



# Interesting Inns Series

## Muddy Boots

For Character Levels 1-3

FOE

by KEITH DONE





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Keith Done is the head of the 'Friends of Eldoria' (FOE) a group of RPG enthusiasts who write modules for the rich world of Eldoria created which he started creating in 1980. Keith has been GMing and designing RPGs for the past 30+ years and has been active running and designing competitive games for conventions Australia-wide. Keith Done worked for the Brisbane-based PC games company Auran for two 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.

## FoE Publishing (Friends of Eldoria)



FoE is a group of role playing game enthusiasts who have been playing and designing for the world of Eldoria since its' first conception. In the early 80s Eldoria was created by Keith Done and this has been developed and added to over the past 35 years. The goal of FoE publishing is to share our ideas with the world, further build the Eldorian gaming community and provide gamers with quality role playing material.



## About this Publication

### *“It’s getting dark - let’s find an Inn!”*

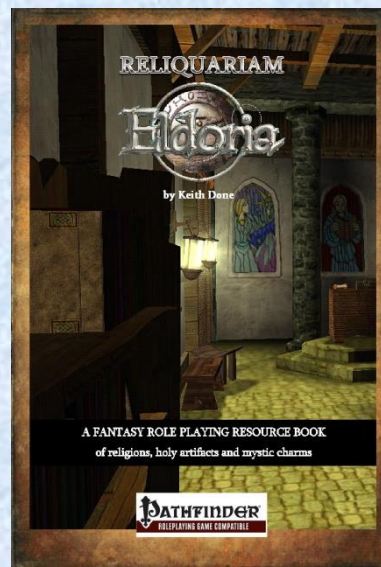
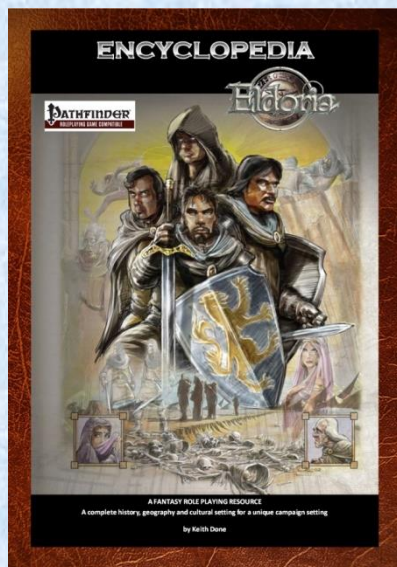
Have you ever felt the pressure and frustration when faced with designing an impromptu inn when players are tired of travelling or want to stay in a city? Then *Interesting Inns* is the answer to your dilemma. These are very detailed inns that you can drop into your own campaign or use in the world of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

Located in the heart of the Shrouded Swamp, south of the port city of Maedori, is the notorious inn called Muddy Boots, where people come to make secret deals far from the prying eyes of the authorities. The inn is owned by **'Tall' B'kar**, a trader and smuggler. It is a meeting place for thieves and cut-throats and is the main supply point for the drug Illixia. At Muddy Boots shady deals are made by villainous cutthroats and high stakes card games are played; the winner taking all.

The Muddy Boots Inn (aka Muddies) is a ramshackle building of wood and wattle and daub construction with a high thatched roof. It consists of a three storey main building connected to a separate secondary building by a rope bridge, all balanced on a number of stout stilts, elevated 10' above the waterline of the swamp. The swamps that surround the inn are, for the most part, quite shallow with the waters being an average of 3' deep. There are some deeper channels marked out by posts and used by boatmen who traffic in goods with "Muddies" and the hamlet of Peat (which mines Peat). A raised road was constructed between Maedori and Peat 100 years ago but this fell into disrepair when cheap coal from Sard flooded the Londar markets and became the main fuel source of the city. Peat is now only used by the poor. The road begins to break up half way to Peat and becomes a series of small islands. Muddy Boots is situated about 500 yards from where the old roads fall into disrepair and the final stretch of getting to the inn involves using a boat or coracle or wading there.

The more dangerous denizens of the swamp include alligators, swamp cobras and trapper clams so most people use boats. These can be hired from a man called Quister who has a shack at the road's end and maintains a small number of rowboat's and coracles.

The swamp is dominated by bulrushes that are cut and dried to make baskets, hats and cheap belts. They are also harvested by locals to make rudimentary flour. Crumbly, sour buns called 'rushies' are popular in the poorer parts of Maedori and at the inn. **Other food sources in the swamp include mudwinkles, tiger eels and whistler hens (a waterfowl that has the ability to wade on the surface of the water).**

The swamp is covered in continual thick fog. Visibility in daylight is 2d6 yards. At night this is reduced to 2d4 yards. In winter (or on rainy days) this can be reduced to 1d4 yards. An effect like static electricity, but crimson in colour, is often observed when the fog is at its thickest; occasional small lines of tiny red lightning jump from the bulrushes to those who push through them. There has never been any ill-effect recorded from this strange phenomenon.

## MAEDORI

The territories that make up Londar's Land consist of a group of three islands located at the juncture of the Sea of Souls and the Sea of Five Winds; they are Southwind, Sharruck and Loakiish. The largest of the group is Southwind, where the capitol of Maedori is located. Maedori has a deep water port facility with a fortified harbor, providing a potential berth for a great many merchant vessels. However, the sailors of Londar's Land care little for trade as most are privateers who prey upon the commercial traffic of the Sea of Souls.

Maedori is a strange city; a colorful place, where all kinds of people can be found. Rogues and pirates rub shoulders wealthy diplomats negotiating for the release of hostages.

There are several captains and crews who frequent Maedori and have been traditionally at odds with each other for generations. They are required to drink at specific inns and taverns and to keep their hostilities against each other confined to the open sea.

## Prices

Menu Item	Cost
Eel Pie	1cp
Salted Fish	2cp
Gator Cakes	3cp
Bread and Chees	2cp
<b>Muddie's Brew</b>	<b>1cp</b>
Northland Brandy	1sp
Jersal's Whisky	5cp
Soul Rum	8cp
Black Dragon's Venom	10gp a shot
Room for one	1gp
Shared Room (up to 32 occupants)	6sp pp
Use of Bath House	5cp



## Exterior Description

Muddy Boots rises out of the mists of the Shrouded Swamp on a network of rickety looking stilts. The primary building has two main storeys and a smaller third storey on its southern facing. The overall appearance of the inn is one of disrepair. There are holes in the exterior walls and makeshift repairs to the structure in many places. Rubbish floats in the murky waters that surround the inn.

### (1) Landing Stage

A wooden pontoon stands outside the inn, with a long sloping rope bridge connecting it to the inn. Several coracles are moored alongside the pontoon. A one-eyed man sits on a crab pot at one end, carving a piece of wood. Behind him are several tea-chests full of boots and shoes. There is also a cage suspended in the water where agitated serpentine forms coil and writhe. The rope bridge leads up to a large veranda that fronts the primary building. Here tables are set up for patrons to engage in more private conversations, although at night it is usually too cold for such meetings.

#### **GM NOTE:**

*The game statistics of personalities who work or frequent the Muddy Boots inns 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.*



The man on the landing is **Kivv** (Male Human Rogue Level 1 NE).

Kivv is 30 years old with a slight build and dirty complexion. He has short cropped dark hair and a Tall moustache. His left eye is ruined and covered by an eye-patch. He is armed with a sharp knife with which he whittles at pieces of wood in his down-time.

Kivv asks people to leave their boots in the boxes if they are muddy and he puts them in the tea-chests on the landing. If you pay him 1cp he will make sure nobody takes the wrong pair when they leave. If someone with muddy boots refuses to leave them with him, Kivv will shout out to the bouncer, Gazma, who is usually up on the veranda Gazmal will insist the guests divest themselves of their boots. If attacked, Kivv will dive underwater and resurface beneath the Inn where a ladder giving access to the 1st floor exists. The cage that is suspended in the water is made of wire and has a hinged lid. It is filled with six Swamp Cobras; a particularly vicious and venomous aquatic snake. A long hook and staff lies on the pontoon next to the cage. Kivv uses this to handle snakes. These are his 'pets' and they are used to punish guests of the inn who cheat at gambling or otherwise cross the inn-keeper, Tall B'kar.

## (2) Veranda

Fronting the inn on its western facing is a wide veranda that overlooks the landing stage. Small tables, each with two chairs, are spaced around the veranda. This drinking area is frequented by day but usually empty at night, although people who need privacy sometimes will hold meetings here after sundown. Entry to the main drinking room is via a set of double doors, originally painted a dark blue, but this has faded over the years. The bouncer Gazmal sits on a chair by the doors He is a big man with tattoos of naked women on his arms. A great club sits by his side and he wears leather armor.

### GM NOTE:

**Gazmal** (Male Human Fighter Level 2 LE)

Gazmal is a hulking man with a shaved head and cruel grin. He possesses great strength but not much skill with a weapon. He is totally loyal to Tall B'kar and is in charge of all of the guards of the Muddy Boots Inn. Gazmal is a major NPC and his full details are provided in the **Major NPC Index**.



## SWAMP COBRA

Swamp cobras are an aggressive species of aquatic snake that can be found in swampy terrain on Londar's Land and in parts of southern Elkia and Sard. They are a dark grey in colour with olive diamond markings along the length of their bodies. When they are agitated they will rise up and fan out a wattle of skin that surrounds their head. The inside of this hood is a bright red in colour and is used to intimidate opponents and to attract mates as part of a courting ritual.

Swamp cobras can grow up to 12 ft in length.

Use the Pathfinder statistics for a standard venomous snake however a swamp cobra's venom is more deadly; use the following data for anyone poisoned by a swamp cobra:

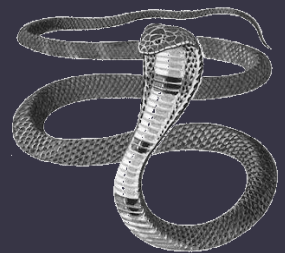
Bite—injury;

Save Fort DC 20;

Frequency 1/round for 6 rounds;

Effect 1d4 Con;

Cure 1 save.





# Interior Descriptions

## Ground Floor Rooms

### (3) Foyer

Stairs ascend to the second storey. They are carpeted with a threadbare Y'siran rug. Cloaks and coats hang from pegs under the stairs. A man wearing a brown hauberk of studded leather armor and a red jacket and britches is leaning on the stair railing on the landing up above. He brandishes a light crossbow.

#### **GM NOTE:**

*The man in red watching from the landing is **Molon** (Male Human Fighter Level 1 N). He is an expert with the crossbow and also carries a dagger. He is tasked with maintaining order on the ground floor and takes orders from Gazmal (although he resents the big man and secretly hopes Gazmal will meet an untimely end so he can be in charge of the inn guards). Gazmal forbids anyone to carry any weapon bigger than a dagger on the second storey. There is a cupboard to put them in.*

### (4) Downstairs Bar-Room

This area is crammed with all manner of mismatched tables and chairs, including improvised barrels as stools. Pipe-smoke clouds the air and a slide stone game is being played by a few patrons in a clear space beside one wall. Illumination comes from long glass cylinders hanging from ceiling beams; they light the room with a dull, green eerie radiance. Ale is being served in wooden cups from a standing barrel. Next to the ale-barrel is a trestle holding various bottles of spirits and an assortment of metal goblets and heavy glasses. The man serving from the barrel is obese with a bald head. He has a full beard and moustache. An exotic parrot sits on his shoulder, squawking profanities at those who come near.

One wall has a shuttered hatch and meals are served from a nearby kitchen. There is a set of green double doors on the eastern wall that provide access to the guest rooms in the secondary building.

An attractive dark-haired woman with a warm smile hands out plates of food to a younger girl who waits the tables. The girl is quite pretty and engages in banter with the patrons who crowd the tables.

#### **GM NOTE:**

*The green lamps are squidlights. The glass cylinders are filled with fresh water and a dash of camathene is added every hour or so to maintain the light.*

*The man with the parrot is **Big Bradden** (Male Human Commoner Level 1 LN).*



## SLIDE STONES

This is a popular game played in drinking establishments across Eldoria. Each player has five stones (usually collected from rivers). There are rules that govern the size of stones used in the game. This is usually self-regulated but the inn-keeper can be called on to make a ruling if necessary. A semi-circle is drawn on the floor next to a wall and a line drawn about 10 ft from this. This is the line from which stones are cast. The object of the game is to take turns sliding your stones across the floor and into the semi-circle, knocking out your opponents stones in the process. The winner is the player who has most stones in the semi-circle at the end of a round. Ties are broken by having stones being further away from the wall. The is played over a number of rounds equal to the players with a different player going first each round.

## CAMATHENE

Also known as squidlight. This is a concoction distilled from the ink of grey-mottled squids of the Emerald Deep. It provides a dull green phosphorescent light when added to fresh water. It is a cheap source of lighting in places where there is a high-risk from fire.

*Bradden wears a filthy leather apron and striped trousers. He jokes with the customers and loves telling lewd jokes. Every second word is a cuss and his parrot, Mr. Biscuit, continually joins him in uttering strings of colourful language. Bradden once sailed the high seas as a pirate but gave up that life after witnessing a number of horrific deeds perpetrated by the crew he served with. Mr. Biscuit originally belonged to his old captain.*

*The young girl is called **Moylyn** (Female Human Commoner Level 1 N).*

*Moylyn is seventeen years old with short auburn hair and a rosy complexion. She wears a brown dress and matching corset (with a short dagger concealed beneath it). She is quite agile and balances several plates and mugs of ale in each hand as she navigates the bar-room. Moylyn is a chatterbox and loves gossip. If she overhears someone telling an interesting tale she will listen in, pretending to be cleaning up nearby tables. She will sometimes sit down and join in the conversation, asking questions and looking suitably impressed by the stories spun by the patrons. Because of this she is a great source of local knowledge and knows a lot of what deals are going down at Muddy Boots.*



*The older woman is **Andarra** (Female Human Level 3 Cleric of Kharic-Ohrm CE)*

*Andarra is a striking woman, with a certain allure; her voice drips with honey. Her dark hair is worn piled up and she dresses in a dark blue skirt decorated with gold trim. She gives the impression of being very friendly and will joke and chide the patrons. However she is a most dangerous adversary, being a cleric of the secret cult of Kharic-Ohrm.*

*Tall B'kar is unaware of her involvement with the cult. He knows she is not as she appears and is hiding some dark secret but does not pry into her affairs as she is a valuable asset to the inn; she is a skilled healer and has displayed an ability to use magic to help B'kar achieve his goals. About a year ago she convinced B'kar to let her establish a brothel on the third storey of the inn, which has become known "Andarra's Attic". Her motivation in starting the brothel was to secure sacrifices for rituals performed by the local followers of Kharic-Ohrm. Occasionally a girl working in the brothel will go 'missing' and Andarra will tell B'kar that the girl didn't work out and she sent them back to Maedori. Andarra is a major NPC and her full details are provided in the **Major NPC Index**.*



## KHARIC-OHRM

GOD OF PAIN AND DISEASE

The cult of Kharic-Ohrm is banned in most countries. Fundamental to the religion is the belief that Stavilor (the afterlife) is a paradise that exists in unison with the prime material plane and that the gifts and pleasures bestowed upon the world by the other Gods are a distraction, that prevent true followers of Kharic-Ohrm from seeing and entering the realm of Stavilor. Unless a devotee sees Stavilor during their lifetime, they will never be able to find their way to paradise. Only under great duress can a mortal being hope to glimpse Stavilor. When subjected to intense pain, there is a threshold that is reached whereby the subject will either lose consciousness or transcend their physical limitations and enter the blessed realm.

The cult subjects people to horrendous torture to help them find their way to Stavilor and use their victims in a bid to communicate with their deity.

The symbol of Kharic-Ohrm is a white rose.





### Patrons of the Downstairs Bar

There are usually 6+4d6 patrons in the downstairs bar at any one time. These are a mixture of pirates, common-folk and thieves (Levels 1-2).

One special patron who frequents this room is **Vadamaz** (Male Human Wizard Level 1 LN). Vadamaz is a petty Wizard who failed his studies at the College of Arcane Science. He earns his keep reading Nalarian Tiles, a means of divining the future. There is a 40% he is present each day. Vadamaz can be seen in a corner dressed in a shabby grey robe stitched with mystic symbols around the collar. He has slicked back black hair and a forked beard. The wizard is usually practicing reading the tiles, drawing them from a small leather box and carefully placing them on the table and studying them. He charges 1sp for a reading.

### (5) Privy

This room has a battered door with a sign hanging on the outside by a piece of rope. On one side of the sign is a large painted cross (X). Patrons turn this side face up when using the privy. Inside, floorboards have been removed so people can relieve themselves into the swamp. There is a thick cord of rope fixed to one wall, allowing patrons to hang on while they squat. There is basket of dirty rags in one corner for wiping your bum.

### (6) Kitchen

This is a smoky room filled with bubbling cauldrons, sacks of vegetables and barrels of eels and fish. The work benches lining the eastern wall are filled with platters, utensils and pottery jars. Moylyn is usually busy here washing dishes or cooking under Andarra's watchful eye. There is a counter and serving hatch that occupies most of the western wall and a small door in the south wall which accesses the store-room.

### (7) Store-Room

A cramped room full of bulk provisions; barrels of ale, bottles of spirits, sacks of flour and vegetables and the like. There is a trapdoor in the floor with a fixed wooden ladder that extends down into the swamp. The trapdoor can be locked by sliding a wooden bolt into place. There is a block and tackle fixed to a stout beam in the ceiling overhead, with ropes attached to a cargo net. This is used to haul up goods from boats. If you have a copy of the *FoE Mundane Items Tables*, allow 1d6 rolls to find miscellaneous items amongst the stores.



## NALARIAN TILES

### FOTUNE TELLING

The image of the Nalarian fortune-teller casting the Tiles became commonplace throughout Eldoria, so much so, that the practice was adopted by the College of Arcane Science and the University of Pharidor's Watch, in teaching the oracular arts to their Diviners.

A set of Tiles always consists of twenty-seven pieces, each representing one of the Gods of the Eldorian pantheon. When performing a prediction of future events, the caster of the Tiles enters a trance-like state, reciting a calming mantra. During this time they stir the Tiles with their left hand, and, upon completion of the ritual, they grasp a fistful of the Tiles. The Tiles are then dropped upon the table and if there are more than three Tiles upon the tablemat, the excess are discarded with the priority being given to face-up Tiles, followed by those closer to the right hand side of the caster. At the end of this process, only a maximum of three tiles can remain for the reading.

*See the Encyclopedia Eldoria for a full description of Nalarian Tiles and their meanings.*

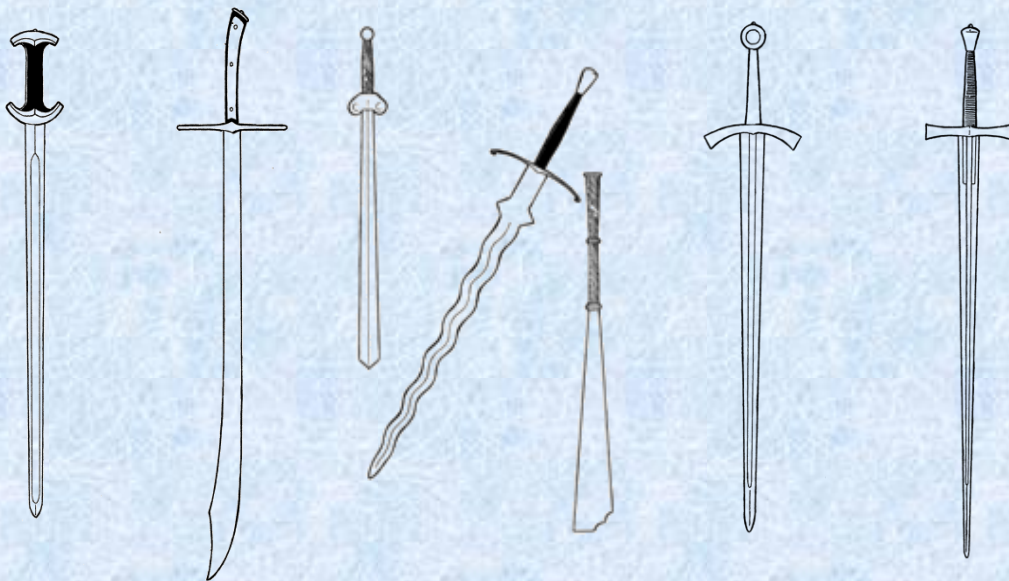
## Upper Floor Rooms

### (8) Balcony

The balcony overlooks the foyer (3). Molon is usually on duty here, stopping anyone with a weapon bigger than a dagger access to the second storey. There is a lockable cupboard on the balcony for storing weapons.

**GM NOTE:**

*Molon has a good memory and remembers who owns the weapons he secures. However he has been known to purloin masterwork weapons, telling the owner of the missing weapon stories like, "Some big guy said it was his; hey who am I to argue with someone that big?"*



### (9) Upstairs Bar-room

This level is slightly cleaner than the bar below. The tables and chairs all match and the walls are hung with paintings of semi-clad women. They are all small in size and badly painted except for one large painting hung behind a long wooden bar in one corner, where a middle-aged man with curly brown hair serves drinks. The large painting depicts a naked woman lounging beside a pool watching two younger girls who are in the pool, whispering to each other. This painting is well executed and very life-like. It bears an old brass plate which reads, "The Lady Knows".

A young man plays the lute in one corner, entertaining the patrons with his music. He is strikingly handsome and wears an expensive-looking hood and cloak. The patrons sitting at tables in this bar seem better dressed and include a smattering of merchants and middle-class folk, in addition to the usual pirates and rogues. A young lad with long black hair works the tables.

A hallway in the north provides access to a number of other rooms. The hall is guarded by a man of Y'siran extraction, wearing colorful clothing and a purple turban. He has a formidable looking scimitar at his side.

In the SE corner of this level is a spiral stair case leading upwards to the next storey.



**GM: NOTE**

The bar tender is **P'tar Skyver** (Male Human Alchemist Level 3 LE). P'tar wears a green shirt and white waistcoat and runs the upstairs bar with aid of the young lad waiting on the tables, who is named **Skapper** (Male Human Level 1 Commoner N).

P'tar is an accomplished alchemist and is the go-to person for potions, drugs and poisons. He maintains a small alchemical workshop in the residential building (see entry number). He keeps a small vial of **Garridia** poison on a shelf under the bar, next to a stiletto dagger. If there is any trouble in the room he will coat the dagger in the poison. The poison will remain potent for 3+1d6 rounds once applied to the dagger. P'tar is a Major NPC and his details can be found in the **Major NPC Index**.

Most drinks are purchased by patrons at the bar and Skapper spends most of his time collecting mugs and bringing food orders up from the kitchen below.



The young man playing the lute is **Jann Salloway** (Male Human Bard Level 2 CG).

He has shoulder length hair and wears a white lace shirt and striped britches, over which is an expensive-looking hood and cloak made from black satin. He has tracked his missing sister, **Starah** to Muddy Boots and intends to rescue her from Andarra's Attic. Jann Salloway is a Major NPC and his details can be found in the **Major NPC Index**. He is also part of the **Plot Hooks** on page (28).

The colorfully dressed man is **D'miko** (Male Human Rogue Level 2 LE). D'miko sports a waxed moustache and eye-patch. He will not let anyone into the corridor leading to the private rooms unless Tall B'kar has personally authorized it. D'miko is a man of few words with a menacing gaze. D'miko is a Major NPC and his details can be found in the **Major NPC Index**.

The painting, 'The Lady Knows' has a map to a lost pirate treasure hidden beneath its paper backing on its reverse side. It is one of the adventures in the **Plot Hook** section.



## GARRIDIA

AKA GREY DEATH

Garridia is a deadly poison which takes the form of a dark, green colored liquid with the consistency of treacle and a sharp, acidic odor. Garridia needs to be introduced to a victim's bloodstream be effective. It should still be handled with extreme care however, as the smallest cut is all that is required to receive a lethal dose. Garridia attacks the victim's nervous system, starting with the target area. Death usually occurs from cardiac arrest, when the poison reaches the victim's heart. This is usually within a minute of exposure. The bodies of people killed by Garridia are often found in a fetal position, displaying expressions of extreme agony.

Type: Poison (Animal),  
injury/Save: Fortitude DC 18

Onset: 1 minute/Frequency:  
1/round for 6 rounds

Initial Effect:  
Death/Secondary Effect: 2d6  
Con damage

Cure: There is currently no known specific antidote other than magic that can help a victim poisoned by Garridia.

*Andarra also frequents this area when the kitchens and attic brothel do not require her attention. She mingles with the richer clients and meets in secret with members of her cult.*

### (10) Upstairs Store-Room

This is stocked with kegs of ale and all manner bottles of spirits. Platters, mugs and miscellaneous pots and pans are kept in wooden crates.

**GM NOTE:**

*If you have a copy of the **FoE Mundane Items Tables**, allow 1d6 rolls to find miscellaneous items amongst the stores.*

### (11) Staff Room

The kitchen staff and guards billet in this cramped room. Eight hammocks occupy the area (four lower and four upper hammocks) with little room to maneuver. Between 1-10 staff members sleep here any time between the late evenings and early hours of the morning. There are several footlockers containing miscellaneous clothing (allow 6 rolls on the mundane items table). If you have a copy of the **FoE Mundane Items Tables**, allow 1d8 rolls to find miscellaneous items amongst the footlockers.

### (12) D'miko's Room

This is a simple bedroom with a comfortable bed and a storage chest.

**GM NOTE:**

This room is used by D'miko, the chief guard. The chest contains 3 sets of clothing and a pair of tall leather wading boots. There is a cotton pouch of tobacco and a bone pipe, along with a set of gambling dice. A secret compartment hides 250gp and a large ruby (valued a 700gp)

### (13) Gambling Den

This room has a central round table and six plush red leather chairs. It is lit by a candelabra made from a ship's wheel. A small shelf holds several bottles of liquor and silver goblets. Tall B'kar hosts a weekly high stakes card games with an entry fee of 100gp and bets of a minimum of 20gp. The most popular game is **Dragons**, which is similar to poker.

D'miko is usually on guard in the corridor outside when a game is in progress. B'kar loves gambling and is an honest man when it comes to a game of chance. However he will deal out harsh punishment to anyone who cheats in his inn (or otherwise proves to be an extreme nuisance). The favorite form of punishment is called Barrel of Woe (see Tall B'kar in the **Major NPC Index**).



## DRAGONS

### A CARD GAME

Dragons is a popular card game throughout northern Eldoria and the islands of the Sea of Souls. A typical deck consists of 50 cards. There are nine suites, each represented by a different animal (lion, antelope, bear, serpent, spider, wolf, elephant, boar and monkey). There are five cards in each suite (numbered 1-5). There are also an additional suite of cards consisting of five unnumbered dragons of different colors (black, red, gold, green and white). This is a special suite that operates differently to the others. The game has similar elements to poker. You are dealt five cards and have an option to purchase a new selection of 1-4 cards (discarding the same number as drawn).

You are trying to get the highest score after the second draw. The numbered animals of the same suite add their values together. Only one animal suite can be used in this way. However, if you have one dragon you can use the scores of all animals in your hand. Two dragons allows you to also double all values. Three dragons triples; four dragons quadruples. Nothing beats five dragons



### (14) Moylyn's Room

This small bed chamber It has a simple bed with colorful bed linen and a wooden chest for belongings. There is a cracked mirror hanging on one wall and a shelf containing a hair-brush and several hair-ribbons, bobby pins and hair-clips.

**GM NOTE:**

*This room belongs to Moylyn, the young woman who waits on tables in the downstairs bar. The chest contains six changes of plain dresses, a corset and two pairs of leather slippers. A small velvet bag contains 6cp and a pair of ivory ear-rings shaped like crescent moons.*

### (15) Treasure Room

This small room holds the cash from takings and a few other valuables. The heavy door is iron bound and locked. Tall B'kar keeps the key on a ring round his neck. Inside the room is mostly bare except for a single wide shelf about 4' above the floor on the west wall. A stout iron chest rests on the shelf. It is locked with a padlock.

**GM NOTE:**

*The door Lock DC is 30 and the padlock Lock DC is 20. The chest is a trap. It is bolted to the shelf and cannot be easily moved (DC20 Perception Check to notice the bolts fixing the chest to the shelf). The real chest is hidden in a secret compartment in the wall behind the fake chest, below the shelf (DC22 Perception Check to discover secret panel). The fake chest is trapped with a device INSIDE it. Detecting traps on the outside will reveal nothing. If opened the chest appears to be brimming with gold coins but this is just a Tall layer of coins sitting on top of a piece of parchment stretched across the top of the chest. Below the paper is a bear trap chained to the inside of the chest. Players trying to remove the coins without realizing the chest is trapped may activate the trap.*

**Bear Trap:** Allow a DC 20 Reflex Save to avoid the trap if it goes off.

Type mechanical; DC20 Perception; Dc20 Disable Device. Trigger location; Reset manual.; Effect Atk +10 melee (2d6+3); sharp jaws spring shut around the player's hand(s) and holds the player immobile; the player can escape with a DC 20 Disable Device check, DC 22 Escape Artist check, or a DC 26 Strength check.

*The real chest contains 2000gp, 8 jeweled necklaces, a gold statuette of the Goddess Tiea, 12 doses of the drug Illixia (in small cloth bags) and a slim +1 **Ismodian** dagger (35 charges). There is also a secret door in the north facing wall that provides entry to the treasure room from Tall B'kar's bed room. It is very well concealed (DC 25 Perception).*



## ISMODIAN MAGIC

### WEAPONS AND ARMOR

In Eldoria there are two distinct types of magic items; Caldathan devices; those crafted thousands of years ago and Ismodian devices; modern magic items, which are a pale reflection of those ancient creations.

All Ismodian weapons and armor start with 50 charges

If the weapon inflicts a successful critical hit it loses 1d4 charges. If spell-effects have been included in the creation of the weapon, 1 charge is used each time the spell-effect is used. When all charges are used, the weapon will lose its enhancement bonus and/or spell effect and becomes a mundane masterwork item.

Every time an attempt to hit the armor is unsuccessful the armor loses 1 charge (its magic helped divert or stop the damage. A potential critical hit made against the armor that is not confirmed by the second roll causes the armor to lose 1d4 charges. If spell-effects have been included in the creation of the armor, 1 charge is used each time the spell-effect is used. When all charges are used, the armor loses its enhancement bonus and/or spell effect and becomes mundane masterwork armor.

### (16) Upstairs Privy

This privy is much cleaner than the one in the downstairs bar. There is a raised wooden sitting area with three holes; below each is a wooden bucket. Sprigs of scented herbs hang from the ceiling and there are clean rags provided in a box along with a lidded box for the disposal of soiled rags.

**GM NOTE:**

*The young lad Skapper has the unenviable task of cleaning out the privy. There is a latched door in the front of the raised wooden structure. This can be opened in order to access the buckets inside.*

### (17) Tall B'kar's Room

This room is more richly attired and has a canopied bed and small dining table. The table is set with gold-edged plates and a crystal decanter of port wine. A decorative carved chest sits in a corner beneath a shelf of colorful potted plants and fungi plants. The chest is locked and contains:

- A pouch of 235sp
- A pouch of the drug Illixia
- 3x sets of fine clothes
- A wooden box containing 2 vials (2x CLW potions/1x Cure Serious Wounds potion).

**GM NOTE:**

*The key to the chest is one of three keys worn on a thong around Tall B'kar's neck. The Lock DC is 30.*

### (18) Andarra's Attic

This is the brothel of Muddy Boots Inn, nestled in a third storey attic with a sloping roof. It is accessed by a spiral stair from the upstairs bar-room. The foyer area at the top of the stairs is lit with scented candles. There is a table, on which rests a small cash tin and several bottles of liquor.

A beaded curtain covers the entrance to a corridor where there are doors to three bedrooms. Each room has a locked door and a viewing panel.

**GM NOTE:**

*The brothel is usually only available to patrons late in the evening. At that time, if he is not required for guard duty, to watch over a card game, the guard D'miko is usually sitting here drinking Taak with Andarra. The cash tin holds 50sp and 15cp. It costs 5sp for a half hour session or 10sp to stay overnight. Room 3 is currently off-limits. The key to the rooms is in the cash tin. When nobody is here, the cash tin is kept in the kitchen on the ground floor.*

All bedrooms are similar. The walls are decorated with lewd paintings – more work by the same bad artist who decorated the downstairs bar. There is a single bed next to which is a wash stand. A small chest sits beside the stand. The chest contains basic make-up, paste jewelry and scented oil.



**GM NOTE:**

*Andarra procures women to work in the brothel from the Swampnest, the poorer quarter of the city of Maedori. Most come of their own free will but occasionally, someone will catch Andarra's eye who she wants a sacrifice to Kharic-Ohrm. These are usually women who show that they are more intelligent than usual. Starah Sallaway is such a person. She was kidnapped by the guard D'miko (whose loyalties lie with Andarra) and is due to be relocated soon to participate in rites honoring Kharic-Ohrm.*

Room 1 (Yolarnee) Female Human Commoner Level 1 LN.

*A curvaceous full-figured woman with brown eyes and short black hair. She has deeply tanned skin and red painted nails. She reclines on the bed wearing a bustier and revealing skirts. She has a vacant expression and simply smiles a lot. Yolarnee is addicted to the drug Illixia.*

Room 2 (Shallis) Female Human Commoner Level 1 N.

*A tall lean young woman with a shaved scalp, combined with a very long fall of black hair tied back in a flowing ponytail. Shallis is a favorite of Tall B'kar and he often has her join him at important card games to show her off (and distract the other gamblers!) She wears a revealing jeweled costume and has a dragon tattoos on her right arm. Shallis is looking for someone of means to take her way from this life. She will tell patrons that she knows of the location of a fabulous treasure and can lead them to it if they buy her freedom from the brothel by paying Andarra 1,000gp (see **Plot Hooks** for full details).*

Room 3 (Starah) Female Human Expert Level 1 NG.

*Starah was kidnapped a number of weeks ago and has been quite vocal and violent about trying to escape. Andarra has told Tall B'kar that she is headstrong and needs to be 'broken-in'. She is currently secured to the bed by tight ropes and is gagged. She wears a violet shift. Starah has shoulder-length chestnut hair and has a striking face (like her brother, Jann). She is quite learned in many areas of the arts and history and will fight fiercely for her freedom. Starah's room contains two large vases filled with white roses each side of the bed; the white rose is a symbol of the cult of Kharic-Ohrm.*



## Secondary Building: Accommodation

The secondary building that forms the Muddy Boots Inn complex is a single storey structure. Like the main building it is made of wood and wattle and daub and has a thatched roof. It also stands on a network of poles and stumps, above the waters of the swamp.

These are rooms sometimes rented by guests. Andarra has a permanent room here, as does the Alchemist, P'tar Skyver. One other room is currently being rented to the NPC Jann Sallaway.

### (19) Rope Bridge

A rickety rope bridge crosses between the main building and the guest accommodation.

**GM NOTE:**

*The bridge is in ill repair. If there is any weight on the bridge in excess of 150lb roll a d20 (a 10 or 2 means that the bridge collapses).*

### (20) Jann Sallaway's Room

This room is drab with a smell of mold. It has a small bed and a round table and stool. A leather foot locker is under the bed, beside a chamber-pot. A large melted candle is in the center of the table.

**GM NOTE:**

*In the locker are:*

- *Two sets of basic clothing and leather ankle boots.*
- *Spare lute strings*
- *A small dagger*
- *A leather-bound book (containing lyrics and music to 32 songs).*

*Hidden in a corner beneath the bed is an ornate cloak. It is a match for Sallaway's usual performing cloak, except inside it has a short-sword held in a secret sheath, inside its inside lining and a 20' length of rope wound about inside and held in place by stitches. Jann plans to use these when he makes his bid to rescue his sister.*

*Jann Sallaway is usually here except between the hours of sundown to midnight, when he performs in the upstairs bar-room*

### (21) Unoccupied Rooms

These rooms are well cleaned. Each contains various configurations of beds, empty storage chests and tables and chairs (refer map).



## (22) Andarra's Room

This is a larger room with a goose-down bed, two wooden chests and a small dresser. The dresser contains items of make-up and bottles of perfume. There are several items of jewelry, including two silver rings (one set with a ruby and one set with a sapphire), a brooch shaped like a dolphin and a long hair-pin made of jade with a carved rose as a decoration.

### GM NOTE:

*There is a 25% chance of encountering Andarra here during the day and a 90% chance between midnight and dawn. A successful Appraise check (DC15) will determine the rings are valued at 200gp each. Other jewelry items are worth a few coppers each.*

#### Chest 1

*This contains several sets of female clothing and slippers. If you have a copy of **the FoE Mundane Items Tables**, allow 1d4 rolls.*

#### Chest 2

*This contains several sets of female clothing, beneath which are:*

- *Formal robes of a Kharic-Ohrm cleric*
- *Kharic-Ohrm holy symbol (a small rose made from carved bone)*
- *4 x doses of the drug Saritol*
- *A small statuette of Kharic-Ohrm (a bat-like creature)*
- *Necklace of (Type 1 Fireballs) (2x 3d6/1x5d6)*

## (23) P'tars Room and Alchemy Laboratory

This room is well-appointed with 2x large double beds, a dining table, two chests and a writing table. There is a fireplace in the north wall with a small iron cauldron bubbling away with a foul smelling odor. Every surface is crammed with all manner of alchemical equipment, (even one of the beds); large retorts, racks of vials, crucibles, a large stone mortar and pestle, piles of books and parchments and scores of leather pouches and pottery jars.

There are two shuttered windows either side of the fireplace that are flung wide open to let out most of the fumes.

### GM NOTE:

*These are the quarters of the **P'tar Skyver** (Male Human Alchemist Level 3 LE). Skyver usually performs his alchemical research between midday and sundown. He works the upstairs bar at night. His full details appear in the **Major NPC Index**.*



## SARITOL

### A DRUG

Type: Drug (Animal), imbibed/Save: Fortitude DC 20

Onset: 30 minutes/Frequency: 1/4+1d6 hours

Effect: Temporary loss of 2d4 points of Con/Secondary: Boosting of all magical spells of the Divination School (e.g. Clairvoyance, Clairaudience). All such spells are performed as though the caster was ten levels higher than their current level. Side Effect: Saritol's use does not come cheap.

It has drastic side effects that heighten the user's tactile nerve endings, increasing pain dramatically; a breeze upon the skin is like fire, a touch is agony; an open-handed slap can kill. While under the influence of Saritol, this is represented as special temporary Con damage that is completely restored every four rounds, however there is a great danger of exceeding total Con from physical contact and dying from shock.

Refer following table:

Type of Contact	Effect	Temp Con Dmg
Slight touch	Painful	1d6
Firm touch	Very painful	2d6
Solid push	Unbearable	3d6
Temporary hp damage	Agonizing	2d10
HP damage	Excruciating	2d10*

*Amongst the papers and books on the writing table is a journal that contains the formula for Saritol and Garridia. P'tar makes and supplies these drugs to Andarra. If the other papers and books scattered about the room are searched through, a small red book with a leather strap and lock can be found (DC18 if searched for more than 10 minutes). This contains notes on the utterings of those 'witnessed' to Kharic-Ohrm and notes that Starah is to be offered up in three nights time at the "shattered tower". The chests in the room are locked; P'tar has the keys.*

#### *Chest 1*

*This contains:*

- 4 sets of clothes, pock-marked with acid burns and chemical stains.
- A small leather pouch that holds a Cure Light Wounds potion and a Cure Moderate Wounds potion.
- A leather side pouch containing a rough map of the Shrouded Swamp (see **Major NPC Index**).
- A moleskin hood and cloak.

#### *Chest 2*

*This chest is trapped. There is a loaded crossbow hidden inside, pointing upward with a tripwire set to pull as the lid opens. A catch on the side of the chest disables this.*

**Arrow Trap:** CR 1 Type mechanical; Perception DC 20; Disable Device DC 20; Effects: Trigger touch; Reset none; Effect Atk +15 ranged (arrow; 1d8+1/×3).

*This chest holds:*

- A Masterwork Alchemist's Kit
- A hessian bag holding 45gp, 23sp and 88cp.
- A hand-crossbow and wallet of 10 darts
- 2x sets of expensive clothing, belts and boots

### (24) Privy

This is slightly classier than the latrine in the main building. It has an upraised bench to sit on and a potpourri in a mesh bag hanging from the ceiling. The rags for wiping yourself clean are also in a better state.

### (25) Bath-house

This contains a wooden tub lined with a canvas. The door is lockable. Several buckets are stacked in a corner. There is a shelf holding a few threadbare towels and a pot of scented tallow.

#### **GM NOTE:**

*Hot water is ordered from the kitchen for a fee of 5sp. The young lad Skapper is tasked with this and it takes him about 20 minutes to prepare a bath for a paying guest.*



# Major NPC Index

## TALL B'KAR (Rogue) CR2

**XP 600**

Male human rogue 3  
NE Medium humanoid (human)  
Init +2; **Senses** Perception +6

### DEFENSE

**AC** 13, **Touch** 12, **flat footed** 11 (+1armor quilted cloth +2 Dex)  
**hp** 20 (+3d8+3)  
**Fort** +1, **Ref** +5, **Will** +1

### OFFENSE

**Speed** 30ft  
**Base Melee** +2  
Dagger +3 *magic* (1d4/19-20x2): Damage bonus +1 *magic*  
Short Sword +3 *weapon finesse* (1d6/19-20x2): Damage bonus +0  
**Special Attacks** Sneak Attack at an extra (d6)

### STATISTICS

**Str** 10, **Dex** 15, **Con** 10, **Int** 15, **Wis** 10, **Cha** 14  
**Base Atk** +2 **CMB** +2; **CMD** +14  
**Feats** Canny Observer, Armour Prof Light, Coax Information, Evasion, Skill Focus (Bluff), Weapon Focus (short sword)  
**Skills** Acrobatics +8, Appraise +8, Bluff +11, Climb +0, Diplomacy +7, Disable Device +7, Disguise +2, Escape Artist +2, Intimidate +8, Know Dungeon +2, Know Local +7, Linguistics +8, Perception +6, Profession Barkeep +2, Sense Motive +4, Sleight of Hand +6, Stealth +8, Swim +0, Use Magic Device +7  
**Languages** Common, Y'siran  
**Combat Gear** +1 dagger (Ismodian magic)

### SPECIAL ABILITIES

**Other Gear** a pouch of 5gp and 13sp; a skeleton key that opens all locked doors in the Inn; a pouch of snuff  
**Evasion** Reflex save no damage instead of ½ **Trap Sense** Reflex save and AC when dealing with traps bonus 1  
**Trapfinding** Can find magical traps; Trapfinding -2 A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1).

### PERSONA

Tall B'kar is a tall lanky individual with close shaven black hair and a trim moustache and beard. He has cold, steely grey eyes. B'kar dresses in expensive clothes, favouring a quilted grey jacket and matching britches. His passion is gambling and he loves organising and playing a high stakes game of Dragons once a week. He detests anyone who cheats in his games or cannot pay their debts and has earned a reputation of dealing out a hideous punishment called "Barrel of Woe". This involves transgressors being set adrift in a sealed barrel, after Kivv has dropped one of his swamp cobras in with the victim. B'kar met Andarra five years ago and employed her as a cook. As his interest



in gambling increased, he has gradually handed more of the management of the Inn over to her; she is efficient at her job and very reliable. This culminated with Andarra establishing her brothel, “Andarra’s Attic” last year. B’kar knows Andarra has some scheme going and that she vanishes from the Inn once per season but he doesn’t pry into her affairs. He plans to make enough money from gambling and smuggling so he can retire back in his home country. Any scheme that involves making him a pot of gold will be of interest to Tall B’kar.

## ANDARRA (Cleric) CR2

### XP 600

Female human cleric 3

NE Medium humanoid (human)

Init +5; Senses Perception +5

### DEFENSE

AC 11, Touch 11, flat footed 10 (+no +1 Dex)

hp 20 (0d8+3d8+3)

Fort +3, Ref +2, Will +5

### OFFENSE

Speed 30ft

Base Melee +2

Dagger +3 *magic* (1d4/19-20): Damage bonus +1 *magic*

Str 10, Dex 12, Con 11, Int 13, Wis 14, Cha 14

### STATISTICS

Base Atk +2 CMB 2; CMD 13

**Feats** Alertness, Armour Prof Light, Armour Prof Medium, Improved Initiative, Self Sufficient, Shield Proficiency, Simple Weapon Proficiency

**Skills** Appraise +1, Diplomacy +7, Heal +8, Know Arcana +6, Know History +1, Know Local +1, Know Nobility +1, Know Religion +6, Know the Planes +1, Linguistics+ 5, Perception +5, Profession Cook +3, Sense Motive +9, Spellcraft +1, Survival +4

**Languages** Common (Sardellan)

**Spells Prepared** (CL 3 Concentration +5)

Level 0 (4) DC 12: Bleed, Create Water, Inflict Minor Wounds, Light

Level 1 (4) DC 13: Old Wounds, Comprehend Languages, Forbid Action, Protection from Good

Level 2 (3) DC 14: Cure Moderate Wounds, Death Knell, Instrument of Agony

**Combat Gear** +1 dagger (Pre-Redemption magic), Necklace of (Type 1 Fireballs) (2x 3d6/1x5d6)

**Other Gear** 4 x doses of the drug Saritol

### GM NOTE:

*Unless specifically prepared for trouble, Andarra normally keeps the Fireball Necklace and Saritol in her room.*

### SPECIAL ABILITIES

**Channel Negative Energy** 3+ CHA mod / day in 30ft burst. DC 10 + 1/2 level + CHA mod, number of d6 = 2

**Touch of Evil** Melee touch sickens creatures for 1/2 level rounds. Per day = 3 + WIS mod

**Oblivious to Pain** Cult initiation rites of Kharic-Ohrm provide a high tolerance for pain. All non-lethal damage inflicted by each attack is reduced by 1. You are not unconscious when you go below 0 hit points. You may still function as normal for a number of rounds equal to half your Constitution (rounded up). You are still dying and lose 1 hit point per round.





### **Bonus Religion Specific Spell**

Clerics in Eldoria have access to certain spells that can only be cast by members of their religion.

### **OLD WOUNDS**

**Level cleric 1** (Kharic-Ohrm only)

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** living creature touched

**Duration** instantaneous

**Saving Throw** Will (negates)

**Spell Resistance** yes

Priests of Kharic-Ohrm are masters at inflicting pain. This is a touch attack that causes the target to immediately receive damage equal to half the total damage sustained over the past 24 hours.

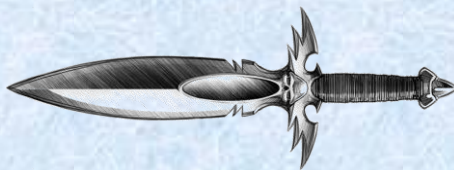
### **PERSONA**

Andarra is a calculating and totally evil character. The religion of Kharic-Ohrm has been banned in most places and she has been forced to flee to the backwater of the Shrouded Swamp to avoid the authorities. She comes across as intelligent and caring; always ready to listen to someone's troubles and lend a helping hand. But this is a mask which she expertly uses to lure people into her service or to deflect unwanted attention. Andarra is most convincing at procuring young women from the poorer district of the nearby city of Maedori for employment in her brothel; telling them how she will care for them and how they will gradually earn enough gold to allow them to escape from their life of poverty. This, of course is all a lie.

Andarra has made a deal with Tall B'kar. She 'rents' the old upstairs attic and provides the inn-keeper with entertainment for his rich gambling associates and a 20% cut of profits. Her real interest in running the brothel is to provide her with a source of sacrificial victims for a rite she performs every 40 days. One of her 'employees' simply goes missing; the explanation that is given is that they became homesick, or had earned enough money to strike out on their own. She is assisted in her activities at Muddy Boots by the alchemist, P'tar Skyver and the guard, D'miko. She is quite fond of Skyver and finds his alchemical skills very useful. She has asked him to formally be indoctrinated into the cult at the next sacrificial offering. Of course, if he refuses, he cannot be allowed to live and will be offered to Kharic-Ohrm.

While Andarra is usually cold and calculating, she is a passionate woman and is fond of companionship (she is currently romantically interested in P'tar Skyver). But she is unhinged and can change her disposition in a heartbeat if a person thwarts her plans or otherwise does not do as she wishes. This does not mean that she will fly off the handle – she will always strike in a deadly and unlooked for manner, taking adversaries by surprise

In addition she has created a local following of the cult amongst 15 other people in Maedori (none are clerics but there are 10x Lv1 commoners; 1x Lv 1 Fighter; and 3x Lv 1 Rogues). The next sacrifice is due in three days, when the NPC Starah (sister of Jann Stallaway) will be 'persuaded' to seek enlightenment from the God Kharic-Ohrm before she joins Andarra's deity in the afterlife.



## GAZMAL (Fighter) CR2

### XP 400

Male human fighter 2

LE Medium humanoid (human)

Init +1; **Senses** Perception +0

### DEFENSE

**AC** 13, **Touch** 11, **flat footed** 12 (+1armor leather +2 Dex)

**hp** 23 (+2d10+6+2)

**Fort** +6, **Ref** +1, **Will** -1

### OFFENSE

**Speed** 30ft

**Base Melee** +5 *includes STR bonus*

Warhammer +6 *weapon focus* (1d8/20/x3): Damage bonus +3

Dagger +5 (1d4/19-20/x2)

### STATISTICS

**Str** 17, **Dex** 13, **Con** 16, **Int** 10, **Wis** 8, **Cha** 10

**Base Atk** +2 **CMB** +5; **CMD** +16

#### Feats

Cleave, Throw Anything, Armour Prof Heavy, Armour Prof Light, Armour Prof Medium, Martial Weapon Prof, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (warhammer).

**Skills** Climb +7, Intimidate +5, Ride +1 Profession: Sailor +1, Ride +1, Swim +3

**Languages** Common (Sardellan)

**Combat Gear** warhammer and x2 daggers

### SPECIAL ABILITIES

#### Bonus Martial Feats

### PERSONA

Gazmal is a hulking brute of a man. He is tall well-muscled and often goes about bare-chested. He has a closely shaved skull and dark brown eyes, with a jutting jaw, which is covered by a beard and moustache. Gazmal is quick to act if a patron of Muddy Boots breaks any rules of the house – in fact he goes out of his way to find people who ‘may’ be out of line. He enjoys intimidating and ejecting those he personally does not like. He particularly likes dealing out the infamous punishment known as the ‘Barrel of Woe’. He does not drink and cannot abide drunkards. He spends most of his time guarding the entryway to the inn, or addressing problems that arise in his own brutal manner. He sleeps most of the morning in the upper floor staff room (11). Gazmal is totally loyal to Tall B’kar and resents that D’miko is the head of the Muddy Boots guards. He has been keeping an eye on the activities of D’miko and his clandestine meetings with Andarra and Skyver. He is aware that women from “Andarra’s Attic” have been going missing on a regular basis and that the trio often travel into the swamp in a boat in the dead of night. He plans to follow them next time this happens and uncover what is going on. He believes they are operating a slave trade and selling prostitutes to the Iron Ring, a criminal organisation that is rumoured to have taken an interest in the region lately. D’miko and his co-conspirators are selling the merchandise that belongs to the Muddy Inn and tall B’kar is being cut out of the profits. Once Gazmal has evidence, he will approach Tall B’kar and expose them, and hopefully become head of the Muddy Boots guards.





**P'TAR SKYVER (Alchemist) CR2**

**XP 600**

Male human alchemist 3

NE Medium humanoid (human)

Init +2; Senses ; Perception +4

**DEFENSE**

**AC 14, Touch 13, flat footed 11** (padded armor)

**hp 23** 0d8+3d8+3+3

**Fort +4, Ref +5, Will +1**



**OFFENSE**

**Speed** 30ft

**Base Melee +2**

Club +2 (1d6/20/x2): Damage bonus +0

Bomb +5 (2d6): Damage bonus +3 (*INT modifier*)

**Ranged**

Hand Crossbow +4 (1d4/19-20/20): Damage bonus +0

**Special Attacks**

**Bomb (Su)** Number of bombs each day equal to his class level + his INT mod. No of d6 damage = 2. Add INT bonus to damage. Splash Damage = Min damage, Reflex 1/2 DC 10+1/2 level + INT mod.

**Swift Alchemy (Ex)** Half the normal time to create alchemical items, and apply poison to weapon as a move action

**STATISTICS**

**Str 11, Dex 14, Con 13, Int 17, Wis 11, Cha 8**

**Base Attack +2 CMB +2 CMD +15**

**Feats** Acid Bomb, Armour Prof Light, Brew Potion, Dodge, Point Blank Shot, Simple Weapon Proficiency, Exotic Weapon Proficiency,, Weapon Focus (Ranged)

**Skills** Craft Alchemy +9, Disable Device +8, Fly +7, Heal +6, Know Arcana +9, Know Nature +8, Perception +4, Sleight of Hand +7, Spellcraft +9, Survival +4, Use Magic Device +3

**Languages** Common (Sardellan)

**Spells Prepared** (CL 3 Concentration +6)

Level 1 (4) DC 14 Anticipate Peril, Endure Elements, Fool's Gold, Identify

**Combat Gear** Small wooden club, x3 vials for bombs, hand-crossbow (this is usually in a chest in Skyver's room, unless he is prepared for trouble in advance)

**SPECIAL ABILITIES**

**Alchemy (Ex)** Alchemists gain a bonus equal to their class level on Craft (Alchemy) checks when creating alchemical items; additionally, an alchemist can use Craft (Alchemy) to identify the properties of potions as if using the Detect Magic spell (he must hold the potion for 1 round to make this check)

**Brew Potion (Ex)** Brew Potion as a bonus feat.

**Mutagen (Su)**-1 +2 natural armor bonus and+4 alchemical bonus to a selected ability score for 10 mins per level

Mutagen (Su)-2 Take a -2 penalty to one mental ability. If STR, penalty to INT. DEX to WIS, CON to CHA

**Poison Use** Never accidentally poison self. Save against Poison bonus = 2

**Throw Anything (Ex)** Gives feat Reflex save no damage instead of ½

## PERSONA

P'tar Skyver is a short, this man with a scarred face (as a result of an acid splash which occurred in his earlier studies into alchemy). In his younger days many people would be taken aback or even make jokes about his appearance and, as a result, he has become a recluse and quite bitter about the world. On a few occasions he took to seeking revenge on those who taunted him, poisoning them or setting alight to their homes, using alchemical accelerants. Three years ago he came under the suspicion of local lawmen in the city of Darringmoor and fled south to avoid arrest. Eventually his journey brought him to Maedori and employment in the Muddy Boots Inn. Skyver makes a cheap drug for Tall B'kar, called *laarvium*. It takes the form of a combustible dry powder which induces a mild feeling of euphoria. It is usually mixed with tobacco and smoked in a pipe. Tall B'kar provides his gambling guests with laarvium and does a small trade selling the drug in Maedori.

A year ago Skyver struck up a business arrangement with Andarra, to make Saritol for her cult activities. Andarra provided Skyver with the formula for Saritol and he maintains a supply for her on an ad-hoc basis. He has become quite friendly with her (Andarra knows how to charm and influence people). Skyver has attended the last three sacrificial rituals conducted by Andarra and, while he is not adverse to undertaking dark deeds, he finds the torture and cruelty inflicted by Andarra on her victims to be too much for him to stomach. Although he admits to himself that he once had feelings of love toward her, he has come to the conclusion that Andarra is insane and has been making plans to leave Muddy Boots – and soon! The problem is that, in doing so, he could make enemies of both Andarra AND Tall B'kar (whom he supplies laarvium to).

Skyver is softly spoken and can be subject to bouts of paranoia. He will always try and back down from a fight but will ruthlessly pursue a path of revenge later. When not working in his laboratory he serves drinks at the bar on the upper floor as part of his arrangements with Tall B'kar.

## JANN SALLAWAY (Bard)

CR1

### XP 400

Male human bard 2

NG Medium humanoid (human)

Init +6; **Senses** Perception +5

## DEFENSE

**AC** 14, **Touch** 12, **flat footed** 12 (+2 armor leather +2 Dex)

**hp** 9 (0d8+2d6)

**Fort** +0, **Ref** +5, **Will** +3

## OFFENSE

**Speed** 30ft

**Base Melee** +2 *includes STR bonus*

Shortsword +2 (1d6/19-20/x2) Damage bonus: +1

**Special Attacks** Fascinate (can fascinate 1 creature + 1 every 3 levels)

## STATISTICS

**Str** 12, **Dex** 14, **Con** 10, **Int** 13, **Wis** 10, **Cha** 15

**Base Atk** +1 **CMB** +2; **CMD** +13

**Feats** Armour Prof Light, Improved Initiative: +4 Initiative checks, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Bluff): +3 Bluff





## Interesting Inns – Muddy Boots

**Skills** Appraise +1, Balance +6, Bluff +10, Concentration +5, Decipher Script +3, Diplomacy +5, Disguise +4, Escape Artist +2, Gather Information +3, Listen +5, Perform +7, Sleight of Hand +6, Speak Language +3, Swim +1, Tumble +7, Use Magic Device +7

**Languages** Common (Sardellan), Elven, Y'siran

**Combat Gear** Short sword and 2x daggers

**Other Gear** a cape with secret pockets (to conceal weapons), 20' rope, lute, lute strings, collection of music.

### SPECIAL ABILITIES

**Bardic Knowledge** Level + Int bonus

**Bardic Music** Can use songs once a day per level

**Countersong** May use bards perform for save vs sound

**Inspire Courage** Morale bonus on charm, fear, attack, and damage = + 1 adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1).

### PERSONA

Jann Sallaway is the older brother of Starah Sallaway, who is being held against her will by Andarra. The pair were travelling from their old family home in Jasper to join their father in the distant city of Byalliz (their father had taken up an ambassadorial post there). Their vessel stopped in the port of Maedori and the young Stallaways went ashore to see the sights, accompanied by two bodyguards. While navigating some backstreets they ran afoul of a gang of Andaar's cultists, on the look-out for new victims. The guards were killed and Jann was badly wounded and left for dead. Starah was kidnapped and taken to the Muddy Boots Inn. Jann was taken in by a kindly family who found him and nursed back to health. He discovered his ship he had passage on had sailed without him and that he was alone in a strange city with limited resources. He set about trying to find out about what had happened to Starah and learned that she had been taken alive by his captors. Subsequent investigations have led him to the Muddy Boots Inn, where he has taken a job as a performer while he formulates a plan to rescue his sister. He knows that she is being kept up in the attic rooms and plans to rescue her as soon as an opportunity presents itself.

Jann is a handsome young man with blonde hair and brown eyes. He is instantly likeable and has a knack of putting people at ease and gaining their trust. He is a talented musician and favours the lute. Although he has a competent singing voice, Starah has a greater range and often accompanied him in performances for their family and friends. Despite recent events, Jann is an idealistic individual, who sees the good in most people. This is a naïve attitude in a place like Muddy Boots which may lead to his downfall. He is brave but not stupid and will try and get someone he can trust to help him in his rescue of Starah.



## D'MIKO (Rogue)

CR1

### XP 400

Male human rogue 2

LE Medium humanoid (human)

Init +2; **Senses** Perception +5

### DEFENSE

**AC** 15, **Touch** 12, **flat footed** 13 (+3 armor studded leather +2 Dex)

**hp** 18 (0d8+2d8+4+2)

**Fort** +0, **Ref** +5, **Will** +3

### OFFENSE

**Speed** 30ft

**Base Melee** +4 *includes STR bonus*

**Melee** Cutlass +4 (1d6/19-20/x2) **Damage bonus:** +4

**Special Attacks** Sneak Attack Sneak attack at an extra (D6) 1

### STATISTICS

**Str** 17, **Dex** 14, **Con** 15, **Int** 12, **Wis** 11, **Cha** 12

**Base Atk** +1 **CMB** +4; **CMD** +16

**Feats** Bleeding Attack: 1 point / d6 sneak damage per round bleeding , **Armour Prof** Light, **Evasion**: No damage on reflex save, **Improved Unarmed Strike**: Considered armed even when unarmed, **Martial Weap Prof**, **Simple Weapon Proficiency**

**Skills** **Acrobatics** +6, **Appraise** +5, **Bluff** +5, **Climb** +7, **Diplomacy** +1, **Disable Device** +7, **Disguise** +6, **Escape Artist** +1, **Intimidate** +1, **Know Dungeon** +1, **Know Local** +5, **Linguistics** +6, **Perception** +5, **Sense Motive** +4, **Sleight of Hand** +5, **Stealth** +6, **Swim** +1, **Use Magic Device** +5

**Languages** Common (Sardellan)

**Combat Gear** Cutlass, dagger

### SPECIAL ABILITIES

**Evasion** Reflex save no damage instead of 1/2

**Trapfinding** Can find magical traps

**Trapfinding-2** A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1).

### PERSONA

D'miko is the head of the guards at Muddy Boots. He is a tall man with a muscular frame and deep tan. He has prominent nose and angular cheek bones. He sports a trimmed mustache and wears an eye-patch over his left eye. D'miko usually wears an ochre shirt over a jerkin of studded leather armor and a colorful red bandana.

He is a confident fighter and is not afraid to confront his opponents quickly and without mercy. D'miko believes that, if you are going to use your sword against someone, aim to finish them off in short fashion. He will always deliver a coup-de-grace to anyone who has been reduced to 0 or fewer hit points. He is loyal to Tall B'kar and hard on the men he commands. D'miko is often at logger-heads with Gazmal who resents D'miko's position at Muddy Boots. D'miko makes light of the friction between him and the big guard but he is waiting for Gazmal to overstep the mark. When that happens he aims to kill him.





## Interesting Inns – Muddy Boots

D'miko was once the first mate on the notorious pirate vessel "The Black Gull" but jumped ship five years ago when he led an unsuccessful mutiny against his captain, Jyrren "Red Hand" Largan. Largan has sworn to find D'miko and hang him from the "The Black Gull's" yardarm. D'miko has been on the run ever since and chose to hide out at Muddy Boots last year. He has perfect sight in both eyes; the eye-patch he wears is part of a disguise, in addition to staining his skin regularly with a dye.

D'miko is in the confidence with the cleric Andarra and is aware of her secret clandestine meetings in the swamp. He is not sure what goes on at those meetings but he doesn't think Andarra's up to anything good. They just have an 'arrangement' whereby he covers for her and she speaks highly of D'miko to Tall B'kar. Andarra has told him that she needs his help in a few days time to drug the girl Starah and help get her secretly out of Muddy Boots in a boat in the dead of night.

### A Quick Who's Who of Muddy Boots

Below is a quick summary of ALL the staff of The Muddy Boots Inn

<b>Tall B'kar</b>	Male Human Rogue Level 2 LE	Owner of the inn
<b>Andarra</b>	Female Human Cleric Level 3 NE	Cook and chief administrator (secretly a evil cleric)
<b>D'miko</b>	Male Human Rogue Level 2 LE	Tall B'kar's chief guard. In league with Andarra
<b>Gazmal</b>	Male Human Fighter Level 2 LE	Brutish guard who wants D'miko's job
<b>P'tar Skyver</b>	Male Human Alchemist Level 3 NE	Makes drugs for B'kar and Andarra. Wants out!
<b>Jann Stallaway</b>	Male Human Bard Level 2 NG	Performing at the inn but here to rescue his sister
<b>Starah Sallaway</b>	Female Human Expert Level 1 NG	A sacrificial victim imprisoned in Andarra's Attic
<b>Kivv</b>	Male Human Rogue Level 1 NE	Watchman on the pontoon. Keeps swamp cobras
<b>Molon</b>	Male Human Fighter Level 1 N	Disarms patrons. Expert with a crossbow
<b>Big Bradden</b>	Male Human Commoner Level 1 LN	Lower floor barman. He cusses frequently
<b>Moylyn</b>	(Female Human Commoner Level 1 N	Young girl who provides table service. A gossip
<b>Vadamaz</b>	Male Human Wizard Level 1 LN	A petty wizard who reads patron's fortunes
<b>Skapper</b>	Male Human Level 1 Commoner N	Young lad who does all the odd jobs
<b>Yorlarnee</b>	Female Human Commoner Level 1 LN.	A prostitute addicted to Illixia
<b>Shallis</b>	Female Human Commoner Level 1 N	A stunning prostitute who wants to leave the inn
<b>Franick</b>	Male Human Commoner Level 1 CN	A fisherman associated with Skyver's plot hook
<b>Dale Trillip</b>	Male Human Rogue Level 3 LE	A smuggler associated with B'kar's plot hook





## BLACK DRAGON 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.



## Plot Hooks

This section details the major plots and schemes being driven by some of the major NPCs of the Muddy Boots Inn. In addition there are some other plots driven by patrons who frequent the establishment.

### Rescue the Fair Maiden

Jann Sallaway approaches the players to enlist their support in freeing his sister from Andarra's Attic. His father is the Elkian ambassador to Y'sira and will reward them if they help him rescue Starah.

### Yo-ho-ho and a Bottle of Rum!

Tall B'kar wants someone who is not a regular at Muddy Boots to steal a cargo of rum. B'kar deals with a smuggler named Dale Trillip who will be delivering a cargo of 200 bottles of the notorious alcoholic drink, "Black Dragon's Venom," to Muddy Boots tomorrow night. Trillip has a ship called the "Reaver" which is currently anchored off the coast, near to the swamp. He avoids the tariffs at the port of Maedori by landing his shipments at Muddy Boots and paying a fee to Tall B'kar who arranges for the Venom to filter into the inns Maedori over a few weeks. Tall B'kar wants the players to hijack the shipment and stow the rum in the swamp at an old deserted fisherman's hut. Trillip will have ten men transporting the goods in two longboats and B'kar will provide the players with a map of the route they usually take. The players will be paid 1,000gp as a group.

### Skyver Makes his Move

Skyver wants to employ the players to attack the cultists when they next meet in three days' time at the derelict tower in the swamp. They all must be killed – nobody is to escape. The players will be paid 300gp each upon completion of the mission.

### GM NOTE

*Skyver will provide the players with details of the time and place that the cultists will be meeting. When the attack takes place he intends to slip away and return to Muddy Boots. He has secretly arranged for a regular patron of the Inn (a fisherman called Franick) to meet him there. He has promised Franick 50gp to smuggle a package of laarvium out of the Inn to a customer in Maedori. **Note that Franick bears a resemblance to Skyver.** This is all a ruse – Skyver intends to poison Franick and dress him in his own clothing. He will then set fire to his laboratory and escape into the swamps, using a coracle moored beneath the window in his room. In this way Skyver intends to be free of all his obligations to both Andarra and B'kar. He is a careful man and hopes to cover all bases in case the players fail to deal with Andarra.*



### Getting the Dirt on D'miko

Gazmal wants someone to spy on D'miko over the next few days and see if the chief guard is up to anything that can be used against him so that Tall B'kar gets rid of D'miko. Gazmal can't pay players anything but will put in a good word for them with B'kar if they help him. Also he can 'break the legs' of someone that the players want dealt with.

### Saving Shallis

Shallis is a stunning and ambitious young woman who actually sought employment as a prostitute at Muddy Boots through choice. She was bored with her mundane life in the poorer quarters of Maedori and thought that taking up Andarra's offer of work at the inn would be a step up on the ladder. She is a favorite of Tall B'kar (which is why she has escaped ending up as one of Andarra's sacrifices). Shallis has become bored with life at the inn and the 'attentions' of Tall B'kar. She can buy her freedom from her contract with Andarra by paying the brothel owner 1,000gp. Shallis will use her feminine charms to persuade players to come up with the funds to free her from Muddy Boots. In return she can lead them to a fortune in buried treasure that she says she knows about, after one of her clients bragged to her about its location. This is all false - Shallis knows nothing of a treasure but is very good at making up stories to convince people to help her! If the party does pay for her freedom she will lead them on an endless quest, looking for the opportune time to ditch them.

### The Lady Knows

The painting, "The Lady Knows" located in the upstairs bar has a map showing the location of the lost pirate treasure trove of Mad Captain Firebones, reputed to be valued at 10,000gp. The map is concealed; painted on the rear side of the canvas and hidden by covering backing papers. The wizard Vadamaz suspects that the map is hidden there, after researching a number of old diaries and logs in the Maedori city archives. He has taken three years to locate the painting and is frustrated about how he can obtain it. Vadamaz has considered telling Tall B'kar and splitting the treasure with him but he does not trust the man. He has offered B'kar 500gp for the painting, saying that he is a collector of works of art and that he 'likes' the painting. B'kar declined; the inn-keeper said that "The Lady Knows" has become a 'fixture' of Muddy Boots.

Vadamaz has continued to hang around the inn, reading fortunes and looking for an opportunity to acquire the painting. He will approach the players to get them to steal it. He won't tell them about what "The Lady Knows" conceals but will maintain the ruse that he is a collector of old paintings. He will offer the players the 500gp to be shared by the group.

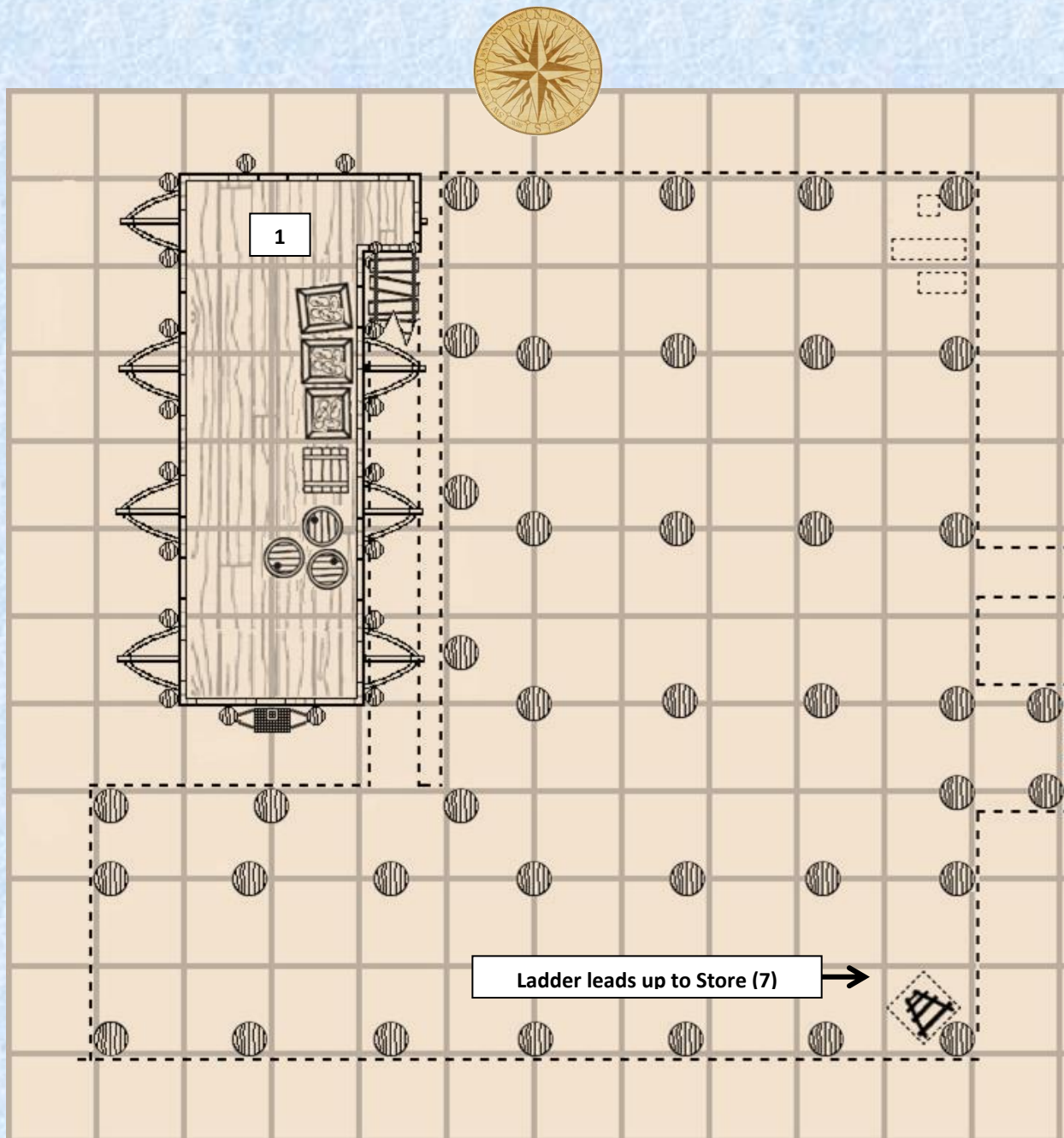


# MAPS

## The Muddy Boots Inn (All Levels) Scale 1 square = 5ft

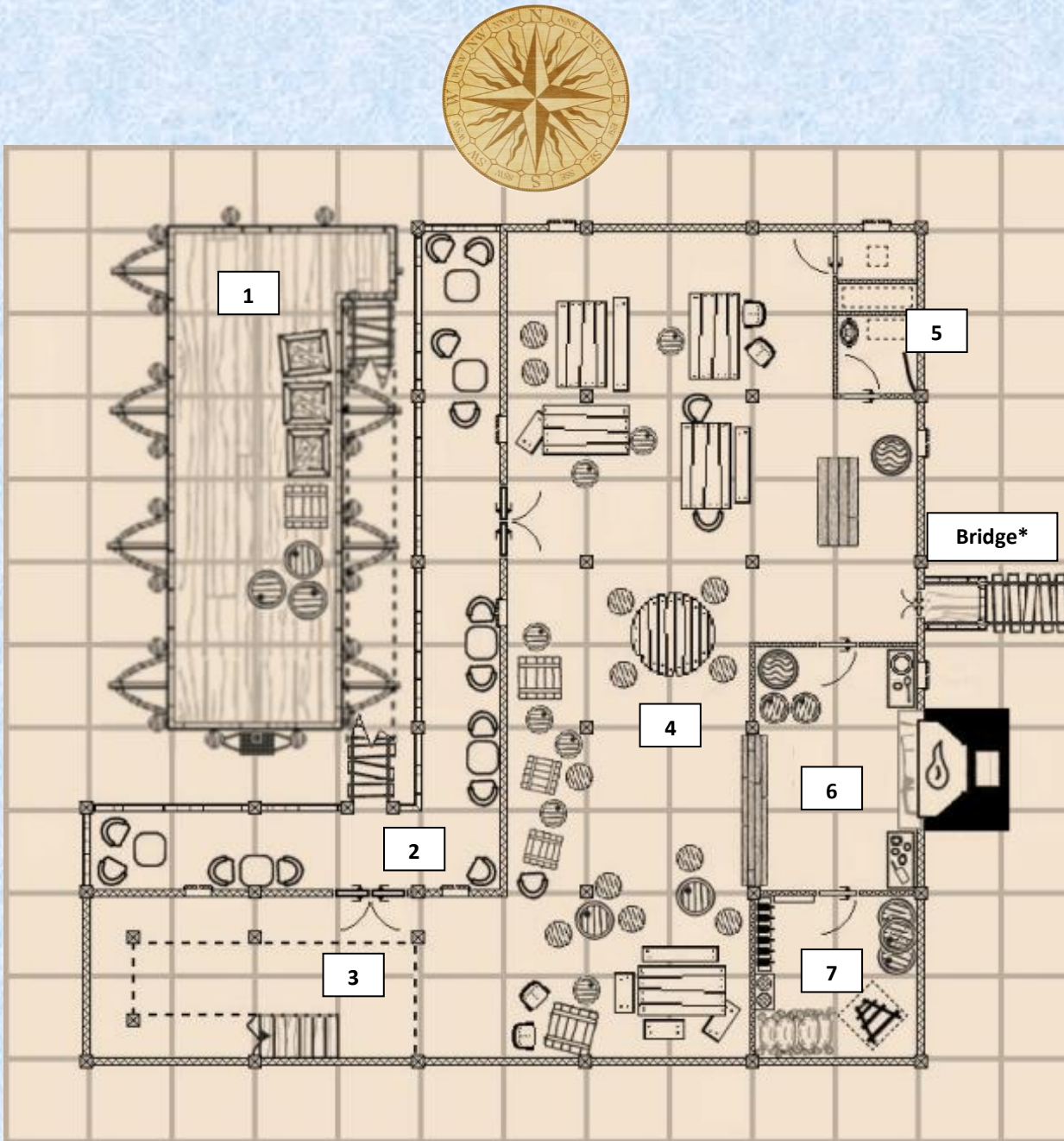
The inn is three storeys in height. It consists of the main building and a secondary structure used for accommodation, which is connected to the main building via a rope bridge. The maps presented here show the waterline (ground floor), the first floor, the second floor and the attic.

WATERLINE (Ground Floor Level) showing the landing stage (1) and supports



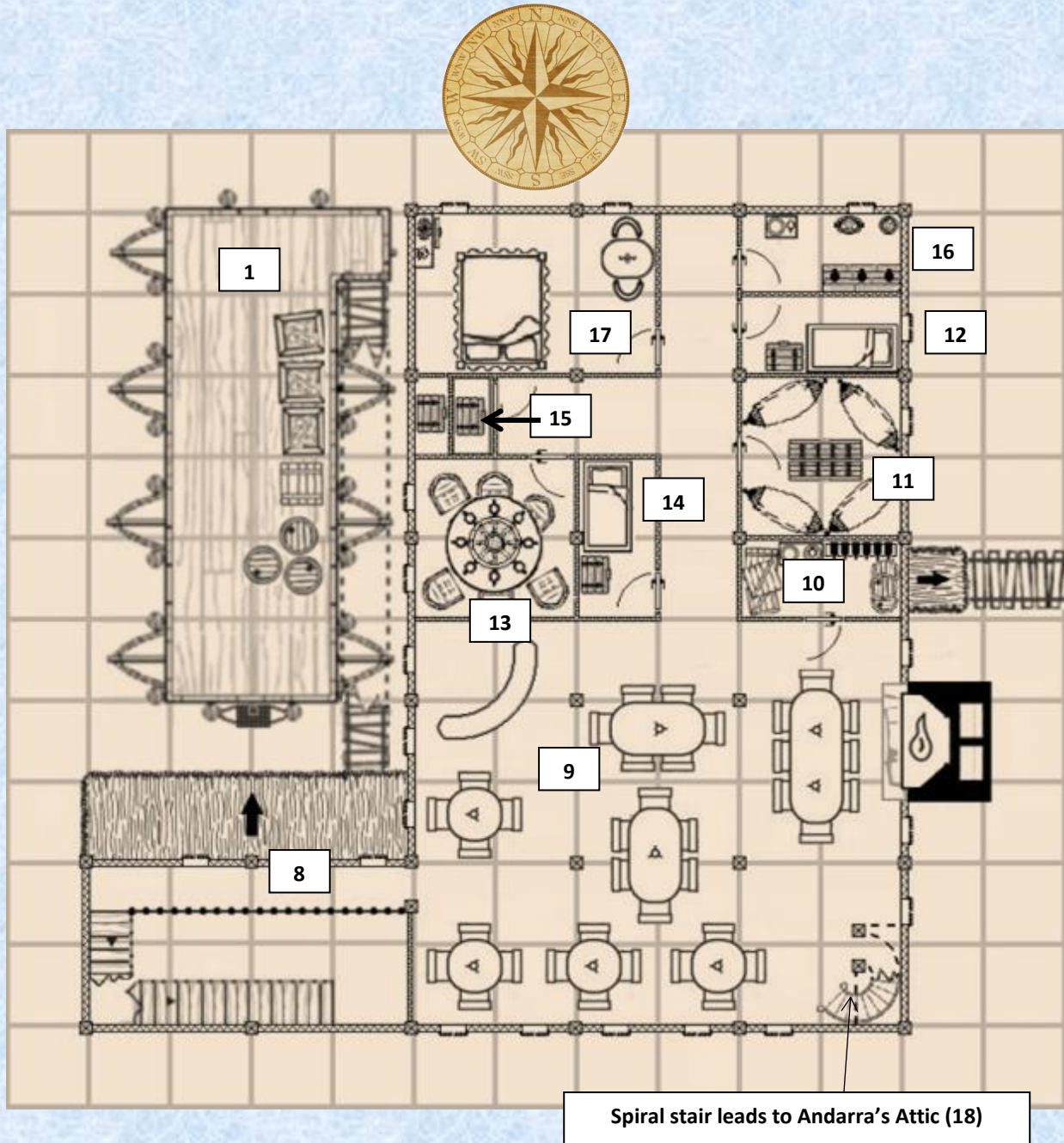


FIRST LEVEL (showing the downstairs bar and including the landing stage)



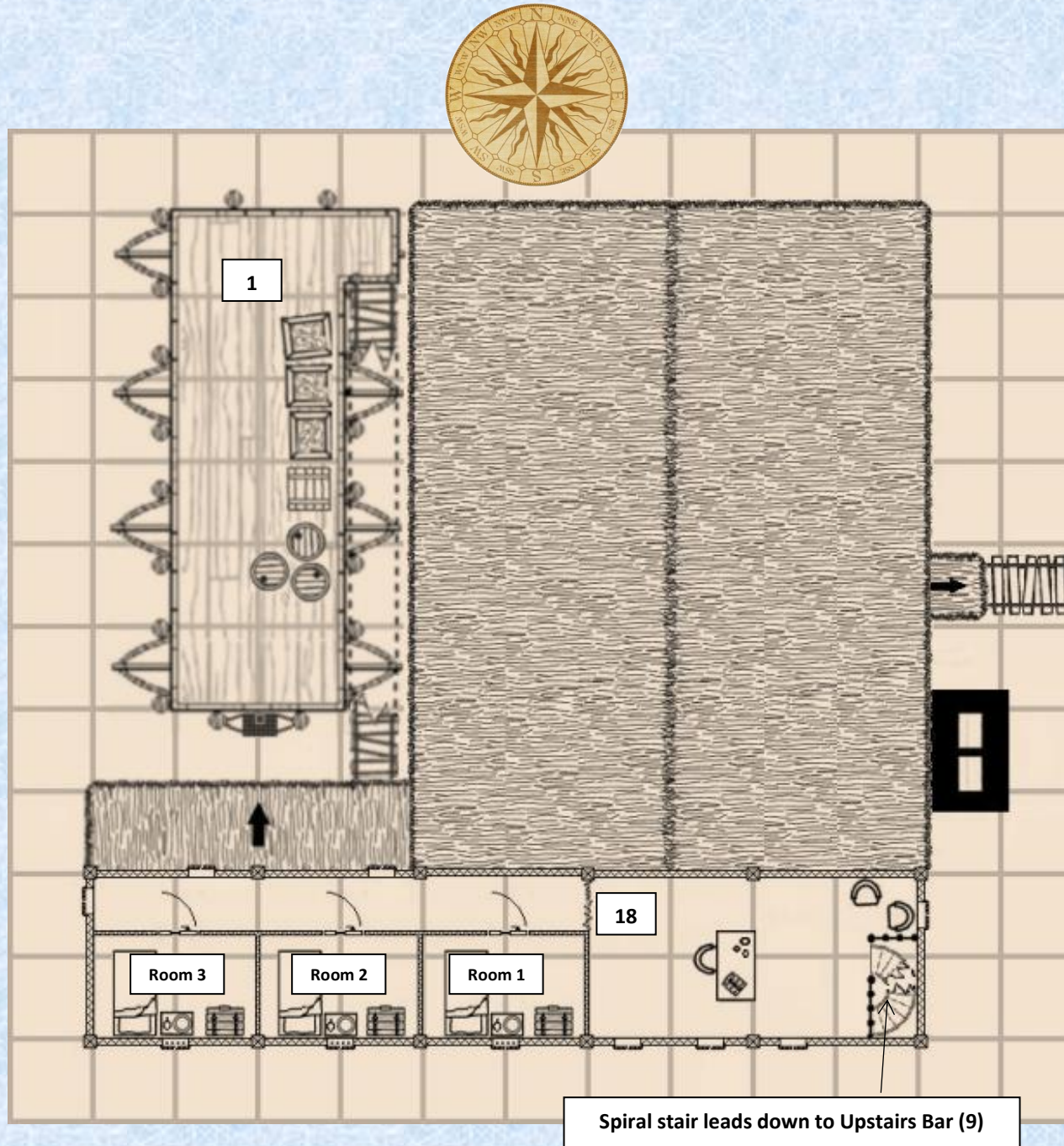
\*the rope bridge connects to the secondary building used for accommodation

SECOND LEVEL (showing the upstairs bar and including the landing stage below)

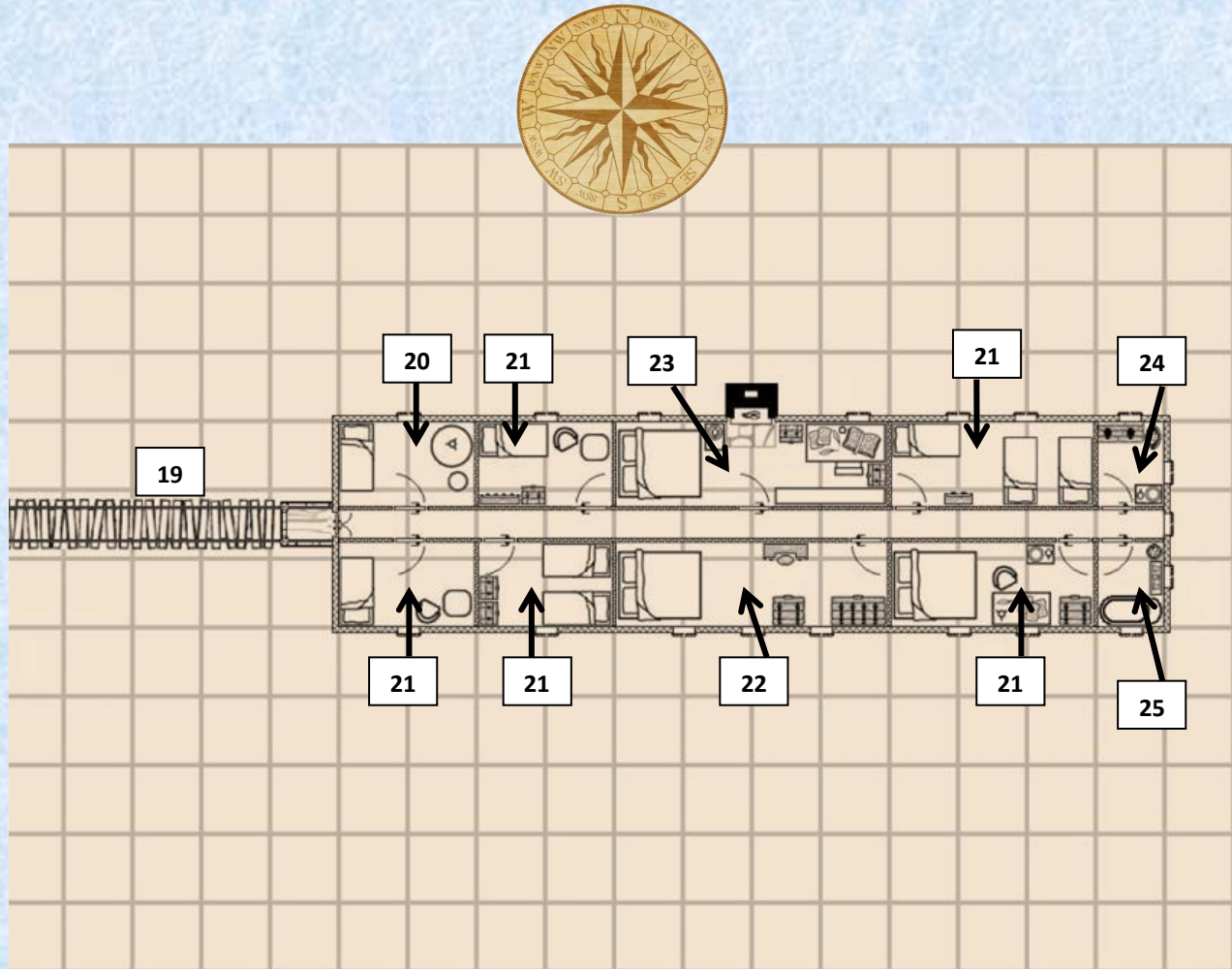




THIRD LEVEL (showing Andarra's Attic and including the landing stage and roof of second level below)

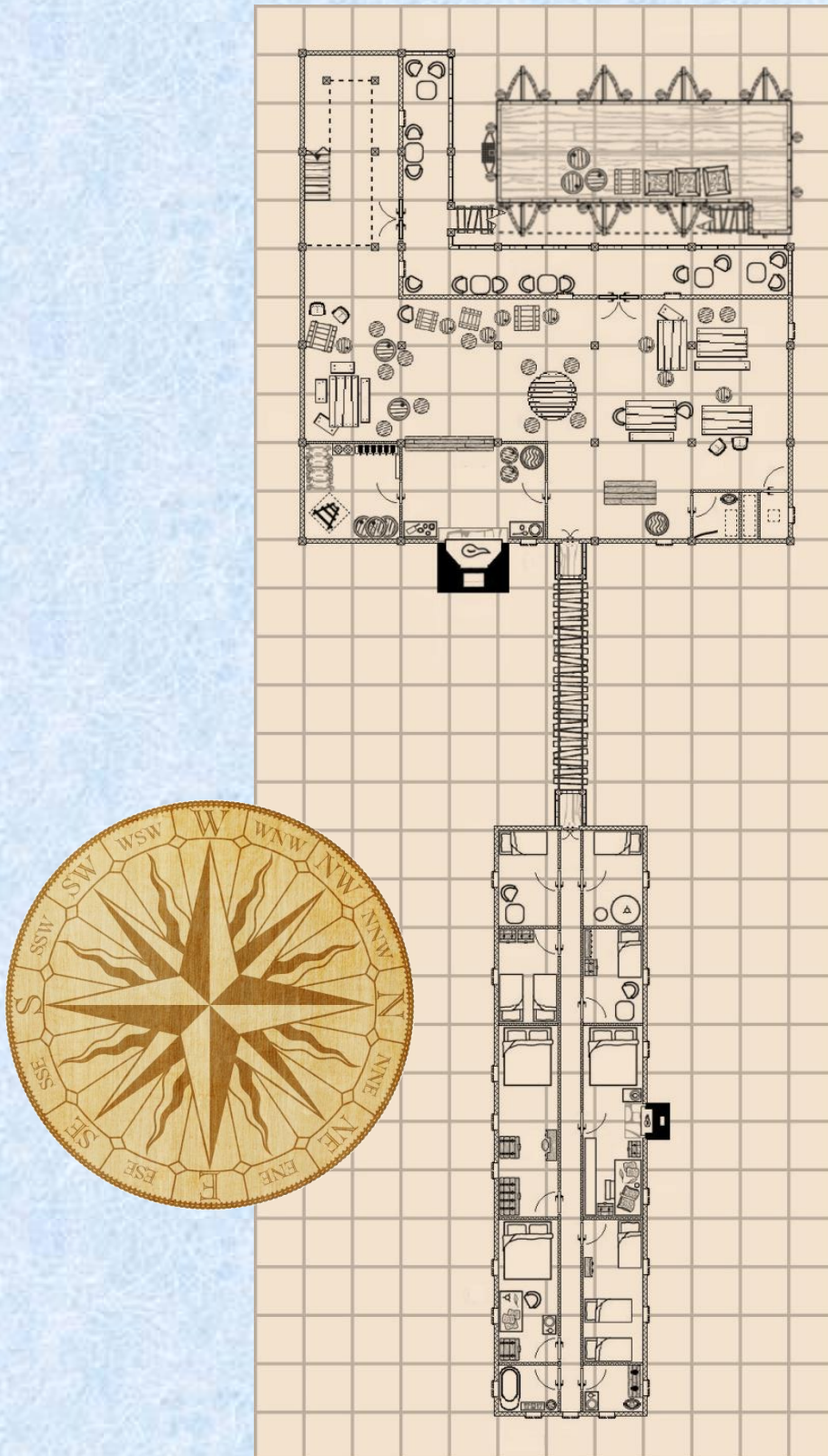


SECONDARY BUILDING (connected to the First Level of the main building by a rope bridge)





ENTIRE COMPLEX (First Level View only)



# Bonus Regional Notes

## Londar's Land

The Muddy Boots Inn is located in the fantasy role-playing world of Eldoria, on the island nation of Londar's Land. This section provides a summary of that region and, if you are interested in what you read, you can learn more by purchasing "The Encyclopedia Eldoria" and its companion book, "The Reliquarium Eldoria".

**Population:** 700,000 (99% Human, 1% Other).

**Climate:** Warm temperate.

**Terrain:** Fertile hilly countryside with rocky central highlands.

**Typical wildlife:** Wild boar, stoat, alligator, mountain lion, deer.

**Principal exports:** Glass, salted fish, marble, Diamondwood, thirrish.

**Principal imports:** Spices, hand-crafted goods, linen.

**Government:** Dictatorship.

**Capitol:** Maedori.

**Current Leader:** First Captain Harabard Londar.

**Major Religions:** Gurthor, Phelltar.

**Minor Religions:** Ormocea, Ulliah, Faar.

**Regional Trait:** *Sea-Dog (Londar's Land):* You have grown up in a place where you rub shoulders with sea-farers and pirates on a daily basis and have made frequent voyages about the Sea of Souls. **Benefit:** You gain the additional skill Knowledge (Geography: Sea of Souls) and a +1 trait bonus to Profession: Sailor. Select one of these as a Class Skill.

The territories that make up Londar's Land consist of a group of three islands located at the juncture of the Sea of Souls and the Sea of Five Winds; they are Southwind, Sharruck and Loakiish. The largest of the group is Southwind, where the capital of Maedori is located. Maedori has a deep water port facility with a fortified harbor, providing a potential berth for a great many merchant vessels. However, the sailors of Londar's Land care little for trade as most are privateers who prey upon the commercial traffic of the Sea of Souls.

Maedori remains a strange city; a colorful place, where all kinds of people can be found. Rogues and pirates rub shoulders with the wealthy, diplomats negotiate for the release of hostages and captain's meet with spies and plot the interception of ships or the purchase of maps that will lead them to lost treasures throughout the Sea of Souls.





Peace is kept by Jersal's Creed (a code of honor between pirate crews) and duelling is the common form of settling personal disputes. There are several captains and crews who frequent Maedori and have been traditionally at odds with each other for generations. They are required to drink at specific inns and taverns and to keep their hostilities against each other confined to the open sea

Ships that operate under Jersal's Creed display the insignia of the 'Shark's Maw', a stylized representation of a white circle with triangular points on the inside. This is a message to merchant traffic that they can surrender in safety to the pirate vessel and their lives and ship will be spared. The vessels also tend to be a bright blue in color, as the abundance of thirrish from Loakiish, allows the crews the luxury of painting their decks and hull with the fire-retardant.

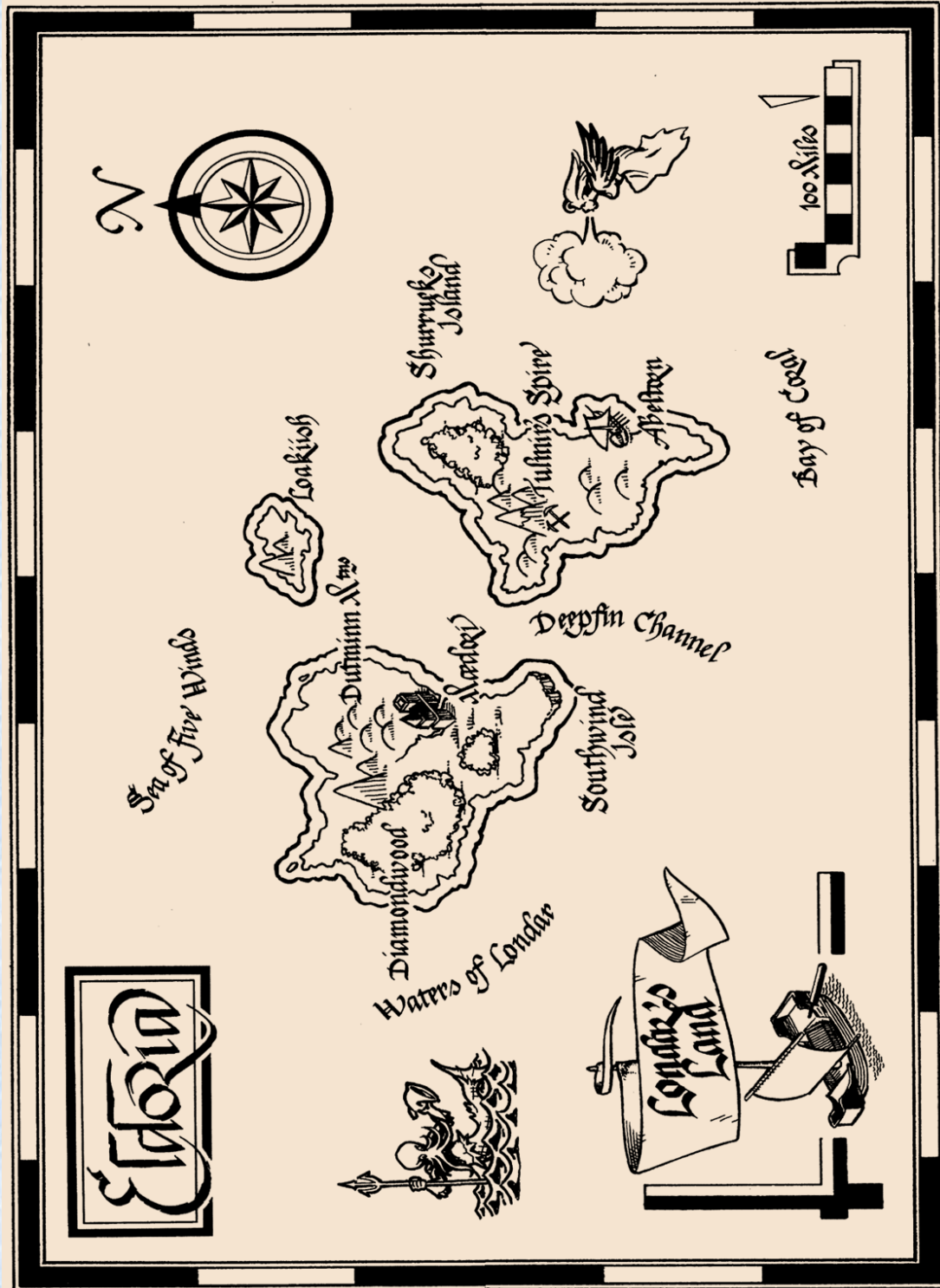
Each year, on the 1st Day of the March of Earth, a great boat race is held, circumnavigating the islands of Londar. It is called Jersal's Chase and a valuable torc, wrought of Diamondwood is awarded to the winner. Competitors not only try to win the race in the fastest time but they will also try and eliminate other crews by boarding their vessels. No violence is tolerated, other than fist fights but rival crews will try and throw each other overboard. Anyone who ends up in the water is forced out of the competition. A small flotilla of ships always follows the racing fleet to enjoy the spectacle and to collect those unfortunate enough to have ended up overboard.

Crewmen of vessels loyal to Jersal's Creed bear a tattoo of the Sharks Maw upon their left forearm. They display the insignia of their captain upon their right forearm. If a crewman signs on with a new captain, a new tattoo is placed on the right arm, above the tattoo of the prior captain who was served. Identification and lineage of service is an important talking point between crewmen in the many drinking holes of Maedori.

The Deepfin Channel, lying between Southwind and Sharruck Island, is a place of strange denizens if the tales in local taverns are to be believed. Ships often go missing in its foggy waters, their disappearance being blamed on rumors of enormous octopi that dwell in the depths. Other stories tell of a race of single-eyed humanoids said to kidnap Humans and take them to their city, deep below the waters. Many of the nobles who held positions of power on Southwind Island fled overseas to Odressi with King Osrith in the 19th Century R. Those that remained were forced to swear fealty to the First Captain and hand over half their wealth and land. Most now dwell in country estates across the north of Southwind and have little to do with the authorities in Maedori but have great influence on the descendants of the original islanders (who call themselves the 'Firstwinders'.

BONUS MAP OF LONDAR'S LAND

This is a map of Londar's Land from the FOE world resource, "The Encyclopedia Eldoria". The Muddy Boots Inn is located just south of the city of Maedori, the capital of Londar's Land.





## The Shrouded Swap (aka The Great Swamp)

Some of the places in the Shrouded Swamp are mentioned in the plots that surround The Muddy Boots Inn. As a GM you can use the information in this section to flesh out the local area for your own campaign.

The shrouded Swamp is a large tract of marshes situated immediately south of the city of Maedori (it actually comes right up to the town's southern walls). The swamps are, for the most part, quite shallow with the waters being an average of 3' deep. There are some deeper channels that the locals mark out with posts and these are used by boatmen who traffic in goods with "The Muddy Boots Inn" and the hamlet of Peat (which mines Peat). A raised road was constructed between Maedori and Peat 100 years ago but this fell into disrepair when cheap coal from Sard flooded the Londar markets and became the main fuel source. Peat is now only used by the poor. The road begins to break up half way to Peat and becomes a series of small islands.

The swamp is dominated by bulrushes that are cut and dried to make things like baskets, hats and cheap belts. They are also harvested by locals to make a rudimentary flour. Crumbly, sour buns called 'rushies' are baked in Peat and are popular in the poorer parts of Maedori. Other food sources in the swamp include mudwinkles, tiger eels and whistler hens (a waterfowl that has the ability to wade on the surface of the water). The more dangerous denizens of the swamp are alligators, swamp cobras and trapper clams.

The swamp is covered in continual thick fog. Visibility in daylight is 2d6 yards. At night this is reduced to 2d4 yards. In winter (or on rainy days) this can be reduced to 1d4 yards. The Shrouded Swamp is known for its peculiar light phenomena. An effect like static electricity, but crimson in colour, is often observed when the fog is at its thickest; occasional small lines of tiny red lightning jump from the bulrushes to those who push through them. There has never been any ill-effect recorded from this strange phenomenon. The locals are quite used to it and visitors are fascinated to see occurrences of the 'red lightning'. Places of interest in the Shrouded Swamp include:

### (1) Muddy Boots Inn

This is a rambling set of buildings built on stumps over the water close to the old swamp road. It is a gambling den run by smuggler called Tall B'kar.

### (2) The Hamlet of Peat

This is a small village of sixty people built on and around a large island in the swamp. The people of Peat mine and sell peat to the people of Swampnest in Maedori, in addition to making bulrush flour and baking 'rushies'. The hamlet maintains two large flat-bottomed boats that take produce to Maedori daily.

### (3) Valka's Hut.

This is the home of a witch who is consulted by locals for cure-alls and potions

### (4) Darkhaven Manor

Six hundred years ago a local lord named Rhenning drained parts of the swamp and established a grand manor house, called Brighthaven. When the pirates took over Southwind Island and before Jersal Londar

established order, the manor was captured by the notorious captain, Sadikar, who abused and butchered Lord Rhenning, his family and their servants. Later, Jersal Londar had his followers storm Brighthaven and they took Sadikar and his men to Maedori, where they were hung as the first example of Jersal's Creed.

ad several owners up until 110 years ago and most met with an unpleasant end. Erosion and a lack of maintenance led to the swamp claiming most of the previously drained land and isolating the residence, which eventually became known as 'Darkhaven'. Stories abound concerning undead spirits that inhabit the estate as well as tales of hidden riches of the Rhenning family secreted away in the brooding manor.

**(5) Greentower**

Once there was a beacon tower maintained in the Shrouded Swamp but the thick fog, which intensified over the years, made it redundant. It now leans at a precarious angle and is an unsafe structure. Its name is derived from the carpet of moss that covers its surface. The Kharic- Ohrm cult, led by Andarra, meets here to conduct its sacrificial rites.

**(6) Abandoned Fisherman's Hut**

A derelict hut where local fisherman used to work from. It is sometimes used by T'all B'kar to hide smuggled goods.

**(7) Deepwater Channel**

A passage of deep water that leads to the sea, used by local smugglers landing goods at Muddy Boots.

**(8) Swampnest**

The poor quarter of the city of Maedori, situated outside its protective walls beside the swamp. A place frequented by Andarra's followers when seeking out sacrificial victims.

**GM NOTE:**

- (a) Some locals know how to make an elixir using bulrushes to make an effective all-round poison remedy (it provides an additional save against any poison at +4 if taken within 10 minutes of being poisoned).
- (b) The swamp mist has unique properties that interfere with divination magic. All divination spells cast 1 mile inside the swamp will not function. Similarly divination spells from outside the swamp, trying to find people or items in the Shrouded Swamps will fail.
- (d) There is a guest-house on the Darkhaven Estate, some distance from the main manor house. This is the abode of the vampire Maedranna. She is using the properties of the Shrouded Swamp's mists to mask her from the Usurper faction that is pursuing her.
- (e) Greentower is currently being used as residence by the wizard, Mantasaar and his bodyguard, Symka. Mantasaar is on an assignment from the College of Arcane Science to research the properties of the Shrouded Swamp. Andarra and her followers are unaware of the presence of the wizard as he moved into the tower a week after their last meeting there.



BONUS POETIC MAP OF THE SHROUDED SWAMP (Player Handout)



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**200 Mundane Items**, Pathfinder Compatible. (2016).Friends of Eldoria. Mundane items source material set in Eldoria.

**Darringmoor Dart # 1**, Pathfinder Compatible. (2016).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart # 2**, Pathfinder Compatible. (2016).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart # 3**, Pathfinder Compatible. (2016).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

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**Darringmoor Dart # 5**, Pathfinder Compatible. (2016).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Darringmoor Dart # 6**, Pathfinder Compatible. (2016).Friends of Eldoria. Newspaper source material set in the city of Darringmoor, Eldoria.

**Encyclopedia Eldoria**, Pathfinder Revised Edition, (2016). Friends of Eldoria. A comprehensive guide to the world.

**Interesting Inn Series # 1– Sail’s End**, (2016) Pathfinder Compatible. Friends of Eldoria. (2016). Inn source material set in Eldoria.

**Interesting Inn Series #2 – Muddy Boots Inn, (2017)** Pathfinder Compatible, Friends of Eldoria. (2016). Inn source material set in Eldoria. (Coming soon)

**Interesting Inn Series #3 – Topsy Tinker**, (2016). Pathfinder Compatible. Friends of Eldoria. Inn source material set in Eldoria.

**Player’s Concise Eldoria**. (2016). Pathfinder Compatible. Friends of Eldoria. A short guide/handout about Eldoria that won’t give any secrets away.

**Rat’s Nest**, (2016) Pathfinder Compatible, Friends of Eldoria. Mini-module set in Eldoria.



**Reliquarium Eldoria.** (2016). Pathfinder Compatible Friends of Eldoria. A comprehensive guide to the religions of Eldoria.

**Ten Market Stalls.** (2016). Pathfinder Compatible, Friends of Eldoria. Market stall source material set in Eldoria.

## 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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# Interesting Inns Series

## Muddy Boots

*"Sir, I believe that you have been cheating this entire game and if there is something I will not tolerate in my Inn, it is someone who seeks to cheat me and these other fine gentlemen out of their gold. It's the barrel of woe for you!"*

Tall B'kar, Innkeeper of the Muddy Boots Inn during a game of Dragons

Experience the shady dealings and dark characters who inhabit the notorious Muddy Boots Inn, when you include this module as part of a setting for your fantasy role-playing campaign. The inn is a place where pirates and smugglers come to discuss deals and recruit crewmen for raids on merchant shipping in the Sea of Souls. There are sinister people lurking in the shadows; up to no good and just waiting to cross swords with a band of adventurers. **The Muddy Boots Inn** is one of a series of 'Interesting Inn' modules designed for a GM to use in the fantasy setting of Eldoria or in their own campaigns. The module describes a single inn, represented in full detail, along with the characters who frequent the establishment, their game statistics and personal motivations. Plenty of plot hooks are included for you to use and build on, so you can embroil your players in numerous nefarious activities going on at Muddy Boots and in the Shrouded Swamp that surrounds it.

Muddy Boots also feature bonus material from "The Encyclopedia Eldoria" to assist a GM in fully developing the region where the inn is situated. If you find the bonus material interesting you may wish to check out the EE and its companion book, "The Reliquarium Eldoria". If you enjoy using the material contained in this module and you want to collect more 'interesting inns' to use in your campaign, look for these titles:

- The Sail's End
- The Crack'd Coin
- The Topsy Tinker
- The Ploughman's Inn

