a lawful town, influenced by the strong presence of the Holy Trinity - Siritar, Ormocea and Esmia.

## TALL MAN

Tall Man's is a game sailor's use to pass the time. The winning conditions are the highest card wins. Five cards are drawn secretly and the players have two chances to swap. The first swap is mandatory and the second a free voluntary trade. Money can be exchanged for extra draws.



# Interior Descriptions

## Ground Floor Rooms

### (1) Main Bar and Entrance

An overwhelming odour of stale beer, fish, vomit and urine greets those who enter. Three of four large trestle tables sit parallel to the western wall and the remaining trestle table and circular tables are scattered haphazardly; tired looking barmaids wipe down tables with dirty cloths. Pennants hang from the ceiling, dim lighting is provided by a multitude of lanterns hanging from the cedar support posts and the single candelabra. The walls and ceilings are stained a dark brown. Low benches lines one wall and a drunken sailor snores in the corner. Straw is strewn on the slate floor and a few gaudily dressed women watch sailor's playing cards. Another sailor is shouting drunkenly from a stool beside the bar watching two bearded patrons who arm wrestling.

The walls are decorated with grimy nautical pictures and ocean curios; fishing nets are draped from the ceiling; whales' bones are mounted on plaques; gaping sharks maws covered in cobwebs abound and mugs dangle from oaken beams. Behind the bar is a doorway for staff and a flight of stairs leads upwards and the only two other exits to the room are a small door in the northern wall and a back door in the northern wall.

#### **GM NOTE:**

**Patrons:** *Within the inn, a variety of customers are described in the Patron Section of this resource. The description above can be adjusted to suit the characters you have chosen.*

**Accommodation:** *There is shared accommodation in the first floor rooms. Patrons who stay the night in the bar incur a copper piece fee, collected in the morning.*





## (2) Kitchen

A pungent odour of fish and smoke permeates this room. A low bench lines one wall, piled with baskets of bread and raw fish. Meat hangs from metal hooks, attached to dark beams. A water barrel is in the hearth corner and a pile of wood in another. Burning in the centre of the southern wall is the hearth fire, where a large heavily tattooed man slowly stirs a pot over the heat. A long oaken table has been placed in the middle of the room, on which there are variety of cooking implements, a large fish partly cubed and a huge cleaver stuck in the wood. Sacks of flour are stacked neatly beneath. Wooden shelves hold bowls, mugs, more sacks of flower and baking dishes. There is a trapdoor in the floor of the southwestern corner of the kitchen.

**GM NOTE:** *The kitchen is infested with rats as the cook hates cats. There is a 50% chance of seeing one if in this room. The cook just curses and throws the nearest thing at hand, when he sees one. The trapdoor leads to (19), a wooden ladder gives access to the room below.*

## (3) Keg Room and Day Delivery

This L shaped area behind the bar leads to the kitchen. It is divided into two sections one for the bar and the other for kitchen supplies, there is a small door on the southern wall of the kitchen storeroom section.

**GM NOTE:** *These areas store freshly brewed beer and kitchen food supplies. The northern door leads to the delivery entrance. Deliveries occur early morning or late afternoon and are made via the back alley. Two delivery doors are set in the ground outside the northern door. The trapdoors lead to a ramp and the expansive basement space below Sail's End.*



## (4) Guards Sleeping Accommodation

Three straw stuffed bunkbeds covered with grey and brown striped blankets riddled with holes dominate the room. Beside one of these beds is half a tankard of stale beer and a blue jacket with black braid. A blanket serves as a window covering and a bucket stands in one corner smelling of stale urine and vomit. In the eastern wall there is a door, beside the door is a small table with a pack of cards lying on it, two chairs and a pile of copper coins. Rats occasionally run across the floor. A small chest sits in the north-east corner and small wooden cupboard is on the northern wall, beside a door.

### GM NOTE:

- a. **Jacket:** *The blue jacket has a hole in one of the elbows. In one of the pockets is a bone needles, navy thread and a marble. The marble is magic in fact a **Sorcerer's Marble** (see highlighted box). This marble has iridescent red swirls inside and the spell is fireball.*
- b. **Chest:** *Two changes of men's clothes, a hair brush and a bag of 5cp.*
- c. **Cupboard:** *This is locked with a simple lock and used for weapons storage. It has 8 short swords, 6 daggers, 2 long swords, 5 sets of manacles and 50' of rope.*

*Six rats nest in this room and usually attack at night. On the table there is 14 cp. The door exiting this space leads to a small room.*

## (5) Small Room

This room is locked.

A set of well-oiled manacles on the northern wall with a tattered blanket below. Beside the blanket is a small pail of water with a ladle hanging from the edge. There are some scratchings on the wall.

**GM NOTE:** *DC 20 Disable Device check to pick the door, alternatively Darra has the key for other purpose it is a simple wooden door. Slaves are stored here, new working girls that have not yet accepted their situation or it is used as a punishment space for solitary confinement. 'Help' has been scratched on one of the walls near the manacles. There are two secret exits from this room:-*

- a. **Secret trapdoor:** *DC 20 Perception check. A secret trapdoor in the floor of the small room. This entrance leads to (20) in the basement.*
- b. **Concealed Door:** *DC 25 Perception check. This exit is a very well concealed door, difficult to open as long unused. It leads to a secret 5 X 5' space - long forgotten, dusty and full of cobwebs. Inside this unusual room rests the skeleton of a man crouched in the corner. His clothes seem to be fine but old fashioned. Closer inspection will reveal his hands and legs were once tied together with now mostly rotted ropes. Searching the remains will find a small portrait framed in silver of a smiling woman with blonde hair, in one decaying pocket and a ram's head silver charm.*



## SORCERER'S MARBLES

In Eldoria's dark ages there were many powerful rival Sorcerers known as the Serpent Kings. These kings were more skilled than their modern-day counterparts and had reduced the dependence on material components to one item, the fine mineral sands that were prevalent in the region.

When a spell was cast using this method, instead of being consumed, the sands would be converted into a sphere of glass, often with colored striations inside, which were linked to the type of magic cast. These were discarded and, over the centuries, these 'marbles' were littered all over the countryside.

These spheres retain a partial amount of their spell signature which can be triggered by channelling any spell into the marble but not allowing that spell to take form. This marble's spell effects are always as if cast by a 1<sup>st</sup> level, with 25% chance of failure.

More detail can be found in  
**200 Mundane Items.**





## First Floor Rooms

### (6) Guard and Waiting Area

This room has a small wooden table and four chairs. On the table is a jug of beer, some tankards and some books. Two guards with leather jerkins sit playing cards. A set of stairs leads downwards and raucous laughter can be heard from the bar-room below. Two benches topped with patterned red cushions, sit against the walls; one positioned beside the stairs and the other flanking the window. The window has moth-eaten red velvet curtains tied back with a tasseled fraying gold cord and a smoky stained glass window of a sailing ship.

**GM NOTE:** *There are  $1d4 + 1$  guards here. Usually they are playing Tall Man with the cards or a similar gambling game. This is the area where the patrons wait if necessary. At night there is  $1d4+1$  patrons sitting on the benches, usually drinking or smoking.*

**Books** – *This are tales of The Paladin Saviour..*

### (7) Corridor

This is a long corridor bending to the right that provides access to sleeping accommodation of *Sail's End*. The walls are bare plaster with peeling patches revealing the underneath wall framework. Ten doors exit the passage and opposite each door is a sconce. The floor is bare boards with the occasional rug.

### (8) Guest Accommodation Quad Share

This room holds two wooden bunkbeds with dirty, stained bedlinen. A nightstand holds a pottery pitcher of water and four wooden cups. Under each bunk is a chamber pot, including contents. The windows are covered with oilcloth and a large chest has been placed in the corner of the room.

**GM NOTE:** *Rats and bedbugs infest this room. One of the mattresses is soaked with wine and urine and there is a 25% chance the legs will break on the beds if the person using it weighs 220lbs or more. Occupants spending the night here are likely to catch **Traveller's Bane** disease. (See side bar)*



- a. **Under Mattress:** *Under one of the mattresses is a small pouch containing 2gp and a silver ring that the last occupant left behind.*
- b. **Chest:** *If you have a copy of the **FoE Mundane Items Tables**, allow  $1d10$  rolls.*



### (9) Guest Accommodation Twin Share

This room smells and looks relatively clean. It has three wooden bunkbeds with blue and brown striped blankets. A nightstand holds a water-skin and two mugs. Under each bed is a chamber pot. At the foot of each bed is a hard leather locker. A bookshelf is fixed to the wall next to one of the windows. It contains a number of well-worn books.

**GM NOTE:** *The linen is clean but the mattresses are very thin and uncomfortable. Although free of bedbugs, there are still rats in the inn and there is a 50% chance of being attacked by rat's during the night.*

- a. **Shelf:** *The books on the shelf contain penny dreadful and works of dubious fiction, including erotic fiction complete with illustrations. If the room is searched thoroughly the following items can be found behind the books: small bag of marbles, a soft red bag which holds 5cp and a bone comb carved with roses.*
- b. **Lucky find:** *If you have a copy of the **FoE Mundane Items Tables**, allow 1d6 rolls to find miscellaneous in this area.*

### (10) Guest Accommodation Quad Share

Two bunkbeds cramped tightly together stand along one wall. The bed linen is a stained brown and two moth eaten blankets are folded at the foot of each bed, one blue and one brown. On the one small table in the entire room is a wooden candle holder with a thick tallow candle. Next to this is a wooden jug of water and a pottery cup. Under each bed is a chamber pot and the window are shuttered tightly. There is a strong smell of unwashed bodies in this room.

**GM NOTE:**

*Rats and bedbugs infest the bedding despite the recent re-stuffing of the mattress with new straw. Although they are much comfortable, it has not made much of a dent in the infestation.*

- a. **Mattress:** *One occupant has left a set of loaded dice inside the stuffing of the middle mattress.*
- b. *If players sleep here they will be attacked by rats and bedbugs during the night.*
- c. *If you have a copy of the **FoE Mundane Items Tables**, allow 1d4 rolls to find miscellaneous in this area.*



## TRAVELLER'S BANE

Traveller's bane is a common disease, easily transmitted and thrives in ill kept Inns throughout Eldoria. Usually associated with the poorer factions of cities and the country.

While not lethal it makes the victim very uncomfortable and is quite disfiguring in appearance. Traveller's Bane will usually run its course in a couple of weeks, with no long lasting effects. Esmian healers can speed recovery with daily treatment.

The disease comes with social stigma – indication that an individual doesn't have the means to afford reputable accommodation.

### Traveller's Bane

Type disease, contact and inhaled;

Save Fortitude DC 12

Onset 12hrs; Frequency 1/day

Effect 1 CHA damage due to the appearance of sores and blisters;

Cure 1 save.





## (11) Malalexa's Room

This room has no bed, just a straw stuffed mattress on the floor. The ceiling is painted with faded yellow stars. On the floor near the bed is a small red patterned rug on which sits a brass basin half filled with water. On the wall above the bed, sketched directly on the wall is a detailed drawing of a bowl of flowers. This piece of art is very realistic and the most beautiful thing in this room. A sheet is draped over the window. A chest is beside the door, on top of the chest is a dirty, pair of ladies boots.

**GM NOTE:** These rooms have been assigned to the youngest of the working girls, *Malalexa Horn*.

**Chest:** The chest is unlocked and contains two changes of women's clothes in shades of pink and a brown day dress (*Malalexa has pot of Laqueera hidden in the pink outfit*). At the bottom of the chest is a wooden whistle, a pipe and tobacco, a ball of yarn and a notebook with sketches in it, all as exceptional as the drawing on the wall. A coin purse holds 1cp.

## (12) Vrill Zane's Room

In this room is a wooden bed, slightly on a lean, with one leg seeming to be a little shorter than the others. On top of this frame is a straw mattress, covered with green bedding and a dark green blanket. A nightstand holds a jug of water and a basin decorated with a serpent motif. On the bedside table is a cracked cup containing fresh-cut daisies and a candle stub sits beside. Clean (but tattered) brown curtains hang from the window, tied back with a piece of rope. A wooden chest is at the base of the bed.

**GM NOTE:** This is the room currently occupied by Vrill. She has been using this room for about two years.



a. **Chest:** The chest is locked with a simple lock and the key is on a chain around Vrill's neck. If this chest is opened it is found to contain three changes of women's clothes (mostly in shades of green); a coin purse with 23 cp; a piece of scrimshaw showing an illustration of the boat 'The Pelican'; a wooden hair brush and a box of lemon scented soap. **Vrill Zanes** uses these rooms.

b. **Loose floor board:** This is located under the bed and is where Vrill has stored her silver savings, wrapped in a piece of calico. There are 10sp in this hiding place as well as a letter from her brother asking about her wellbeing. (See **handout 1**)



## LAQUEERA

Laqueera is an ingested pink paste with a slight citrus smell. It promotes strong erotic feelings and instills a sense of confidence and well-being in the user.

**Type:** Drug (Animal/Plant), Ingested/Save: Fortitude **Check** DC 12

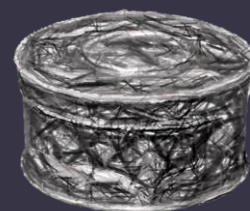
**Onset:** 30 minutes/Frequency: 1/hour for 1d3 hours

**Initial Effect:** 1d4 Wis damage/Secondary: 1d4 Wis damage + 1d4 Cha bonus.

Addiction can be overcome by successful saving throws, two consecutive days in a row. However addiction may reoccur if a repeat dose is ingested.

Laqueera is made from a small grub, which only can be found in Pommeraje, a fruit that grows in arid conditions, notably in Y'sira and Maritaan.

The creation of Laqueera is quite simple and basically just requires mashing up the grub-infested Pommeraje fruit, adding sugar and spices to taste and boiling the pulp until it achieves a sticky jam-like consistency.



See **Encyclopedia Eldoria** for additional information.



### (13) Doria's Room

Inside this gloomy room is a once brightly painted blue bed, draped with stained sheer fabric. A simple wooden nightstand holds a pottery pitcher of water, basin and candlestick. Dirty blue curtains hang from the window and a chipped blue painted chest sits by the window. There is a pile of rags in the corner furthest from the door and a blue woven rug on the floor.

**GM NOTE:** *Doria uses this room to sleep and for business.*

- a. **Chest** *The chest is locked and contains one change of women's brown clothing, a piece of coloured glass, a shell, 10cp, a wooden hair brush carved with daisies, and a bottle of lavender perfume.*
- b. **Rags:** *The rags are in fact poor quality men's clothing, patched and musty smelling. Inside one of the pockets of the men's clothing is 1cp.*



### (14) Klancate Whup's Room

**Klancate Whup** has been allocated this room. Inside the room there is an iron framed bed with grey sheets and a multi-coloured blanket. A nightstand holds a pitcher of wine, two brass goblets and a black melted candle. There is drawer in the nightstand with a bone drawer pull.

Black wooden shutters block the light from the window. A sun has been painted on each of the wooden shutters. A black painted chest with peeling paint has been placed under the window.

**GM NOTE:** *The chest is locked with a simple lock with the key being hidden under the mattress.*

- a. **Chest:** *One set of black leather clothes, a ship in a bottle, two sets of change of women's clothing - one black and one navy, three small clay pots with the letter L stamped on it and a small tin of mauve coloured powder with a subtle scent reminiscent of dates.*

*Inside the pots are Laqueera and the powder, Illixia (see side-bar).*



## ILLIXIA

Illixia comes in the form of mauve coloured powder with a subtle scent of dates. It is a psychotropic drug with hallucinogenic qualities and is dissolved in liquid for consumption. It promotes a warm giddy felling and users find immense pleasure in everything including pain.

**Type:** Drug (Plant),

**Ingested/Save:** Fortitude DC15

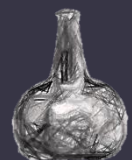
**Frequency:** 1/hour for 2 hours

**Initial Effect:** 1d4 temporary Int damage/Secondary: 1d4

temporary Cha damage +1d4 temporary Wis damage

**Side Effect:** Exceedingly addictive. After the dose wears off, the affected creature must make a Will save (DC 16) or become addicted to Illixia. If failed, the addicted character must make a further Will save (DC 16) to fight the addiction each day that they do not take a dose of Illixia. Failure results in 1d2 Wis reduction and 1d2 Cha reduction.

Addiction can be overcome by successful saving throws, two consecutive days in a row. However addiction may reoccur if a repeat dose is ingested.



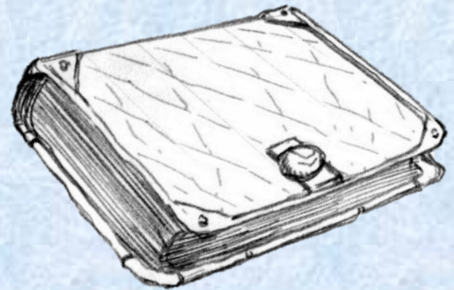


### (15) Larvinia's Room

A dull crimson glow washes over this room. Inside is a scratched four poster bed, draped with faded red velvet curtains and decorated with large, red tassels. A rose patterned pitcher of water and a matching basin sits on a maroon nightstand, basin the basin is a pretty red glass vase filled with roses and a brass candle holder. Dirty, red floral curtains hang in the window with a small red chest placed under one of these windows. An oriental style screen, painted with flying red gulls stands in one corner and a dark maroon bookshelf, filled with colourful books, in the other corner. The only lantern in this room has been fitted with red glass.

**GM NOTE:** *Larvinia Triple sleeps in this room, when not engaged with Darra. After the discovery of the secret compartment in the 'Best Room', Larvinia has been suggesting to Darra that she should be using the 'Best Room', he has finally agreed and she plans to move in the next few weeks.*

- a. **Chest:** *This chest is locked with an average lock and holds four sets of women's clothes, a silver brush, and a plain wooden box with a **good** ornate lock. The key is on Larvinia's key ring, which she wears on her waist. Inside the box are a number of carved depressions which hold pots and bottles: 5 X small pots of Laqueera (see side-bar) and 5 X small bottles of Illixia (see side-bar).*
- b. **Bookshelf:** *The bookshelf holds many books on religion and two well-read volumes; "The Heraldry of Darringmoor" and "Noble Etiquette". Some other titles include "Healer's Companion", "Herbs and Potions", "A Concise History of Maritaan", "Diary of a Noblewoman", "Darringmoor's Noblewomen."*



### (16) Best Room

The walls inside this sleeping area have been painted bright blue, even the bed frame is a vibrant shade of the same colour. The bed has a goose-down mattress of patterned blue and purple fabric. Under the window is a chest, and a wooden table and chair are positioned against the northern wall. A smoke stained fresco of gladiators fighting, adorns the ceiling and the painting behind the bed depicts a young red-haired boy bouncing a ball, watched by a beautiful woman doing needlework.

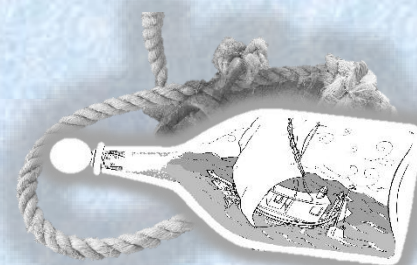
**GM NOTE:**

*This is the best room in the house and reserved for those who can afford it. It is much cleaner than any other room, in fact it is the only room cleaned daily. Larvinia has taken a special interest in this room after finding the secret compartment behind the picture. She now cleans the room herself*

- a. **Chest and Table** - *The chest and table are empty, and smell slightly of lemon scented bees wax.*
- b. **Behind the picture of the boy:** *DC 30 Perception check. This is a small secret compartment where Larvinia discovered and uses to hide her important items. Inside is a large pot of Laqueera (value 500 gp), a medium size bottle of ILLIXIA (value 1000gp), a bag of 12 sp and a parchment. Parchment - (Handout 4).*

(17) Meeting Room - Room Rotting navy curtains block the light from the windows and there is a large wooden table and seven chairs in the centre of this room. The shelves on the walls hold nautical curios – hanging nets, ropes, ship's wheels, ships in bottles and scrimshaw. There is a desk in one corner piled with papers and a half drunk mug of mead on top of the pile.

**GM NOTE:** This room is for private meetings. A back door entrance, usually guarded, is just outside the meeting rooms to aid in secrecy. This is where the slavers meet Darra and discuss their inventory, delivery and their value.



**Inside Desk:** Assorted papers - haphazardly stacked. Most of these papers are old accounts, beer orders and IOU's from customers. DC 25 Perception check will find the more interesting paper work the evidence of slavery (**see Handout 2**).

If this DC check is failed there is an alternate handout of a mundane IOU for players (**handout 3**).

## (18) Master Bedroom - Darra

An enormous four poster bed of ebony wood is the feature of this room. Black silk coverlets dress the bed, flanked each side of the bed by a black lacquered side table. Rust coloured brocade, tied back with heavy brass chains covers the windows. Beside one window is a wooden free standing mirror and an enormous brass bound chest is positioned at the foot of the bed. Against one wall is a comfortable-looking padded arm chair, dark blue in colour, a ripped footstool in front and an empty pottery jug beside. A well-used potbellied stove warms the south eastern corner.

**GM NOTE:** This is the innkeeper's room. One set of the curtains covers a set of double balcony doors that provide access onto the roof top, for a quick escape. The other window gives an excellent view of the city roof tops.

- a. **Left Side Table** – The single drawer that contains assorted papers and a set of manacles.
- b. **Right Side Table** – The single drawer holds a bottle of whisky, a Potion of Speed and +1 dagger.
- c. **Chest** - It is locked with a good lock. The key is around the innkeeper's neck. There is 500gp in a backpack under a pile of men's clothes.

**Under:** DC 20 Perception check to find the weapons strapped to the underside of this desk. They are strapped within easy reach of where Darra always sits. Two +2 small daggers, etched with entwined sea serpents.





## Basement Rooms

### (19) - Delivery and Storeroom

The alley way doors give access to a 20' cobblestone ramp leading to the basement storeroom. These are two stout wooden doors, set in the ground outside the southern exterior wall of *Sail's End*.

On the southwestern corner interior wall are three large iron racks filled with dusty bottles of wine and mead, beside them are neatly stacked kegs of beer.

The northern wall has a single set of iron racks again filled with dusty bottles.

The eastern wall is lined floor to ceiling with wooden shelves holding miscellaneous items such as tools, utensils, broken chairs, foodstuffs, jugs, cups, linen, sacks of flour, barrels, chests etc.

#### GM NOTE:

*DC 15 Perception check to find three bottles of very fine wine— Y'Sirian blood wine 50gp a bottle and six bottles of **Black Dragon's Venom** (see side bar). The rest of the stock is cheap and vinegary.*

*There again are two secret exits from this room*

1. **Northern wall.** *DC 20 Perception Check to find this secret entrance behind the single row of wine racks. This leads to 20.*
2. **Southern wall.** *DC 25 Perception check to find this secret entrance at the end of the multiple rows of wine racks. This leads to 21.*

### (20) - Northern Secret Room

On the northern wall, of this secret room, is a dirty mattress with a red woollen blanket draped across it. Above the bed is a chain and three sets of iron manacles. A small wooden barrel of water and dipper, stand at the foot of the bed. Three stacked barrels have been placed against the eastern wall.

**GM NOTE:** *One barrel contains salted fish and the remaining ones are empty. Under the mattress is an **Esmian holy symbol** (see side bar). The chain is broken it was left here by a past occupant.*

*Sometimes slaves are kept here if the room above is full.*

**Secret Entrance:** *DC 20 Perception check. The secret entrance is in the ceiling above the bed. It leads to (5).*



## ESMIA

Esmia is the goddess of healing. The teardrop is a widely recognised symbol throughout Eldoria being the central symbol of religion of Esmia. Priests of this religion have this as their holy symbol, which is a small silver amulet worn as a teardrop shape.

Esmian clerical dress is an unadorned white robe, worn with an apron that usually holds medicinals and bandages. Senior Esmians shave heads and most of the clergy are female.

The spell Cure Light Wound always results in maximum healing, when cast by an Esmian priestess.



## Y'SIRA

The mighty desert land of Y'sira has retained a distinct and vibrant culture, despite being conquered and occupied by the Sardellan Empire 500 years ago. The occupation lasted a century.





## (21) - Southern Secret Room

This room has a small desk, small barrel of water and three larger barrels.

**DM NOTE:** This room is used as a bolt hole, equipped to supply at traveller for a quick escape, as necessary.

- a. **Barrels** - All the barrels contain grain but one is specially marked with a flying bird. DC Perception Check 15 to notice the flying bird.
- b. **Flying Bird Barrel** –DC Perception Check 25 to notice the false top. DC 25 Disable Device to find/disable the trap. The trapped secret compartment is - a false tray top on which the grain sits. This false section of the 'grain' lifts out to reveal the compartment below. Unless a button on the side of the barrel is depressed before lifting, the gas trap will be released.

Inside the barrel's secret compartment - there a number of items: three sets of travelling clothes, a disguise kit, a week's work of dried rations, a set of masterwork throwing knives, a backpack, a short sword, a coin bag (40gp, 10 sp, 25 cp and 2 gems -value 100gp each), Scroll of Invisibility and a small bag of toiletries (soap, comb, shaving kit).

- c. **Desk** - The desk has blank paper and parchment, a dragon seal, a variety of colours of ink, quill and nub of wax.
- d. **Secret Western Exit** – DC 25 Perception check. This hidden exit, situated in the western wall, provides access to an escape tunnel.





e.

### (22) - Secret Entrance to Thieves Bolt Hole

The tunnel is lined with dressed stone with a slate floor. Every 10' an iron bracket can be found, attached to the wall containing dusty wooden brands. This tunnel continues north for about 50' before it is blocked, floor to ceiling, by rock fall. There are a number of tools and lumber near the rock fall and four wicker baskets of smaller crushed rocks, pushed against the wall.

**DM NOTE:** It looks like this tunnel might have been worked on a few months ago. Darra was excavating this tunnel before he lost interest, his mind befuddled by drugs.

- a. **Rockfall** - Underneath the rock fall are the bodies of four thieves who were trying to flee **Sail's End** during the 'Red Time'. The bodies are close to skeletons now, thanks to the rats, but there is a Cloak of Invisibility, 30sp and a +1 dagger on the bodies. To excavate this area would be difficult as there is a chance of more rock fall.
- b. **Swarm of Rats** - There are many rats nesting amongst the rocks in this tunnel and there is a chance a swarm of rats will attack. These rats will be able to squeeze through openings in the rocks to attack.





## Patrons

**Sailors/Drunks:** Commoner 1. Roll 1D6 for the number present.

**Kelgha:** Female Human Healer 1 LG.

A regular visitor to *Sail's End*. Kelgha is an **Esmian** (see side bar healer who has been working at this establishment for the past five years. Her usual routine is to administer to the needs of weary travellers and scurvy riddled sailors in a weekly clinic, as well as tending to the working girls, helping to prevent the spread of disease. Recently she has been not as welcome by Darra, even refused entry on occasion. Once a working girl herself, before taking up her vows she is very concerned about this situation and is gathering evidence to present to the local **Ormocean Justicator** (see side bar).

**Isal the Horsetrader:** Male Human Merchant 3, NE.

An **Y'Sirian** (see side bar) horse trader; new to town. Isal has a medium build, swarthy complexion and long black hair, which tied back from his face with a plaited leather cord. Sporting colourfully patterned Y'Sirian robes, with a stout black belt, Isal likes to talk and will engage any listener. He plans to sell his horses at the local market and claims his Y'Sirian background will give him an advantage, as he has an eye for good horseflesh (in fact he doesn't). Isal sells a less than sterling product and will be keen to offload his stock at a reduced price to any taker, before the sales.

**Dexal Zanes:** Female Human Warrior (Mercenary), N.

Dexal's heart shaped face is marred by a long scar that travels from the corner of her left eye to the cleft in her chin. She has dirty blonde hair, a weather-beaten complexion and small brown eyes. Dexal wears a black dagger on her hip and leather armour. Her brother, **Brollel Zanes** is a sailor on 'The Pelican' and her older sister, **Vrill Zanes**, works in the brothel of *Sail's End*. She chose to become a mercenary rather than follow in either sibling's profession. She likes to keep an eye on Vrill and suspects her sister is not being treated well by the Darra. Presently she is biding her time at the Inn, waiting for Brollel's ship to dock. The family have been saving to combine their funds and buy a house in a quiet village.

**Glazel Ferrin:** Male Human Warrior (Mercenary), CE.

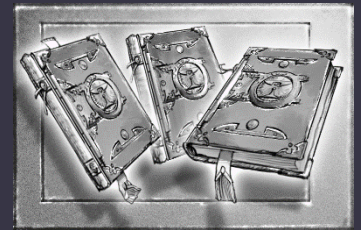
Glazel has a bushy salt and pepper beard with a tattoo of a squid over one eye. He has thinning red hair, weather-beaten complexion and small brown eyes. It looks like his nose has been broken multiple times. Glazel is always spoiling for a fight, usually wearing a short sword on his hip and leather breastplate. He is very sensitive to any slight and paranoid that people are looking at him, "*Who ya think ya lookin at*" is often bellowed from his seat.



## ORMOCEA

Ormocea is a major lawful good religion throughout Eldoria.

It's domains are Law/Protection/Nobility/Glory/Good/Knowledge. It has two basic goals - to maintain law and order and vigilance against undead. The Ormocean clerical robe is a light grey robe trimmed with white leather. They base their doctrine on the 'Three Books of Law.'



## ORMOCEAN JUSTICATOR

Part of the organisation of the church is to provide 'Justicators', clerics of the church whose role is to mediate disputes in society. This is in keeping with one of the churches' primary goals - to maintain law and order. There are Justicators in most cities and Travelling Justicators service outlying areas. The holy symbol of the Ormocean church is a brass disc engraved with the balance symbol.





**Brollel Zanes:** Male Human Warrior (Sailor), LN. Brollel Zanes has sun streaked blonde hair, bushy brown beard, and a weather-beaten complexion. Almost the entire top half of his body is covered in nautical tattoos. He is a sailor on 'The Pelican', which docks regularly in Darringmoor and the youngest of the Zanes family. His sister Vrill, works in the brothel and his other sister, Dexal, is a mercenary. Brollel and Dexal make regular check in on Vrill to ensure her safety as they feel all is not as it should be in the Inn. The family have been saving to combine their funds and buy a little house in a quiet village.

**Meierwyn Trillip:** Male Human Expert (merchant), N.

Meierwyn is a stall holder in the local '**Holy Trinity Markets**' (see side bar), selling Ashenfold Sweet. After the market closes he visits the Inn for a quick drink before heading home. Meierwyn is a flashy, tall man with a balding head, brown bushy beard and a grin from ear to ear. Meierwyn has the gift of the gab and prides himself on not losing a sale, even if he has to bend the truth to do it. He usually wears beads woven into his beard and a brightly patterned robe with bees embroidered around the cuffs. Meierwyn sells fake Ashfold Sweet, using the name 'Ashenfold'. He enjoys arm wrestling, although he is not very good at it.

(See companion **Friends of Eldoria Product: *Ten Market Stalls*** for more information).

**Weren the Pedler** Male Human Expert 1 (merchant) N.

Weren is an elderly peddler with a balding head and wiry build. He peddles rags and dresses in a coat made of strips of faded once colourful rags. Underneath this flamboyant coat he has a simple brown robe belted with rope. The *Sail's End* is the only inn he can afford to stay at in town and he is permitted to put his hand cart in the back alley overnight, in return for providing the inn with free rags to mop up spills. He services the local outlying farms and, villages with miscellaneous goods like pins, thimbles, locks, cups, jugs and similar crafted items. Once a month he buys goods in the city. He is friendly with Kelgha and collects herbs for her on his travels. Weren rarely smiles but has a soft spot for the prostitutes of the inn, as his sister was one. He is spying on Darra and reporting to the authorities of the city anything unlawful he has discovered.



## HOLY TRINITY MARKETS

The Darringmoor Market Square is one of the largest markets in Elkia. Well supplied by imports from its port facility as well as local produce from surrounding farmlands. This market is referred to by the locals as the **Holy Markets** due to its proximity to the Holy Trinity Compound. In actuality is an independent mercantile entity from the churches. The market is a mixture of permanent, semi-permanent and temporary structures.



**Farmer Bazat** Male Human Expert 4 farmer N.

Farmer Bazat is a massive man with brown curling hair, big ears and a large nose. He has a strong body odour which is totally unaware. Quick to take offence and throw a punch if he feels anyone is treating him like a 'hick' but generous in buying ale for his friends. Bazat makes regular trips in to the city to sell the valuable off cuts of **stonewood** (see side bar). His farm is near the village of Praetor's Folly and he supplements his income from the farm with stonewood, he clears from the local lumberyard. He prefers the cheapest accommodation so his excess funds can be spent on working girls and to purchase mead. Bazat elects to sleep in the bar rather than hire a room.



**Basimar** Rogue level 4 Acrobat N. Human Rogue N

Basimar is young with blonde hair and freckles. He is very friendly, likes hanging out in the bar and talking to people. He is on good terms with Vrill and Doria, and he used to like Malalexa but she has seemed very distant lately. He works as an acrobat with the local mummers and is the star of the tumblers. His troupe, 'Spinning Spokes', tour the area surrounding Darringmoor, entertaining the patrons between acts of the 'Paladin Saviour'. Occasionally he supplements his income by picking pockets but he is always very careful about his targets.

Basimar has an uneasy feeling about the change of leadership in Sail's End. He used to really look up to Darra but lately he has been unpredictable, he doesn't have any time for Larvinia as he overheard Larvinia complaining to Darra that Basimar was not worth his time, being nothing but a mere street urchin.



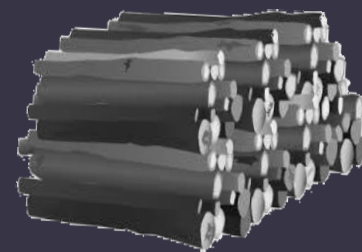
## STONEWOOD

Stonewood is a good quality hard wood, harvested from the surrounding forests of Darringmoor. It is sought after in many industries as it is strong, fast growing and rot resistant, making it ideal for ship building and other construction work.

The downside to stonewood is that it requires unique soil and climatic conditions. To date it has only been propagated in Darringmoor and surrounding areas.

Stonewood crops are on a seven year rotation. After seven years the trees are tall enough to be viably harvested. Once the wood is harvested it is shipped by river to the port of Darringmoor.

Stonewood is a major export and provides hefty profit.





## Staff

### Innkeeper - Darra Von Moor *Human rogue (thug)* 7 LE

Darra, the innkeeper of *Sail's End* is the head of the local thieves' guild and relishes the finer things powerful men can buy. In his opinion, wealth should be flaunted and, to this end, Darra wears a variety of wine-stained flamboyant brocade vests. His greasy blonde hair is tied back tightly to display a golden, jewelled miniature dagger dangling from his left ear and gaudy, golden rings adorn each finger. A jagged white scar runs from his jaw line to beneath his billowing, stained white shirt.

An unsavoury character, he enjoys the excesses of life; drinking, gambling and eating. He is gradually becoming more susceptible to the Yaarneyan cult through the ministrations of his madam, **Larvinia Triple**. She has kindly been supplying a steady stream of recreational drugs to Darra and other patrons of the inn, in an effort to tighten her control over Darra. His drug befuddled wits have resulted in Darra becoming more short tempered and rash in his decision making.

#### *Recent History*

Darra arrived in Darringmoor three years ago and joined the thieves' guild. Here he quickly rose through the ranks to become Sanchelle Prin's (aka the Shadow) right hand man. He admired The Shadow and was content in his role until his third year when the Shadow employed a new Madam at *Sail's End* - **Larvinia Triple**. As a result business boomed, until a rival thieves' guild made an attempt to usurp the leadership, resulting in a very bloody battle that lasted for six long weeks.

The thieves refer to this as the 'Red Time'. Casualties were high, The Shadow was victorious but at great expense. The guild suffered a 50% loss of members and The Shadow himself nursed a near mortal injury. This did not suit Larvinia's plans, as she required a man capable of effective leadership. Disgusted with his weakened state of control in Darringmoor, Larvinia encouraged Darra to take over leadership. She provided him with poison to speed 'The Shadow' to the afterlife. It didn't take much persuading and the change of leadership was swift.



Darra has ruled the thieves' guild for a further 6 months, quite profitably, but Larvinia's hold is becoming stronger and he is now addicted to the drugs she provides. Darra is making poor business decisions and attracting the attention of the law in the city. His latest venture into slavery, unbeknownst to him, has been infiltrated by a spy from the local constabulary.

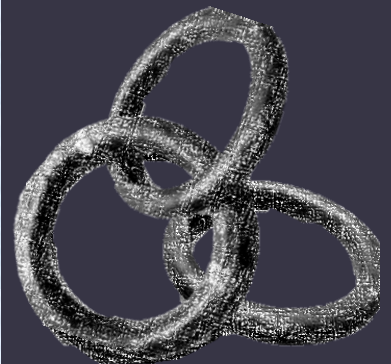


## THE IRON RING SLAVERS

The Iron Ring also are known as the Three Ring Slavers in some regions. They are a very secretive criminal group that have been operating in Elkia for hundreds of years. Slavery was suspected but never proven, until very recently, when a small enclave of the Three Ring was arrested in Darringmoor by the local authorities.

There is a considerable reward current for any information leading to the shutdown of the operation.

The Three Ring Slavers acquire 'stock' for the Daugron Church in Y'sira, who still practice ritual sacrifice in secret.



## Stat Block - Darra Von Moor

### DARRA VON MOOR

CR 5

XP 2,400

Male Human rogue (thug) 6 (APG 135)

le Medium humanoid

Init +2; **Senses** Perception +9

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#### DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 49 (7d8+14)

Fort +4, Ref +7, Will +1

**Defensive Abilities** evasion, uncanny dodge

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#### OFFENSE

**Speed** 30 ft.

**Melee** unarmed strike +8 (1d3+3), improvised weapon +8 (?d? +3 +4d6) or +1 dagger +9 (1d4+4/19–20)

**Ranged** dagger +8 (1d4+4/19–20), throw anything +8 (?d? +3)

**Special Attacks** sneak attack +4d6

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#### STATISTICS

Str 17, Dex 14, Con 14, Int 10, Wis 8, Cha 12

Base Atk +4; CMB +5; CMD 18

**Feats** Catch Off-guard, Combat Reflexes, Enforcer APG, Improved Grapple, Improved Unarmed Strike, Throw Anything

**Skills** Acrobatics +9, Appraise +8, Bluff +11, Climb +9, Diplomacy +11, Disguise +5, Escape Artist +5, Intimidate +11, Knowledge (local) +10, Perception +9, Sense Motive +9, Sleight of Hand +8, Stealth +8, Swim +14; **Racial Modifiers** frightening

**Languages** Common, SQ

**Befuddling Strike (Ex)** Foe you sneak attack takes -2 on attacks vs you for 1d4 rds. **Brutal Beating (3 rds) (Ex)** Forgo 1d6 sneak attack damage to sicken the target for 3 rds. **Catch Off-Guard** Proficient with improvised melee weapons. Unarmed foe is flat-footed against your improvised weapons. **Combat Reflexes (3 AoO/round)** Can make extra attacks of opportunity/rd, and even when flat-footed. **Enforcer** If you deal nonlethal damage with a melee weapon, make a free Intimidate check to demoralize. **Evasion (Ex)** If you succeed at a Reflex save for half damage, you take none instead. **Frightening (Ex)** Demoralize duration increases by 1 rd, if 4+ rds can frighten 1 rd instead.

**Improved Grapple** You don't provoke attacks of opportunity when grappling a foe.

**Improved Unarmed Strike** Unarmed strikes don't cause attacks of opportunity, and can be lethal.

**Sneak Attack +4d6** Attacks deal extra dam if flank foe or if foe is flat-footed.

**Stand Up (Ex)** Stand up as a free action instead of a move action (but still provokes AoO).

**Throw Anything** Proficient with improvised ranged weapons. +1 to hit with thrown splash weapons.

**Uncanny Dodge (Ex)** Retain Dex bonus to AC when flat-footed. **Gear** Studded Leather Armour, +1 dagger, potion of speed.





**Larvinia Triple** Female expert 8 (Courtesan/Drug Dealer), LE.

**Larvinia** is the madam of the brothel and has strong cheekbones framed by bright, red hair. She is about 40 years old and very curvaceous, her figure accentuated by the clothing she wears and formfitting corsets. Larvinia is always extremely pleasant to customers, indulging their every whim. However, she encourages the girls to take drugs and is very quick to use physical violence to keep the girls in check.

Larvinia also sells drugs to the working girls, some customers and drug addicts in the city. She uses a contact in the Yaarneyan cult to supply the goods at cost and sells them at a substantial mark-up. Once she has someone addicted the price rises. Larvinia uses the *Animals*, unbeknownst to Darra, to ply her trade on the street. Larvinia is a non-seervati Yaarneyan priestess and is hoping to secretly further the religion's infiltration of the city. Her present mission - to induct the Innkeeper/head of the thieves' guild into the cult – is almost complete. As a reward, Larvinia hopes to be placed with the more affluent of the city.



## YAARNEYAN CULT

Yaarneya is the Goddess of Entropy, Wantonness and Lust. The Cult of Yaarneya can trace its origins back to ancient Maritaan where it came to dominate the Y'naari Empire for over 5,000 years ago.

Clerics of Yaarneya will establish secret temples in areas of opulence and infiltrate the houses of the wealthy, usually acting in the role of servants, tutors or nannies. They will corrupt the individuals of those households offering every kind of hedonistic pleasure imaginable and slowly bring them into the worship of the Goddess.

Those who resist them and threaten to bring evidence of their activities to the authorities are initially blackmailed and, if this doesn't work, they are dealt with violently.

## SEERVATI

Seervati are those individuals who can access the Tas. The Tas is a term for energy that can be accessed and converted to magic. Not every cleric in a religion can cast spells. Acolytes are assessed for their potential when they join a church and if they can master the assay spells of their religion, they are elevated to the status of Seervati.



## Stat Block - Larvinia Triple

### LAVINIA TRIPLE

CR 6

**XP 2,400**

Female Human expert 8

LE Medium humanoid

**Init** +1; **Senses** Perception +16

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#### DEFENSE

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**AC** 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 29 (8d8-7)

**Fort** +1, **Ref** +3, **Will** +9

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#### OFFENSE

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**Speed** 30 ft.

**Melee** hairsticks +4/-1 (1d4-2/19-20 plus poison)

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#### STATISTICS

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**Str** 7, **Dex** 12, **Con** 9, **Int** 14, **Wis** 16, **Cha** 18

**Base Atk** +6; **CMB** +4; **CMD** 15

**Feats** Alertness, Cosmopolitan APG, Skill Focus (Profession [courtesan]), Skill Focus (Profession [merchant]), Skill Focus (Sense Motive)

**Skills** Appraise +9, Bluff +15, Diplomacy +15, Heal +10, Knowledge (local) +13, Knowledge (nobility) +8, Knowledge (religion) +10, Perception +16, Perform (act) +10, Profession (courtesan) +16, Profession (herbalist) +4, Profession (merchant) +16, Sense Motive +18, Sleight of Hand +8

**Languages** Common, +4

**SQ** poison use

**Gear** 4 hairsticks (concealed daggers) *Deathblade*—injury;

*save* Fort DC 20; *frequency* 1/rd. for 6 rds.;

*effect* 1d3 Con;

*cure* 2 saves.





## Barmaids

**Shayleen Tharorn** Female Commoner 1 N.

Shayleen is a young girl of 17, with a square face, broken nose and straight black hair. Shayleen is quiet but friendly, and walks with a slight limp. She has a sister who also works at the bar who managed to negotiate Shayleen employment. Other staff often tease/bully Shayleen e.g. putting a foot out to trip her. However, her family is very poor and they need the money to survive, so she stays on.

**Trene Tharorn** Female Commoner 4 N.

Trene is spinster, with a round face, a pale complexion and shoulder length brown hair. She has a large muscular build and a sharp tongue. Quick in a fight, she will not hesitate to slap away a stray hand. Shayleen is her sister, Trene is not particularly worried about Shayleen's poor treatment at *Sail's End*, believing if she stood up for herself the trouble would disappear.

**Rillina Flower** Female Rogue 3 LE.

Rillina is a small woman with pretty brown hair and twinkling blue eyes. Her cheeky, friendly exterior masks a dark heart. In reality it is a scam, she is a sly operator, always scanning for the opportunity to pick the pocket of an inspecting customer. On her days off, Rillina frequents many of the Inns and streets of the area to ply her trade.



## Courtesans

**Malalexa Horn** Female expert 1 (Courtesan), N.

Malalexa is a young girl of 14, newly apprenticed by Larvinia. Malalexa caught Larvinia's eye when she was on business in the nearby village of Boland. As the middle daughter of the local midwife, her family welcomed the opportunity for Malalexa to be apprenticed as 'maid' to Lady Larvinia. Malalexa is attractive with thin face, long black hair and an olive complexion. As Malalexa is small of stature, Larvinia has insisted she wear childlike garments. Addicted to Laqueera, Malalexa while initially in despair over her changed situation, is now indifferent and uses her earnings to purchase more Laqueera. Malalexa does have a talent for drawing but has lost interest in this and everything else.

**Doria Hornshaper** Horn Female expert 4 (Courtesan), N.

Dora is a young women with olive skin, wavy brown hair and green eyes. She favours red in her attire with lots of embellishment. Easy-going by nature Doria, arrived from nearby Ashfold about two month ago, quickly making friends with Vrill. Both women are extremely unhappy at *Sail's End* and are on the lookout for a better situation. Doria has been saving so she can leave when Vrill decides she has had enough.

**Klancate Whup** Horn Female expert 6 (Courtesan), CE.

Klancate is a mature woman with tanned skin and short jet black hair. Usually she is seen black trimmed leather that radiates a smell of rancid sweat, Whup is short tempered, mean and sly. Klancate is very unpredictable and will often lash out at the other girls and sometimes even patrons. Addicted to both Laqueera and Illixia, for many years, her decision making is impaired. Klancate lives for the moment and foremost in her mind is how to make a quick buck to finance her next purchase.

**Vrill Zanes** Female expert 2 (Courtesan), N.

Vrill has a heart shaped face, dirty blonde hair and a creamy, white complexion, contrasted by brightly applied rouge. Very young and buxom, her preferred attire is in shades of green. Vrill is honest and loyal and has a strong clientele of happy customers. She firmly believes she is helping them by showing some compassion in their miserable lives. Most treat patrons her very well, not so most of the other staff and her bosses. Her brother, **Brollel Zanes**, is a sailor on 'The Pelican' and her younger sister, **Dexal Zanes**, works as a mercenary. Vrill recently has developed a strong friendship with Doria and is hoping to leave for a better brothel as she dislikes the management situation at *Sail's End*. Vrill sometimes has a bruised face as result of arguments with Darra.

**Invarn Salthand** Cook 1 /Retired Sailor 7.

Invarn is a weathered man with greasy brown hair, liberally peppered by grey. He has well – muscled tattooed arms and a stained grey apron. Although Invarn is a poor cook he was an excellent sailor. Recently he has retired from sailing, after being offered a cooking gig at *Sail's End*. He is generally irritable and mean, with a long list of hates, with cats high on the list. His most palatable dish is fish stew, the rest is barely edible.





## Thieves

### **Finda Balam** Human Rogue level 6 Bluffer LE

Finda is an old weathered man who looks like a beggar. He dresses in stained rags and is sly, always looking at making a quick buck. Usually Finda can be found outside the front door begging (a ruse for keeping watch) or out the back picking the pockets of drunk patrons using the amenities. When not on duty he will be in the bar drinking. Finda regularly sleeps the night on the floor of the bar room and is loyal to no one.



### **Fin the Flick** Human Rogue level 5 Thief (Hired Killer) NE

Fin is a young Asiatic man with black hair and olive skin habitually dressed in shades of grey and black. Fin hates people, rarely talks and is usually posted at the exterior entrance to *Sail's End* as a scout. He is on speaking terms with Finda as they work in the same area but only tolerates him. If pushed into conversation by outsiders he will quickly draw his dagger and threaten to cut out the speaker's tongue. He is very loyal to Darra as Darra took him off the streets five years ago and trained him.

### **Shatackle Pa'Zeel** Human Rogue level 5 NE

Shatackle is a middle aged woman with a thin tanned face who wears simple grey dresses. She is always complaining about her life and takes offence easily. She works cleaning the local temples, where she often skims off the top of the temple offerings as well as pick-pocketing unsuspecting people in the local markets. Larvinia has her onside and Shatackle now helps lure in unsuspecting girls to work at the *Sail's End*. She has been dabbling in Laqueera, but is not yet addicted.



### **Fox** Human Rogue level 3 Bluffer LE

A young ginger haired boy, whose tasks revolve around taking luggage to rooms and running messages. Fox appears friendly but in reality is on the lookout for likely girls for the slave trade. He will slip them drugs to help make them more reciprocal to persuasion. Fox is the brains of the '*Animals*', a sub group of the thieves' guild, that are loyal to Larvinia.

### **Weasel** - Human Rogue level 2 Bluffer LE

A young dirty looking young man with a pet weasel wrapped around his neck. He sits on the wall outside the inn watching the crowd, usually leaning or sitting on an empty barrel (this barrel also doubles as the weasels home). In reality he is selling drugs and also looking for likely girls for the slave trade. He streetwise but very loyal to Fox, the leader of Animals.

### **Snake Human** Rogue level 3 Bluffer LE

Snake is a tall heavy set young man with a long black cloak and a swagger when he walks. He has cut his tongue so it is forked and has a tattoo of scales around his eyes. Snake has a big chip on his shoulder, always angry he will pick a fight in seconds. He is the muscle of the Animals.



## Guards

### **Stanfield Osley** Human Guard level 4 LE

Stanfield is a local farm boy gone bad. He has shaggy brown hair and black eyes. He is quick to anger and loves beating up people. He has been dabbling in Laqueera, lately but is not yet addicted. Presently loyal to Darra but Larvinia has been working on him.

### **Henley Walpole** Human Guard level 4 NE

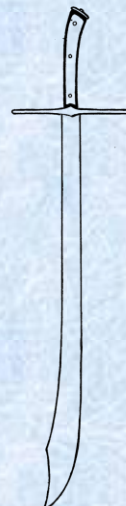
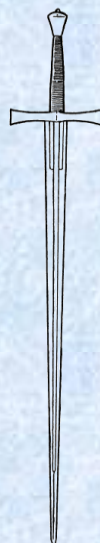
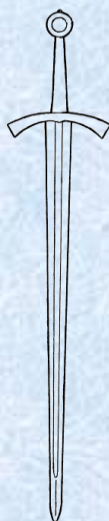
Henley has brown hair and dark eyes. He has a jagged scar on his forehead. Henley is very tall, well-muscled but not very bright. His job is to throw out troublemakers. Guarding Sail's End is just a job to Henley.

### **Marston Brass** Human Bouncer level 4 N

Marston has brown hair and one eye is milky and blind. A livid scar cuts across the damaged eye. He is very cunning and will often surprise his opponents with sneaky moves in combat. Guarding Sail's End is just a job to Brass, he is willing to change sides to the highest bidder.

### **Norwin Crepin** Human Guard level 4 N

Norwin lives in the city about three blocks away. He has a wife and 5 children under ten. He is happy to have the job but does not like many of the staff. He would give up working at the inn if he could but he needs the money. He has dark red hair and grey eyes and is missing his front teeth.





## Plot Hooks

### Dragon Rising (Smuggling adventure)

Reward: 500gp to be shared by the party

Black Dragon's Venom has been turning up in the city and Darra is not happy that it has not being smuggled in by him. He would like a party to follow a lead he has. A delivery of Black Dragon's Venom, is due to be delivered tonight on the high tide tonight by a vessel called **The Flying Gull**. The players are to find out who, aboard the Flying Gull is bringing the illegal drink into Darringmoor and negotiate a deal for the *Sail's End*.

### Outfoxed (Attack on *Sail's End*)

Reward: permanent employment

The Animals and some street rats are making a bid to run the thieves' gang. They will attack the *Sail's End* in the dead of night while everyone is sleeping. Fox has hidden six hirelings in some of the casks that came in a late delivery during the afternoon. They will let Fox and the Animals into the basement and they plan to murder Darra and anyone who stands by him. If the players side with Darra during the fray he will make them an offer of permanent employment.

### Missing (Raid by the authorities)

Reward 100gp per player

Darra has been attracting the attention of a local paladin vigilante group and they have traced the slavery racket to the *Sail's End*. This morning a noblewoman's daughter, **Sorrinda Kattery**, was taken from the Holy Trinity market square. The paladin vigilantes hope to find her before she is moved from the city and believe she is at the *Sail's End*. They have been forbidden to raid the inn as they have done so in past and found nothing (this is because the Animals who roam the local streets have always alerted Darra every time and they have made sure any slaves are hidden away and silenced in secret rooms in the inn). The local mercantile guild was able to petition the local authorities to put an end to the exploits of the paladins.

The paladins want the players to infiltrate *Sail's End* and either rescue Sorrinda or locate her and alert them so they can deal with the situation.



## BLACK DRAON VENOM

Black Dragon's Venom is a notorious drink that is banned in most cities, although it can usually be sourced from the proprietor of an inn by special arrangement. Its recipe is a secret, as is the origin of this potent and poisonous spirit.

Black Dragon Venom, has the unheard price 10 gold pieces for a shot-glass but there is a tradition in inns across Eldoria that drinks are on the house for everyone, if one hardy soul can down three full measures and walk a circuit about the main drinking room.

Type: Poison (Unknown),  
ingested/Save: Fortitude DC25

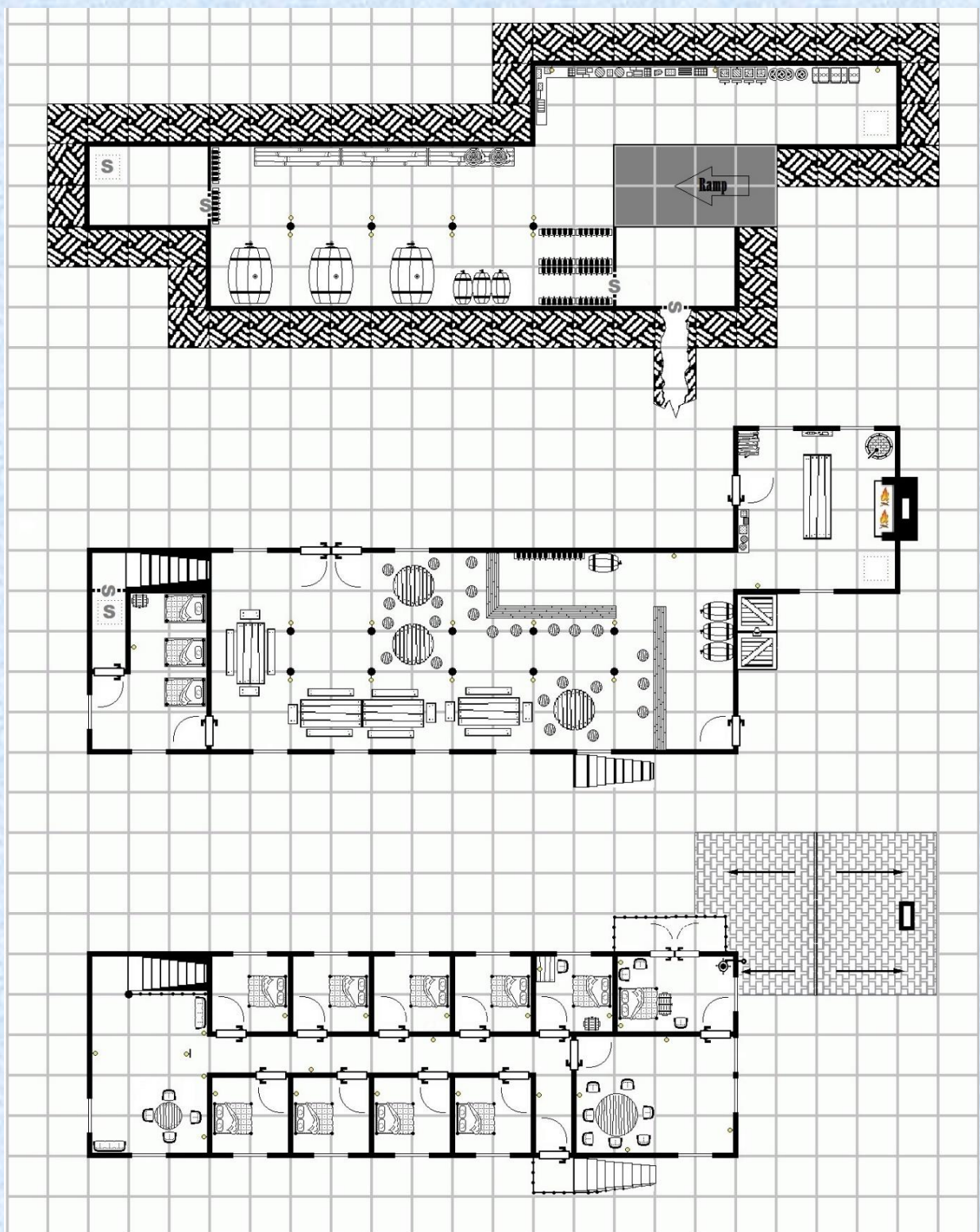
Frequency: 1/round for 2 rounds

Effect: 1d6 temporary Int loss

Side-Effect: There is also chance of permanent blindness for anyone who takes more than 15 points of temporary Int damage from BDV. A separate Fortitude Save at DC 15 is made to check this.



## Sail's End Map





## Handout 1 – Brollel's Letter

*Within the Sea of Souls*

*The Pelican*

*17<sup>th</sup> March of Earth*

*Dear Vrill,*

*I have written two or three times recently and you may get my letters together. We have been busy for the last few weeks and got through a great amount of work and are much better off again as regards potatoes and other food stuffs for we have a great quantity of stores.*

*I fancy we won't need them as it looks like we might be back in Darringmoor before you know it. How is the situation at Sail's End? I hope you are saving your earnings so we can pool our resources and buy our little house. We have all been working so hard towards this but I think you more than anyone. I do not think that Sail's End is a healthy place for you to work. Anyway I will be able to check on you as soon when we dock. Last time I saw Dexal she said she would meet us at Darringmoor, so I imagine you will be pretty safe with her around. I discussed your proposal with Dexal and we both agree that your friend Doria would be more than welcome to bunk in with us,*

*Stay safe, see you soon,*

*Your loving brother,*

*Brollel*


## Handout 2 – Darra's Desk

<i>List of Mr Ptar Hemmingsway Deliveries</i>				
<i>Date</i>	<i>Names</i>	<i>Particulars</i>	<i>Valuation</i>	<i>Delivered</i>
<i>1 Day of Earth</i>	<i>Ginger (f)</i>	<i>urchin</i>	<i>40 gp</i>	<i>5th Day of Earth</i>
<i>1 Day of Earth</i>	<i>Sarahlin Comb (f)</i>	<i>Dockside</i>	<i>110 gp</i>	<i>5th Day of Earth</i>
<i>5th Day of Earth</i>	<i>Misty Runner (f)</i>	<i>urchin</i>	<i>30 gp</i>	<i>5th Day of Earth</i>
<i>6th Day of Earth</i>	<i>Mustern Rockysore (f)</i>	<i>Stonebrow Mountains</i>	<i>100 gp</i>	<i>5th Day of Earth</i>
<i>15th Day of Earth</i>	<i>Sorinda Kattery (f)</i>	<i>Holy Trinity Markets</i>	<i>100 gp</i>	<i>30th Day of Earth</i>
<i>21st Day of Earth</i>	<i>Kangot Strongarm (m)</i>	<i>Stonebrow Mountains</i>	<i>110 gp</i>	<i>30th Day of Earth</i>
<i>21st Day of Earth</i>	<i>Starvinger Ocean (f)</i>	<i>Dockside</i>	<i>100 gp</i>	<i>30th Day of Earth</i>
<i>22nd Day of Earth</i>	<i>Bobton (m)</i>	<i>Ashfold Surrounds</i>	<i>110 gp</i>	<i>30th Day of Earth</i>

## Handout 3 – Darra's Desk

*Mr Soldin Grassing owes Darra Von Moor the sum of 25sp to be paid in full by the end of the Season of Earth along with interest incurred during said time.*

*Goldin Grassing*





## Handout 4 – Name List

*March of Earth*

### Report

<i>Name</i>	<i>Drug</i>	<i>Address</i>	<i>Notes</i>	<i>Total Owing</i>	<i>Paid</i>
<i>K Lancate</i>	<i>Laqueera, Ilhixia</i>	<i>Sail's End</i>	<i>Staff discount</i>	<i>50gp</i>	<i>yes</i>
<i>Darra</i>	<i>Laqueera, Ilhixia</i>	<i>Sail's End</i>	<i>*Special</i>	<i>-</i>	<i>yes</i>
<i>Malalexa</i>	<i>Laqueera</i>	<i>Sail's End-</i>	<i>Staff discount</i>	<i>10gp</i>	<i>yes</i>
<i>Malalexa</i>	<i>Laqueera</i>	<i>Sail's End-</i>	<i>Staff discount</i>	<i>10gp</i>	<i>yes</i>
<i>Malalexa</i>	<i>Laqueera</i>	<i>Sail's End-</i>	<i>Staff discount</i>	<i>10gp</i>	<i>yes</i>
<i>Shatackle</i>	<i>Laqueera</i>	<i>Sail's End-</i>	<i>Staff discount</i>	<i>2gp</i>	<i>yes</i>
<i>Stanfield</i>	<i>Laqueera</i>	<i>Sail's End-</i>	<i>Staff discount</i>	<i>2gp</i>	<i>yes</i>
<i>Scar the hand</i>	<i>Ilhixia</i>	<i>Port - The Pelican-</i>	<i>unpaid 2 seasons</i>	<i>15gp</i>	<i>no</i>
<i>Belund Beckoye</i>	<i>Laqueera, Ilhixia</i>	<i>Unknown Ship</i>	<i>Late one week</i>	<i>1gp</i>	<i>no</i>
<i>Lexa McIend</i>	<i>Laqueera</i>	<i>Holy Markets</i>	<i>Needs encouragement</i>	<i>1gp</i>	<i>yes</i>
<i>Brallig</i>	<i>Laqueera</i>	<i>Rats Nest</i>	<i>Coming next week</i>	<i>5gp</i>	<i>yes</i>
<i>Meierwyn Trillip</i>	<i>Laqueera</i>	<i>Holy Market</i>	<i>Patron</i>	<i>5gp</i>	<i>yes</i>
<i>Challing Buckleby</i>	<i>Laqueera</i>	<i>Holy Market</i>	<i>shoes</i>	<i>1gp</i>	<i>yes</i>
<i>Rand Lesh</i>	<i>Laqueera</i>	<i>Merchant - Barnable Tailoring</i>	<i>Needs encouragement</i>	<i>1gp</i>	<i>yes</i>
<i>Osserin</i>	<i>Laqueera, Ilhixia</i>	<i>Odressi</i>	<i>Supplier</i>	<i>200gp</i>	<i>yes</i>
<i>Grilane</i>	<i>Ilhixia</i>	<i>Thurinder</i>	<i>addict</i>	<i>13gp</i>	<i>no</i>
<i>Zont the Tinker</i>	<i>Laqueera</i>	<i>Praeter's Folly</i>	<i>Supplier</i>	<i>50gp</i>	<i>yes</i>
<i>Tolan Carver</i>	<i>Laqueera</i>	<i>Black Peak Beck</i>	<i>Needs encouragement</i>	<i>1gp</i>	<i>yes</i>
<i>Narridin Hunder</i>	<i>Ilhixia</i>	<i>Sardian Army</i>	<i>*Needs encouragement</i>	<i>-</i>	<i>yes</i>

*\* Subsidised by Mother House*



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**Reliquarium Eldoria**, Friends of Eldoria. (2016). A comprehensive guide to the religions of Eldoria. (Coming soon)

**Ten Market Stalls**, Pathfinder Compatible, Friends of Eldoria. (2016). Market stall source material set in Eldoria. <http://www.drivethrurpg.com/product/186456/Rats-Nest>

## Online Community Pages

There is a Facebook page '**Eldoria**' with information on this world here: <https://www.facebook.com/pages/Eldoria/443402119036225>

There is a '**Friends of Eldoria**' Facebook group where players can chat and get some additional information here: <https://www.facebook.com/groups/358804577530186/>





## Previously Published Modules

**Mindbane** (generic role-playing adventure) Darkstar Gaming Pty Ltd 1983

**Web of the Widow** (Harnworld adventure) Columbia Games 2000

**Shades of Gray** (electronic d20 download) Auran Pty Ltd 2001

**Dark Awakenings: Guardian** (d20 adventure) Auran Pty Ltd 2001

**Dark Awakenings: Shadowland** (d20 adventure) Auran Pty Ltd 2002

**Sanctuary** (d20 adventure) Auran Pty Ltd 2002

**Encyclopedia Eldoria** (d20 campaign setting) Comstar games (2005)



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