

The City Of Archendurn

By Aaron Smalley



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Rolemaster
Fantasy Role-Playing



City of Archendurn

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A Guild Companion Publication

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Acknowledgements

The author would also like to give special thanks to Aran Mull for helping to flesh out a few of the details and some of the NPC's that appear in this module. If you have any comments or questions regarding this or any other Guild Companion Publications Modules or products, you can post them at our Forums at www.guildcompanion.com just follow the "Voices of Reason" link.

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City of Archendurn

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Introduction

Welcome to the city of Archendurn. This is the capital of the Archendurn Kingdom, from which King Argril Clement rules over a fairly large but sparsely populated kingdom within the world of Aernth.

Within this document you will find the details behind the city of Archendurn as they exist within this setting. However, this small city can easily be placed into any existing campaign setting or used for the starting point of a single adventure.

As a layout note, you will see that some suggestions have been placed in various parts of the text, all of which appear in *Italicized* type. These suggestions are meant to aid GMs in altering the information for use in their own setting.

The Archendurn kingdom is set in a temperate climate with warm summers and cool winters that result in light snowfall. It is primarily a sparsely populated and heavily wooded semi-wilderness area. There are pockets of cleared farmland around the numerous villages that are spread throughout the kingdom. The largest of these is the city of Archendurn, which also serves as the primary trade and governmental center. It has a population of about 6,500 people living within the city walls, and another 14,800 living in the surrounding countryside (within two day's walk) and a standing army of 500 soldiers. Most of these people live on farmsteads.

The city sits on the banks of the Clearwater River where the Hoarsbey River dumps into it. The Clearwater is a major river, which is navigable by large riverboats resulting in Archendurn being a relatively important river port for the local lands.

This module will not provide a detailed history of the city of Archendurn as that is only relevant to the World of Aernth setting, and it is likely that most GMs will use this module within their own settings.

Notes on Pronunciations: The intention here is to give a Celtic flavor to this medieval city, so the old Celtic pronunciation conventions have been used. For starters, the letter “c” is always pronounced with a “k” sound, and a “ch” is pronounced with a slightly softened “k” sound almost like an “x” (as in the Scottish English word “loch”). Vowels that appear with a *fada* (the á, é, í, ó, and ú) are always pronounced with a “long” vowel sound, while those without are nearly always pronounced with a short vowel sound.

Another item to note is the fact that there are two ways to pronounce some of the consonant sounds. When trying to determine the pronunciation of a consonant, look at the vowels next to it. If the vowel before it has a long “a”, a long “o” or a long “u” then the consonant is pronounced as a *slender* consonant (it will have a slight “i” quality to it). If the vowel sound before it is a long or short “i”, then the consonant will be pronounced as a *broad* sound (it will have a slight “u” quality to it).

The “bh” that sometimes appears in these words is pronounced with a “w” sound (as in the English word “won”). The “mh” is pronounced as a “v” sound (as in the English word “valley”). When a “gh” appears within a word, it is not usually pronounced other than making the vowel before it being pronounced with a slightly more nasal quality.

Also note that there are no natural letters J, K, Q, V, W, X, Y, or Z in the old Celtic alphabet. Of course, the intention is to provide a tool for a Game Master, so these are only suggestions and may be ignored at the GM's discretion.

Peoples and Cultures

Before the knowledge of iron forging came to the area, the native peoples had primarily been a hunter-gatherer culture with strong ties to Druidic beliefs. The technology of iron forging was brought to the region when the Ruglund Empire expanded its borders. However it did not take long for the native peoples to rebel and join forces with many of the other groups that had come under the corrupt rule of the Ruglund bureaucracy. The major factors in this were the joining of the Archendurn peoples, the Firbulg peoples that lived along the western coast of Clearwater Lake, the wolf-men of the huge peninsula that juts into Clearwater Lake, and the elves to the east. This was the start of the downfall of one of the largest empires in human history.

Once the local people broke free, they continued to inhabit the Ruglund fort at the point where the Hoarsbey river drained into the Clearwater River, naming it after themselves and proclaiming that they would never again be ruled by an outside force. One of the leaders of the rebellion on the side of the Archendurn people was elected as King and was entrusted with the mission of protecting the people and lands.

It did not take long for the people to learn that they had better quality iron reserves in the mountains along the northern borders of their own lands. This resulted in a thriving trade of iron goods, which is now an important part of the Archendurn economy.

The current Archendurn kingdom extends east to the shores of the great Clearwater Lake and north to the Grey Mountains and includes several other peoples besides the native Archendurn people. These include a very small number of Firbulg. Dwarves also make up a fairly large portion of the population along the mountains.

The entire population of the kingdom is about 136,000 spread out over an expansive area with large tracts of woodlands between them. About 85% of the population belongs to the native Archendurn peoples, 5% are dwarves and a further 3% are Firbulg. The remainder is very diverse in race and cultures of origin.

The Archendurn people tend to average 6' tall for males and 5' 5" for females. Average weights are about 200 pounds and 140 pounds respectively as these people are fairly stocky. Hair tends to be light brown or reddish brown, with both men and women wearing it long. Beards and moustaches are common among the men, while women frequently wear their hair tied back in ponytails or braided.

The clothing most commonly worn by the Archendurn people is wool, with flaxen and hemp also being common. It is often woven into various plaids or solid colors using a lot of greens, reds, blues, grays, and browns. Most of the material is dyed using various natural dyes resulting in somewhat drab colors (the colors are not normally very bright looking). Wide leather belts are also common. Hooded cloaks are the primary protection in harsh weather. Leather is also used for soft-soled boots, often with fur linings in the winter months.

Social activities of the people of Archendurn include 4 festivals each year (coinciding with the change of seasons; i.e. Spring and Autumn Equinox and the Summer and Winter Solstice).

The Spring Equinox festival is used to celebrate the coming of spring and the rebirth of life. It is also accompanied by numerous wedding ceremonies. Among the activities that occur are a community feast where every family provides a dish or two to share with others in the community, hurling matches, music and dancing that lasts well past sundown, and voting for various local elected positions.

The Summer Solstice also includes a community feast, singing and dancing, hurling, archery and tracking competitions, mock battles where no blood is drawn (simply for the fun of comparing combat abilities of the locals, wrestling competitions, and a grand tale telling competition. The prizes for most of these competitions are often baked goods that are donated by the various families within the community.

Autumn Equinox is a celebration of the harvest, and involves the largest feast of the year, with roast pig or cattle, and lavish dishes that are not normally served at the other festivals. The celebration also includes competitions for the best pie, bread, cheese, and spirits. In many communities there are also competitions to see whose team of horses can pull the most weight, plow 13 furrows 100 paces long the fastest, and other farm related contests.

The Winter Solstice is a much more somber festival that is highlighted by the official lighting of each households winter hearth fire (which legend tells are not supposed to be allowed to go out until the Spring Equinox festival otherwise bad luck will trouble the household for the following year). While there is a feast that accompanies this festival; there is no music, dancing, or singing. However tales are told and poetry is recited extensively (usually with an emphasis on historical topics). All festivities are ended and everyone returns to their homes before sun-down. Legends have it that anyone caught out after dark on that night risks being caught by the spirits of the dead, who roam the lands from dusk until dawn the next morning to collect any spirits that have not yet made their way to the underworld that year.

Another group of people that are native to the region, despite being few in numbers and living primarily in the wilderness areas between the fiefdoms, are the Firbulg.

These are a somewhat barbaric race of hunter-gatherers who live in small nomadic families. They are often considered as giants by humans due to their incredible stature (however they are not true Giants), with 8 feet tall being common for males and 7' 6" being average for females. They typically weigh several hundred pounds due to their stocky build and incredible height. Large amounts of grayish-brown body hair also add to their imposing and barbaric look. Spears are their preferred weapons, although some do learn to use bladed weapons such as great axes or swords (although their idea of a broadsword is about equivalent to the human two-handed sword). As a race, they have incredible strength and are surprisingly agile for their massive statures. However, they are not prone to

magic, except that of the Earth Mother (thus their worship follows the ways of Druidry).

They primarily dress in animal hides, which are stitched together with thin strips of leather or animal tendons. They do not usually build any sort of dwellings (even temporary ones), but will sometimes winter in the crumbling stone remains of their ancestors' villages. These huge monolithic structures are amazing to behold despite their ruined condition. Little is known about the builders, other than the fact that they were the ancestors of the Firbulg, from the observation that the doorways and ceilings are all very high. Even when the Ruglund Empire expanded into the area over a millennium ago, the Firbulg were already living under the forest canopy for most of the year.

Of Hurling

As mentioned above, Hurling is a popular sport, especially at the Spring Equinox and Summer Solstice festivals. It is also very popular whenever large groups get together in any competitive atmosphere, such as military personnel when not performing their duties or at large family or village gatherings.

For those not familiar with the sport of Hurling, it is one of the fastest paced and oldest field games in existence. It is reminiscent of field hockey but is much older. It uses a leather ball that is roughly the size of a man's fist, called a "sliotar". Each player also carries a "hurley", which is a curved stick (often made of ash) that is typically about one yard in length and nearly 6 inches wide at the business end. The sticks are used to hit, pass, pick up, or carry the ball around the field. The field, or "Pitch" as it is called, is roughly 150 paces long and 100 paces wide. This equates to about 130% the size of a Soccer field or 150% the size of an American Football field.

Each team is allowed 15 participants on the field at one time, including the goalkeeper. It is played in 2 periods that are roughly 30 minutes in length. Scoring is accomplished by putting the ball through the goal for three points or over the goal for one point. The goal is similar in size to a soccer goal, being roughly 8 feet high and about 21 feet wide.

The players are allowed to carry the ball in their hands but may take no more than four steps when doing so. They can bounce the ball off the stick and catch it and take an additional four steps. However, the player is only allowed to catch the ball in the hand twice before

transferring it to someone else. Carrying the ball on the end of the stick is allowed, if the player is able to balance it there while running.

Surrounding Lands

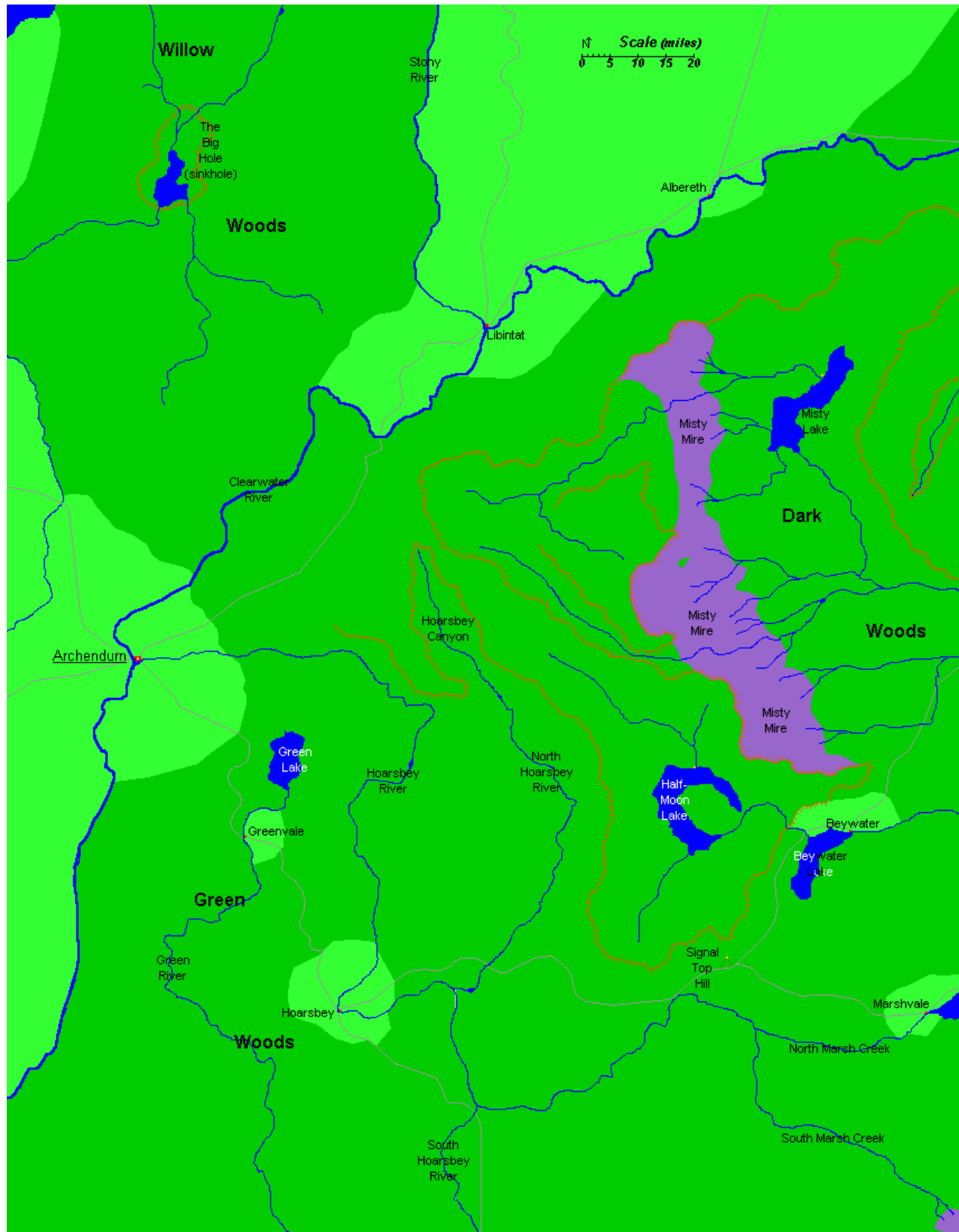
About 40 miles south-southeast of Archendurn is the small farming village of Greenvale, with a population of about 300 people and another 1,800 living within a half-day's walk. The king of Archendurn directly rules over the people of Greenvale. The primary surplus products of this small town are swine, cattle, and grains. It sits on the banks of the Green River.

Another 33 miles as the raven flies to the south is the village of Hoarsbey with a population of about 450. Another 2,900 people live within a day's walk. The road between Greenvale and Hoarsbey is about 45 miles long as it winds through the hilly woodlands between them. The farms here produce similar surplus goods to Greenvale, as well as a fair number of vegetables (especially potatoes), fruit, natural fibers, and liquors. The banks of the fast flowing river that gives the town its name provide waterpower for a large gristmill that services the local farms as well as some of the farms in Greenvale.

From Hoarsbey two roads head off to the south and east for several days even on horseback. The villages of Marshvale and Beywater both lie about 100 miles as the raven flies down the east road, which forks and goes to each town at about the two-thirds point. The distance by road is about 85 miles to where the road splits under the shadow of Signal Top Hill. Then it is another 38 miles to Marshvale to the southeast and 34 miles to Beywater to the northeast of Signal Top Hill respectively. Duke Borase Mholmarsen of the Crystal Landing Duchy of the Archendurn Kingdom rules both of these villages as well as the village of Crystal Landing further to the east. Both villages supply the same types of agricultural surpluses as most of the other villages within the Archendurn Kingdom. Beywater is also famous for its cheeses and pipe weed (tobacco).

About 80 miles south of Hoarsbey is the village of Gledamhelen, which is part of the neighboring Gledlimhen Kingdom to the south near the coast of the Great Sea.

Southwest corner of the Archendurn Kingdom



About 100 miles northeast of Archendurn is the small city of Libintat, which is the second largest population center in the Archendurn kingdom. It is ruled over by Duke Canster Marteleg, who is probably the most powerful of the kingdom's nobles. The city has a population of about 2,000, with 7,300 in the surrounding countryside, and a standing army of 300 men. Most of Libintat's agricultural surplus is shipped north to the large mining towns of Golsren-Dol and Golsren-Solandis where the soil is unable to meet the local demand for food. It also has several large smithies that produce very high quality metal items as well as smelting high grade metal ingots for shipment to other parts of the world.

Due east of Albereth are the lands of the Clearwater Duchy ruled over by Duke Mhadimir Canier.

The two roads that extend to the west and northwest lead to the villages of Vorlheis of the Bornheld kingdom (87 miles) and to Willow's Ford of the Willowdale Freehold (110 miles away).

The lands of the Bornheld kingdom are open and lightly rolling grasslands and are perfect for the herding culture of the excellent horsemen that populate this kingdom. The lord of these lands is King Vladinov Henrich who rules with a fair but firm grip.

The Willowdale freehold is as close to a democracy as can exist in a land surrounded by feudal monarchies. It is run by a Mayor who is elected by the residents of the lands once every five years. The current mayor is Relgan Crolar. Willowdale's primary trade surpluses include various wood and lumber products which they sell to the people of Bornheld, and diverse agricultural products, including apples, wheat, flax, and hemp. A small fishing trade has also developed based in the village of Willowdale by the marshy shores of Willow Lake.

Flora and Fauna

Due to the sparse population, much of the lands of the Archendurn Kingdom are woodlands, with the majority of the open lands being cultivated or pasture. As previously stated, the kingdom has a temperate climate with warm summers with occasional rainfall, mild spring and fall with moderate rainfall, and cool winters with light snowfall.

Since most of these woodlands are mature, they tend to have a thick canopy with thin undergrowth; except at the edges of clearings, in the early stages of recovery

from forest fires, and along river banks and lakes, where the underbrush grows much thicker.

The few areas where the underbrush grows thick are dominated by various berry bushes (raspberries and the likes) and sumac. Poison Sumac with its whitish velvety berries (treat as being a minor poison that causes considerable skin irritation if not resisted) is common along riverbanks and other moist areas with thick underbrush.

For Rolemaster, treat Poison Sumac and Poison Ivy as a 5th lvl poison with a RR failure of 1 to 35 as a -15 penalty to all activities, RR failure of 36 to 70 as a -30 to all activities, and a RR failure of more than 70 results in a -50 to all activities. It will typically take 24 to 48 hours after contact before the irritation begins, which starts out as simply itchy skin and then develops into a red inflamed rash, and in severe cases can even develop pussy running sores. The irritation will last for 4+1d6 days. Poison Ivy is also common in areas of moderate to thick undergrowth (treat the same as Poison Sumac).

In d20 System terms, make a Fortitude Save with DC of 15. If the Saving Throw fails by 1 to 5, the character suffers a -3 penalty to all activities, a -6 to all activities if failed by 6 to 10, or a -10 to all activities if failure is greater than 10.

Low wet areas (swamps, bogs, and such) tend to be dominated by Cedar, Tamarack, Hemlock, Willow, and Spruce trees, with occasional corkwood and a few other varieties of trees appearing.

Along riverbanks and lakes the dominant growth is poplar, black walnut, bitternut hickory, butternut, elm, sycamore, and silver maples.

Hilly and other drier or well-drained areas tend to be dominated by a variety of pines, birch, oaks, elms, maples, ash, beech, chestnut, and walnut. Dwarf sumac (having reddish velvety berries) and berry bushes, as well as various types of thorn bushes, are the dominant undergrowth.

Poison Ivy can also be found in both the wet and dry areas (see above notes) as well as a rare and dangerous plant called **Bás Lóchrann** (or "**Death Lamp**") [Base Loke-ran]. This short and sprawling bush-like plant has extremely dark green leaves (almost black). During the day, the leaves heat up considerably due to the direct sunlight in the areas, away from larger canopy forming trees, in which it grows. However at night, this plant has flower-like buds, which open up from just beneath its thick leaf canopy (this usually

occurs away from the plant edges) and give off an iridescent glow, attracting insects to the plant. These buds are coated with a fast acting poison that is easily absorbed through skin or insect exoskeletons, causing the insect or any other animal touching them to go into a convulsive state (it is a nerve poison). This usually results in nearly immediate death to the insects, and can sometimes even kill larger animals. Any character walking into the large growth more than two steps is likely to come into contact with the poison (see below for how to handle this situation).

This mechanism results in the soil under and immediately around the plant being constantly replenished with nutrients. The plant also tends to choke out any other plants next to it due to its extremely thick foliage. Despite the plant having an incredible growth, it is rare, due to the fact that the buds that produce seeds are rarely ever transported away from the parent bush. As most insects and animals that come into contact with it do not get very far away from the parent plant, it spreads to new areas relatively slowly. However, in areas where it is established, it can easily choke out other small and medium plants, often only leaving mature trees. These trees tend to grow to very advanced ages since the Bás Lóchrann's presence protects the trees from any other threats other than weather, and indirectly provides them with nutrients. There have been occasions where people, who are unaware of the plant's nature, have been drawn to it at night, thinking that it is a camp in the distance, with fatal consequences.

In Rolemaster terms, treat it as a 20th level poison, with a RR failure of 1 to 20 resulting in dizziness (for 2d6 hours), 21 to 75 in unconsciousness for 6+1d10 hours and a temporary 1d10 reduction in Agility for 1-4 days, and RR failures of more than 75 causing death in 2-12 hours if the poison is not neutralized.

In d20 System terms, treat contact with this plant's buds as a Poison with the exposed character making a Fortitude Save with a DC of 25. A failure of the roll by 1 to 4 results in a temporary (2d6 hours) reduction of 2 to Dexterity. A failure of 5 to 15 results in unconsciousness for 6+1d10 hours and a temporary reduction of 2 to Dexterity for 1-4 days. If the Save is failed by more than 15 then death occurs in 2-12 hours unless the poison is neutralized by a Cure Poison spell.

Fauna of the area includes the common animals of a temperate climate, such as black bears, deer, rabbits, various rodents, wolves, medium sized cats (bobcats, etc.), wild boar, and other common woodland creatures and insects. A few species of snakes are present but very few are poisonous. Species of birds present

around the Archendurn Kingdom vary widely and can be found in large numbers, from ravens, owls, and hawks, to blue jays, robins, seagulls (near Clearwater Lake to the east and along the river banks), turkeys, grouse, pheasant, and many others.

Political Structure

The Archendurn kingdom is a feudal monarchy. The Royal family rules over the City of Archendurn and two other small villages in the area. There are 8 other fiefdoms within the kingdom, with each ruled by a noble who in turn pays homage to the king and helps to defend the kingdom in times of need. The government is fairly stable, but occasional squabbles break out between the nobles over a variety of issues. For example there is strong animosity between Duke Borase Mholmarsen [Bor-as Vol-mar-sen] of Crystal Landing and Duke Mhadimir Canier [Vad-I-mihr Kaner] of Clearwater regarding the road through the wilderness between their respective lands. The King insists that they should be patrolling this road, which stretches for over 150 miles through thick wilderness.

The area through which the road passes is known as the Dark Woods. Some say the name is due to the thick canopy that allows little light through to the ground beneath, others claim it is because the woods are home to vile and mysterious creatures. In fact, both are true. There are also bandits who will raid nearly any caravan or travelers who look like they have valuables. Many rumors abound about goblins or orcs attacking those passing through the area as well. Firbulg tribes also live within the Dark Woods.

At one point, the Firbulg were a part of the kingdom, shortly after the Ruglund Empire had pulled out of the area, but they did not take kindly to being ruled over by a king that was no match for one of their average warriors.

Other human fiefdoms have existed as well. For example, the ruins on Signal Top Hill were once a small keep that was used as the homestead of a noble who ruled both Beywater and Marshvale. However the great-great grandfather of the current Duke of Crystal Landing defeated him in battle. There was also a fortress in the wilderness between Crystal Landing and Clearwater, but this and the accompanying village was laid waste by the Firbulg when the ruling lord tried to force them to pay him homage. Rumors claim it has been taken over by bandits or thieves who prowl the road between Clearwater and Crystal Landing. A

handful of other small ruined fortresses scattered throughout the wilderness have similar histories.

Bandits or outlaws have settled some of these ruins, while others are rumored to be haunted by a variety of vile creatures or spirits. Any adventurers visiting Archendurn might be interested in hearing the rumors of some of these fortresses.

The Dukes of Crystal Landing and Clearwater are constantly squabbling over who should be patrolling the wilderness road between their lands and dealing with the frequent raids that occur there due to its remoteness.

Economics and Trade

As different gaming systems use different rules and mechanics to simulate their coinage systems, prices are not detailed in this module. GMs should determine prices as appropriate for their coinage systems. However a brief description of the coinage system that is used in the World of Aernth will be given. *It is highly recommended that GMs use the coinage system already present in their preferred game system, however the system below can be used to add flavor to the game if the GM wishes.*

The Archendurn coinage consists of only three different types: gold, silver, and copper. 100 Copper Coins (CC) equal the value of a single Silver Coin (SC), and 100 Silver Coins equal the value of a single Gold Coin (GC). As a result of the wide differences in value between coin types, the coins are sometimes cut into smaller pieces. All of the coins can easily be cut in 1/2, 1/4, or 1/8. Thus the Copper Piece (CP) is 1/8 of a Copper Coin; a Copper Quarter is equivalent to 1/4 of a Copper Coin, etc. Using this reckoning, a Silver Piece (SP) is equivalent to 12.5 Copper Coins, and a Gold Piece (GP) is equivalent to 12.5 Silver Coins or 1/8 of a Gold Coin.

A Copper Quarter is the equivalent of 1/4th of a Copper Coin, or two Copper Pieces. Likewise half a Copper Coin is simply called a Half Copper. Full coins of a particular type are sometimes called Crowns rather than Coins.

Using Rolemaster system, it is possible to have “Quality” items ranging from +5 to +25. The +5 quality weapons or armor are the equivalent of a Masterwork Weapon or Armor (thus +1 bonus), Masterwork Tools (+2 bonus) in the d20 System would

be the equivalent of a +10 quality item in the Rolemaster system.

Barter is a more common means of paying for goods and services in Archendurn than actually using coins. Most of the time, the nobles collect their taxes in the form of goods rather than coinage.

City of Archendurn

Due to the size of the city and the detail that should be shown, the maps of the city appear in four parts. Places of interest appear with a letter and number. The letter indicates which quadrant of the city (and which map section) the building is in. Some of the buildings include floor plans with the description. Prior to printing these maps, it is recommended that you check your color ink cartridge. The maps may not print with the intended clarity if the cartridge is low on any of the colors.

The four city maps each have a scale designation (which is the same for all four maps), and direction. Note that north is not directly to the top of the map, but slightly to the right of top. Buildings with a red color are inns or stables. Purple buildings indicate houses (residence only). Most of the commercial buildings (which are white) will have the business on the ground floor and living quarters or apartments/tenements on the upper floors. The olive green buildings are warehouses. Blue indicates water and gray indicates streets or roads. Light green is grass or fields with dark green being trees.

The vast majority of the buildings are two or three stories tall. Most have shops of various types on the ground level and apartments on the upper levels. About 70% are of wood construction with the remaining being fieldstone or brick. The smithies and taverns are almost all stone or brick, owing to the high risk of fire. Roofs vary from thatched to tile to slate and are typically of a 6:12 pitch (~22°), although they can range from 3:12 (~12°) to 12:12 (~45°). This makes traveling over them tricky.

Walking on 6:12 to 8:12 roofs should be very difficult (treat as a Very Hard (-20) maneuver for Rolemaster, treat as a Balance DC of 13 if using the d20 System). Anything greater than an 8:12 is extremely difficult (treat as a Sheer Folly (-50) maneuver for Rolemaster, treat as a Balance DC of 18 if using the d20 System) unless the character remains on the ridges or valleys. If the roof is thatched, then walking becomes less difficult on 6:12 to 8:12 pitches and merely very

difficult on greater pitches (modify by one level easier for RMFRP, or by -2 to the DC if using the d20 System). These difficulties should be modified to one level harder if the surface is wet from rain or snow (+3 to +5 to the DC if using the d20 System). However it should be noted that walking on a thatched roof has the possibility of alerting those within that someone is on the roof as it will slightly disturb the integrity of the roof. A character is unlikely to fall through due to the thickness of a thatched roof, but walking upon it can result in small bits of thatch falling due to the disturbance. If this happens during a storm or windy weather, it is unlikely that anyone inside will become suspicious. On a calm day, there is a (albeit very slight) chance of being noticed.

As glass is a rare commodity within the kingdom, most buildings do not have glass windows. Instead most have open windows with heavy wooden shutters that can easily be latched with a clasp from within.

The streets are primarily dirt, except for the three main roads (Kings Road, East Road, and Bornheld Road), which are cobblestone. All three of these roads lead toward the city gate. The other ends of the East Road and the Bornheld Road are at the ferry docks where a rope tied off to the shore on either side of the rivers is used to guide the ferries across to the far shore. Note that the ropes have enough slack that they hang loosely in the water when the ferries aren't crossing, making it possible for riverboats to cross over the rope without too much difficulty. Rafts may have trouble and get caught if they do not have a smooth prow. The cost for passage is about twice as much for crossing the Clearwater River as it is for the Hoarsbey River, due to the size and stronger current of the Clearwater.

There is also an entrance tax to enter the city for visitors from outside the kingdom. (Being a relatively small city, the gate guards know most of the local people.) Problems sometimes arise when people from the other parts of the kingdom come to Archendurn. Wise travelers will carry some form of identification from the fiefdom to which they belong such as a letter from one of the nobles. Sometimes the visitors will just pay the (rather low) tax to avoid the hassle of trying to prove their identity.

The stone wall around the city is about 25 feet thick and 30 feet high, with crenellations around the outside. Towers are located at the gate and the three corners, which are 50 feet square and 40 feet tall. Each of these towers houses a company (16) of archers that keep watch over that portion of the wall. The only exception is the twin gate towers, where one company of archers and one company of Gate Guards are stationed. The archers will occasionally patrol along the wall between the towers, but this is rare.

All residents of the kingdom are taxed by their local lord at 15% of whatever they produce (farmers give up 15% of their crops and livestock each year, potters submit 15% of their wares, etc.). Of this, two thirds goes to the local noble and the remainder to the king. In the case of Archendurn, Greenvale, and Hoarsbey, the entire 15% goes to the king. Trade caravans that pass through the kingdom are also taxed at 5% of their goods (or value thereof), as are ships passing up the Clearwater River into or past the city of Archendurn.

The laws of Archendurn are simple and fairly effective. If a person kills someone without just cause, the killer may be imprisoned for a minimum of five years or executed by beheading. The sentence is determined according to the particulars of the individual crime. There is also usually some form of payment required to the family of the person murdered. Just cause is defined as self-defense, defending one's family, or one's possessions (resisting a robbery or burglary), or killing someone in a formal duel.

When it comes to theft, the first offence results in losing the index finger from the right hand, the second offence is losing the index finger from the left hand, third is loss of the right thumb, and fourth is loss of the left thumb. Needless to say, there are very few thieves within the kingdom. However those that do ply their trade within the walls are very good at it. Disorderly conduct (tavern brawls, obnoxious drunkenness, etc.) is punishable by imprisonment in the castle dungeon for one day for the first offence, three days for the second, and a week for the third.



West Archendurn

W1- Archendurn Shipyards

This is where many of the large riverboats that run up and down the Clearwater River from the Gulf of Aquinoch to Clearwater Lake are built. The remainder of Archendurn's boats are constructed in a shipyard at Stanis Port at the mouth of the river where it empties into the gulf.

The boats produced here vary quite a bit, but most are thirty to sixty feet in length. They typically have a single mast with a square sail and a bank of oars on either side. The winds blow out of the southwest over half the year, making it possible to sail up-stream part of the time. The oars are used for traveling up stream when the wind is not cooperative. Going downstream is much easier, since the current is fairly strong along most of the length of the river.

The shipyard usually employs about 40 people in a variety of positions. While all of the woodwork is performed at the shipyards, the various smithies (such as W4 and others not detailed) in the city do much of the metal work. The ropes are usually produced at the Archendurn Rope Works [see W10].

The owner of the shipyard is Thaddeus Nubeins, who is a fair but at the same time shrewd man. He pays his people well for their craftsmanship, and does not tolerate slackers. He is tall and very heavily built. He usually dresses in bright colored clothing and always wears a wide leather belt with a huge metal buckle to hold his pants up under his portly gut. He has long thick grey hair with a hint of brown still in it, a closely trimmed beard and moustache that is long and curls up at the ends.

The buildings are fieldstone and mortar with high ceilings (about 12 to 15 feet) and wood shingled roofs with about a 3:12 pitch. The walls around the shipyard are also made of fieldstone held together with mortar and are about 5 feet thick and 15 feet tall. There is an iron-bar gate across the entrance, which is usually open during the day but is closed and locked at night due to the fact that Thaddeus does not trust people in general. He tends to be moderately suspicious of anyone that he doesn't know. He lives in a small apartment above his office and design area, which is in the southeast corner of the southeast building.

W2- Church of the All Father

This is one of only two buildings in the city that is over 40 feet tall (the castle is the other). It is a large rectangular structure with a high peaked roof (12:12 pitch, looks almost out of place because of it), and has a large bell tower that extends up to a height of seventy-five feet. The roof itself is constructed of gray tiles, many of which have become broken and are in disrepair, although the roof leaks have not become too bad yet. The building is of fieldstone construction and has been in the city for many generations. It is the local center for religious affairs for a significant portion of the city residents.

Friar Claudin Danjreti, who is a very good-natured and friendly person and always willing to help out those in need, administers the church. He is of average height and of moderately heavy build. His gray hair is quite thin on the top. He has not advanced to the level within the church that would be expected of a man of his age and knowledge, due in part to his lack of following the bureaucratic doctrines that the church sometimes institutes. He is a well-liked individual within the city of Archendurn and gets along surprisingly well with Giolla Na Naomh who is the Druidical Vergobretus of the southern portion of the Archendurn kingdom and Tainarie Dabha who is the local Druidical priestess [see E1]. This is another reason why he has not advanced, as the Church of the All Father as an organization tends to ridicule the Druidic ways, claiming they are in league with the demons of the underworld. However the Friar feels that they are simply misguided in their beliefs.

Friar Claudin Danjreti also serves as one of the trusted advisors of King Agril Clement, despite not being of any of the Archendurn bloodlines. He was born far to the south in the city of Elgoran, the fourth largest port city of the Aquinoch Republic. His superior is the Bishop of Aquinoch within Aquinoch City.

If you are using another religion system, I recommend using this building as a temple for one of the more prominent religions in your setting. However if you wish to use it, the Church of the All Father is a monotheistic religion, whose teachings are based on the doctrine of several prophets who lived to the southeast many generations ago. It is very loosely modeled after the Catholic Church of the Middle Ages.

W3 Clearwater River Ferry

The stone pier here has a massive rope tied off to it that is attached to a double capstan pulley system which is used to pull the ferry back and forth across the wide and fast flowing Clearwater River. The owner of the ferry is Chraimer O'Donnel, who is of average height, but very large around the middle. He is a very jovial man with a love of good jokes and stories and has a distinctive laugh where he throws his head back and lets out a sound that carries across the river. His long and somewhat frizzy light brown hair often looks disheveled due to being exposed to the weather and the winds on the open river.

His residence is a medium sized stone building on the far side of the river, with a small stable next to it, for those that do not wish to bring their horses into the city. The cost of stabling a horse is about the same as for bringing it across the river. His prices are so reasonable because he gets quite a bit of traffic - nearly half the farms within two days' walk are on the west side of the river, and his stable is located on the main road to Bornheld and Willowdale.

He has five sons and two daughters. All five of his sons help out with the ferry. Three of them have reached adulthood within the last few years. His daughters and wife handle the stables and the docking on the west side of the river. His eldest son, Gergen, handles all the affairs on the east side of the river within the city of Archendurn. He lives in an apartment overlooking the pier and keeps a small rowboat there for crossing when the ferry is on the far side of the river or for emergencies.

W4- Gailegmónd Smithy

As one of the largest iron smithies in the city, it does a booming business in tools, utensils, metal fixtures, hardware for the shipyard, and occasionally weapons and armor (quality weapons and armor are available for a premium, Masterwork weapons and armor are available for the usual premium prices). The same family has run the business as far back as anyone can remember. It employs some three dozen people, most of whom are related to the owner.

Garimon Smith IV is currently running the smithy. Rumor has it that Gailegmónd was the name of the founder, but that knowledge is lost in the depths of time.

W5- McArdnath Farm

This farm along the eastern banks of the Clearwater River, just north of the city walls, is of average size. Its owner is physically unremarkable with the typical long brown hair and beard of Archendurn. However, Ronan McArdnath is a very outspoken man when it comes to his opinions of public policy within the kingdom and on religious matters.

In the evenings, he can often be found at the Dancing Pig Inn [see W7], spouting off about something. He tends to drink quite a bit, and gets very loud and obnoxious. He will not usually start fights though, as he is only average sized and not very skilled in such matters. He receives free drinks from Ruairi at the Inn as partial payment for supplying the inn with ingredients for its home brews. Despite Ronan and Ruairi having been friends since childhood, they still get into friendly arguments over their differing religious beliefs. Ronan is a devout follower of the Church of the All Father (despite not living by all the church's doctrines), while Ruairi is a devout follower of Druidry.

W6- Cethlian Leather Works

This leather shop produces reasonably good quality products such as harnesses, whips, bags, backpacks, waterskins, leather chaps, leather aprons, etc. Many customers bring in their own leather for tanning and shaping, trading in exchange for the service four times the raw leather needed for the finished product. In this way, the leather works gains leather for producing products that they can then trade for other goods or sell for coins.

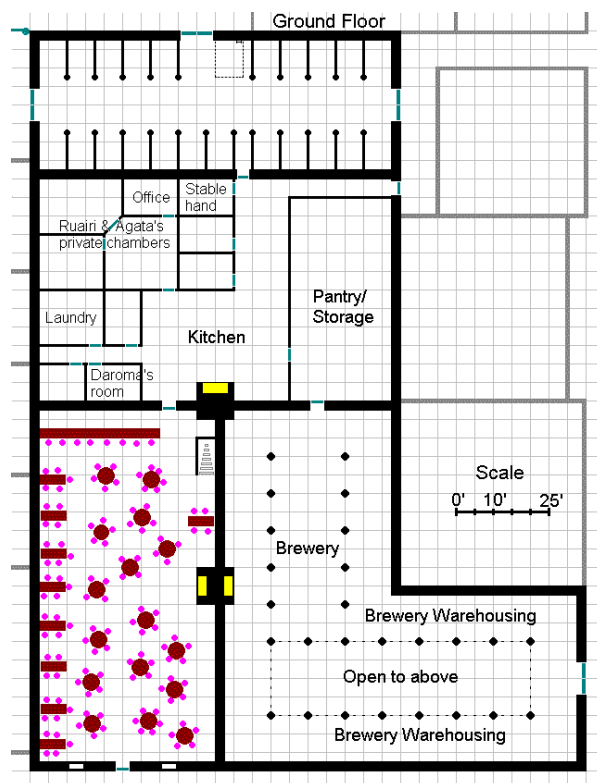
The owner, Seth Cethlian, is a shrewd bargainer and always makes sure that he gets something for the services he and his people provide. His young wife, Sile, is also very skilled with engraving fine details and patterns into the leather that her husband tans. Despite Seth being in his late middle age (late forties or early fifties, no one knows for sure since he doesn't talk about it and isn't from the area), he and Sile (only twenty-three years old), have five children and a sixth on the way.

Tarien Dolhaist supplies the organic materials that Seth uses in preparing his tanning agents on his trips into town every week or so.

W7- Dancing Pig Inn

This place is known throughout the kingdom for some of the best ale and brandies made in human lands. The owner, Ruairi Innman, has his own special recipes that he has perfected over the last 50 years to brew the finest ale, as well as making other choice liquors.

His Dancing Pig Brandy is also well known throughout the region and for hundreds of miles away. It comes in a variety of fruit and berry flavors to meet any liquor connoisseur's taste. His brewery takes up the entire eastern wing of his building and even extends into the main part of the building. He sells his products in small quantities to other taverns outside of the city of Archendurn for a premium. He refuses to sell to any other tavern within the city walls however, thus guaranteeing more business for his own tavern. In fact he is so protective and secretive about his recipe that he will not allow anyone other than trusted employees into the brewery section of the building during critical stages of the operation.



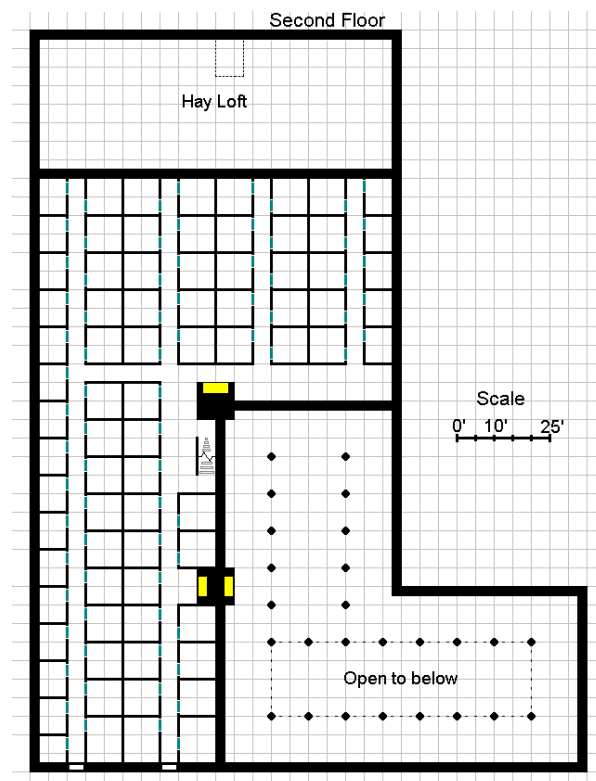
Ruairi and his wife, Agata, pride themselves even more on their hospitality as hosts. They have built up a very extensive and loyal customer base for their inn and tavern. Despite never having any children themselves, they recently formalized arrangements for Daroma, one of the barmaids and Agata's primary help in the kitchens, to take over as owner when they pass on. Ruairi is of rather small build, not quite what one

expects of an innkeeper, while his wife is a little on the stout side and very matronly in appearance and attitude.

Daroma has quite a reputation for being somewhat promiscuous. Nevertheless her discretion has kept her clear of any trouble so far. She is slightly above average height and has an attractive figure and build, with long and straight dark-brown hair (with a slight reddish tint to it). Many of the single men of Archendurn, especially visitors, have seen her best side (or so they think). While she has her fun, she has very little respect for men in general and uses them for her own amusement. However she is very responsible when it comes to her job at the inn.

This large three-story brick building with an "L" shape also has a small stable and paddock at the back of the building for their guests to use. There is also a small hayloft over the stable area.

The first (ground) floor consists of a large common room that is also used for serving food and drinks, with a kitchen to the back and stables behind that. The personal chambers of the owners and some of their help are also on this floor.

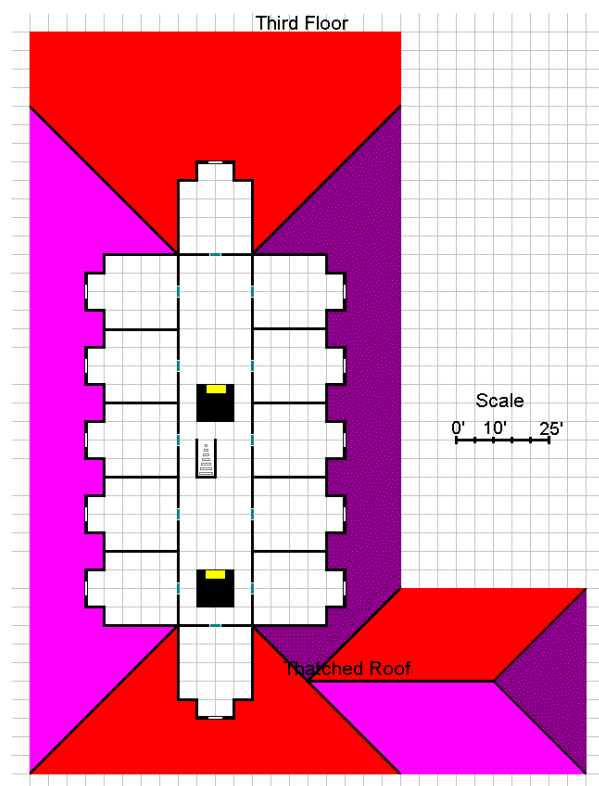


The stable hand, Bairre has the room next to the door leading from the kitchens to the stables. He is a very

large and portly young man who has worked for Ruairi for several years now. He enjoys eating, drinking, and gambling with the patrons of the inn when not performing his duties. However his eating is the only one of his three bad habits that he truly overdoes. He is a very cheerful, dependable, and friendly person. There have even been occasions when he has been mistaken as the innkeeper due to his stature and build being what most people expect of an innkeeper.

On the upper two floors are the inn rooms, which are rented out to guests by the night or week, with the biggest and best rooms being on the third floor. While the rooms here are the smallest of the city's three inns, they are well kept.

The prices for food and drink tend to be a little on the high side, but the customers are paying for quality and service. The inn is not only known for serving its own ale and brandies, but also other fine drinks imported from distant lands. The menu varies from day to day based on what they have available, but they nearly always have chicken, various types of fish, and beef. The beef stew, mushroom soup, and mutton stew are very popular, as is roasted and seasoned rabbit, when it is available. The room prices are fair, and are in the middle of the price range for the three inns of Archendurn.



The common room of the tavern seats 129 people, and is rarely full. But it is even more rare for it to be empty. During the early to late evening it is typically between half and three-quarters full. It is not uncommon to find traveling minstrels or bards entertaining guests in the common room. Ruairi will often let such people stay at the inn for free since their talents help to sell more food and drink, but these freedoms only last for a few days at a time.

There is one bard in particular that shows up fairly regularly, by the name of Nachen. He makes regular rounds to all three of the Inns in Archendurn besides visiting several of the smaller villages of the Archendurn kingdom. He is an excellent source of information about what goes on within the outlying parts of the kingdom and always seems to know more than he should about things.

Another regular customer is Ronan McArdnath [see W5], who is Ruairi's primary supplier of grains for his brewery. He can often be found arguing over religious matters with Ruairi, and the members of the Druidry that frequent the inn when they are in Archendurn. It is also common to find off-duty city guards and soldiers from the castle at the tavern.

The Captain of the King's Guard, Rian, is a frequent visitor who prefers the quiet of the Inn to the intrigue of the castle. He is a fan of Agata's nearly famous mushroom soup, with Dancing Pig raspberry brandy being his drink of choice.

W8- Balandith Shipping Warehouse

This large warehouse is actually owned by a successful merchant that lives outside of the Archendurn Kingdom. It is used as a place to collect various metal goods and farm products for shipment by riverboat down to the city of Stanis Port, which sits on the western side of the mouth of the Clearwater River as it feeds into the Gulf of Aquinoch.

Ships go in and out at a rate of about 1 per week, for 10 months out of the year. Two separate Balandith owned riverboats make this journey, which takes on average about 4 days down river and 7 days back up when the wind is right. Balandith also owns both of these boats. Roland Gólian captains the Archendurn Dream while Daemon McCranet commands the Waterbat.

Roland runs his ship with an iron fist and expects a lot out of his men, and as such tends to have a high turnover of crewmembers. He can be found sometimes in the Dancing Pig when his boat is being loaded or

unloaded. Daroma has had to turn away the man several times as he frequently gets a little too friendly with her. She has no intentions of ever committing to such a bull headed man.

Daemon is a fair and quiet man, who has a crew that knows their job and does it well with very little instruction from him. When his ship is being loaded or unloaded, he will sometimes visit the Dancing Pig or the Ravenpole [see E8] taverns for food and drink. Unlike Roland, Daemon sleeps on his boat when in town.

The warehouse itself is operated by Pioter Trunchain, who acts as a buying agent for Balandith as well as placing orders for items that need to be imported from other parts of the world. The merchant Balandith lives far to the east, where his extensive trading empire is centered in the distant trading metropolis of Argentum.

W9- Caithenard Brothel and Bathhouse

The riverboat sailors, as well as many other traveling visitors, frequent this large two-storied wooden building tucked back into one of the blocks near the docks. Some of the locals are regular customers. Although the rates are rather expensive, the brothel has an excellent reputation of providing very good services. Tabatha Caithenard runs the place with a constant eye to customer satisfaction as well as the safety of her women. She has aged well, despite being well beyond the age for providing the services that her establishment is so well known for.

These include providing warm baths either with only warm water and lye soap or, for an extra fee, with a personal attendant to help wash you. They also provide other “red light” services for those who are looking for “companionship” for the evening.

W10- Archendurn Rope Works

This large stone building is three stories tall with a tile roof. It is one of the few buildings in the city of Archendurn that uses a system of gutters to collect water from the roof and direct it into the building for use in making their products.

They supply the Archendurn Shipyards [see W1] with all their needs, as well as many of the local shops that need rope. They also sell their products to other shipyards on the ocean coast. They primarily make their rope from hemp, which they buy from several farms around the kingdom. The Rope Works also produces sails from hemp cloth, which is much more

water resistant, abrasion resistant, wear resistant, and of lighter weight than cotton or flax cloths.

The hemp farms plant their fields in very tight formations so as to reduce the growth of leaves and cause the stalks to grow to longer lengths, thus producing stronger and longer fibers. They also tend to plant flax within the same field because the plants tend to grow better together. The flax is then used for making clothing, as are some of the female hemp plants. The rest are saved for bearing seeds for next year’s planting. The flax and some of the hemp (for clothing) is harvested in the summer while the coarser hemp for making rope and sails is harvested in early fall, to allow the plants to grow to maturity (thus strengthening the fibers).

Note: Hemp has been used as an important natural fiber for over two millennia and is still in use in various parts of the world to this day. It is a very strong, easily dyed fiber with excellent properties and ecological benefits. The type of plants cultivated for their fibers were not very useful as drugs and it is not our intent to suggest that they be used as such. They were grown with the intent of strengthening the natural stalk fibers, which if done correctly reduces the intoxicating effects of the leaves, as well as minimizing the growth of leaves on the plants. This occurred by using a very close planting pattern. Hemp was a very important crop until somewhat recent times through Europe, Asia Minor, and the America’s. The growth and use of hemp for its fiber is starting to make a comeback in some places (Canada is an excellent example of this).

The owner of the rope works is Téad McMairen, who is an elderly man of thin build and slight stature, with long thick grey hair and a beard to match. His wife passed away several years ago, and most of his children have moved away. With two daughters who married farmers in Clearwater and Beywater respectively, and his only son having left Archendurn about 30 years ago after an argument, Téad now has no one to take over the rope works. So far his health has held out, but he knows that the end will likely be coming soon due to his age. He has already begun to spread the word that he is willing to sell the place to anyone capable of running it that has the money to allow him to retire to a small homestead near one of his daughters.



W11- Siantion Mercantile

This large shop carries nearly anything that a traveler to Archendurn could want to purchase. They sell foodstuff, leather goods, ropes, metal tools and equipment, tack and harness, cloth, household goods, etc. They purchase their assortment of manufactured goods from other shops within the city and will even purchase things that cannot be made locally from the shipping companies that service Archendurn.

The owner Dairon Cumhail has recently fallen ill with a strange sickness, so his wife and three teenage children are struggling to keep things going and to try to discover what the nature of this strange illness and a cure. The local druid Tianarie Dobha is caring for him but has been unable to determine what his ailment is. She has recently asked for the local Druid Vergobretus (a Druid who oversees several lesser Druids within the region, named Giolla NaNaomh) to come and aid her.

W12- Clearwater Bowyer & Fletching

This archery shop manufactures long bows, short bows, crossbows, arrows, quarrels, and even carries supplies for slings. They have an indoor shooting range (the

only one in the Archendurn Kingdom) to try out their products. They hand manufacture everything.

While their prices are a little on the high side for bows, the bow will be custom made to the buyer's size and strength. The custom bows produced result in a small bonus (Rolemaster: treat as +5 quality, **d20 System: treat as Masterwork bows**) based on the high quality. They do make average quality bows for an average price ahead of time for those unwilling to spend enough coins or time to get a custom made bow.

The owner Bentim Bogha is in late middle age and is tall and thin, yet very strong for his age and weight. Three of his seven grown children also work for him in the shop, as do a few other people. He and his wife live above the shop, which is a two storey wood building.

W13- O'Riade Silversmithy

Bhuill O'Riade (wil o-rade) is a quiet middle-aged man, who keeps to himself and is rarely seen out in public. Despite this fact, his skills as a silversmith and

abilities with other precious metals as well as gemstones have earned him considerable respect around the kingdom. He has crafted many fine pieces of jewelry for the royalty and nobility of Archendurn and neighboring kingdoms.

He also makes fine silverware, goblets, urns, crowns, scepters, clasps, and a wide variety of other decorative and ornamental items for the discerning (and wealthy) members of the local communities.

About the only time he can be found outside of his shop is when he is getting food or other supplies from the local farm markets or mercantile shops. He acquires most of his materials from a southern merchant, who occasionally visits Archendurn.

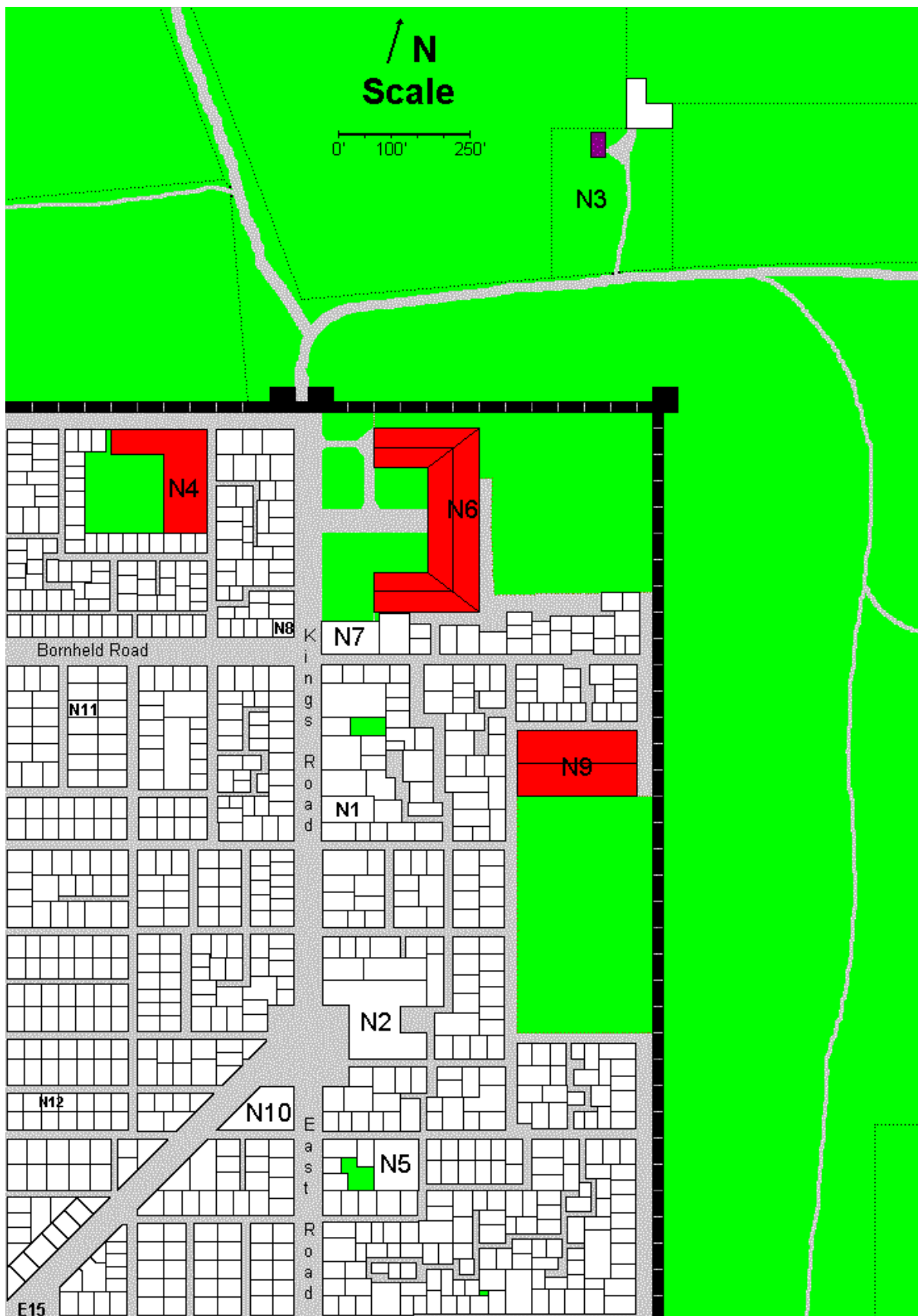
Bhuill often goes to Siantion Mercantile and flirts with the eldest daughter of Dairon Cumhail [see W11], Gian. While she is only about two thirds of his age, they have been courting for just over a year. Bhuill has helped out with some of the costs in trying to treat the strange ailment that is afflicting Dairon which has relieved a lot of the burden and stress on the Cumhail family.

W14- Mouroch's Glass

Taimel Mouroch is the only experienced worker of glass in the area. As a young man, he took a job working as a guard for a traveling merchant, who was headed to a distant land to the east. He was gone for nearly ten years, but when he returned to Archendurn, he brought back the secrets of glass working.

He quickly opened up his shop and started to make a variety of items. He is skilled in both the art of blowing glass objects such as bottles, vases, utensils and decorative items, as well as in crafting flat glass panes for making windows and mirrors. For the first seven or eight years he was very careful not to let anyone see how he created these items. Due to the demand, he has since hired two apprentices, one of whom has been with him for nearly five years now.

They are still very secretive about the craft, since it is so rare in this region. Up until he opened his shop, all the glassware that was used within Archendurn had to be imported from distant lands at a high price. Some fine glass items are still imported into the kingdom because Taimel's work, though practical, is not without occasional flaws.



North Archendurn

N1- Brolion Mercantile

This shop caters to the needs of the local farmers and their families, carrying a wide variety of farm tools and implements, as well as household items and cooking utensils. Their prices are about average for most of the items that they carry in the shop. While they can get specialty times, they charge a 20% premium for these custom ordered items.

Gaermon Brolion, the owner is a large man with a constant scowl and long light brown hair that is kept tied back with a thin leather cord. Despite his outward appearance, he is a friendly and helpful member of the community, although he rarely speaks unless spoken to. His family has been dealing in goods used by the common people of Archendurn for several generations now, and has earned a reputation for fair and reasonable prices.

His wife and three teenage daughters help out in the shop, while his only son operates a second mercantile that they just recently opened in one of the neighboring communities (Hoarsbey) as part of the family business.

N2- Heraideron Pottery Works

This is one of the largest employers in Archendurn, with over 50 workers, producing large amounts of pottery. A huge wood fired kiln is used to cure the finished products and for helping in the glazing process. The Pottery Works makes dishes, mugs, cups, canisters, bowls, flasks, bottles, jars, etc. They are the only large manufacturer of pottery in the entire kingdom. Some of these products are even shipped to distant lands as containers for other farm products or just as finished products themselves.

The Heraideron family name had died out two generations ago, leaving a single daughter, who married the fourth son of the then reigning king of Archendurn. However, the family name was kept out of respect for the founding family and for the reputation that had been built up over the previous seven generations. The current owner is Ciale Clement, who is a second cousin to the current king.

Ciale and his wife, Erin, treat their employees fairly and reward them appropriately for their work and dedication. Ciale is a tall and somewhat stocky man with medium length (down to his shoulders) dark-brown hair that is somewhat thin in the front. He is nearly always seen with a smile on his face and an

upbeat attitude, despite his severe limp. The limp was caused about 15 years ago by the collapse of a large wooden shelving system that was used to store finished goods until they could be packed for shipment to their final destination. When the large wooden structure started to collapse, he dove into the fray to push two of his employees to safety, but suffered a severe broken leg that has never healed properly. Erin had been pestering him for several months prior to the incident to fix the unstable structure as someone was going to get hurt.

His wife is a friendly woman with long light brown hair and green eyes common to most of Archendurn inhabitants. She is of average build but somewhat tall, standing only a little shorter than her husband. She is the daughter of a farmer with sizeable and fertile lands who lives along the outer edge of the cleared lands, about a day's walk from the city.

N3- O'Connel Farm

This is another one of the large farms just outside of the city walls. The O'Connel family has been supplying many of the residents of Archendurn with milk and eggs for several generations. They also supply some of the mercantile shops, farmers' markets, and taverns with chickens and beef. Due to their close proximity to town, they have been able to turn the small surpluses of the past generations into farm improvements resulting in increased productivity. They are now responsible for a large share of the food products sold to local businesses. One of their largest buyers is Hierdoren O'Reili, the cheese maker [see S5].

Old man Bill O'Connel is shrewd and impatient, with a dislike of strangers. His eldest son, Bertrand, now runs the day-to-day work at the farm. However Bertrand still has to answer to his demanding and ever critical father, so his control is somewhat limited.

Most of the members of the O'Connel family are of average build and height, with reddish brown hair. They tend not to be overly friendly, but some say that a large part of this is due to old Bill being so ornery towards everyone.

N4- MacMaithel Cartage

Transportation is essential to the farms that are able to produce a surplus of products, in order to get them to market or to the buyer. Euthien MacMaithel is the man that provides that service to many of them.

He has regular routes, which his drivers follow between Archendurn and the various small villages

within a few days' travel. These drivers carry small packages and small shipments of goods (less than wagonloads) between the various communities.

Regular runs between Archendurn and Willowdale are also made once a week, often using two or three wagons for a single run due to the large amount of products traded between them. Willowdale is not easily reachable by riverboat, so much of their surplus products are transported to Archendurn where they can then be loaded on ships for transport to distant lands.

He also does extensive hauling of hemp and flax from the various farms around Archendurn to the Rope Works and to several small cloth weavers. Regular runs between the sheep farms and cloth weavers are also common.

Euthien's great grandfather, who sold his small farm on the outskirts of the tillable lands to a newly arrived foreign family, actually started the business. He had already been hauling goods for some of the neighboring farms by that time, and with the gold he received from the new residents, he purchased two more wagons and teams of horses, as well as a building in Archendurn. The business has steadily grown ever since.

Euthien currently has 18 wagons, 5 sleds (for use in the winter months when the snow is too deep for the wagons to get through for important deliveries) and 68 horses, as well as 23 teamsters in his employ. He will occasionally hire mercenaries to escort his drivers when they do longer runs through dangerous areas to the more remote parts of the kingdom or to other neighboring lands.

N5- Archendurn Linen & Cloth

One of the larger weaving operations in the kingdom, they produce a wide variety of cloth from native wool, hemp, and flaxen. Cloth made from cotton and silk is also available here, but it is imported already woven from distant lands, as neither of these fibers is native to the area.

Note however that they do not make clothing, only the cloth that it is made from. For items of clothing, a person would have to visit a tailor or seamstress.

Unlike many other businesses in Archendurn, they pay per unit of work performed instead of for a set amount of time-spent working. Many of the people who do the weaving spend part of the day weaving and part of the day tending to other business, thus often times more than one person will use the same loom or spinning

wheel. It is also somewhat common for at least a small portion of the workers to work long or even strange hours. Even in the dead of night, there are likely to be at least a few people working by lamplight.

The current owner, Alina Trosdenorf- O'Connor, is a young blonde-haired woman who is very demanding and short tempered. She inherited the business from her late husband, Rois O'Connor, who had been well along in years prior to their marriage.

Many people believe that Alina, who is from the west, came to Archendurn looking for someone to take advantage of and found Rois, a wealthy but lonely old man who already had one foot in the grave and no heirs. There are even rumors that she helped speed up the end of his life so that she could take control of the business and live well on his past hard work. He only lasted about 6 months after they were wed.

She has only been in Archendurn for three years and has already made several enemies. Her temper and attitude have also resulted in a decline in the business since her husband's death a year and a half ago. There are also very few around the city who fully trust her. Many of the current employees are concerned that if she keeps running the business the way she currently is, that they will be without work before long.

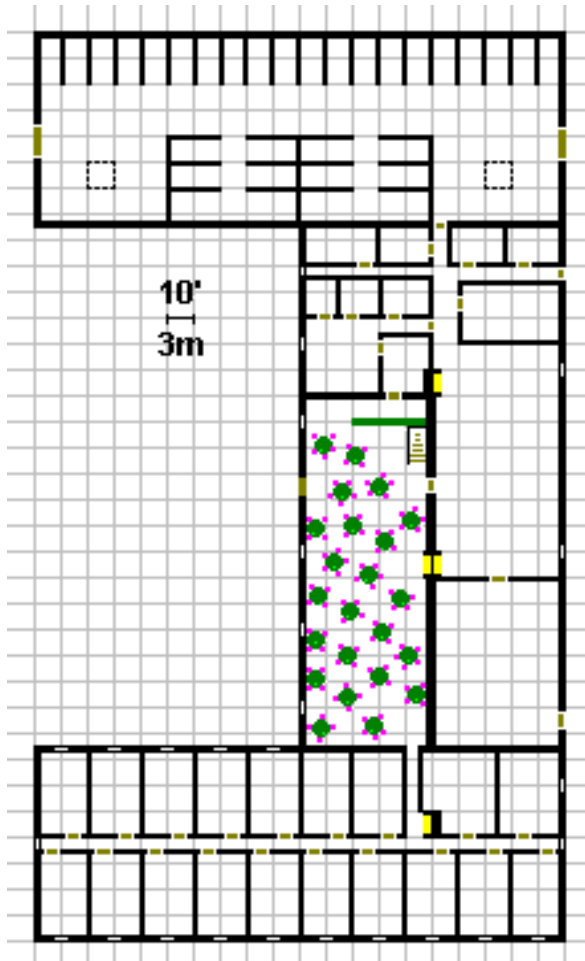
Three of the people who had worked for Rois for many years have already begun to make plans and try to secure money to start up their own weaving business as soon as they can afford to purchase several looms and find a place to operate them out of.

N6- Archendurn Inn & Stables

The largest and most expensive of Archendurn's inns and taverns, it is frequented by visiting merchants and dignitaries. It is just inside the city gates and is the first one that most visitors by road see. The rooms are spacious and the food and drinks are fairly good, despite their high price. A wide variety of food is served here, including roast pork and beef, corned beef, fish, turkey, pheasant, fine wine, mulled cider, and tea.

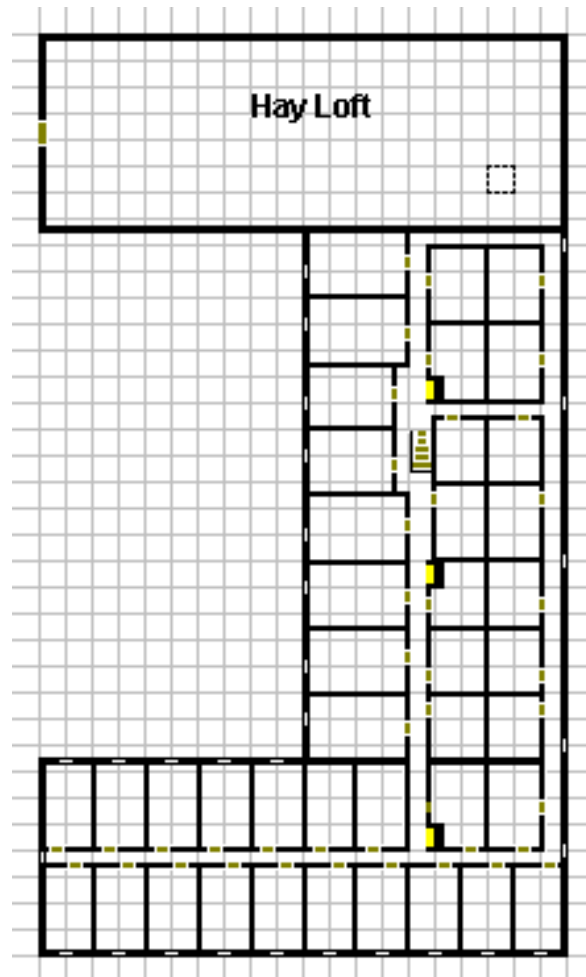
The stone building has three floors, with the third being within the rafters of the roof (6:12 pitch with tile). The first and second floors have numerous windows (with glass in them, which is a rare luxury within the city). A large stable area takes up the north wing of the building on the first floor, with a large hayloft above it. The stables open to both the east (into a corral) and to the west towards the city gate.

The central part of the first floor consists of the tavern/common room along the western half with the kitchen and a large pantry sharing the eastern half of this portion of the building. Living quarters for the innkeeper and his family as well as for some of the employees are also located at the north end of this central section. There are entrances at both the front and the back of the building. The back entrances (east side) lead in to the kitchen and pantry area, and so are not normally used by the patrons.



On the south wing of the first floor and most of the second floor are high priced rooms for the use of visiting patrons. These rooms are well appointed by the standards of most of the inns within the kingdom, and are well worth the price in most wealthy travelers' minds. Most of the rooms have a single bed, nightstand with a small washbasin and pitcher of water, a chamber pot, a wooden chest, a small table and two chairs, as well as several pegs on the walls for hanging clothing on. They are also equipped with a simple oil lamp. Most rooms have windows although there are several on the second floor in the interior of the building that

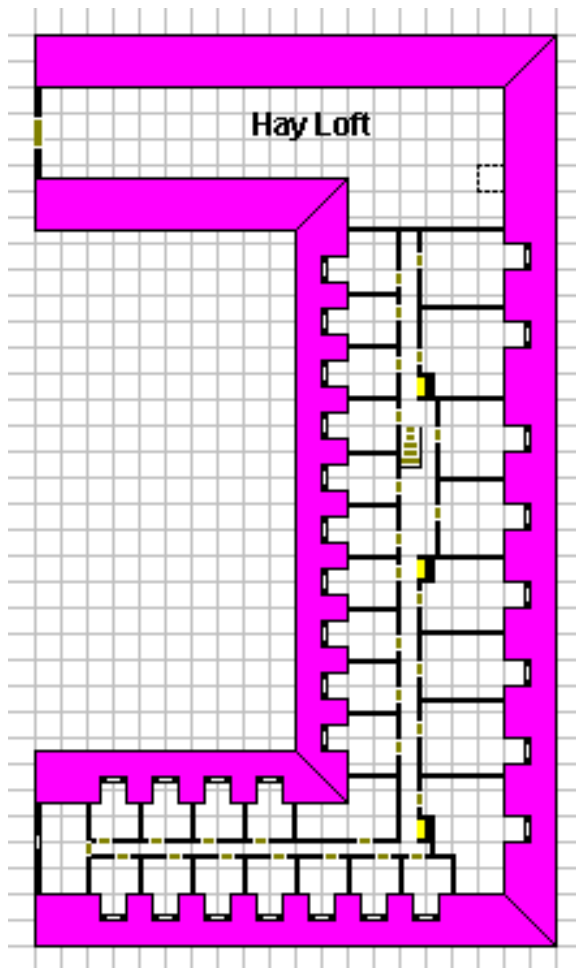
do not. These smaller rooms without windows are often rented out to those who cannot afford the nicer rooms.



Some of the third floor rooms are a little larger. These either have two beds or one larger than normal bed. Some of the rooms on this level are also very small compared to others within the inn, but are still well appointed with nice furnishings.

Clean linens are the rule within this establishment. Bedding and towels are washed daily by the staff, with fresh and dry replacements put in every room.

The current owner is Greód MacRenion, who is a very small and elderly man. His eldest grandson, Dénail, handles most of the day-to-day business. Several of his children and grandchildren perform a variety of duties at the inn. His wife passed away nearly thirty years ago now. His wife's father founded the inn nearly a century ago.



N7- Clearwater Cooper, Wainwright, and Wheelwright Shop

Specialty woodworking is their business, with barrels, casks, wheels, wagons, and other odd wooden hardware and fixtures being the norm for this operation. This shop has been in the Waincoope family for many generations.

Gieremiah Waincoope is the current head of the operation, with two brothers and their seven sons performing much of the work. His elderly father can still be seen around the shop sometimes helping out.

Most of the timber used by them is purchased from a loner of a man named Tarien Dolhaist. He comes into town once every two or three weeks or so. Tarien typically stays in town for a day or two, buying supplies with the money that the Waincoope's and others pay him for the timber he brings to them. He then leaves town, walking to the east along the Hoarsbey River into the wilderness, only to return about two weeks later on a raft of logs, which he then

sells. He occasionally sells to others such as the McDaireid's furniture making shop [see E3].

Tarien is an excellent source of information concerning the wilderness areas up the Hoarsbey River. Wherever he goes, he always carries a large woodsman's axe. Rumor has it that he can even throw this axe short distances with a high degree of accuracy. He also carries a long pike like spear with a large hook near the end, which he uses for guiding the log rafts down the river.

N8- Heinost Mapping and Scribe Service

The only fully-fledged and trained mapmaker in the Archendurn kingdom, Rail Heinost also offers scribing services. This small and thin man of late middle age and balding head is in the process of training an assistant, named Gélion Somthain. His new assistant is of the same small stature. Rail is an incredibly bright man and is very knowledgeable about many things and locations around the kingdom. However his wisdom must be bought. He is a very shrewd businessman who is not easily tricked into anything. Distrustful of strangers, Rail will refuse to take any form of payment except coinage, unlike most other merchants and professionals in the city.

His services are much in demand by the local residents, especially since the majority (about three quarters) can't read or write. He has an extensive library on the upper floor of his shop, but will not loan these valuable books out for any price. He will however reference them for a fee.

N9- Clearwater Stables

This is the largest public stable in the city of Archendurn. Horse breeding and trading is also a big part of their business here. Many of the farmers who are in need of a workhorse or travelers who have a lame horse can trade or purchase horses here.

The owner of the stables, Guile O'Reina, is a very stern woman of large proportions and long dark brown hair. Two sons and a daughter of her five grown children help her in tending the stables. It is said by the locals that she used to be a very good-natured and friendly woman. The death of her husband, several years back from a long and wasting sickness, resulted in her current bleaker approach to life.

N10- Kings Road Weavers

Weaving and cloth is a fairly large business in Archendurn and this is one of the major suppliers of

cloth and linen for export. Some of the locals purchase cloth from this weaver, but most of it is sold to merchants.

Ghona Cuisac is the owner of this business. He is a tall, middle-aged man with long red hair and a beard. A stern man, he is fair in his business dealings. Ghona is somewhat impatient when it comes to mistakes made by others, and as such tends to have people come to work for him and leave within a few days. However those that do stay are well rewarded for their hard work and dedication.

N11- Caeterin Apothecary

Aeno Caeterin is one of the most knowledgeable people around when it comes to diagnosing and treating sicknesses. He also pulls troublesome and painful teeth, trims people's hair and takes care of those in need of a shaving. He keeps a supply of various healing herbs on hand as well as leeches for bloodletting. He also sets broken bones to minimize permanent disfigurement and limping.

Despite his skills and knowledge of the human body, many people still prefer to go to religious leaders for treatment. But those willing to give his services a try are not usually too disappointed. He only loses one in ten of his patients to death. This is a better record than most apothecaries.

N12- Sandiath: The reader of fortunes, the see-er of secrets

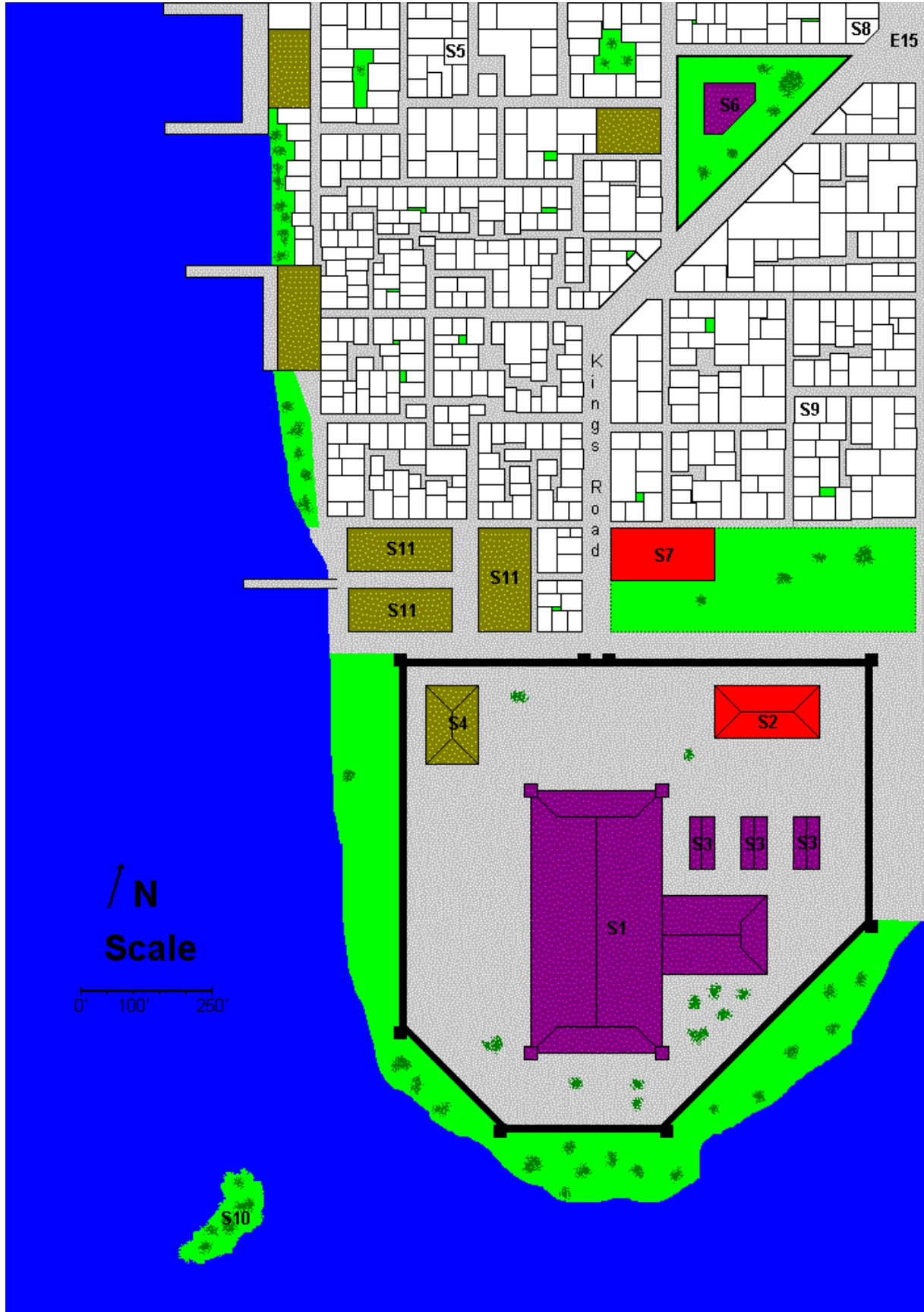
No one knows for sure just how old this woman is, but she must be the oldest living person in the city if not the entire kingdom (with the possible exception of

Noise). Sandiath is a small and very frail woman with long but very thin grey hair. She took in a young orphan girl named Gilian over three decades ago, who now handles many of the daily things that Sandiath can no longer do herself.

Gilian, now in her early middle age, is of average height with a slightly plum but still attractive build. She has incredibly long and thick dark brown hair, which she typically wears loose, but sometimes, will tie back into a ponytail that nearly drags on the ground. She has been learning many of the secrets of Sandiath's trade, and is expected to take over the business when Sandiath passes away. Many people expect her to die within the next couple of years since she can no longer get around by herself. However despite her age (which some say is well in excess of a hundred years), she is a very stubborn woman, who has not yet lost her will to live. (Sandiath is actually in her early eighties, making her the second oldest human within the kingdom.)

Among the services that are provided by these two women are the reading of fortunes using a variety of means including tarot cards, chits (stones, bones, and sticks tossed from an old bag into the middle of a circle), and palmistry. They also claim to practice the use of divination by speaking with the spirit world and using a crystal ball.

Although Gilian and especially Sandiath have incredible powers of divination and knowledge, they tend to answer inquiries with riddles or further questions.



South Archendurn

S1- Archendurn Castle

This is the largest structure within the city. The cut stone walls rise up three stories, with another two floors above them with dormers looking out over the roof. The east wing is only comprised of 2 floors, with the attic above used for storage only. Four towers rise up just above the peak of the main building's roof, which are used as lookout points, since they are the highest points within the city other than the steeple of the Church of the All Father, which is almost directly to the north.

This building serves as the personal residence of the royal family as well as many other important members of the royal household. It also serves as the seat of government from which nearly all decisions are made that affect the kingdom. A huge central hall that rises up two floors with a balcony running completely around it takes up much of the northern two-thirds of the structure. Meeting halls, record chambers, guardrooms, and various other mundane rooms line the Great Hall on the first floor. Large windows that open up to the second floor balconies on the three outside walls provide light for the large chamber.

The floors above the Great Hall are used as the private quarters for officers in the king's military, advisors, tax collectors, and various members of the royal household, and provide rooms for visiting dignitaries.

The first floor of the southern third of the main structure includes the dining hall, as well as the king's private meeting chambers. The upper floors of this section include the private chambers of the royal family.

On the lower floor of the east wing are the kitchens and pantries. Chambers for the servants can be found on the upper floor.

There is also a cellar level below the castle, which is used for the storage of goods, and foodstuffs that are not affected by the dank conditions. Below that is a dungeon level where prisoners are kept and sometimes tortured if they have information that is crucial to the good of the kingdom and King. This dungeon level is very damp due to the close proximity of the river. The master of the dungeon is Daemien Osteimh. He is a stern but patient man, with incredible self-control. He is tall and muscular, with a heavy gut, arms like tree trunks, long dark brown greasy hair that is tied back and a thick beard often caked with his last couple of

meals. While he has what some consider the worst job in the King's military, he does it very well.

The Seneschal handles the day-to-day affairs of managing the servants and castle maintenance, as well as being the king's representative in many of the more tedious affairs of the manor. Noise, a small, elderly man who is still very active and always on the go, has served in this position since before the current king was even born. No one knows for sure how old he is, and he will not say. It is even uncertain how long he has served in his current position in the royal household. Despite this, with his very active nature and his getting the job done better than anyone else is likely to be able to do, no one complains or even seems to notice the fact that he is older than any human has a right to be. Noise is in fact part of an extremely long-lived human bloodline of humans. He is approaching the age of 200 years, though he only looks as if he were in his seventies. Few are aware of his advanced age.

Noise is perfect for this job due to his obsessive nature when it comes to details, and his ability to persuade anyone to do almost anything with his stern attitude and quick words. However he is not the most sociable person in the castle due to his personality, and few speak to him except when necessary.

Despite his dour attitude, it is not uncommon to see the children of the castle throng around him as if he was a beloved grandfather. This amazes most people and when asked about it, the children usually only say that he is a nice old man that tells stories, helps them with their studies, and teaches them games. Apparently he has a soft spot in his heart for children, despite never having had any children of his own.

There is another side to this man that very few know about though. Noise is the King's "spymaster", overseeing a network of agents in other lands and informants within the kingdom. Noise's knowledge is downright staggering. He is one of the king's most trusted advisors, and attends most important meetings that occur within the castle walls. He knows of the underworld organization run by Broandach and his minions, but has chosen to not make any moves on them yet, preferring an identified enemy to an unknown one. He is aware of the current plot of the Duke of Libintat to try to overthrow the king and has already alerted Rian to this possible threat. He is also already aware of the building threat with the bandits in the Dark Woods (although he does not know of the elf who is masterminding it). He does not know about the cult in the mountains to the north, as they have not yet made any serious moves into the kingdom.

He is an active follower of Druidry; he trained as an Acolyte for six years after the initial thirteen-year Initiate training period. However he chose to decline the promotion to become a full Druid, and instead returned to the laity. Unbeknownst even to the king, Noise's first loyalty is to Druidry and the Druidical College. The only people to know this, however, are the regional Vergobretus and the High Druid who oversees this portion of the world, as well as two trusted Druid Messengers. Even Tianarie, the local Druid responsible for the religious dealings in and around the city of Archendurn, doesn't know his true nature.

While Argríl Clement is the current king, his father, Eirgeron had trained his eldest son Heiron to take the family throne. However Heiron died when he was thrown from his horse while hunting just before Eirgeron was ready to step down as king. Eirgeron, seeing that his only other heir, Argríl would be a good figurehead, but not having the intelligence and wisdom to effectively rule the kingdom over the long term, made arrangements with his advisors such that they would aid Argríl serve as king until Eíneil was old enough to rule.

Argríl is a large man, with a tall and stocky stature. He has medium length brown hair with a slight reddish tint to it, and a very friendly personality. While he is very personable and easy to get along with (thus making him a good figurehead, as the commoners like him), he is rather weak minded and is too easily influenced by others. He is not a good long-term leader for a moderately large kingdom like Archendurn. The strife between the rulers of Clearwater Duchy and Crystal Landing Duchy is a result of Noise urging the king to force the two dukes to take a more active role in the patrol of the wilderness area between their lands. On almost any issue, Argríl will delay deciding until Noise and his other advisors have determined the policy.

Noise has made sure that Argríl will not have any heirs, and will be willing to give up the throne to his nephew when the time comes. This has been arranged through Noise' knowledge of herb lore and his influence over Argríl. He has also gone to great lengths to train Eíneil in the art of ruling, so that he will be prepared when the time comes to take the throne.

Eíneil is currently in his late teens and is already excelling in his learning and ability to make important decisions in a fair and consistent manner. Eíneil has a sister who is about 3 years younger than he is also very protective of, especially after their mother died two years ago from influenza. His father had died when he was only 5 years old, shortly after which he was sent to

the Sacred Isle to study under the Druids for several years. He did not have the disposition for the Druidical ways, but did excel at history, diplomacy, and lore, so will be well prepared for his future position as King of Archendurn. He has just returned to the kingdom within the last year to serve under his uncle.

Giolla Na Naomh, Noise, Nachen, and Rian Otthelma are the only people besides Eíneil himself that know of the plan that King Eirgeron had put in place prior to his death. These four men have gone to great lengths to keep the plan for succession to the throne a secret, while making sure that everything goes as planned. Little is known of the details of this arrangement, and the players should not learn about this until the change is ready to be implemented (in a couple of years of game time).

S2- Royal Stables

These are the stables where the king's horses as well as most of the military horses are kept and cared for. There are stalls for up to 40 horses. (The King also has a larger farm about three miles to the north of the city where additional horses are kept.) The upper floor of the stables is divided into two parts, with the east portion being a hayloft and the west portion being rooms for the stable hands.

The "Road Patrols" or "King's Justifier's", as the local people call them, are the dispensers of "low" justice for minor crimes. More heinous crimes are taken before the King for judgment (for which Noise counsels the king). They also serve as protectors of travelers throughout the kingdom, as well as royal scouts and messengers. They all belong to the Order of the Checkered Shield, which is the pattern emblazoned upon their shields. There are currently twenty-three men and four women in the Order of the Checkered Shield.

They vary in their weapons and armor somewhat, with spears, broadswords, and bows being the most common weapons and leather or light chain armor being the norm. All of them wear long mottled-gray hooded cloaks.

Temporary quarters within the castle are available for when they are in the city for two or so days every eight to fourteen days. However, there are a few that have their own households (often those that are married and/or have children). The remainder of the time is spent camping along the roads or scouting the border and wilderness areas, as well as dispensing justice in the more remote regions of the kingdom. They tend to travel alone or in small groups, from one to three

together at a time, except when they have a special mission to accomplish for the king.

On occasion the Road Patrols will all be in the city at once (for rare special meetings), in which case they will keep the excess horses at the Archendurn Livery [see S7], just outside of the castle gate.

A few members of the Order of the Checkered Shield are Druid-trained and members of the Order of the Stag. This is a group of knights, ordained by the Druidry as guardians of nature and all inhabitants of the realm. The king is aware of their other obligation, but does not find it problematic, owing to the similarity in goals of the two orders.

S3- Barracks

Each of these three squat two-story stone buildings houses one hundred soldiers in rather cramped quarters. These soldiers make up just over half of the king's standing military force of five hundred men. Additional soldiers are stationed at the city gate and wall towers, while the ranking officers have quarters within the castle proper.

The organization of the soldiers is as follows: a Captain, six Lieutenants, and eighteen Sergeants. Each sergeant oversees a group of fifteen soldiers or "King's Guard" as they are commonly called. Each Lieutenant is in charge of three of these groups of forty-eight soldiers.

The Captain of the Guard is named Rian, and is a friendly man of non-Archendurn lineage. His social skills as well as his ability with a rapier (an unusual weapon in the Archendurn kingdom) are responsible for him gaining such a prominent position despite being an "outsider" from far to the east. He is one of King Agril's most trusted friends and confidants, as well as an amazing tactician in both personal combat and military planning.

He does not dress in the standard Guard uniform; rather he tends to put on a bit of a show with his fancy clothing. It is said that if one wants to know what the height of fashion is for that day, one need only take a look at what Rian is wearing. It is not uncommon for the guards of visiting dignitaries to assume him to be a court dandy, and to pick fights with him or to try to embarrass him at court functions for their own amusement. However, they are quickly surprised to find him quite at home in these social settings and not the type to be trifled with. Such encounters usually end with the offending visitors making fools of themselves, and embarrassing their lord instead.

S4 Royal Smithy/Armory

A portion of the metal equipment used by the King, his household, and the military personnel is manufactured here. The remainder is collected as the tax from the smithies in the area. There are three full time smiths as well as seven apprentices. They craft and make repairs to armor, weapons, tools, and tack (harness or buckle hardware).

The first floor is where the actual work takes place, with several forges, anvils, tools of the trade, and water barrels. The second floor has the living quarters of the smiths and their apprentices, as well as some limited stores of forged items.

There is also a small leatherworking shop here where two leatherworkers make repairs to the saddles, leather harnesses, leather armor, and other leather goods used by the military. Their work is of sufficient quality and functionality for military use, but they are not known for great workmanship and as such, more important items are often taken to one of the more skilled leatherworkers within the city proper.

S5- Archendurn Cheese

Hierdoren O'Reili is the master of cheese making within the city. His small shop supplies many of the local households (those that do not make their own anyway), and the city's inns/taverns. Some is even exported to distant lands in small quantities due to the fine flavors and varying textures of his merchandise.

Hierdoren is a tall and thin, middle aged man with spectacles that have been specially made for him by Taimel Mouroch [see W14] in an attempt to help his poor eyesight. He learned his trade from his grandfather who it was said could make some of the finest cheese ever to be made by human hands. Hierdoren's cousin now operates the farm, which is twelve miles to the west of the city. While there are other fine cheese makers in the kingdom, Hierdoren's shop is the only one located within the city of Archendurn. His primary suppliers are the O'Connell Farm [see N3] and his cousin's farm.

S6- Faildebain Manor

This is the only large house within the city that has a stone wall around it, to keep unwanted visitors away. If one were to ask around as to who lives there, they would probably be told that it is the home of "Faildebain the Fair". However further questioning reveals that most of the locals do not know what this

man looks like (since he has actually been dead for over three centuries).

In reality, the descendants of the great Faildebain the Fair currently live here. They keep to themselves, as they are a very reclusive and eccentric lot. Those who know the true nature of the residents rumor them to be spell casters. Nearly all of their personal needs (food, household goods, supplies, etc.) are delivered by Siantion Mercantile [see W11], once per week. However the Cumhail family will not discuss any of their dealings with the Faildebains with anyone in public, only saying that they are good customers who always pay.

The closest thing to a “Spell Casters Guild” in the area is here. It consists of a couple of descendants of Faildebain the Fair. But several of the people that can sometimes be seen coming and going are no relations. They are local spell casters who come to the Manor to study and review material or information within the extensive library that is kept here. If the number of people coming and going from here is kept very few and far between this will increase the mystery behind the building and the organization that is housed within. It is recommended that the GM put some serious thought into this before revealing anything about this group, as how it is handled will depend on the magic system being used and the view of magic use by the general public. Some RPG systems are set up so that magic is rare and feared by the commoners, whereas in other systems magic is common.

The intention with the setting was originally to have a “low power” campaign relative to magic, thus magic is not very common and there are only a hundred or so spellcasters of a non-religious bent. However if you are using this product in a setting where magic is common and openly used by many and magic items are an everyday occurrence then you may want this location to be more open and use it as a magic shop where items can be purchased for standard prices and specialty items can be ordered. No details have been included on the NPC’s living here as how magic is used will have a dramatic effect on their abilities.

S7- Archendurn Livery

This is one of the stables that accommodate and care for horses, as well as supplying tack and harness and other equipment for them. The owner also actively breeds horses at his farm about two miles to the north east of the city. The farm also raises much of the hay, oats, straw and other feed for the horses cared for at this stable.

On occasions when all the Road Patrols [see S2] are in the city at the same time, there are not enough stalls in the royal stables for all the horses. Whenever this occurs or whenever there are visiting dignitaries or other important guests with large numbers of horses, the additional horses are kept here.

The owner is Dámhi McArdnath, who is a second cousin to Ronan of the McArdnath Farms [see W5]. The two men do not get along particularly well, however, due to a quarrel that their fathers had many years ago.

S8- Everwick

This shop is owned and operated by Maria Valperizio. She and her late husband, Rombarty, moved to Archendurn from the south after they were caught up in some political trouble that they will not discuss. They moved to the area about 40 years ago, with their two teenaged children, both of whom still live in the area. They opened up shop making candles at first, and later expanded into dealing in lamps, oil, and soap. They make both tallow and wax candles. They were very friendly and outgoing people, and fitted in with the locals very quickly, despite being from outside the kingdom, and not of Archendurn lineage.

Rombarty, only passed away about 2 years ago, some say from his long hours of work. Maria has kept the business running since his death, but she has had a hard time keeping up with the demand, being one of only two makers of soap and candles in the city. Her one daughter, Ritiana, helps in the shop often, since her husband is one of the members of the Order of the Checkered Shield, and is out of town much of the time. Both women are somewhat short by Archendurn standards, as well as being a little chunky of build, and having black hair. But neither is by any means unattractive (despite Maria being in her late sixties, she has aged very well).

The lamps that they sell come from a few different sources, most of them imported from outside the area. They also sell several types of oil from a variety of sources, including thin oil from the far north that has a sweet smell to it as it burns (a favorite of many of the more upstanding women in the city).

S9- Fearsac’s Sack Shop

Michail Fearsac is the owner of this concern, which makes burlap sacks for a wide variety of applications. He supplies the Clabentz Grist Mill [see E10] with all their grain and flour sacks, as well as selling sacks to many farmers for their farm produce. While it is a

relatively small operation, he has a thriving business and typically employs about 5 weavers.

Michail is of middle age and average build and is unremarkable in appearance except for the look of uncertainty or puzzlement that always seems to be on his face. People that don't know him frequently ask him, "Do you have a question?" which always results in laughs from the people that do know him. However this is misleading, as he is a very shrewd and knowledgeable businessman and an extensively experienced weaver.

The materials that he uses are coarse flaxen and hemp fibers, which are woven into a very tight but rough cloth, which can withstand a fair amount of abuse.

S10- Gull Island

This stony island is only inhabited by seagulls. There are a few small trees as well as other weeds and shrubbery, but other than that nothing much can survive on the surface of the island, which is stained by the birds' almost constant presence.

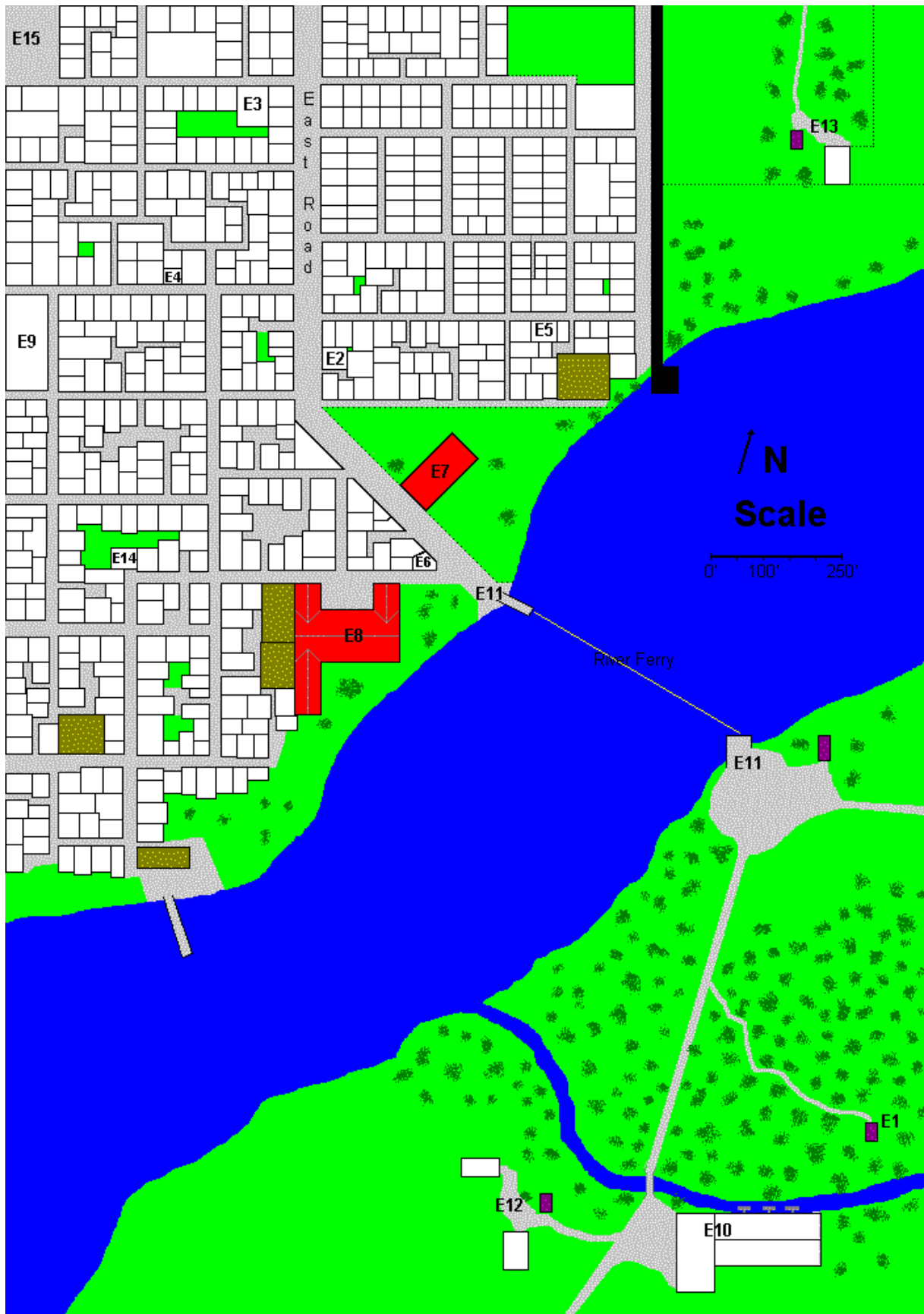
S11- Royal Warehouse & Docks

These three large two-storey buildings made from fieldstone with thatched roofs are where much of the levied and unused goods raised by the King's tax collectors are stored. Three riverboats owned by the

king are anchored here. These boats patrol the river and collect the passage tax of ships traveling into or through the kingdom.

The goods stored within these buildings vary quite a bit based on the fact that the Archendurn Kingdom produces a wide variety of agricultural products, finished goods and metals (both goods and ingots for shipment to other lands). Many of these goods are used by the royal household or the military, while a portion is sold to merchants who export the goods to other lands as a way for the King to raise coinage to cover expenses that cannot be paid for with barter.

The three riverboats are each about 36 feet long, 12 feet of beam and have a draft of about 6 feet. They have a heavy central mast that supports a medium sized square sail that is used when the wind is blowing in the direction of travel. However when the wind and current are both against the intended direction of travel, the bank of 8 oars on either side can be manned by up to 32 men to provide propulsion. The boats are capable of carrying up to 60 men total, or a combination of men and cargo totaling about 15 tons in weight. They have a maximum rowing movement rate of about 4 miles per hour. This can be nearly doubled when moving with the current of the river. Sailing movement speeds depend on the speed and direction of the wind. These boats, while capable of traversing deep water, are not well suited to it during rough seas, due to their instability from lacking a keel and their shallow draft.



East Archendurn

E1- Druid- Tianarie Dobha

Tianarie handles the druidical religious affairs around the city of Archendurn. She is relatively new to the post, having just been promoted to the position from Acolyte status only a few months ago. Her mentor, the Druid Vergobretus (who operates out of Hoarsbey) for the region, Giolla Na Naomh, is frequently nearby, helping to guide Tianarie as needed.

She is a woman of early middle age, with long and curly brown hair, and average build and height. She is somewhat quiet and reclusive in disposition when not performing the various druidical duties to which she has been assigned. She spends quite a bit of time with the Cumhail family in trying to treat Dairon's strange sickness.

Tianarie grew up on a farm to the north of Libintat, which is the duchy just north of Archendurn. Thus she is knowledgeable about the kingdom, coming from its second most heavily populated area. She is also very learned in animal husbandry and agriculture.

E2- East Road Cobbler

Henia Gréasaí is well known throughout the city as the best shoe and boot maker around. While there are others who can make the needed footwear for a lower price, and eventually the leather will get broken in and fit comfortably, he plies his craft in such a way as to make a pair that is comfortable nearly from the start. Due to his nearly 40 years of experience and the skill that goes along with it, he does tend to charge high prices for his services though.

He comes from a long line of shoe and boot makers, all of whom have been operating out of this same location for as far back as anyone can remember. He is of average height but a little on the thin side with a nearly bald head. What is left of his snow white hair forms a ring that runs about three-quarters of the way around his head, just above his ears. While he is a quiet man, his wife, Leneit, is very talkative and is one of the best sources for rumors in the city as she spends much of her time gossiping with others about who is doing what.

E3- McDairreid Woodworking

The McDairreid family has been practicing the art of furniture making for several generations, and as such, has nearly perfected the trade. The current master of

their shop is Pol McDairreid. In addition to furniture they also manufacture doors, shutters, and other household items. The shop is fairly large and well equipped with a wide variety of the best quality tools for nearly any woodworking need.

Pol is a large and stocky man with a personality that shows little humor and takes perfection to a new level. He is a very patient man, but expects everyone around him to work towards the same high level of quality as he does. His wife and children are also of the same solid build and have similar personalities. His wife, Saindia, is the friendliest member of the family, while still not being overly social. Some attribute this to her upbringing. Her father, a farmer living a day's travel to the north, is always willing to help out the less fortunate. She has learned to tone down the sense of humor that she grew up with to fit in with the McDairreid family.

Their four sons are all hard working and very skilled despite their young age. The younger of their two daughters was born with a disabling condition that does not allow her to learn at the same rate as most children. But the rest of the family, especially her older sister, watch out for her and help her to learn what she can. Her older sister claims that some day she will be a great teacher, which is a very strong possibility as the younger girl is a very bright child and enjoys both learning the secrets of the Earth Mother and teaching others.

The Druidry is watching their older daughter closely. It is rumored that they have already approached Pol and Saindia about her training at the Druidic College. But the family does not speak of this, as many of their friends are followers of the All-Father. Even though the McDairreid are believers of the Druidic faith, they remain close-mouthed about their beliefs around others as they feel that religion is a personal matter.

E4- Toys & Puppets

Fáliomh O'Connel is renowned as being almost as skilled when it comes to woodworking at Pol McDairreid is. However Fáliomh uses his skills in a different manner. He makes children's toys, such as puppets, dolls, soldiers, and horses. He also makes dice and hand-carved chess pieces and checkers.

Fáliomh is the cousin of Bertrand O'Connel [see N3], who is now running the old family farm just north of town.

Fáliomh has no children of his own, and it is unlikely that he ever will, due to being of late-middle age, and

having never met the right woman. However he often spends time with Bertrand's children, spoiling them at every chance.

He only visits when Bill O'Connel is not around, as Bill and Fáliomh's father (Borrigha) had a falling out nearly sixty years ago as children, which resulted in Bill, the younger of the children inheriting the farm. No one talks about what happened, but those who remember know that Borrigha moved into town away from the farm when he was in his early teens, apprenticing himself to Pol McDairreid's grandfather. Whatever the incident, Bill O'Connel is an unforgiving man who never forgets a grudge.

E5- Locksmith

Neilan Laiste is the only lock and latchsmith in Archendurn that is truly any good at the trade. The traveling gnomish trader Gilinos and a few of the blacksmiths dabble in the art of locks and latches, but none can compare to the workmanship or the complexity that Neilan puts into his works. He swears by using brass for his locks and keys due to the corrosion that eventually builds up on those made of iron, thus causing them to degrade in their function. Brass was also his father's trademark.

He took over the family business only 3 years ago, when his father passed away from pneumonia; his mother lasted another week before she was claimed by the same sickness. Even though he is fairly young, he is serious about his work and takes pride in having learned a great deal from his father. He is of average height, but thin with dark reddish-brown hair and the green eyes.

He lives above the shop, and is not very social most of the time. There are a number of young women who have gone out of their way to try to catch his attention, as everyone knows he is successful, but none has pulled it off yet. His neighbors all watch and even have wagers going concerning whom he will end up with. Only time will tell, as he is a shy individual who blushes severely whenever anyone brings up the subject of romance.

E6- Hoarsbey River Limning

This wooden building is by far the most colorful in the entire city. But perhaps this is only to be expected from a brash and extravagant limner (painter). He does all sorts of work from portraits, to painting signs, to murals on buildings.

Eagan Roderic dresses and speaks the same way he paints, with a flair towards the unusual. He is a tall thin man with long hair and a beard. In his late thirties, he does not have a wife, but spends a lot of time with Colianse McDairreid (Pol's younger brother, who also works at the McDairreid Woodworking shop). There are rumors that there is something going on between these two, but no one is sure what.

Eagan does very well, despite not working very hard or long. His portraits command a high price due to the quality of the works. He has also been commissioned to do several murals within the castle proper over the past decade, all of which are fabulous to behold. His own small building stands out as it is painted with woodland scenes, and sits right on the main road coming into the city from the east. It is the first thing most visitors see as they are crossing the Hoarsbey River on the ferry.

E7- Hoarsbey River Livery

This livery caters to visitors that come to Archendurn from the east. It is one of the first buildings after getting off the Hoarsbey River Ferry. It is also the smallest of the public stables in the city.

The owner is actually a horse breeder from the Clearwater Duchy to the northeast, named Coriulobhe. A massive and jovial fellow named Goghiol, operates it for him. Goghiol stands nearly 7 feet tall and weighs around 350 pounds. He is considered by some from distant lands to be a giant, but the locals who have seen the Firbulg know better. Cethern, a Druid Acolyte serving as an occasional messenger to the city is the only human in the lands, who is taller than Goghiol, and Cethern is very seldom in Archendurn.

E8- Ravenpole Inn

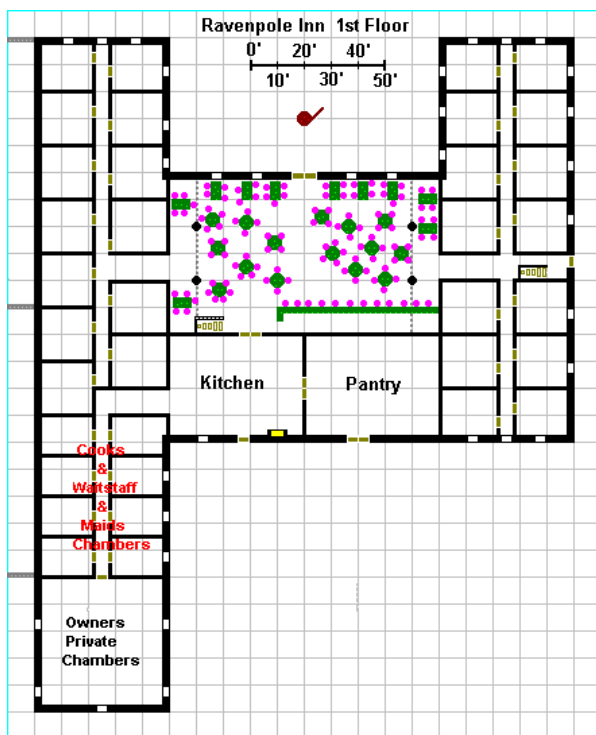
This is the oldest and most rundown of the inns and taverns in the city of Archendurn, as well as being the cheapest. It is no surprise that this is the seedy home of Archendurn's underworld. Bar brawls and secretive information exchanges are regular occurrences at this dive.

The name comes from the deeds of a past owner who over a century ago had swindled the king (Argril's great-grandfather) out of a large sum of coinage. Needless to say a crime like that did not go unpunished. The King's Guard crucified the fool using a flagpole in front of the building. He hung there pinned upside down by spikes through his feet from a board that was nailed to the side of the pole, screaming in agony for several days before he finally died. By the

time he finally passed from the realm of the living, an assemblage of ravens, the largest ever seen in any one place in the kingdom (outside of a military battleground), had come to feed upon his rotting body.

The place did not open again until 38 years later when the current owner's father purchased the building from the king and started the daunting task of restoring the inn. The structure had fallen into much disrepair and was rumored to be haunted by the ghost of the previous innkeeper. This kept many prying eyes away, leaving it open for the underbelly of Archendurn society to use as a hideout and as a gathering place. The king at that time (Argril's grandfather) debated between burning the place to the ground or trying to fix it up and reclaim it.

There was a merchant, named Bhabhtáil, who had lost everything to raiders traveling between Clearwater Village and Crystal Landing. He had been demanding that the King reimburse him for his losses since it was the King's responsibility to protect the people of the kingdom. As a compromise, the King sold the building to the man for a single copper coin, in a token transaction, as well as providing a loan for the funds to repair the structure and rid it of the scum that had taken it over.

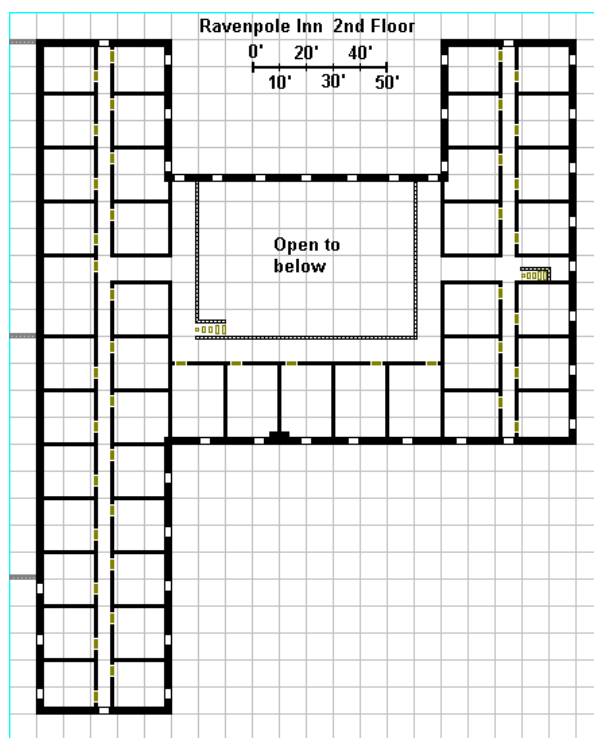


Once the place was repaired the new owner named it the "Ravenpole Inn" as a reminder never to cross the Kings of Archendurn. The pole still stands, but is no longer used for anything other than a post to lean

against by drunks leaving the building after nightfall. Rumor has it that anyone who does touch it, is plagued by bad luck for seven days following his or her drunken stupor.

The current owner is Filan McBhabhtáil, who is a short and stocky man with reddish hair and a moustache. He is a friendly fellow, but does not completely trust anyone. Some of the locals attribute this to the rumors of the place still being haunted.

The building is of two-story brick construction, with a thatched roof with a 6:12 pitch. While it has been maintained in operable condition, it is not kept up as well as it should be, and as such, is still the meeting place for the dregs of Archendurn society. The windows are shuttered (and can be latched from within) but contain no glass.



The central portion of the main floor has the tavern or common room facing north, with the kitchen and pantry area to the south of it. The tavern area seats about 120 patrons, and will typically be three-quarters full on most evenings. During the middle of the day, the place is usually fairly quiet, with only a handful of customers for lunch and a few more for breakfast (primarily the people who have rented rooms the night before).

The east and west wings on the north side of the building have a few rooms each on both the main and

second floors. There is a doorway on the east side of the building facing the Hoarsbey Ferry Docks, with a stairway just inside for easy access to either floor on that side of the building. A short and wide hallway directly connects the common room to this door.

The second floor of the central section has a balcony that wraps around the common room on three sides with the largest guestrooms over the kitchen and pantry area. The balcony also leads to the east and west wing second floors.

The main floor of the southern portion of the west wing has small living quarters for some of the people who work at the inn, such as kitchen help, bartenders, and housekeeping. The owner's private chambers are also located in this section of the building. Filan had been married for a short time, but they had no kids in those five years. She then ran off with a merchant who was traveling through the area and had stayed at the inn for a few days. Since he is starting to have trouble getting around and has no one to leave the Inn to, rumor has it that he is looking for a possible buyer so that he can retire and go see the world before he dies.

It is rumored that Cuir Foireann [see E11] is considering a deal, but nothing is known for certain. The two men are often seen talking, but that could simply be because Cuir has been Filan's biggest customer in recent months.

Another regular customer is Broandach, who is rumored to be one of the masters of the local underworld. He is linked to a group of street-thieves, who are commonly involved in petty thefts and picking pockets, as well as being a close friend and confidant of Breolas [see E14], the "Herb Maiden" as she is sometimes referred to. Broandach is a tall and very stocky man with long, thick dark brown hair, a bushy moustache, and dark eyes that give the unnerving impression that he can see right through you and into your darkest secrets.

A group of dark and dangerous looking street thugs are often found around Broandach. One of them is Gerain, a thin man with shifty eyes, and a long hooded cloak even in the warmest weather and a quick manner to him.

Then there is Cearion, who associates with the same group but is rarely with them. He is a thin man with a sly look who is often seen stroking his thin beard and watching everything that goes on around him.

E9- Archendurn Brickwork

This large building produces bricks that are used in some of the buildings within and around Archendurn. They use a muddy clay that is brought in by the wagon load from several riverbank sites near the city, then mix it with straw and other fibrous material as well as small amounts of sand, letting them harden for several days. The bricks are then placed into a huge kiln (oven) and heated to very high temperatures where they are hardened further. When done, they typically have a reddish tan color, although this can be altered to nearly any color using various other additives.

These bricks are still not as popular as stone or wood for construction due to the cost. The fact that intricate shapes and patterns can be produced in large quantities makes them ideal for decorative works in stone buildings.

The owner of this establishment is from very distant lands indeed. His name is Asnid Hakeim, and he is an obvious foreigner. However he is a very friendly man who goes out of his way to get along and fit in with the local community. Asnid is shorter than the average Archendurn male, being about 5'6" and weighing around 145 pounds. He is clean-shaven with short black hair, dark brown eyes, and very tanned skin. While he can be difficult to understand sometimes, he has been practicing extensively during his twelve years in the city to master the local speech sounds. It is unlikely that he will ever be able to lose the strong accent.

When asked about his homeland he tells of a place that is very hot and dry, where the sun shines nearly every day, all day long. He is always amazed by the winter, saying that he had never seen snow before coming to the area. He always dresses in thicker layers of clothing when the weather does turn cold and many of the locals laugh about it, but he accepts it, and they accept him as a member of the citizenry.

E10- Clabentz Grist Mill

As the name indicates, the Clabentz family is not originally of Archendurn lineage. However, having lived in the area for so many centuries, they have become accepted members of the community. They came from the ancient Ruglund Empire to the west, but did not agree with the way that their native government was taking advantage of the locals. They were very instrumental in the uprising against the old empire (although this fact has been forgotten by most since it happened so long ago).

It was this very family that introduced to the area the idea of water power for performing work such as grinding grains and sawing timber. The old mill has stood in its current location longer than most other buildings in the city, including the castle and Gailegmónd Smithy. It is constructed of fieldstone and wood, with a thatched roof.

The current head of the family is Broagus Clabentz, who is a large man, even by Archendurn standards, with black hair and a fiery personality. He can talk the ears off a mule and still have something to say to the local tax collector.

The service that they provide for the local farmers is an essential part of the local economy. They grind whatever grains the farmers need processed in exchange for 20% of the finished product. They then sell their portion of the goods to merchants for export to other lands, making a tidy sum in the process.

E11- Hoarsbey River Ferry

Cuir Foireann is the proud owner of the ferry across the Hoarsbey River. The previous owner and his wife never had any children of their own, and the one child that they had adopted later in life perished during an accident caused by a panic stricken horse. When the old man died, his wife knew that she was to frail to operate the lines, even with the one helper that had been working with them for years.

So when Cuir came to town from the Red Isle Earldom, one of the most remote portions of the kingdom, with a large amount of coinage and the desire to buy one of the local businesses, she sold it to him that day. She passed away about three months later, but she enjoyed her last months thanks to his money.

Cuir will not talk about where he got the money or why he moved to the area, so there are numerous rumors. The King's Guard sent someone to Red Isle to find out how he came into so much wealth. They discovered that he had disappeared into the mountains to the north for about a year and returned with more loot than anyone in Red Isle had ever seen previously.

He always seems to have more coinage than he makes ferrying people across the river, and is willing to share his mysterious windfall with the less fortunate of the community. Buying a round of drinks at the Ravenpole each night just after dark has become a tradition in the past six months that he has been in town. He often gives a little to the needy of the city, such as orphaned children roaming the streets, the blind man who can be

found near the city gate on most days, and many others. He is considering buying the Ravenpole Inn.

Cuir is a young man of average height and build with shoulder length dark brown hair and a moustache. He usually carries a very fine looking short sword and an even better looking dagger, despite having a job that rarely requires such weapons. He has become very popular with many of the city's young women, with whom he openly flirts at every chance.

E12- Reitlain Farm

Despite this large farm being right across the road from the grist mill, their primary focus is on growing hemp and flaxen which is sold to produce cloth by the various weavers in the city. They do however produce a small quantity of grain as well as vegetables and fruit from a small orchard, which includes apple and cherry trees.

The Reitlain family is very large, thus making it possible to keep up with the work that goes along with owning land that stretches for nearly half a mile down river and nearly a quarter mile inland.

Terain Reitlain is the current head of the family. His three younger brothers have all moved on and left him with the daunting task of keeping up with the planting and harvesting. He and his wife have eleven children of their own and five of them are grown and have their own children now. Those that have married have stayed on the farm, bringing their spouses to live in houses that have been built in some of the more remote parts of the farmstead.

E13- O'Graidie Farm

This is another of the farms that sits just outside of the city walls. While being one of the smaller farms in the area, they do fairly well with supplying many of the markets and inns with beef and mutton, as well as some wool that is sold to the various weavers. Tuc O'Graidie is a good-natured old man with long white hair with a bald spot on top. His three sons, all still living at home, help out with the farm quite a bit.

E14- Breolas' Herbs, Teas, & Pipe Shop

A middle-aged woman named Breolas operates this small shop. Its location is such that she has managed to block off the inner portion of the block so that she can use it for her garden where she raises various herbs that are native to the area. She not only sells the herbs that she grows, but also imports herbs, tealeaves, and exotic spices from other lands, as well as selling pipe tobacco

from Beywater and hand carved pipes from other more remote lands. Many of the locals sometimes refer to her as the “Herb Maiden”.

Breolas is also considered by other women in the city as being disreputable, as she openly flirts with most of the young and middle-aged men regardless of their marital status. She has long thick dark brown hair and a figure that most men would consider attractive. She looks at men as playthings only, and uses them for her own ends, be it as enjoyment or for getting some favor.

It is rumored (although the King’s Guard has never been able to prove it) that she is linked to Archendurn's underworld. With all her importing of small and unusual plants she is able to smuggle in various items for the underworld kingpins. She also makes sure that those who are likely to find the evidence are willing to look the other way, either through bribery or blackmail. Breolas also grows the components for various poisons and other herbal tools of the assassination and espionage trades.

E15- Archendurn Market Square

Many of the local farmers bring wagonloads of goods into the city during the appropriate times of the year and sell them here. It is a good place to go for fresh “in season” farm products. It is also possible to find small-time roving merchants and various artisans selling their wares out of carts and tents in this open-air market.

Adventure/Story Ideas

This section is meant only as a springboard from which the GM using this product can develop plots and adventures for the games run in conjunction with this source material. Guild Companion Publications will be releasing further products for this setting, which will enlarge upon the ideas suggested here, while still also being usable in existing campaigns.

Missing Children

One day a farmer and his wife come rushing into town, quite hysterical, seeking help. They explain that they have had livestock go missing on occasion for the past year, as have other farms in the area. However, last night, two of their children disappeared shortly after dark. Their farm is located along the edge of the woods just north of the Hoarsbey River, east of Archendurn about thirteen miles away. They beg anyone and everyone they come across for help.

Once the sun came up, the farmer was able to find strange footprints leading off into the woods, as well as the signs of a struggle where their daughter dropped the bucket she had been using to feed some of the livestock. However no other signs of their daughter (age 12) or son (age 9) were seen. The farmer and his wife offer to pay all of the coins they had been saving over the years for their safe return. Several prominent members of the community will offer to help raise a reward for the safe return of the children. This reward should be based on the monetary system being used and should be proportional to the risks involved. Contributors to the fund should include Friar Claudin Danjreti, Giolla Na Naomh, Bhuill O'Riade, Ruairi and Agata Innman, Noise, Cuir Foireann, and Broandnach.

The characters may want to seek information from reliable sources. The most useful source is likely to be Tarien Dolhaist [see N7], a logger living in the wilderness in that direction. He will be able to tell the characters that he has seen signs of a small band of orcs or possibly goblins. He will also go on to explain (if coaxed) that there is an extensive complex of natural caves around the Hoarsbey Canyon area, and that they might be camped out there.

There are orcs (or goblins if that is more appropriate for the GM's needs), who have recently moved into the Hoarsbey Canyon area from the east. They are a splinter group from a larger orc tribe located about eighty miles away. They are not the culprits, however. The characters should not realize this until after they have confronted and dealt with the orcs. The real perpetrators are a small group of bandits hiding out in a

valley northeast of Hoarsbey Canyon, who have stolen several pairs of crude orcish boots to throw off any searchers. They are planning on slowly kidnapping more people and then selling them as slaves in distant lands, but have not gotten very far in their efforts yet.

If the characters attack the orcs outright, they are not likely to discover the truth until more people turn up missing afterwards. If they take a more diplomatic approach with the orcs, they may discover that the orcs had nothing to do with it, but will not know whom the true culprits are. The GM is encouraged to use good judgment in trying to keep the players guessing as to what is actually going on in this adventure.

Religious Beliefs

Depending on the religious beliefs of the characters, have them become involved with one of the two major religions trying to undermine the other. While the two religious leaders are not bent on destroying the other, there are several people in their communities who are very strong believers and are willing to do whatever it takes to destroy or drive out the other faith.

The details of the Church of the All Father and the Druidry Council have been left vague so they can be fleshed out or changed to some other religious group as needed to suit the needs of the GM's campaign setting.

Repaying a Favor

If at some point the characters need the healing or curing help of either Tainarie Dabha or Giolla Na Naomh, you can set them up to travel to a distant land or some remote part of the kingdom to recover some rare and needed herb to treat Dairon Cumhail's strange sickness. This can be planned as a mini-quest of sorts as repayment for major healing or neutralization of some poison or similar situation.

Exploring the Ruins

There are many ruined fortresses and manor houses spread throughout the kingdom that have been deserted. Some are even rumored to be haunted. The rumors are sometimes based on fact, and sometimes on overactive imaginations. Some are being used by bandits or other groups, for raiding, pillaging, or hiding out from authorities.

The Hunted Hunter

Several farmers south of Hoarsbey have had livestock disappear in the past year. Often their fences are crushed or torn apart. Sometimes the signs of an obvious struggle with something very large remain; sometimes there is no evidence.

The creature only attacks after dark and comes in silence. A few of the farmers have seen a large shape nearly 10 yards long, including its long tail. Their description is almost that of a small dragon or some similar drake-like creature.

The king has offered a reward for any group of adventurers who are willing to track down and rid the kingdom of this beast. The only trail that it ever leaves is that of blood from its prey and only until the captured livestock stops bleeding. The trails typically lead deep into the woods to the northeast and eventually seem to fade away into nothingness. A tracker will be able to follow the trail further than most, although the spoor will become very difficult after a couple of miles.

The creature is a Wyvern, which is a smallish drake like creature without a breath weapon. It is about thirty feet long with an almost serpent like body with four legs and a long tail. It is very fast and moves nearly silently through the thick woodlands and swamps of the area. The creature should be detailed by the GM to make it a challenge for the characters, and the reward should be appropriate to the risk. It may have a poisonous or paralytic bite or tail to add to the danger. Wyverns are fairly intelligent, but cannot communicate, nor use magic of any kind.

The creature lives in a small cavern in the side of a low hill overlooking a swampy area with thick but low underbrush. Due to this location, it is unlikely that the characters will be able to surprise the creature there. It will have very little treasure within its lair, other than the personal items from a few of its human victims. If added difficulty is needed, it is also possible to add a mate and possibly a couple of young, with an appropriately increased treasure trove.

Political Intrigue

Some of the future modules will build on this theme, which involves three different groups who are plotting to overthrow or seize power from the current ruling family. Among these groups are the Duke of Libintat, a sociopathic elf (named Yrrah Lubnatsi) with delusions of grandeur, and a religious cult located just outside of the kingdom's borders to the north, which is plotting a ritual that is intended to allow a banished deity to return to the lands of the living.

The Duke of Libintat has been plotting for some time to overthrow the current ruling family ever since the previous king died, leaving his weak-minded son, Argril, in power. He has been slowly placing people loyal to his cause into various positions of power throughout the kingdom, as well as amassing weapons and armor in preparations for executing his plans.

Yrrah Lubnatsi is actually a Dark Elf, who had been unable to study the magical arts early on in his life. That changed when he nearly died in a cave-in within the underground city where he lived. While unconscious due to his injury, he had a vision of royalty and nobility groveling at his feet and paying tribute to him. The accident also awoke in him a previously untapped ability to wield magical power. This combination created a monster, as he then turned his every effort to learning ever more powerful spells. He has since built up a large following of humanoids and a small army of mercenaries and low-life scum, who are willing to serve his grandiose scheme. He has taken up residence in a fortress on a bluff overlooking a town, which was abandoned several decades ago. The previous Duke had ruled over much of the wilderness that is now the Dark Woods. However, he and King Eirgeron did not get along. When a plague swept through the area, Eirgeron used the weakened state of the ducal troops to remove the Duke from power. In an attempt to prevent any further unrest from the other nobles, Eirgeron arranged matters such that the entire area seemed wiped out by the plague. The fortress, deserted village, and other details of this situation will be covered in a future module.

The third group is the Cult of Tolmand the Cruel, a lesser deity of undead. He had been banished, along with all the other deities of the World Pantheon, by Po-Mandok, after seeing the battles that his children (the deities of the World Pantheon) were waging to control the lesser beings that walked the world. This threat will also be expanded on in future modules aimed at high-level campaigns.

APPENDIX I.1 RMFRP Stats

NPC Stats for use with *Rolemaster Fantasy Role-Playing*.

Broandach (shady character)- **Profession:** 15lvl Magent **Race:** Common Urban Man

Hits: 112 **AT:** 9(+9) **PP:** 73 **MM:** +9 59'
Ag: 78 +2 **Co:** 63 +0 **Me:** 62 +0 **Re:** 97 +8 **Sd:** 84 +5
Em: 54 +0 **In:** 63 +0 **Pr:** 95 +7 **Qu:** 82 +3 **St:** 60 +2

Attacks: Dagger +105 Thrown Dagger +85
Swim/Climb: +86 **Alertness:** +28 **Observation:** +69 **Stalk/Hide:** +78
Lore/Craft: +75 **Languages:** Archendurn, Silent Tongue, Elven, Dark Speech

Spell Lists (to level): All Magent Base lists at 10th to 15th levels

Equipment of note: Carries a pair of matching +10 quality daggers at his waist. Also wears a medallion that gives him +15 to resistance rolls versus Essence, and a silver ring that acts as a +2 Mentalism Spell adder. Typically wears dark clothing made of hemp or wool (pants, shirt, and usually a hooded cloak), as well as ankle-high soft-leather boots

Cearion (shady character)- **Profession:** 12lvl Thief **Race:** Common Urban Man

Hits: 91 **AT:** 5(+18) **PP:** 0 **MM:** +18 68'
Ag: 99 +9 **Co:** 75 +2 **Me:** 67 +0 **Re:** 85 +4 **Sd:** 76 +4
Em: 78 +2 **In:** 89 +4 **Pr:** 87 +4 **Qu:** 93 +6 **St:** 58 +2

Attacks: Dagger +85 Short Bow +52
Swim/Climb: +87 **Alertness:** +34 **Observation:** +69 **Stalk/Hide:** +101
Lore/Craft: +56 **Languages:** Archendurn, Silent Tongue

Equipment of note: Leather jerkin (black), dark brown wool breeches, deep grey hooded cloak that nearly drags the ground, dagger, and occasionally he carries a short bow and quiver with 20 or so arrows. He also carries a small pouch at his belt that contains the tools of his trade (files, picks, etc.). When he is “working”, he will carry a shoulder slung pouch with 50’ of silk rope, climbing claws (provide +10 to climbing attempts), a small grappling hook, small block of chalk, small block of charcoal, a small mallet, and several iron pitons.

Argril Clement (King of Archendurn)- **Profession:** 15lvl Fighter **Race:** Mixed Rural Man

Hits: 125 **AT:** 1(+10*) **PP:** 0 **MM:** +0 55'
Ag: 74 +1 **Co:** 76 +4 **Me:** 59 +0 **Re:** 47 +0 **Sd:** 59 +2
Em: 64 +2 **In:** 56 +0 **Pr:** 98 +11 **Qu:** 68 +0 **St:** 69 +0

Attacks: Broadsword +118 Spear +92 Dagger +75
Swim/Climb: +54 **Alertness:** +20 **Observation:** +62 **Stalk/Hide:** +64
Lore/Craft: +17 **Ride:** +38 **Languages:** Archendurn, Bornheld

Equipment of note: Wears a magical pair of bracers* that provides a +10 DB bonus beneath his normal clothing. Always carries a dagger of +5 quality.

Éineil Clement (Prince of Archendurn)- **Profession:** 10lvl Rogue **Race:** Mixed Rural Man

Hits: 101 **AT:** 1(+19*) **PP:** 0 **MM:** +9 64'
Ag: 75 +2 **Co:** 78 +4 **Me:** 92 +6 **Re:** 82 +3 **Sd:** 67 +2
Em: 86 +6 **In:** 78 +2 **Pr:** 82 +5 **Qu:** 90 +5 **St:** 82 +5

Attacks: Short Sword +92 Quarterstaff +103 Spear +78
Swim/Climb: +87 **Alertness:** +28 **Observation:** +56 **Stalk/Hide:** +84
Lore/Craft: +52 **Ride:** +46 **Languages:** Archendurn, Bornheld, Ancient, Elven

Equipment of note: The prince always wears a golden torc that provides a magical +10 DB as well as +10 to all influence skills. His clothing tends to be nice but functional, flaxen pants and tunic, or for special occasions (court events and such), he will wear satin.

Tainarie Dabha [Tain-ari Dawa] (Druid)- **Profession:** 12lvl Druid (Cleric) **Race:** Common Rural Woman

Hits: 91 **AT:** 1(1) **PP:** 84 **MM:** +1 45'/rnd
Ag: 74 +1 **Co:** 78 +2 **Me:** 86 +4 **Re:** 74 +1 **Sd:** 83 +5
Em: 72 +1 **In:** 87 +4 **Pr:** 68 +0 **Qu:** 67 +0 **St:** 58 +2

Attacks: Club/Quarterstaff +65 Dagger +34
Swim/Climb: +41 **Alertness:** +30 **Observation:** +48 **Stalk/Hide:** +41
Lore/Craft: +78 **Languages:** Archendurn, Ogham, Ancient, Elven
Spell Lists (to level): Ceremonies 1-10, Chants 1-12, Divine Aura 1-10, Divine Magic 1-10, Land Forms 1-10, Nature Domination 1-10, Proselytizing 1-5, Stone Mastery 1-10, Tree Mastery 1-10
Equipment of note: When performing Druidical ceremonies, she wears a white robe (provides wearer with +15 to DB and all RR's, and bears a non-magical symbol of Druidical purity), otherwise she tends to wear plain grey or brown robes or breeches and a white tunic, and in either case, a pair of soft leather shoes (very similar to moccasins). She always has a talisman of oak to represent her rank as a Druid. She often carries a Beachwood quarterstaff and a silver dagger. She also wears a ring made from some strange woody vine type material. This ring is a +1 Channeling spell adder.

Friar Claudin Danjreti (Priest)- **Profession:** 18lvl Cleric **Race:** Mixed Urban Man
Hits: 68 **AT:** 1(0)[9(0)*] **PP:** 123 **MM:** 0 [-5*] 50'/rnd
Ag: 46 +0 **Co:** 68 +2 **Me:** 87 +4 **Re:** 82 +3 **Sd:** 78 +4
Em: 69 +2 **In:** 96 +8 **Pr:** 72 +3 **Qu:** 54 +0 **St:** 57 +2
Attacks: Quarterstaff +82, Sling +47 Note: * indicates when wearing armor (rarely)
Swim/Climb: +26 **Alertness:** +30 **Observation:** +62 **Stalk/Hide:** +48
Lore/Craft: +69 **Languages:** Aquinoch, Archendurn, Argentum, and Ancient
Spell Lists (to level): Left up to the GM, however I suggest the following: Banishments 1-15, Ceremonies 1-18, Divine Aura 1-10, Divine Magic 1-15, Holy Symbol 1-10, Proselytizing 1-15, plus any 4 Open/Closed/Cleric base lists that the GM feels are appropriate.
Equipment of note: He usually carries and walks with a quarterstaff. This has a large intricate crystalline star shape at its top that is the Holy Symbol of the All Father. The quarterstaff is a +2 Channeling spell adder and counts as a +10 magical weapon for attack purposes. He will wear leather armor, leather boots, and carry a sling when he is traveling or undertaking any dangerous activities, but normally wears a simple off-white robe and sandals.

Daroma (barmaid)- **Profession:** 5lvl Rogue **Race:** Mixed Urban Woman
Hits: 63 **AT:** 1(+9) **PP:** 0 **MM:** +9 54'
Ag: 99 +9 **Co:** 42 +2 **Me:** 76 +2 **Re:** 56 +0 **Sd:** 58 +2
Em: 42 +2 **In:** 78 +2 **Pr:** 84 +5 **Qu:** 80 +3 **St:** 57 +2
Attacks: Dagger +77 Thrown Dagger +60 Brawling +52
Swim/Climb: +69 **Alertness:** +24 **Observation:** +42 **Stalk/Hide:** +63
Lore/Craft: +42 **Languages:** Archendurn, Argentum, Bornheld
Equipment of note: Tends to wear moderately revealing clothing.

Tarien Dolhaist (logger/woodcutter)- **Profession:** 12lvl Ranger **Race:** Mixed Woodman
Hits: 112 **AT:** 9(+6) **PP:** 39 **MM:** +6 61'
Ag: 94 +7 **Co:** 94 +9 **Me:** 71 +1 **Re:** 58 +0 **Sd:** 77 +4
Em: 58 +2 **In:** 80 +3 **Pr:** 32 +2 **Qu:** 75 +2 **St:** 94 +9
Attacks: Woodsman's Axe +92 Hand Axe +65 Thrown Hand Axe +70
Swim/Climb: +58 **Alertness:** +36 **Observation:** +62 **Stalk/Hide:** +67
Lore/Craft: +65 **Languages:** Archendurn, Elven
Spell Lists (to level): Most Ranger Lists at 5th to 10th levels (as per the GM's discretion)
Equipment of note: Always carries a large axe for felling and cutting trees, also several smaller axes which he uses similar to the way most people use a good knife. Tends to carry quite a bit of rope due to the way that he lashes logs together into large rafts after felling timber (typically 300+ feet, of good quality). Leather breastplate, woolen cloak and pants, leather boots, common survival gear for spending time in the wilderness (flint & steel, bread, bedroll, etc.)

Cuir Foireann (ferryman)- **Profession:** 10lvl Fighter **Race:** Mixed Rural Man
Hits: 145 **AT:** 1/13*(+12/30*s) **PP:** 0 **MM:** -10 67'
Ag: 86 +4 **Co:** 100 +12 **Me:** 96 +8 **Re:** 85 +4 **Sd:** 85 +6
Em: 77 +4 **In:** 72 +1 **Pr:** 85 +6 **Qu:** 88 +4 **St:** 88 +6
Attacks: Broadsword +118 Light Crossbow +103

Swim/Climb: +49 **Alertness:** +17 **Observation:** +54 **Stalk/Hide:** +67
Lore/Craft: +42 **Languages:** Archendurn, Elven

Equipment of note: Carries a very fine looking broadsword that has several small semi-precious gems encrusted into the hilt (but is nothing more than a decorative but normal sword). He will wear his Chainmail shirt and carry a shield if he is expecting combat, but due to his recent purchase of the ferry, he rarely ever wears any armor. However he still wears his sword while operating the ferry. Otherwise he wears simple and functional wool pants and shirt, leather boots, and during hot or cold weather will wear a wide brimmed hat or a fur cap.

Gerain (shady character)- **Profession:** 5lvl Rogue **Race:** Common Urban Man

Hits: 85 **AT:** 9(+27) **PP:** 0 **MM:** +27 77'
Ag: 92 +6 **Co:** 68 +0 **Me:** 65 +0 **Re:** 85 +4 **Sd:** 68 +2
Em: 65 +0 **In:** 72 +1 **Pr:** 85 +4 **Qu:** 98 +9 **St:** 98 +11
Attacks: Dagger +94 Thrown Dagger +74

Swim/Climb: +82 **Alertness:** +23 **Observation:** +42 **Stalk/Hide:** +68
Lore/Craft: +36 **Languages:** Archendurn, Silent Tongue

Equipment of note: Leather breastplate, woolen trousers, long wool cloak with a hood, 4 daggers (two at right waist, one at left waist, one in left boot), grey felt hat with wide brim, and soft leather boots.

Notes: He acts as Broandach's "enforcer" and right hand man.

Agata Innman (Innkeeper)- **Profession:** 2lvl no-profession **Race:** Common Urban Woman

Hits: 38 **AT:** 1(+0) **PP:** 0 **MM:** +0 40'
Ag: 61 +0 **Co:** 82 +3 **Me:** 66 +0 **Re:** 67 +0 **Sd:** 86 +6
Em: 93 +6 **In:** 73 +1 **Pr:** 96 +8 **Qu:** 61 +0 **St:** 34 +2
Attacks: Dagger +24

Swim/Climb: +27 **Alertness:** +14 **Observation:** +20 **Stalk/Hide:** +17
Lore/Craft: +57 **Languages:** Archendurn, Bornheld, Aquinoch, Havlend

Equipment of note: Owner of the Dancing Pig Inn & Tavern, while she and her husband Ruairi are relatively wealthy by Archendurn standards, she dresses in simple and functional clothing.

Ruairi Innman (Innkeeper)- **Profession:** 3lvl no-profession **Race:** Common Urban Man

Hits: 38 **AT:** 1(+0) **PP:** 0 **MM:** +0 45'
Ag: 68 +0 **Co:** 71 +1 **Me:** 99 +9 **Re:** 87 +4 **Sd:** 60 +2
Em: 76 +2 **In:** 77 +2 **Pr:** 90 +5 **Qu:** 59 +0 **St:** 44 +2
Attacks: Brawling +35 Dagger +30

Swim/Climb: +30 **Alertness:** +16 **Observation:** +23 **Stalk/Hide:** +20
Lore/Craft: +62 **Languages:** Archendurn, Bornheld, Aquinoch, Carlend, Argentum

Equipment of note: Owner of the Dancing Pig Inn & Tavern, while he and his wife Agata are relatively wealthy by Archendurn standards, he dresses in simple and functional clothing.

Gilinos Libonden (Gnomish Trader)- **Profession:** 10lvl Rogue **Race:** Gnome

Hits: 84 **AT:** 1(+6) **PP:** 33 **MM:** +6 36'
Ag: 99 +9 **Co:** 86 +5 **Me:** 84 +9 **Re:** 75 +5 **Sd:** 89 +7
Em: 82 +8 **In:** 87 +0 **Pr:** 96 +6 **Qu:** 86 +2 **St:** 87 +1

Attacks: Short Sword +78 Dagger +52
Swim/Climb: +87 **Alertness:** +35 **Observation:** +65 **Stalk/Hide:** +98

Lore/Craft: +76 **Languages:** Archendurn, Gnomish, Elven, Silent Tongue

Spell Lists (to level): Cloaking (Open Ment.) 1-5, Self Healing (Open Ment.) 1-5

Equipment of note: He has a large and severely overburdened wagon that is drawn by a pair of very large oxen.

Notes: He is a trader that deals in all sorts of wares, as well as tinker type services. He also serves as one of the spies of Noise that the characters are most likely to run into, as he travels extensively from one town to another throughout the southern portions of the kingdom. (However, they should not find this out, unless they are performing some task for Noise, where he suspects that they may need to get a message back to him while in some of the more remote parts of the kingdom.) His skills as far as "tinkering" go include locksmithing, leatherworking, and shoe and boot repair, as well as a little carpentry (although he is not very skilled at the latter). He is likely to have any of a variety of odd items in his cart at any time for sale (if the characters need something when they come

across him, roll d% and on any result of 60+ he will likely have the item, if it is not something unusual). His prices tend to be a little on the high side.

Euthien MacMaitheal (Teamster)- **Profession:** 5lvl Fighter **Race:** Mixed Rural
Hits: 104 **AT:** 1(+0) **PP:** 0 **MM:** +0 50'
Ag: 59 +0 **Co:** 88 +6 **Me:** 56 +0 **Re:** 67 +0 **Sd:** 56 +2
Em: 78 +4 **In:** 76 +2 **Pr:** 64 +2 **Qu:** 57 +0 **St:** 88 +6
Attacks: Whip +92 Sling +82
Swim/Climb: +35 **Alertness:** +15 **Observation:** +35 **Stalk/Hide:** +45
Lore/Craft: +35 **Languages:** Archendurn, Bornheld
Equipment of note: Whip, woolen tunic and breeches, wool hooded cloak, Sling w/12 stones, leather boots.

Ronan McArdnath (farmer)- **Profession:** 5lvl Rogue **Race:** Common Rural Man
Hits: 59 **AT:** 1(+6) **PP:** 0 **MM:** +0 56'
Ag: 57 +0 **Co:** 64 +0 **Me:** 51 +0 **Re:** 44 +0 **Sd:** 42 +2
Em: 41 +0 **In:** 58 +0 **Pr:** 21 -2 **Qu:** 75 +2 **St:** 82 +5
Attacks: Brawling +82 Dagger +65 Thrown Dagger +67
Swim/Climb: +69 **Alertness:** +20 **Observation:** +40 **Stalk/Hide:** +62
Lore/Craft: +48 **Languages:** Archendurn
Equipment of note: none of note other than common clothing, his prized but well-worn brown felt hat with a narrow brim, and a few coins.

Giolla Na Naomh [Giolla Na-Naov] (Druid)- **Profession:** 30lvl Druid (Cleric) **Race:** Mixed Wood Man
Hits: 149 **AT:** 1(0/25*) **PP:** 164 **MM:** +0 50'/rnd
Ag: 62 +0 **Co:** 76 +4 **Me:** 94 +7 **Re:** 87 +4 **Sd:** 85 +6
Em: 78 +4 **In:** 98 +14 **Pr:** 86 +6 **Qu:** 67 +0 **St:** 46 +2
Attacks: Quarterstaff/Spear +117
Swim/Climb: +69 **Alertness:** +57 **Observation:** +76 **Stalk/Hide:** +73
Lore/Craft: +86 **Languages:** Ogham, Archendurn, Sibbicaí, Ancient, Carlend, Havlen, Bornheld, Elven
Spell Lists (to level): Banishments 1-20, Ceremonies 1-25, Chants 1-20, Divine Aura 1-25, Divine Magic 1-20, Land Forms 1-25, Nature Domination 1-30, Proselytizing 1-25, Spirit Law 1-15, Spirit Vision 1-15, Stone Mastery 1-10, Tree Mastery 1-15. He also has an Owl familiar named Ulchabhán that often accompanies him in his travels.
Equipment of note: When performing Druidical ceremonies he wears a white hooded robe* (this robe provides its wearer with +25 to DB and all RRs, and bears a non-magical symbol of Druidical purity), otherwise he wears plain looking wool or linen breeches and a tunic (the tunic is usually white). Regardless of his other clothing, he always wears a high-quality pair of leather boots that give him a +5 bonus to Stalking. He usually wears a talisman of oak with copper leaves to symbolize his rank as a Vergobretus Druid. He also carries a short but sturdy spear which he refers to as "Splanc" ("Lightning"), which provides a +15 magical OB and an Electricity Critical equal to the normal critical rolled up to 5 times per day. This spear is made of a dark wood with a spearhead of finely wrought silver. The electrical critical is not automatic, as it is empathically controlled by the wielder. This spear was given to Giolla by a powerful spirit, named "Glóreas Sruthorsbhe", for acting as steward of the woodlands.

Nachen [na-ken] (Bard)- **Profession:** 15lvl Bard **Race:** Half Elf
Hits: 121 **AT:** 1(+27) **PP:** 124 **MM:** +15 77'
Ag: 83 +5 **Co:** 88 +6 **Me:** 99 +9 **Re:** 89 +4 **Sd:** 79 -1
Em: 80 +3 **In:** 77 +2 **Pr:** 100 +14 **Qu:** 91 +9 **St:** 73 +3
Attacks: Scimitar +97
Swim/Climb: +85 **Alertness:** +30 **Observation:** +75 **Stalk/Hide:** +85
Lore/Craft: +85 **Languages:** Archendurn, Bornheld, Elven, Ancient, Carlend, Ogham
Spell Lists (to level): All Bard spell Lists to 15lvl.
Equipment of note: He wears a cloak ("Cloak of Charismatic Obscurity") that is reversible and offers opposing bonuses. One side is white fur with dark speckles and a fine looking embroidered collar; when worn this side out, the cloak gives a +10 magical bonus to any influence based skills (including any appropriate Bard Spells of an influencing nature. The other side is neutral grey with no noticeable markings of any kind and when the hood is drawn over the wearer's head offers him a +10 magical bonus for not being noticed (people will see him, but not pay

any attention to him). He also owns a Flute (+10 quality), a Harp (small, +10 quality), and a Scimitar (+5 quality). Aside from his cloak, he favors knee-high leather boots, pale green satin tunic and breeches.

Noise (king's Seneschal/Spymaster)- **Profession:** 20lvl Rogue **Race:** High Man
Hits: 153 **AT:** 1(+0) **PP:** 40 **MM:**
Ag: 74 -1 **Co:** 57 +4 **Me:** 93 +6 **Re:** 97 +8 **Sd:** 86 +4
Em: 99 +9 **In:** 100 +10 **Pr:** 42 +4 **Qu:** 78 +0 **St:** 48 +4
Attacks: Dagger +123 Brawling +92
Swim/Climb: +119 **Alertness:** +37 **Observation:** +79 **Stalk/Hide:** +115
Lore/Craft: +67 **Languages:** Archendurn, Bornheld, Ogham, Ancient, Elven, Silent Tongue
Spell Lists (to level): Detection Mastery 1-5, Purifications 1-5, Calm Spirits 1-5

Equipment of note: Tends to wear plain and functional pants and shirts with long sleeves, with a long but thin cloak. All are usually black or dark grey in color and of hemp or flaxen material. For footwear, he prefers a high pair of soft leather boots. While not apparent, he also always carries at least two daggers hidden within his clothing and/or boots.

Daemien Osteimh (Master of the Dungeons)- **Profession:** 12lvl Fighter **Race:** Mixed Rural Man
Hits: 163 **AT:** 14(+0) **PP:** 0 **MM:** -15 60'
Ag: 78 +2 **Co:** 88 +6 **Me:** 42 +0 **Re:** 26 -1 **Sd:** 84 +5
Em: 31 +2 **In:** 47 +0 **Pr:** 24 +0 **Qu:** 69 +0 **St:** 100 +12
Attacks: "Large" War Hammer +140 (see notes below)
Swim/Climb: +15/+49 **Alertness:** +15 **Observation:** +56 **Stalk/Hide:** +50
Lore/Craft: +45 **Languages:** Archendurn

Equipment of note: He wears leather boots and breeches, with a chain vest and bracers over a woolen tunic; he also usually wears a long cloak of wool with a hood. His weapon of choice is a massive war hammer (use the Battle Hammer attack chart if it is available, otherwise use the War Hammer chart with an additional +15 and all criticals being Crush).

Rian Otthelma (Capt. Kings Guard)- **Profession:** 20lvl Fighter **Race:** Mixed Nomad Man
Hits: 181 **AT:** 14*(+33) **PP:** 0 **MM:** +0 68'
Ag: 99 +9 **Co:** 93 +8 **Me:** 71 +1 **Re:** 76 +2 **Sd:** 80 +5
Em: 48 +2 **In:** 50 +0 **Pr:** 80 +5 **Qu:** 93 +6 **St:** 94 +9
Attacks: Rapier +167** Short Bow +115 Dagger +127 Thrown Dagger +92
Swim/Climb: +75 **Alertness:** +27 **Observation:** +79 **Stalk/Hide:** +96
Lore/Craft: +52 **Languages:** Bornheld, Archendurn, Elven

Equipment of note: He wears a specially fitted, high quality, and very light chain armor* of a strange metal that gives him an additional +15 to his DB, in addition to having a minimum encumbrance penalty of -0 (with his training, this results in no penalty to his movement when wearing it). He tends to wear loose fitting clothing, which allows him to wear the tight fitting armor beneath his clothing, giving him the appearance of being unarmored most of the time. He also always carries a very fine quality Rapier** made of an extremely light and resilient metal (same as armor above), that results in a +15 OB for this weapon. His clothing is bright and gaudy, giving him the appearance of a "court dandy". He generally prefers not to use a shield, but on rare occasions will, giving him an additional bonus to his high DB. Depending on the ability of his opponent, he will often utilize a fair proportion of his OB for defensive purposes, making it difficult for his opponent to make contact, embarrassing and frustrating the foe, while Rian flaunts his lack of concern. Note, however, that he generally doesn't kill his opponents in these minor duels as at court such an act can easily lead to war, and his first concern is the welfare of the Kingdom (and Prince Eíneil). If anyone does threaten any member of the Royal household, he will attack with deadly accuracy and speed, throwing all caution for his own welfare to the wind.

Brand the Red (Bard)- **Profession:** 8lvl Bard **Race:** Half-Elf
Hits: 81 **AT:** 9(+24) **PP:** 83 **MM:** +24 79'
Ag: 85 +6 **Co:** 76 +4 **Me:** 90 +5 **Re:** 85 +4 **Sd:** 71 -2
Em: 74 +1 **In:** 81 +3 **Pr:** 99 +13 **Qu:** 86 +8 **St:** 77 +4
Attacks: Short Sword +64
Swim/Climb: +56 **Alertness:** +21 **Observation:** +45 **Stalk/Hide:** +54

Lore/Craft: +68 **Languages:** Archendurn, Silent Tongue, Dark Speech, Elven, Ancient

Spell Lists (to level): All Bard Lists at 5th to 8th level

Equipment of note: His trademark is his bright red hooded cloak. Under this, he will typically wear functional clothing of neutral green or grey wool (shirt and pants), leather boots, and a short sword in a sheath on the right side of his leather belt (he is left handed). He will also have a zither, either being played or hanging across his back, and can often be found singing, reciting poetry, or telling stories, while playing the zither; or if walking can often be heard whistling. He will come into play in later modules due to his loyalties to possible future antagonists of the characters. Always seems to be cheerful and good-natured fellow. However this demeanor is misleading as his motives are dark and sinister, and his loyalties are to various enemies of the kingdom.

Garimon Smith IV (blacksmith)- **Profession:** 12lvl Rogue **Race:** Common Urban Man

Hits: 138 **AT:** 6(+0) **PP:** 0 **MM:** +0 55'

Ag: 78 +2 **Co:** 85 +4 **Me:** 67 +0 **Re:** 71 +1 **Sd:** 76 +4

Em: 64 +0 **In:** 68 +0 **Pr:** 47 +0 **Qu:** 65 +0 **St:** 88 +6

Attacks: Smithy Hammer (War Hammer w/all crits Crush) +117 thrown +92

Swim/Climb: +87 **Alertness:** +24 **Observation:** +48 **Stalk/Hide:** +62

Lore/Craft: +84 **Languages:** Archendurn, Bornheld

Equipment of note: Always wears a heavy leather apron (treat as AT: 6), woolen breaches and tunic, and leather boots. His normal weapon is his smithy hammer (use the War Hammer attack table with all criticals as Crush).

Average Bowman (King's Guard)- **Profession:** 31lvl Rogue **Race:** Common Rural Men

Hits: 62 **AT:** 9(+15) **PP:** 0 **MM:** +0 60'

Attacks: Composite Bow +67 Short Sword +50

Swim/Climb: +52 **Alertness:** +16 **Observation:** +30 **Stalk/Hide:** +45

Lore/Craft: +32 **Languages:** Archendurn, 1 to 2 various others

Equipment of note: Standard equipment includes a Leather Breastplate, Composite Bow, Quiver w/Arrows, Short Sword, Knife, Leather Boots, and other minor gear.

Average Footman (King's Guard)- **Profession:** 31lvl Fighter **Race:** Common Rural Men

Hits: 80 **AT:** 14(30s) **PP:** 0 **MM:** -25 50'

Attacks: Broadsword +73 Dagger +65 Mace/Flail +70

Swim/Climb: +26 **Alertness:** +7 **Observation:** +18 **Stalk/Hide:** +25

Lore/Craft: +24 **Languages:** Archendurn, 1 to 2 various others

Equipment of note: Standard equipment includes a Chainmail Shirt and Greaves, Broadsword, Dagger, Shield, Mace or Flail, Leather Boots, and other minor gear.

"Road Patrol" (King's Justifier's)- **Profession:** 8lvl Ranger **Race:** Mixed Rural Men

Hits: 97 **AT:** 9(15) **PP:** 32 **MM:** 0 65'

Attacks: Long Bow +75 Broadsword +72 Dagger +63

Swim/Climb: +52 **Alertness:** +30 **Observation:** +54 **Stalk/Hide:** +57

Tracking/Read Tracks: +68 **Survival/Foraging:** +65 **Interrogation:** +55

Lore/Craft: +65 **Languages:** Archendurn, 2 to 3 various others

Spell Lists (to level): various Ranger Spells 5th to 8th level

Equipment of note: Good riding horse, Quality Long Bow (+5 quality, or better in some cases), quiver with 30 arrows, leather breastplate (some may wear greaves or even upgrade to chain armor for AT's 10 or 13), Broadsword, Dagger, traveling gear (hammock, portable spit or pans, flint & steel, other miscellaneous minor equipment).

APPENDIX I.2 d20 System stats

NPC Stats for use with the d20 System. All information provided within APPENDIX I.2 is subject to the Open gaming License Version 1.0a as it appears in APPENDIX II.2. It is all Open Gaming Content, except for names designated as Product Identity in APPENDIX II.1

Broandach: Male Rogue/Sorcerer 5th/4th **SZ** Medium Humanoid (human); **HD** 5d6+4d4; **hp** 32; **Init** +6; **Spd** 30'; **AC** 15; **Atk** Dagger +5 (1d4, 19-20/x2); **Face** 5'x5', 5'; **SA** Sneak Attack +3d6; **SQ** Evasion, Uncanny Dodge (dex bon. To AC), Summon Familiar (doesn't have a familiar); **SV** Fort: +2, Ref: +7, Will: +8*; **STR** 11, **DEX** 14, **CON** 11, **INT** 16, **WIS** 11, **CHA** 18; **AL** N-E; **Lang** Woods Speech, Thieves Silent, Elven, Abyssal; **Skills:** Alchemy +6, Appraise +8, Balance +7, Bluff +7, Climb +5, Concentration +7, Decipher Script +6, Disable Device +8, Escape Artist +7, Gather Information +12, Hide +7, Innuendo +5, Jump +5, Knowledge (Arcane) +10, Listen +7, Move Silently +7, Open Lock +7, Pick Pocket +5, Search +8, Sense Motive +5, Spellcraft +10, Spot +6, Swim +3, Tumble +5, Use Rope +5; **Feats:** Alertness, Blind-Fighting, Combat Casting, Dodge, Improved Initiative; **Possessions:** Carries a pair of matching exceptionally high quality daggers (+2 to attack) at his waist. Also wears a medallion that gives him +3 to Will Saves for Arcane Spells and a Ring of Spell Storing. Typically wears dark clothing of hemp or wool (pants, shirt, and usually a hooded cloak), as well as ankle-high soft-leather boots; **Spells:** 6 0-lvl, 7 1st lvl, 4 2nd lvl; **Spells Known:** 0- Daze, Detect Magic, Ghost Sound, Mage Hand, Open/Close, Prestidigitation; 1st- Change Self, Expeditious Retreat, Spider Climb; 2nd- Invisibility

Cearion: Male Rogue 6th **SZ** Medium Humanoid (human); **HD** 6d6+6; **hp** 27; **Init** +9; **Spd** 30'; **AC** 18; **Atk** attack type and bonus (damage); **Face** 5'x5', 5'; **SA** Sneak Attack +3d6; **SQ** Evasion, Traps, Uncanny Dodge (dex bon. To AC, can't be flanked); **SV** Fort: +3, Ref: +10, Will: +4; **STR** 12, **DEX** 20, **CON** 13, **INT** 14, **WIS** 15, **CHA** 15; **AL** C-N; **Lang** Woods Speech, Thieves Silent; **Skills:** Appraise +8, Balance +14, Climb +10, Disable Device +6, Escape Artist +14, Hide +14, Innuendo +5, Jump +7, Listen +9, Move Silently +14, Open Lock +14, Pick Pocket +6, Search +9, Spot +9, Tumble +13; **Feats:** Alertness, Improved Initiative, Run, Weapon Finesse (Dagger); **Possessions:** Leather jerkin (black), dark brown wool breeches, deep grey hooded cloak that nearly drags the ground, dagger, and occasionally he carries a short bow and quiver with 20 or so arrows. He also carries a small pouch at his belt that contains the tools of his trade (files, picks, etc.). When he is "working" he will carry a shoulder slung pouch with 50' of silk rope, climbers kit, a small grappling hook, small block of chalk, small block of charcoal, a small mallet, and several iron pitons.

Argril Clement: (King of Archendurn Kingdom) Male Fighter 7th **SZ** Medium Humanoid (human); **HD** 7d10+14; **hp** 48; **Init** +5; **Spd** 30; **AC** 13; **Atk** Longsword +8/+3 (1d8+1, 19-20/x2) Long Spear +8/+3 (1d10+1, 20/x3), Masterwork Dagger +9/+4 (1d4+2, 19-20/x2); **Face** 5'x5', 5'; **SA** special attacks; **SQ** special qualities; **SR** spell resistance; **SV** Fort: +7, Ref: +3, Will: +2; **STR** 12, **DEX** 12, **CON** 14, **INT** 9, **WIS** 10, **CHA** 20; **AL** N-G; **Lang** Woods Speech, Plains Speech; **Skills:** Climb +2, Handle Animal +7, Hide +1, Listen +3, Move Silently +2, Ride +3, Search +1, Spot +4, Swim +2; **Feats:** Alertness, Improved Initiative, Leadership, Mounted Combat, Quick Draw, Ride-By Attack, Spirited Charge, Trample; **Possessions:** Wears a pair of magical bands on his forearms that provides a +2 AC bonus beneath his normal clothing. Always carries a Masterwork dagger.

Eíneil Clement: (Prince of Archendurn, Nephew of King) Male Rogue 5th **SZ** Medium Humanoid (human); **HD** 5d6+10; **hp** 28; **Init** +2; **Spd** 30'; **AC** 14; **Atk** Short sword () Quarterstaff () Short Spear (); **Face** 5'x5', 5'; **SA** Sneak Attack +3d6; **SQ** Evasion, Traps, Uncanny Dodge; **SV** Fort: +3, Ref: +6, Will: +3; **STR** 15, **DEX** 15, **CON** 14, **INT** 16, **WIS** 14, **CHA** 15; **AL** N-G; **Lang** Woods Speech, Plains Speech, High Speech, Elven; **Skills:** Bluff +7, Climb +7, Diplomacy +12, Escape Artist +5, Gather Information +12, Handle Animal +7, Hide +7, Innuendo +6, Intimidate +10, Jump +5, Listen +8, Move Silently +8, Ride +4, Search +9, Sense Motive +10, Spot +7, Swim +7, Use Magic Device +6; **Feats:** Ambidexterity, Weapon Focus (Short Sword), Two-Weapon Fighting; **Possessions:** The prince always wears a golden torc that provides a magical +2 to AC as well as +2 to all influence skills (already accounted for above). His clothing tends to be nice but functional linen pants and tunic, or for special occasions (court events and such), he will wear satin.

Tainarie Dabha: Female Druid 6th **SZ** Medium Humanoid (human); **HD** 6d8+6; **hp** 27; **Init** +1. ; **Spd** 30'; **AC** 11; **Atk** Quarterstaff +5 (1d6+120/x2) Club +5 (1d6+120/x2); **Face** 5'x5', 5'; **SQ** Nature Sense, Animal Companion

(ferret, named Gordon), Woodland Stride, Trackless Step, Wild Shape (2/day); **SR** Resist Nature's Lure; **SV** Fort: +6, Ref: +3, Will: +7; **STR** 12, **DEX** 12, **CON** 13, **INT** 14, **WIS** 15, **CHA** 11; **AL** L-N; **Lang** Woods Speech, Elven, High Speech, Druidical Tongue; **Skills**: Animal Empathy +4, Climb +3, Concentration +3, Diplomacy +5, Handle Animal +8, Heal +5, Hide +2, Intuit Direction +4, Knowledge (Religion) +4, Knowledge (Nature) +5, Listen +3, Move Silently +3, Profession (Farming) +10, Ride +2, Search +4, Spellcraft +5, Spot +3, Swim +3, Wilderness Lore +6; **Feats**: Skill Focus (Profession, Farming), Skill Focus (Handle Animal), Silent Spell, Still Spell; **Possessions**: White Robe [when performing Druidical ceremonies] (provides +3 to AC and to Saving Throws), otherwise wears gray or brown robes or breeches and a white tunic; in either case, she will be wearing simple sandals and a talisman of oak to represent her Druidical Rank. She often carries a quarterstaff made of Beachwood and a silver dagger, Ring of Spell Storing, low soft leather boots; **Spells**: 5 0lvl, 4 1st, 4 2nd, 2 3rd, assign based on her planned or expected activity for the day.

Friar Claudin Danjreti: Male Cleric 9th **SZ** medium humanoid (human); **HD** 9d8+9; **hp** 30; **Init** +0. ; **Spd** 30'; **AC** 12; **Atk** Quarterstaff +7/+2 (1d6+1, 20/x2), Sling +6/+1 (1d4+1, 20/x2); **Face** 5'x5', 5'; **SQ** Turn Undead; **SV** Fort: +7 Ref:+3 Will:+12; **STR** 13, **DEX** 11, **CON** 13, **INT** 13, **WIS** 19, **CHA** 14; **AL** N-G; **Lang** Common, Woods Speech, Sea Speech, High Speech; **Skills**: Climb +2, Concentration +3, Diplomacy +6, Heal +7, Hide +3, Knowledge (religion) +8, Listen +5, Move Silently +3, Search +3, Spellcraft +6, Spot +5, Swim +3; **Feats**: Extra Turning, Iron Will, Leadership (score: 11), Scribe Scroll, Spell Penetration; **Possessions**: Quarterstaff (holy symbol of All Father- large intricate crystalline star shape at its top, treat as a +2 weapon for attacks, can also "store" up to two spells (as the "spell storing" ability of magical weapons, except that the spells can be released with a simple mental command from the wielder)). He wears studded leather armor, leather boots, and carries a sling if he is going into a combat or other dangerous situation, otherwise he wears a simple robe of off-white and sandals; **Spells**: 6 0lvl, 5+1 1st, 5+1 2nd, 4+1 3rd, 3+1 4th, choose as appropriate for the day's activities, with Good Domain or Law Domain or Protection Domain spells as his official Domains.

Daroma: Female Rogue 3rd **SZ** Medium Humanoid (human); **HD** 3d6+3; **hp** 16; **Init** +3; **Spd** 30'; **AC** 13; **Atk** Dagger +3 (1d4+1, 19-20/x2) Brawling +3 (1d3+1 subdual, 20/x2); **Face** 5'x5', 5'; **SA** Sneak Attack +2d6; **SQ** Evasion, Uncanny Dodge; **SV** Fort: +2, Ref: +6, Will: +2; **STR** 12, **DEX** 17, **CON** 13, **INT** 12, **WIS** 13, **CHA** 16; **AL** C-N; **Lang** Common, Woods Speech, Plains Speech; **Skills**: Appraise +4, Balance +4, Climb +5, Decipher Script +4, Disable Device +4, Disguise +5, Gather Information +7, Hide +7, Listen +4, Move Silently+7, Open Lock +7, Perform +6, Pick Pocket +6, Profession (Innkeeper) +4, Read Lips +5, Search +5, Sense Motive +5, Spot +7, Swim +2; **Feats**: Alertness, Blind Fighting ; **Possessions**: Tends to wear moderately revealing clothing.

Tarien Dolhaist: Male Ranger 6th **SZ** Medium Humanoid (human); **HD** 6d10+24; **hp** 59; **Init** +3; **Spd** 30'; **AC** 16; **Atk** Woodsman's Axe (treat as Battle Axe) +10/+5 (1d8+4, 20/x3); **Face** 5'x5', 5'; **SA** special attacks; **SQ** special qualities; **SR** spell resistance; **SV** Fort: +9, Ref: +5, Will: +4; **STR** 19, **DEX** 16, **CON** 19, **INT** 12, **WIS** 14, **CHA** 10; **AL** N; **Lang** Woods Speech, Elven; **Skills**: Climb +8, Concentration +6, Hide +6, Intuit Direction +6, Knowledge (Nature) +5, Listen +8, Move Silently +7, Profession (Woodcutter) +8, Search +4, Spot +8, Swim +8, Use Rope +9, Wilderness Lore +8; **Feats**: Alertness, Improved Initiative; **Possessions**: Always carries a large axe for felling and cutting trees, also several smaller axes which he uses similar to the way most people use a good knife. Studded Leather Armor, woolen cloak and pants, leather boots, common survival gear for spending time in the wilderness (flint & steel, bread, bedroll, etc.). Tends to carry quite a bit of rope due to the way that he lashes logs together into large rafts after felling timber (typically 300+ feet, of good quality; **Spells**: 2 1st level

Cuir Foireann: Male Fighter 5th **SZ** Medium Humanoid (human); **HD** 5d10+25; **hp** 51; **Init** +6; **Spd** 30'/20'; **AC** 12/17; **Atk** Longsword +9 (1d8+5 17-20/x2) Light Crossbow +7 (1d8 19-20/x2); **Face** 5'x5', 5'; **SV** Fort: +9, Ref: +3, Will: +3; **STR** 16, **DEX** 15, **CON** 21, **INT** 17, **WIS** 14, **CHA** 15; **AL** N-G; **Lang** Woods Speech, Elven; **Skills**: Climb +6, Hide +6, Listen +7, Move Silently +5, Search +6, Spot +6, Swim +9, Wilderness Lore +6; **Feats**: Alertness, Improved Critical (Longsword), Improved Initiative, Expertise, Focus (Longsword), Specialized (Longsword); **Possessions**: Carries a very fine looking longsword that has several small semi-precious gems encrusted on the hilt (but is nothing more than a decorative but normal sword). He will wear his Chainmail shirt and carry a shield if he is expecting combat, but due to his recent purchase of the ferry, he rarely every wears any armor. However he still wears his sword while operating the ferry. Otherwise he wears simple and functional wool pants and shirt, leather boots, and during hot or cold weather will wear a wide brimmed hat or a fur cap and fur cloak.

Gerain: Male Rogue 3rd SZ Medium Humanoid (human); **HD** 3d6; **hp** 13; **Init** +8; **Spd** 30'; **AC** 17; **Atk** Dual Daggers +4 **x2** (1d4+4 **x2**, 19-20/x2); **Face** 5'x5', 5'; **SA** Sneak Attack +2d6; **SQ** Evasion, Traps, Uncanny Dodge (dex bon, to AC); **SV** Fort: , Ref: , Will: ; **STR** 18, **DEX** 18, **CON** 11, **INT** 14, **WIS** 12, **CHA** 15; **AL** N-E; **Lang** Woods Speech, Thieves Silent; **Skills:** Bluff +8, Climb +7, Disguise +4, Escape Artist +9, Gather Information +8, Hide +9, Innuendo +4, Intimidate +8, Listen +5, Move Silently +7, Open Locks +7, Search +7, Sense Motive +7, Spot +6, Swim +6, Use Rope +5; **Feats:** Ambidexterity, Improved Initiative, Two-Weapon Fighting; **Possessions:** Leather breastplate, woolen trousers, long wool cloak with a hood, 4 daggers (two at right waist, one at left waist, one in left boot), grey felt hat with wide brim, and soft leather boots.
Notes: He acts as Broandach's "enforcer" and right hand man.

Agata Innman: Female Commoner 1st SZ Medium Humanoid (human); **HD** 1d4+5; **hp** 9; **Init** ; **Spd** ; **AC** ; **Atk** Dagger +1 (1d4, 19-20/x2); **Face** 5'x5', 5'; **SV** Fort: +2, Ref: +0, Will: +1; **STR** 10, **DEX** 11, **CON** 14, **INT** 12, **WIS** 13, **CHA** 19; **AL** N-G; **Lang** Woods Speech, Plains Speech, Sea Speech; **Skills:** Diplomacy +5, Gather Information +5, Listen +2, Profession (Innkeeper) +3; **Feats:** Toughness; **Possessions:** Owner of the Dancing Pig Inn & Tavern, while she and her husband Ruairi are relatively wealthy by Archendurn standards, she dresses in simple and functional clothing.

Ruairi Innman: Male Commoner 2nd SZ Medium Humanoid (human); **HD** 2d4+2; **hp** 9; **Init** +0; **Spd** 30'; **AC** 10; **Atk** Dagger +1 (1d4, 19-20/x2) Brawling +1(1d3 subdual, 20/x2); **Face** 5'x5', 5'; **SV** Fort: +1, Ref: +0, Will: +1; **STR** 11, **DEX** 11, **CON** 12, **INT** 15, **WIS** 13, **CHA** 16; **AL** N-G; **Lang** Common, Woods Speech, Plains Speech, Sea Speech; **Skills:** Diplomacy +4, Gather Information +4, Listen +2, Profession (Innkeeper) +3, Profession (Brewer) +6; **Feats:** Social Grace (+1 to all Charisma based skills of a social nature); **Possessions:** Owner of the Dancing Pig Inn & Tavern, while he and his wife Agata are relatively wealthy by Archendurn standards, he dresses in simple and functional clothing.

Gilinos Libonden: Male Rogue 5th SZ Small Humanoid (gnome); **HD** 5d6+15; **hp** 34; **Init** +7; **Spd** 20; **AC** 14; **Atk** attack type and bonus (damage); **Face** 5'x5', 5'; **SA** Sneak Attack +3d6, +1 attack vs. kobolds & goblinoids; **SQ** +4 Dodge bonus vs. Giants, Evasion, Low Light Vision, Speak with burrowing mammals, Traps, Uncanny Dodge (dex bon. To AC); **SR** +2 Save vs. Illusion; **SV** Fort: +4, Ref: +7, Will: +3; **STR** 12, **DEX** 17, **CON** 16, **INT** 17, **WIS** 15, **CHA** 18; **AL** N-G; **Lang** Woods Speech, Gnomish, Elven, Thieves Silent; **Skills:** Appraise +11, Bluff +9, Climb +5, Craft (Cobbling) +6, Craft (Leatherworking) +6, Craft (Locksmithing) +6, Decipher Script +8, Diplomacy +9, Escape Artist +6, Gather Information +12, Hide +12, Listen +11, Move Silently +8, Open Locks +10, Search +6, Sense Motive +10, Spot +9, Use Magic Device +9; **Feats:** Alertness, Improved Initiative; **Possessions:** He has a large and severely over burdened wagon that is drawn by a pair of very large oxen; **Spells:** Dancing Lights 1/day, Ghost Sound 1/day, Prestidigitation 1/day
Notes: He is a trader that deals in all sorts of wares, as well as tinker type services. He also serves as one of the spies of Noise that the characters are most likely to run into, as he travels extensively from one town to another throughout the southern portions of the kingdom. (However, they should not find this out, unless they are performing some task for Noise, where he suspects that they may need to get a message back to him while in some of the more remote parts of the kingdom.) His skills as far as "tinkering" go include locksmithing, leatherworking, and shoe and boot repair, as well as a little carpentry (although he is not very skilled at the latter). He is likely to have any of a variety of odd items in his cart at any time for sale (if the characters need something when they come across him, roll d% and on any result of 60+ he will likely have the item, if it is not something unusual). His prices tend to be a little on the high side.

Euthien MacMaithel: Male Fighter 3rd SZ Medium Humanoid (human); **HD** 3d10+9; **hp** 30; **Init** +0; **Spd** 30'; **AC** 12; **Atk** Whip +7 (1d2+3, 20/x2, subdual) Sling +3 (1d4+3, 20/x2); **Face** 5'x5', 5'; **SA** special attacks; **SQ** special qualities; **SR** spell resistance; **SV** Fort: +6, Ref: +3, Will: +2; **STR** 16, **DEX** 11, **CON** 16, **INT** 11, **WIS** 13, **CHA** 13; **AL** N-G; **Lang** Woods Speech, Plains Speech; **Skills:** Handle Animal +6, Listen +3, Move Silently +1, Profession (Teamster) +4, Ride +5, Spot +4; **Feats:** Alertness, Exotic Weapon Proficiency (Whip), Lightning Reflexes, Skill Focus (Profession-Teamster); **Possessions:** Whip, woolen tunic and breeches, wool hooded cloak, Sling w/12 stones, leather boots

Ronan McArdnath: Male Rogue 3rd SZ Medium Humanoid (human); **HD** 3d6; **hp** 16; **Init** +1; **Spd** 30'; **AC** 11; **Atk** Dagger +5 (1d4+2, 19-20/x2) Brawling +5 (1d3+2 subdual, 20/x2); **Face** 5'x5', 5'; **SV** Fort: +1, Ref: +4,

Will: +1; **STR** 15, **DEX** 12, **CON** 11, **INT** 10, **WIS** 11, **CHA** 8; **AL** C-N; **Lang** Woods Speech; **Skills:** Appraise +2, Balance +3, Bluff +3, Climb +3, Gather Information +2, Handle Animal +2, Heal +1, Hide +3, Intimidate +2, Jump +4, Listen +3, Move Silently +4, Open Lock +3, Pick Pocket +2, Profession (Farming) +4, Read Lips +2, Ride +2, Search +2, Sense Motive +2, Spot +2, Swim +4, Use Rope +4; **Feats:** Dodge, Endurance; **Possessions:** none of note other than common clothing, his prized but well worn brown felt hat with a narrow brim, and a few coins.

Giolla Na Naomh: Male Druid 15th **SZ** medium humanoid (human); **HD** 15d8+30; **hp** 67; **Init** +4. ; **Spd** 30'; **AC** 15; **Atk** Quarterstaff +12/+7/+2 (1d6+1, 20/x2), Spear +12/+7/+2 (1d8+1, 20/x2); **Face** 5'x5', 5'; **SQ** Nature Sense, Animal Companion (Owl named, Ulchabhán), Woodland Stride, Trackless Step, Wild Shape (Huge or any lesser), Venom Immunity, A Thousand Faces, Timeless Body; **SR** Resist Nature's Lure; **SV** Fort: +13, Ref: +7, Will: +15; **STR** 13, **DEX** 11, **CON** 15, **INT** 16, **WIS** 22, **CHA** 17; **AL** N; **Lang** Woods Speech, Elven, High Speech, Druidical Tongue, Wolfen Tongue, Plains Speech; **Skills:** Animal Empathy +10, Climb +5, Concentration +7, Diplomacy +8, Gather Information +6, Handle Animal +10, Heal +12, Hide +2, Intuit Direction +10, Jump +3, Knowledge (arcane) +6, Knowledge (religion) +9, Knowledge (nature) +11, Listen +8, Move Silently +4, Profession (herbalist) +12, Ride +3, Scry +7, Search +5, Sense Motive +8, Spellcraft +9, Spot +10, Swim +5, Use Rope +1, Wilderness Lore +12; **Feats:** Alertness, Empower Spell, Endurance, Extended Spell, Great Fortitude, Lightning Reflexes, Track; **Possessions:** White hooded robe [when performing Druidical ceremonies] (provides +5 to AC and all Saving Throws when worn), otherwise wears plain looking wool or linen breeches and tunic (tunic is usually white), in either case he will be wearing a fine pair of soft Mastercraft leather boots (these provide him with a +2 to all Move Silently attempts). Usually wears a talisman of oak with copper leaves to symbolize his Druidical rank, Shortspear of fine looking dark wood with a finely wrought silver spearhead (+3 magical, also capable of shocking any target hit up to 5 times per day doing an additional 3d6 of electrical damage when mentally commanded by wielder (this is a free action)), leather boots; **Spells:** 6 0lv, 7 1st, 7 2nd, 5 3rd, 5 4th, 5 5th, 4 6th, 2 7th, 1 8th, to be chosen by the GM to reflect his planned activities for the day.

Nachen: Male Bard 7th **SZ** Medium Humanoid (half-elf); **HD** 7d6+21; **hp** 37; **Init** +4; **Spd** 30; **AC** 15; **Atk** Scimitar +7 (1d6+2, 18-20/x2); **Face** 5'x5', 5'; **SQ** Bardic Music, Bardic Knowledge, Inspire Courage, Inspire Competence, Suggestion, Inspire Greatness; **SV** Fort: +7, Ref: +9, Will: +9; **STR** 14, **DEX** 18, **CON** 17, **INT** 16, **WIS** 14, **CHA** 22; **AL** C-N; **Lang** Woods Speech, Plains Speech, Elven, High Speech, Druidical Tongue; **Skills:** Appraise +6, Bluff +9, Climb +5, Concentration +5, Decipher Script +7, Diplomacy +9, Disguise +10, Escape Artist +6, Gather Information +13, Hide +8, Intuit Direction +4, Jump +4, Knowledge (Arcane) +7, Knowledge (Religion) +8, Knowledge (Nature) +6, Listen +6, Move Silently +8, Perform +13, Sense Motive +6, Spot +4, Swim +4; **Feats:** Alertness, Great Fortitude, Iron Will; **Possessions:** "Cloak of Charismatic Obscurity" (this reversible cloak offers opposing bonuses; one side is white fur with dark speckles and a fine looking embroidered collar and when worn this side out results in a passive +2 magical bonus to any influence based skills (including any appropriate Bard Spells of an influencing nature); the other side is neutral grey with no noticeable markings of any kind and when the hood is drawn over the wearer's head offers him a passive +2 magical bonus for not being noticed (people will see him, but not pay any attention to him)), Masterwork Flute, Masterwork Harp (small), Masterwork Scimitar, knee-high leather boots, satin tunic and breeches (pale green); **Spells:** 3 0lv, 5 1st, 4 2nd, 1 3rd, **Spells Known:** 0-lvl: Daze, Detect Magic, Ghost Sound, Light, Magic Hands, Prestidigitation; 1st-lvl: Alarm, Charm Person, Hypnotism, Sleep; 2nd-lvl: Animal Trance, Cat's Grace, Detect Thoughts, Pyrotechnics; 3rd-lvl: Dispel Magic, Lesser Geas

Noise: (king's Seneschal/Spymaster) Male Rogue/Druid 10th/3rd **SZ** Medium Humanoid (human); **HD** 10d6+10; **hp** 46; **Init** +5; **Spd** 30'; **AC** 11; **Atk** Dagger +10/+3 (1d4+1); **Face** 5'x5', 5'; **SA** Sneak Attack +5d6; **SQ** Animal Companion (Hawk), Evasion, Nature Sense, Trackless Step, Traps, Uncanny Dodge (dex to AC, can't be flanked), Woodland Stride; **SR** Slippery Mind; **SV** Fort: +5, Ref: +8, Will: +8; **STR** 13, **DEX** 13, **CON** 14, **INT** 20, **WIS** 21, **CHA** 12; **AL** N-G; **Lang** Woods Speech, Plains Speech, Druidical Tongue, High Speech, Elven, Thieves Silent; **Skills:** Animal Empathy +4, Appraise +12, Balance +8, Climb +8, Decipher Script +17, Diplomacy +16, Gather Information +16, Handle Animal +4, Heal +10, Hide +15, Innuendo +21, Intimidate +9, Intuit Direction +6, Knowledge (Arcane) +7, Knowledge (Nature) +8, Knowledge (Religion) +6, Listen +15, Move Silently +16, Read Lips +14, Scry +11, Search +14, Sense Motive +18, Spellcraft +12, Spot +16, Swim +5, Use Magic Device +8, Wilderness Lore +7; **Feats:** Alertness, Blind Fighting, Dodge, Improved Initiative, Mobility, Spring Attack; **Possessions:** Tends to wear plain and functional pants and shirts with long sleeves, with a long but thin cloak, all are usually black or dark grey in color and of hemp or flaxen material, as well as a high pair of soft leather boots. While

not apparent, he also always carries at least two daggers hidden within his clothing and/or boots; **Spells:** 4 0-lvl, 4 1st lvl, 2 2nd lvl.

Daemien Osteimh: Male Barbarian 6th SZ Medium Humanoid (human); **HD** 6d12+18; **hp** 54; **Init** +1; **Spd** 30'; **AC** 16; **Atk** War Mattock +11/+6 (2d6+5, 20/x3); **Face** 5'x5', 5'; **SA** Rage (2x/day); **SQ** Fast Movement, Uncanny Dodge (dex bon. to AC, can't be flanked); **SV** Fort: +10, Ref: +3, Will: +4; **STR** 21, **DEX** 12, **CON** 16, **INT** 9, **WIS** 10, **CHA** 8; **AL** N; **Lang** Woods Speech; **Skills:** Bluff +1, Hide +3, Intimidate +8, Listen +4, Move Silently +3, Sense Motive +2, Spot +4, Swim +5, Use Rope +3; **Feats:** Alertness, Blind-Fighting, Great Fortitude, Iron Will; **Possessions:** He wears leather boots and breeches, with a chain vest and bracers over a woolen tunic; he also usually wears a long cloak of wool with a hood. His weapon of choice is a massive War Mattock (treat as a "Large" weapon that does 2d6 damage, weighs 20 pounds, does crushing damage).

Rian Otthelma: Male Fighter 10th SZ Medium Humanoid (human); **HD** 10d10+40; **hp** 108; **Init** +8; **Spd** 30'; **AC** 22+ Feat adjustments as appropriate; **Atk** Rapier +16/+11 (1d6+5+var. Feat adj., 15-20/x2), Short Bow +14/+9 (1d6), Dagger +15/+10 (1d4+5+var. Feat adj.); **Face** 5'x5', 5'; **SA** see Feats below; **SQ** see Feats below; **SV** Fort: +11, Ref: +7, Will: +3; **STR** 20, **DEX** 19, **CON** 19, **INT** 13, **WIS** 11, **CHA** 16; **AL** N-G; **Lang** Common, Plains Speech, Woods Speech, Elven; **Skills:** Climb +10, Handle Animal +7, Hide +6, Jump +10, Listen +3, Move Silently +6, Ride +12, Search +4, Spot +3, Swim +10, Tumble +4; **Feats:** Cleave, Combat Reflexes, Dodge, Expertise, Improved Critical (Rapier), Improved Disarm, Improved Initiative, Leadership (13), Power Attack, Quickdraw, Weapon Focus (Rapier); **Possessions:** He wears a specially fitted, high quality, and very light chain armor of a strange metal that gives him an additional +3 to his AC, in addition to allowing him to move at 30' due to it not encumbering him like normal chain. He wears loose fitting clothing, which also allows him to wear his armor beneath his clothing giving him the appearance of being unarmored most of the time. He always carries a very fine quality Rapier made of an extremely light and resilient metal (same as armor above), that results in a +3 attack bonus for this weapon (it is well beyond Masterwork quality). His clothing is bright and gaudy-looking, giving him the appearance of a "court dandy". He generally prefers not to use a shield, but on rare occasions will, giving him an additional bonus to his already high AC. Depending on the ability of his opponent, he will often utilize a fair proportion of his attack for defensive purposes, making it difficult for his opponent to make contact, embarrassing and frustrating the foe, while Rian flaunts his lack of concern. Note, however, that he generally doesn't kill his opponents in these minor duels as at court such an act can easily lead to war, and his first concern is the welfare of the Kingdom (and Prince Eíneil). If anyone does threaten any member of the Royal household, he will attack with deadly accuracy and speed, throwing all caution for his own welfare to the wind.

Brand the Red: Male Bard 4th SZ Medium Humanoid (Half-elf); **HD** 4d6+4; **hp** 22; **Init** +3; **Spd** 30'; **AC** 16; **Atk** attack type and bonus (damage); **Face** 5'x5', 5'; **SQ** Bardic Music, Bardic Knowledge, Low Light Vision, Proficiency (Short Sword); **SR** +2 Save vs. Enchantments, Immune to Magic Sleep; **SV** Fort: +2, Ref: +7, Will: +6; **STR** 14, **DEX** 17, **CON** 13, **INT** 16, **WIS** 14, **CHA** 19; **AL** C-N; **Lang** Woods Speech, Thieves Silent, Abyssal, Elven, High Speech; **Skills:** Bluff +8, Climb +4, Diplomacy +8, Disguise +11, Gather Information +11, Hide +7, Listen +8, Move Silently +7, Perform +8, Sense Motive +8, Swim +3, Use Magic Device +7; **Feats:** Alertness, Run; **Equipment of note:** His trademark is his bright red hooded cloak. Under this, he will typically wear functional clothing of neutral green or grey wool (shirt and pants), leather boots, and a short sword in a sheath on the right side of his leather belt (he is left handed). He will also have a zither, either being played or hanging across his back, and can often be found singing, reciting poetry, or telling stories, while playing the zither; or if walking can often be heard whistling. He will come into play in later modules due to his loyalties to possible future antagonists of the characters. Always seems to be cheerful and good-natured fellow. However this demeanor is misleading as his motives are dark and sinister, and his loyalties are to various enemies of the kingdom. **Spells:** 3 0-lvl, 3 1st lvl, 1 2nd lvl; **Spells Known:** 0- Dancing Lights, Daze, Ghost Sound, Magic Hand, Prestidigitation, Read Magic; 1st- Charm Person, Hypnotism, Sleep; 2nd- Invisibility, Pyrotechnics

Garimon Smith IV: Male Fighter 6th SZ Medium Humanoid (human); **HD** 6d10+21; **hp** 45; **Init** +5; **Spd** 30'; **AC** 13; **Atk** Smithy Hammer +10/+5 (1d8+5, 20/x3); **Face** 5'x5', 5'; **SV** Fort: +9, Ref: +3, Will: +2; **STR** 16, **DEX** 12, **CON** 15, **INT** 11, **WIS** 10, **CHA** 10; **AL** N-G; **Lang** Woods Speech, Plains Speech; **Skills:** Craft (Blacksmith) +7, Hide +3, Listen +1, Move Silently +2, Ride +3, Search +1, Spot +2, Swim +5; **Feats:** Improved Critical (hammer), Improved Initiative, Great Fortitude, Toughness(x3), Weapon Focus (hammer), Weapon Specialization

(hammer); **Possessions:** heavy leather smithy apron (treat as studded leather armor), smithy hammer (treat as Warhammer), breeches & tunic, leather boots

Average Bowman: Male Fighter 2nd SZ Medium Humanoid (human); **HD** 2d10+2; **hp** 13; **Init** +2; **Spd** 30'; **AC** 14; **Atk** Composite Short Bow +4 (1d6) or Short Sword +3 (1d6+1); **Face** 5'x5', 5'; **SV** Fort: +4, Ref: +2, Will: +0; **STR** 13, **DEX** 14, **CON** 12, **INT** 9, **WIS** 10, **CHA** 11; **AL** var. (lean towards Good); **Lang** Woods Speech, +1 to 2 others; **Skills:** variable (9 skill points available); **Feats:** variable (usually bow related, 3 feats available); **Possessions:** Short Composite Bow, Quiver w/20 arrows, short sword, leather armor, buckler, wool breeches and tunic, leather boots, hooded cloak, dagger

Average Footman: Male Fighter 2nd SZ Medium Humanoid (human); **HD** 2d10+4; **hp** 16; **Init** +1; **Spd** 20'; **AC** 16; **Atk** Longsword +4 (1d8+2) or Mace/Flail +4 (1d8+2); **Face** 5'x5', 5'; **SA** special attacks; **SQ** special qualities; **SR** spell resistance; **SV** Fort: +5, Ref: +1, Will: +0; **STR** 14, **DEX** 12, **CON** 14, **INT** 9, **WIS** 10, **CHA** 10; **AL** var. (lean towards Good); **Lang** Woods Speech, +1 to 2 others; **Skills:** variable (9 skill points available); **Feats:** variable (usually combat related, 3 feats available); **Possessions:** Shield, Longsword/Mace/Flail, chainmail armor, leather boots, hooded cloak

“Road Patrol”: (King’s Justifier’s) Male Ranger 4th SZ Medium Humanoid (human); **HD** 4d10+12; **hp** 36; **Init** +2; **Spd** 30; **AC** 15 (16, if using shield); **Atk** Bow +6 (variable) Broadsword/Spear +5 (variable); **Face** 5'x5', 5'; **SA** Favored Enemy (variable); **SQ** Track; **SV** Fort: +7, Ref: +3, Will: +3; **STR** 13, **DEX** 15, **CON** 16, **INT** 12, **WIS** 14, **CHA** 9; **AL** var. (lean towards Good); **Lang** Woods Speech, +1 to 2 others; **Skills:** variable (outdoor & survival related, 45 skill points available); **Feats:** variable (usually outdoor, combat, or survival related, 3 feats available); **Possessions:** variable- choice of weapons (usually includes a Masterwork bow of some type), armor (lighter armor types), survival and traveling gear, good riding horse, and appropriate tack; **Spells:** 1 1st lvl assign as appropriate

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The following personages, places and items are claimed as Product Identity:

Friar Claudin Danjreti, Giolla Na Naomh, Tainarie Dabha, Garimon Smith IV, Ronan McArdnath, Ruairi Innman, Agata Innman, Daroma, Nachen, Rian Otthelma, Euthien MacMaithel, Tarien Dolhaist, Argril Clement, Eineil Clement, Noise, Daemien Osteimh, Broandach, Gerain, Cearion, Cuir Foireann, Gilinos Libonden, Brand the Red, Yrrah Lubnatsi, Tolmand the Cruel, Po-Mandok, Archendurn, Aernth, Ruglund Empire, Firbulg, Greenvale, Hoarsbey, Marshvale, Beywater, Gledamhelen, Libintat, Golsren-Dol, Golsren-Solandis, Albereth, Vorlheis, Willow's Ford, Stanis Port, Aquinoch, Bás Lóchrann, Death Lamp.

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