

LONE WOLF

ADVENTURE GAME

THE REALM OF SOMMERLUND



JOE DEVER AND CUBICLE 7



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THE SOMMERSANG

The 'Sommersang' is the national anthem of Sommlund and its oldest known song. The words of the anthem are most often sung or recited in Old Sommlending, the language that was spoken by the earliest Sommlending migrants to the Lastlands.

◁ VERSE 1 AND ENGLISH TRANSLATION ▷

*Tay Solobo ton hem nyrast
Tay gul ek bor os poylund
Sollendin sol os välsinga bäl
Sollendin sol vor Kung endigäl*

*The Sommer Isles are home no more
The yellow oak bore us ashore
Sommlending sun we blessed be
Sommlending sun for King and thee*

◁ VERSE 2 AND ENGLISH TRANSLATION ▷

*Os Sken un Laug
An kraft ensäker
An loften fordra
Tay Mörker utöver t'bergin*

*By Light and Law
Our strength secure
Our vows endure
The Dark beyond the mountains*

◁ VERSE 3 AND ENGLISH TRANSLATION ▷

*Akon un Ek
Os kraftevolk
Os sönnerrin un dötrerrin av tay sol
Tay blödet av tay Herra
Os an ürin gör kjör*

*Acorn and Oak
We strong folk
We sons and daughters of the sun
The blood of the Lord
In our veins doth run*

◁ CHORUS / REFRAIN ▷

*Sollendin sol os välsinga bäl
Sollendin sol vor Kung endigäl*

*Sommlending sun we blessed be
Sommlending sun for King and thee*

INTRODUCTION

Sommerlund is the main setting for *The Lone Wolf Adventure Game* and the Lone Wolf game books. It is here that the Kai Monastery stands, there the nefarious Darklords attempt to strike repeatedly, and where Naar – the God of Darkness and Evil – suffers his greatest setbacks.

This book pulls back the veil, presenting Sommerlund in all its glory, from its geography and history to its noble lines and military forces. *The Realm of Sommerlund* serves as the definitive guide to the Kingdom of the Sun. Fans of the Lone Wolf game books will find this book a wealth of information, while Narrators and Players of *The Lone Wolf Adventure Game* now possess the ultimate resource for stories set in Sommerlund.

Chapter One: The History of Sommerlund defines the shape of the realm and its place in the history of Magnamund. This part of the book contains maps and historical notations, each of which can be of great use to those plotting adventures in the Lands of Summer. It provides a detailed accounting of its history, recounting many details of the nation's past that have never before been revealed, making this the definitive chronology of the realm.

Chapter Two: The People of Sommerlund examines Sommlending society as a whole, from the hierarchy of the royal family to the economy of the realm, from the lowliest guilds to the Brotherhood of the Crystal Star and the nation's military. Of particular interest is the chapter on the Order of the Kai and its importance in Sommerlund.

Chapter Three: The Land of Sommerlund, is by far the largest and most in-depth, describing the geography of Sommerlund itself. This chapter gives readers a detailed look at each of the country's regions as well as its flora and fauna. Following on from the geography of the land, the section then delves into the realm itself, providing background on each of the provinces and settlements.

Charts and Sundries is an appendix of miscellany of sorts, including lineage tables for the Rulers of Sommerlund, starting with King Kian I in MS 3434 and concluding with King Ulnar V in MS 5023. This appendix concludes with a section of great import for those playing *The Lone Wolf Adventure Game*, Currency and

Equipment. It defines the realm's coinage and lists many new pieces of gear, including new armour and weapons.

HOW TO USE THIS BOOK

By itself, this book is filled with information that brings Sommerlund to life for any fan of the Lone Wolf game books. Its main use, however, is as a guide to Sommerlund for use in *The Lone Wolf Adventure Game*. Within its pages, Players and Narrators can find inspiration and ideas for creating adventures of their own.

To help guide you on your journey through the Realm of Sommerlund, you will see a number of different symbols throughout:



When you see this symbol it means that this location or event is a potential source of adventure – a good place to investigate further!



When you see this symbol it means that this location provides an opportunity for adventurers to spend their gold – it typically references the Currency and Equipment on page 193, but it might also provide a unique good or service for them to buy.



When you see this symbol it means the location is a good source of rumour, gossip or information – a fine place for any adventurer to find out more about what's going on!

NEW BACKGROUND TRAITS

Throughout this book, you'll find a selection of new Background Traits designed to add to the rules starting on page 87 of *The Book of Kai Wisdom*. Whilst these traits may be taken by a Kai Lord character, it should be remembered that most Kai train at the Kai Monastery from a very young age. These traits are far more appropriate for characters created through the Heroes of Magnamund sourcebook.

HISTORY OF SOMMERLUND



THE KALIERSEE



CHAPTER ONE

HISTORY OF SOMMERLUND

CENER DRUIDS, HERBWARDENS, AND THE ANCIENTS OF THE NORTH (3572 MS – MS 3072)

Long before the arrival of the Sommlending people, Sommerlund was little more than a remote area of North-Eastern Magnamund. It was covered by forest and inhabited by a sparse population of tribesmen. During the Age of the Old Kingdoms, it was seized by the Cener Druids and transformed into a nightmarish region before they released the Great Plague, which destroyed the civilisations founded by the Elder Magi and the Drodarin in Northern Magnamund.

While the Cenerese tyrannised the northern continent, Sommerlund's forests became a refuge for the Herbalish of Bautar. They established themselves at Raumas, and it was from here they plotted the fall of the Cenerese Plague Lords. After inflicting an incomplete defeat on the Cener Druids in the Druid War (1968 MS), the forests remained a feuding ground between the Cenerese and the Herbwardens during the Age of Awakening. These conflicts ceased when the first Shianti arrived in 990 MS.

These Shianti Pariahs were part of a race of Demi-gods of Light who had settled in Southern Magnamund several centuries earlier, arriving via a Shadow Gate. Unlike their goodly brethren, the Shianti Pariahs considered human beings as weaklings fit to serve them as slaves. They used their psychic powers to enslave all of the tribes living in the region. Over the course of two millennia, these Ancients of the North became increasingly evil.

They evolved into skilful necromancers and pledged allegiance to Naar. They plunged these forests into an era of darkness. The bodies of their victims were used for necromantic experiments, and their souls were used as energy for the foul arcane devices created by their fell masters. During the War of the Ancients (MS 2821-MS 2901), the Ancients of the North were mostly destroyed. The few that survived were forced to renounce their evil ways and were sent into exile.

The future land of Sommerlund remained uninhabited until the exodus of the Shianti in MS 3004. The terrible memory of the Ancients of the North discouraged settlement there for centuries thereafter. However, it was not entirely uninhabited. Some

adventurous Dwarves of Bor and the winged Nebora constructed settlements in the Durncrag Range. In MS 3072 however their expansion was thwarted by the arrival of the Darklords; an evil far more terrible than the Ancients of the North had ever been.

THE DARKLORDS AND THE RISE OF THE SOMMLENDING (MS 3072-3434)

During a violent period of tectonic upheaval, a rift of raging supernatural flames tore open the heart of Northern Magnamund. From this fiery chasm, the Nengud-kor-Adez, emerged the Darklords: twenty powerful servants of the Dark God Naar. They drew on the power of the Nengud-kor-Adez to fuel spawning pits that enabled them to create armies of creatures called the Darkspawn.

The Darklords used their Darkspawn to invade and obliterate neighbouring civilisations during the War of Desecration. Those that they deemed worthy were forced to ally with them. The most notable of these allies were the Drakkarim nations, who pledged themselves to the Darklords' cause and signed the Darke Treaty, an oath of fealty, with them in MS 3150. This alliance gave the Darklords power of command over a ruthless and disciplined military force.

During the Age of the Black Moon, underground lava channels spread out from the Nengud-kor-Adez. Noxious fumes seeped up through the soil and transformed the region west of the Durncrag Mountains into a vast wasteland of barren ash and poisonous air. The Darklords constructed eight massive city-fortresses, including their capital of Helgedad, within this blighted region, claiming it as the Darklands.

Vashna, the mightiest of all the Darklords, was proclaimed Archlord in the year MS 3192. Vashna's conquests were numerous. No race of humans on Northern Magnamund was able to counter the might of Archlord Vashna and his legions.

Far across the Northern Void, on the other side of Magnamund, there lived a race of people on an archipelago of islands called Tay Solobo ("The Sommer Isles" in the speech of the Sommlendings). Separated by a great expanse of sea from the continents of Northern and Southern Magnamund, they had developed in isolation and had



been spared the attention of the Darklords. These people were called the Sommlending and they were much blessed by the Gods Kai and Ishir. Although the Sommlending were scattered across dozens of islands, they were skilled seafarers and had maintained close contact with one another. They were also brave and resilient by nature. This served them well during a long struggle against a dark host that occupied the Grûma Eÿin (the "Shadow Isles").

Their struggles had not been confined to conflicts with the Grûma Eÿin. There was a strong rivalry between the chieftain-leaders of Tay Solobo. For generations, this had led to hostilities between the Sommlending tribes as their chieftain-leaders schemed and manoeuvred for power. In MS 3281, the Sommlending tribes were unified by one leader under one flag. Hetman Skarn, a wise and battle hardened veteran became the first King of the Sommlending of Tay Solobo. But it was not by force that he achieved this feat. The God Kai appeared to Skarn and instructed him to unite the tribes, bestowing upon him wisdom and charisma to help make it so. God Kai told Skarn that the Sommlending had been chosen as his champions. They would undertake a great voyage to a new land and turn back a tide of great evil.

Skarn brought his people together, proclaiming himself their rightful king. None opposed him. Under his personal flag of Solanav Eÿ, the Isle of the Sun, King Skarn forged the Sommlending into a unified nation. His successors, Tor I and Tor II, upheld Skarn's legacy and the Sommlending became ever stronger. It was during the reign of the fourth Sommlending King of Tay Solobo (King Kian) that the Goddess Ishir appeared to them and bestowed gifts of health and intelligence. The latter enabled their ship builders to design better seagoing craft than ever before. These new Sommerships were sturdy, capable of crossing vast seas and navigating shallow rivers with ease. Constructed from oak from Ekin Islöifr ("Oaks Island"), this wood was well suited for the building of these ships. It had a yellowy hue, which in turn gave the long-keeled Sommerships a distinctive appearance. These Sommerships would carry them away from Tay Solobo in a great exodus to a distant land.

From MS 3100 to MS 3250, the Nebora were destroyed by Vashna. Between MS 3250 and MS 3400 the Dwarven settlements in the Durncrag were decimated. With nothing in his way, Archlord Vashna marched east and began his conquest. A great stronghold, Dejgazad, was built by the Drakkarim on a knoll on the river plain between the River Daune and the River Eledil. In MS 3433, Archlord Vashna arrived at Dejgazad and proclaimed the surrounding lands 'Dejadar', the newest province of his burgeoning empire.

From the highest tower of Dejgazad, Vashna commanded his armies to go forth and slaughter, assisted by the greatest swarm of Crypt Spawn ever summoned from the Plane of Darkness, destined to despoil these fertile lands and eradicate all traces of life. Meanwhile, while he guided a dark ritual that would make his dominion over

this land complete. This evil rite had the aim of causing a massive earthquake in north-eastern Magnamund. This would open new faults through the Durncrag Range, parallel to the Maakengorge. These faults would allow the fiery tributaries of the Nengud-kor-Adez to enter and transform all of what, in future, would be Sommerlund into a tainted, barren province of the Darklands.

THE GREAT VOYAGE

Against all odds, Archlord Vashna's forces suffered an unexpected defeat in MS 3434. Legends tell of how the Sommlending came from out of the Northern Void in ships made from oak, as yellow as the morning sun. Gods Ishir and Kai had chosen to send forth the race they were grooming to become great warriors, the Sommlending, in an effort to turn back the rising tide of evil.

In MS 3433, Kai and Ishir compelled the Sommlending people to leave Tay Solobo and voyage to the Lastlands on the other side of Magnamund.. For the Sommlending, acceptance of this divine command was a huge act of faith, because none of them had ever successfully ventured across the Northern Void. All of the Sommlending from the outer isles mustered first at Solanav Eÿ, the Isle of the Sun, and set final sail in the year MS 3434.. Tay Solobo was abandoned; nobody was left behind.

The Great Voyage across the Northern Void, through storm and ice as it is remembered in Sommlending legend, was a difficult trial of strength and endurance. They faced many perils; assaults by the Grûma Eÿin, leviathans from an ancient age, and supernatural storms conjured up by Naar who rightly feared their potential as adversaries. But nothing stopped them and not one Sommlending soul was lost during the voyage. There were some amongst them that wanted to return to Tay Solobo, but to give up on the voyage and turn back would have been greatly disrespectful to the gods.

During the Great Voyage, the Gods Kai and Ishir appeared again and bestowed upon them several gifts. Goddess Ishir increased their fortitude and their intelligence. She also gave them a great insight into technological knowledge, wisdom that would serve them well when they arrived in the Lastlands. She imbued the Left-handed Path of Magic into exceptionally gifted Sommlending, sowing the seeds for the future creation of the Brotherhood of the Crystal Star. The God Kai bestowed upon them a weapon of great power that he had forged himself. This great golden sword was named "the Sommerswerd" – the Sword of the Sun – and it was given unto King Kian. Never had such a weapon appeared before on Magnamund. God Kai also imbued many of the Sommlending warriors with extraordinary abilities, skills, and special gifts of body and mind that would later become known as Kai Disciplines. The power of the Sommerswerd could only be used to its full potential by a Sommlending with these gifts. In their hands this mighty weapon had the power to decimate undead enemies and even slay a Darklord.



THE BATTLES OF ANSKAVEN PLAIN, LAGAN MARCHES AND DEJGAZAD

In the autumn of MS 3434, the Sommlending armada made landfall at Anskaven Bay and founded their first settlement there. They gave it the name 'Anskaven', which, in Old Sommlending, meant "Our Harbour". They engaged an army of Giaks and Doomwolves in battle on a plain to the south of Anskaven, defeating them soundly. This was the first time in nearly 400 years that the Darklords had lost a battle against an armed human force.

Reports of the defeat caught the attention of the Drakkarim of Dejgazad. The Drakkarim are a race of brutal and aggressive humanoid that first appeared on Magnamund in the year MS 2591, and they had never suffered defeat against human armies since that time. Drakkar Warlord Zangar, commander of the Dejarad province, decided to send his elite troops to Anskaven bay and crush these newcomers.

A second clash between the armies of Light and Darkness took place near the Lagan Marshes, on the coast to the south of Anskaven. Unexpectedly, Sommlending steel, battle strategy, strength and courage were all it took to inflict defeat upon the Drakkarim. Zangar and his defeated Drakkarim fled the field and Archlord Vashna attempted to cover their retreat by summoning forth part of the great cloud of Crypt Spawn that was despoiling the southern area of the Fryelund Forest. The Sommlending bravely they stood their ground against these new horrors. Among their ranks were the future Magicians of the Brotherhood of the Crystal Star. Using their new found powers, they conjured up electrical storms which burnt the Crypt Spawn to cinders.

At the same time, audacious warriors with latent Kai powers and led by King Kian used their Sommerships to sail upriver and march quickly upon the Drakkarim lines that surrounded Dejgazad. A desperate Warlord Zangar led his troops in a charge upon King Kian and his small but elite force. Armed with a sorcerous blade, he engaged King Kian in a duel. Warlord Zangar proved to be no match for the Sommlending King and his Sommerswerd. Defeated again, the Drakkarim routed and fled from Dejgazad. Vashna's Nadziranim in Dejgazad were also destroyed by the Sommlending magicians, who were less experienced than their evil counterparts but far greater in number. The stronghold was razed to the ground, sparing the land the devastation that would have followed had Vashna's ritual been allowed to come to fruition.

FOUNDING OF SOMMERLUND (MS 3434-3520)

Over the following years, King Kian's forces settled the land they had conquered. They endured regular raids and incursions by Gjak war parties, but these crude assaults were thwarted every time. The Realm of Sommerlund, the "Kingdom of the Sun", was born

in a land of fertile beauty, saved from destruction at the hands of Archlord Vashna and his army. King Braern succeeded King Kian, and under his direction the Sommlending established four great cities: Holmgard, Toran, Tyso and Anskaven. Each city, save Holmgard, would be ruled by a Baron who would keep a watchful eye over it and the surrounding lands, and make sure that the machinations of the Darklords were thwarted at every turn. High-ranking warrior lords, who had achieved great honour and distinction, became Barons who ruled over the Sommlending that lived and worked their lands. The Barons, in turn, were bound to serve the King, supplying him with soldiers.

Most Sommlending, except the poorest, considered themselves free. Many skilled craftsmen, especially in the cities, banded together to form guilds, and officials, such as the Mayor and Lord-Justice of the City Court, were often elected from their ranks. Rich merchants or wealthy farmers were sometimes declared 'Fryemen of the Realm', a rank that freed them from service to a Baron. For acts of great honour or bravery, too, the King could award the title 'Fryearl of Sommerlund', a rare and coveted title that raised a man to the level of a Baron in wealth and standing.

With the threat of war so constant, every child (girl and boy) was trained in the use of weapons from an early age. This training was organised by the Barons and took place in the grounds of their castles. Any child who displayed a natural instinct for combat was placed into the household of a Knight of the Realm, where they were groomed for future induction into the Sommlending army. Similarly, the Magicians Guild, the Brotherhood of the Crystal Star, recruited children into their ranks at an early age. Those who showed exceptional intelligence or a natural ability to grasp the secrets of their arcane craft were raised and educated into the ways of magic at their Guildhall in Toran.

After their victory, far from being warlike with other human peoples, the Sommlending befriended the indigenous peoples of the Lastlands, especially the Ulnarians of Durenor and the Vassa of Cloeasia. The Sommlending and the Durenese, who shared the same values and had a deep respect for each others cultures and beliefs, forged a natural alliance against a common enemy: the Darklords of Helgedad. The Sommlending-Durenese Alliance began auspiciously and has endured ever since, strengthened periodically by marriages between the two royal families.

THE HELGHAST WARS (MS 3520-3550)

The arrival of the Sommlending had reversed the Darklords' successes in the east and had driven them back beyond the Durncrag Mountains. Yet King Kian's victory was to be but the first battle in a long and vindictive war waged over the coming centuries. Archlord Vashna vowed to destroy Sommerlund and its kings. He set about the creation of a new evil to unleash upon his mortal enemies.



His efforts spawned the Helghast, undead beings of great power who could adopt the form of humans at will. The Helghast were impervious to all attacks by normal weapons of wood and steel, only susceptible to weapons of a divine or magical nature. In MS 3520, during the reign of Queen Maura I, the daughter of King Braern, Vashna's rage reached its peak. He let loose his Helghast upon Sommerlund with devastating effect. These relentless attacks were launched over a thirty year period that became known as the Helghast Wars. The primary aim of the Helghast was to locate and destroy the Sommerswerd, and in pursuit of this quest they discovered that the full power of the Sword of the Sun could only be unleashed by few gifted Sommlending. They targeted these warriors, several of whom were destined to become the ancestors of future Kai Lords.

In MS 3520, a group of Helghast infiltrated the King's Citadel in Holmgard, which is where the Sommerswerd was kept at this time, and came close to achieving their goal. The Helghast took advantage of the Sommlending's ignorance of their shapechanging powers. They assassinated important Sommlending dignitaries and took their place with cunning and diabolical skill. Using their influence, these false dignitaries plunged the kingdom into civil war. Marshal of the Plain Tor Valkaven (the commander of the Sommlending Army of the South) was assassinated and replaced by a Helghast who launched an assault upon Holmgard, deceitfully claiming Queen Maura was a secret acolyte of the Dark God Naar who had pledged herself to delivering Sommerlund and its armies into the hands of the Darklords. As a self-proclaimed saviour of Sommerlund, Helghast Valkaven received assistance from the Guildmasters of Toran. The most prominent Toranese Guildmarshals, who sent their Guild Townsmen Cassels (regiments) to isolate Holmgard from Tyso and Anskaven.

The political skill of Queen Maura I, who was greatly beloved by her people, ensured that Sommerlund did not fall into chaos, but the civil war witnessed many Sommlending killing one another. No one was able to determine why the loyalties of some of the kingdom's highest nobles had changed so suddenly and so disastrously. The Kingdom of the Sun was ultimately saved by the arcane efforts of the Magicians Guild of Toran. The Brotherhood of the Crystal Star invented a spell to sense evil. Helghast Valkaven was thusly revealed. After having been exposed by a courageous young Toranese magician called Jorivar, Helghast Valkaven slew him and fled towards Holmgard. He met his doom near the town of Searsheld, to the west of Holmgard, when he was tracked down and confronted by Crown Prince Haigh himself. The Crown Prince was armed with the Sommerswerd and he unleashed its full power upon Helghast Valkaven, destroying him completely.

Now that the Sommlending were aware of the grave supernatural threat that faced them, they did not flinch nor cower from meeting the challenge. Despite their unity, the mood in the kingdom had become increasingly dour and pessimistic. The cohesion of

Sommlending society was undermined by the Helghast as distrust seeped into everyday life. Normal trade was badly disrupted by an inherent mistrust of foreign merchants. Some Helghast, having replaced Sommlending judges, falsely accused, convicted and imprisoned honest and resourceful people in order to weaken the realm further. Protected by her own latent Kai gifts, Queen Maura I worked tirelessly to put right the wrongs that had been dealt by the Helghast judges. She mended the damaged trade relationships with Durenor and merchants from distant friendly countries. Though it took years, she made her subjects realise that Archlord Vashna was responsible for the malaise that had befallen Sommerlund.

In MS 3540, enraged and frustrated by the effectiveness with which Queen Maura I had thwarted his plan to undermine Sommerlund, Vashna sent forth a more powerful breed of Helghast that were imbued with a powerful necromantic disease. An undead army comprising all those who had been infected by this plague clashed repeatedly with the Sommlending Army of the North led by Crown Prince Haigh, who was nevertheless crowned King of Sommerlund in MS 3545.

Sommerlund came close to being overwhelmed by the Helghast and their undead army. However, some of the Knights of the Realm managed to avoid death when they were attacked by these fell agents of Vashna. These courageous knights were infected but not killed nor physically claimed by the new Helghast. With the help of the Brotherhood of the Crystal Star, the disease they harboured was contained and these heroic knights became a special force under the direct command of King Haigh I. They dedicated themselves to hunting down and destroying the Helghast, using magical weapons crafted by the Brotherhood, before they could kill and turn more innocent victims, bringing an end to the Helghast Wars. However, these special Knights of the Realm and their leader Ensakeran knew they still carried the disease inside them, and no cure existed at that time. Heroically, Knight Ensakeran and his noble fellows sought out and found the one place in Sommerlund where the disease they bore could be contained forever. In an act of supreme sacrifice, they begged King Haigh to allow them be incarcerated in the Graveyard of the Ancients, the necropolis of the Shianti necromancers of the past. With a heavy heart, King Haigh granted them their wish and they were interred alive in the Graveyard of the Ancients in MS 3551, dying soon after from suffocation in the stone tombs in which they were placed. The very nature of the Graveyard was such that it contained the necromantic power of the Helghast Plague and prevented the knights from becoming contagious undead until the Plague's power faded. Ensakeran and his men were not the last Sommlending cursed by the forces of Evil to be willingly entombed in this forbidding place.

VASHNA'S WRATH (MS 3550-3799)

Again, Vashna was forced to taste defeat. Enraged, he formulated a plan to raise the greatest army ever seen with which to invade



and destroy Sommerlund once and for all. He called upon his creatures and his allies in the Darklands and undertook a long period of preparation that was to become known as the Black Muster. During this time Sommerlund experienced a relatively peaceful period in which the kingdom recovered from the damage it had sustained during the Helghast Wars despite its temporary forced withdrawal from the Kirlundins Isles due to severe cooling. The surcease was, unfortunately, short lived due to a responsibility that they had taken on when Sommerlund signed its first treaty of allegiance with Durenor.

In MS 3579, the ambitious Zakhan of Vassagonia waged an unprovoked war upon Durenor. Vassagonian galleys sailed across the Kuri Sea and attacked the southern coast of Durenor, besieging the cities of Bolde and Ryme. King Ruanon I of Sommerlund went to Durenor with his Royal Guard and gave assistance to the Durenese Clans who were hard pressed to keep the Vassagonians at bay. King Ruanon I was subsequently killed in battle during the Siege of Bolde in MS 3581. The death of King Ruanon I marked the start of a long period of animosity between Sommerlund and the ruthlessly imperialistic rulers of Vassagonia.

In MS 3782, the genealogical line of Sommerlund that began with King Kian, was broken with the coronation of King Ulnar I. Ulnar was the son of an Ulnarian Clan Leader of Durenor and a Sommlending mother (a great-granddaughter of King Venn I) from whom he inherited his Sommlending bloodline and strong Kai abilities. Chosen by King Haigh III to be his successor, Ulnar I began the Ulnarian dynasty in Sommerlund. In MS 5000, the realm of Sommerlund is still ruled by the House of Ulnar. Only on one occasion has the male genealogical line of the House of Ulnar been broken, and that was when the throne passed in MS 4504 to Queen Maura II, when Crown Prince Pheron the Young, the heir to King Corel I, died at birth. Maura II married Prince Oldar of Durenor.

In MS 3785, Archlord Vashna sent a huge army into Sommerlund with the express purpose of destroying the Sommlending and their land once and for all. The following 14 years have since gone down in history as the War of the Black Muster, a grim period of conflict when war raged between the Darklands and Sommerlund. Holmgard and Toran endured long sieges which were broken thanks to the achievements of Shaen Ruanor, a Baron of Toran, who possessed exceptional latent Kai powers. The War of the Black Muster ended in MS 3799 when the Sommlending, helped by Durenese and Cloeasian allies, broke Archlord Vashna's main army at the Battle of the Pass of Moytura.

The shattered troops of Vashna's army were harried and pursued all the way south to the edge of the Maakengorge, where King Ulnar I of Sommerlund engaged Vashna in personal combat upon the brink of the fathomless ravine. He was victorious, albeit at the cost of his own life. Wielding the divine power of the Sommerswerd, he destroyed Vashna and consigned his remains, as well as those

of his forces, into the depths of the Maakengorge where they have remained imprisoned ever since.

THE KAI, THE FREELANDS ALLIANCE AND A NEW ARCHLORD OF THE DARKLANDS (MS 3800-4219)

Following the defeat of Archlord Vashna, Baron Shaen Ruanor received a vision from God Kai. Inspired by this vision, he set out on a quest to find the Lorestones of Nyxator. These ancient gems held the secrets of the Magnakai, the advanced disciplines of the Kai Lords. The Elder Magi of Dessi provided guidance to him and in the year MS 3810, the Baron returned from his long quest a changed man. He took the name Sun Eagle, he built the now fabled Kai Monastery, and he wrote the *Book of the Magnakai*. It became the repository of all the wisdom he had attained during his successful quest for the Lorestones.

Crown Prince Bern (son of Ulnar I), who had distinguished himself at the Battle of the Maakengorge, was crowned King Bern I of Sommerlund in MS 3800. He was warned by the Brotherhood of the Crystal Star that the protective spell they had placed upon the Sommerswerd during the Battle of the Pass of Moytura would not last indefinitely and that, once it wore off, the Sommerswerd would again be vulnerable to a powerful spell of destruction created by the Nadziranim during the Black Muster. He decided to send the Sommerswerd to Durenor, far from the reach of the Nadziranim and place it into the safe keeping of his most trusted allies: the Durenese.

It was only with the aid of the mighty Durenese army at the Moytura Pass and Maakengorge that victory was achieved over the armies of Vashna. Alone, Sommerlund would not have prevailed. Wisely, King Bern I realised that it was useless to have a weapon able to slay a Darklord if Sommerlund was unable to defeat their huge armies in battle. Securing an unassailable alliance with Durenor was thus of paramount importance to him. In return for the Sommerswerd, King Alin I gave King Bern I the Seal of Hammerdal. This ring was the embodiment of the power and authority of the Durenese royal family and their realm's most valuable treasure. This exchange was the ultimate act of trust between the two nations. It cemented the firm alliance between Sommerlund and Durenor that has grown stronger ever since.

King Bern I, an expansionist, seized the wild territories to the south of the Pass of Moytura and founded the new province of Ruanon, which later became the wealthiest mining province in the kingdom. Two new cities were founded there: Maaken and Ruanon. Trade boomed with the Stornlands, securing fresh and lucrative sources of mercantile income for Sommerlund. The victory at Maakengorge had also proved that when the Free Kingdoms of Magnamund were united, they were capable of inflicting major military defeats upon the Darklands. This helped King Bern I to lay the foundations of



the Freelands Alliance, in which the Sommlending and Durenese armies constituted the main force. Many other lands in Northern and Southern Magnamund were persuaded to join the Freelands Alliance, which in MS 5000 is pledged to resisting, and ultimately defeating, all forces of Darkness in existence upon Magnamund.

These years were, sadly, not all expansion and growth. The destruction and loss of the city of Maaken in MS 3959, occurred during the violent expansion of the Maakengorge. In MS 3961, a new trade road was established from Ruanon to Casiorn, which avoided Maaken entirely. In MS 5000, the shattered ruins of Maaken are no more than a ghost city. It attracts an unwholesome crowd of sinister characters and evil sects that pilgrimage to the ruins to worship the restless spirit of Archlord Vashna. The most notable of these loathsome sects is the Acolytes of Vashna.

Following Vashna's defeat, the remaining Darklords turned their gaze away from Sommerlund and sought to gain the throne of Helgedad for themselves. Tirelessly, they plotted and schemed until one Darklord – Zagarna – gathered the seven Doomstones of Agarash and used their power to subjugate the other Darklords to his rule. He seized the throne of Helgedad and proclaimed himself the new Archlord of the Darklands. Eager to exert his newfound power, Zagarna made a bold strike into Sommerlund in MS 4219. His forces attacked and besieged the Kai Monastery and Holmgard, while the Vassagonian Fleet launched an attack upon the Kirlundin Isles in his name. Yet he was defeated by the courage and skill of the Kai Lords and the determination of the army of King Frey II, whose archers proved to be decisively effective against his Giaks. The Sommlending drove Archlord Zagarna, and the remains of his armies, back to Helgedad to lick their wounds in bitter defeat.

ZAGARNA'S REVENGE (MS 4219-5000)

Undeterred, Zagarna ruthlessly suppressed the dissent of his fellow Darklords and focused his attention upon the other human nations. He planted agents throughout the royal courts of the Stornlands and used them to maintain a state of perpetual conflict, precipitating the bloody War of the Lorestone (MS 4401-MS 4418).

He also initiated the First Vassa-Sommlending War, (MS 4432-MS 4434) during which Vassagonia ravaged Casiorn and invaded southern Sommerlund. Coveting the power that Zagarna's Nadziranim possessed, Zakhan Halarsa was eager to please the Darklords by attacking Sommerlund. The Vassagonian army was very large, far outnumbering the defenders of the Province of Ruanon. Sommerlund and Durenor suffered many losses in men and material until they turned the tide of the war with a victory at the Battle of Wheaton, in the Southlund Marches.

During this time, in midwinter of MS 4434, the *Book of the Magnakai* was stolen while the Kai Order and King Bern II

were expelling the last remnants of the Vassagonian army from Sommerlund. The nature of the theft has never been ascertained, but many believe it was the work of a Helghast. Legend says that this creature was destroyed when it tried to reach the safety of the Darklands. Regardless, the fact remains that the great tome has remained lost and the Order of the Kai have sought to find and restore it to their monastery ever since.

After this bloody conflict, two new wars occurred between Sommerlund and Vassagonia, namely the Lastlands War (MS 4866 - 4867) and, more recently, the Second Vassa-Sommlending War (MS 4975 - 4977). In both conflicts, Sommerlund emerged victorious but paid a high price. Despite the heavy cost of these wars, Sommerlund did not become impoverished. In MS 4550, it was able to continue its growth and development thanks to the discovery of rich deposits of iron and copper ore in the Maaken Range. In MS 4570, by decree of King Ulnar III, the Maaken mines were declared Crown property and placed under Crown administration. Its regular shipments of gold and copper have since provided Sommerlund with a vital source of revenue over the past eight hundred years.

Whilst many other wars raged throughout Magnamund, the Sommlending and Durenese borders remained free of Darklands encroachment and a long period of uninterrupted peace endured. However, rumours spread that Darklord Zagarna had once more turned his vengeful eyes upon the people of Sommerlund and, in particular, the Kai Lords. With every passing year, more and more of his fell creatures have been sent to test Sommlending defences.

In MS 4921, a Darklands force destroyed Tower Ironar, a Sommlending border post near the Pass of Moytura, and seized the Iron Woods. Even more provocatively, in MS 4950, the Darklords ordered the construction of three impressive fortresses in the northern Durncrag Range: V'Taag, Anakgogak and Kurzanaar. These fortresses command the high passes which lead directly into the Holmgard Plain, the Southlund Plain and the Tor River Vale. It is becoming apparent that Darklord Zagarna is up to something but, as is so often the case, only time will reveal the full extent of his machinations.

THE SUN GOD KAI

God Kai represents the sun and the light of Magnamund and he casts his radiant gaze over all the lands, save that of the Darklands. His symbol is a fiery sun and it is used extensively on the flags and battle banners of Sommerlund. He is looked upon as a god of strength, courage and virtue. His best-known followers are the Sommlending who have taken his name to describe themselves and their noble order: the Kai Lords.

There are formal and informal churches to God Kai throughout Magnamund. These are often signified by a golden sun disc

suspended over a plain, wooden altar. The golden sun's rays are spread out to signify Kai's eternal power and strength, his benevolent protection and succour. There are also way-shrines in the wild, and these are often the target of petty vandals and cowardly agents of the Darklords. Some minor altars are placed in villages, usually in a location that receives most sunlight.

The Lord of the Sun is also associated with rebirth and thusly his devotees are firm believers in the return of life upon the great sun-wheel. The cycle of birth, life, death and rebirth is at the core of their beliefs and they signify this by praying at the first light of each new day, midday and the last light of dusk, knowing that the night will not last forever and they shall be reborn upon the following morn.



Kai is the companion of Ishir, the High Priestess of the Moon. These two gods are known as the Gods of Light and they oppose the power of God Naar, the King of the Darkness.

THE MOON GODDESS ISHIR

Ishir is a powerful deity of Good. Her symbol is the moon, signifying her watchful radiance during the night and her provision of respite from the engulfing Darkness of Naar. Ishir is the goddess of legend who secured a truce with the Dark God Naar and provided a vessel into which Naar infused his essence. This act created the universe of Aon, of which Magnamund is but one of many worlds.

Ishir is the most widely revered deity of Good upon Magnamund. She is associated with motherhood, fertility, comfort and abundance. She has many priests, churches, and followers throughout Northern and Southern Magnamund. Her colours are silver and sky blue, and devotees often wear a tiny moon pendant in her honour. She is known to take a guiding hand, with or without consent, in the passing of spirits from the world, and she constantly battles alongside God Kai to prevent the forces of Naar from taking complete control of Magnamund.

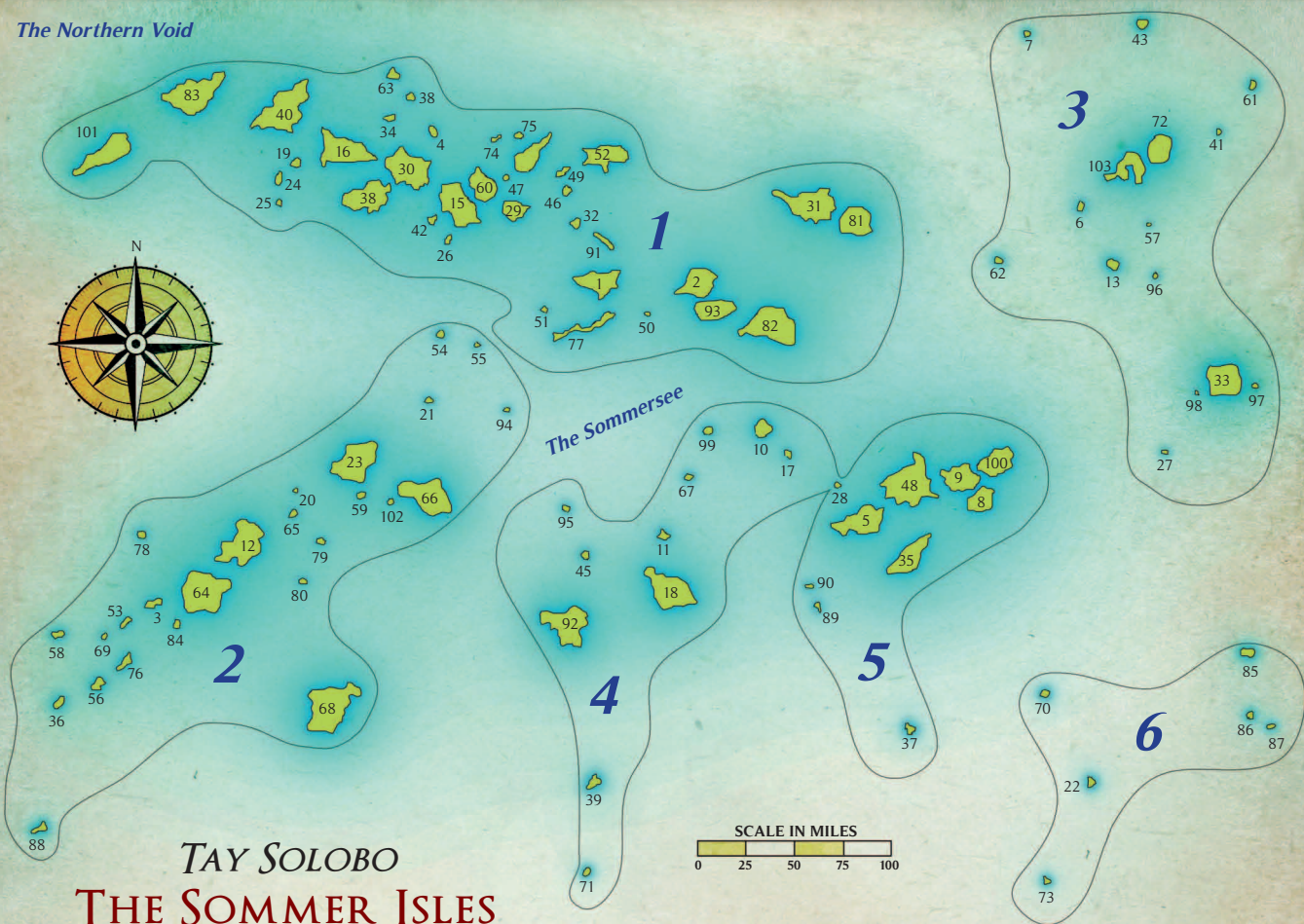
Ishir is also representative of healing and some aspects of nature. She is the companion of God Kai and together it is said that they created the race of people known as the Sommlending. Although her symbol is that of the moon, it can vary as much as the moon itself. Her formal churches are places decorated with silver fittings and her crescent moon symbol can often be found set into a window or engraved above the main door. The window is always placed where the full light of Ishir bathes upon the altar when the moon rides high in the night sky. The altar itself is almost always circular, and is usually made of wood or stone and covered with a silver cloth.

The favour of Ishir is said to be found in fresh water, and her assembled priests drink this during their ceremonies. Her way-shrines are often covered in night flowers and lichen, and are constructed in the form of small wells that catch rainwater: Ishir's bounty. These are rarely placed in the wilderness but are most commonly found in towns and small villages, usually in or close to market places and communal squares.



Ishir's blessing during the Great Voyage of the Sommlending was to inspire in them a devotion to her as a deity that had not been so widespread in Tay Solobo prior to their exodus. The majority of the Old Sommlending were devoted to God Kai. They all acknowledged and respected Goddess Ishir, but they did not venerate her in the way they did Kai. Upon reaching Anskaven, many of the Sommlending decided to direct their religious devotions more to Ishir than to Kai even if they all continued to venerate Kai as a God. This shift towards Ishir, especially among female Sommlending, has subsequently resulted in their being more churches dedicated to, and followers of, Goddess Ishir than God Kai in Sommerlund in MS 5000.

The Northern Void



TAY SOLOBO
THE SOMMER ISLES

1. Ánsaryk Islöifrin (The Main Islands)

2. Trúa Eýin (The Faithful Isles)

3. Obrigör Islöifrin (The Reliable Islands)

4. Olfässö Eýin (The Foaming Isles)

5. Heust Eýin (The Autumn Isles)

6. Grúma Eýin (The Shadow Isles)

1. Drúngsköpr (Nobility)
2. Ástigr (Benevolence)
3. Angör Fjara (Young Beach)
4. Etryr Eý (Silver Isle)
5. Dóttirin Islöifr (Daughters Island)
6. Skeninan Eý (Isle of Lights)
7. Frjōsa (Frost)
8. Gránn Båugr Eý (Green Ring Isle)
9. Ensákeran Eý (Isle of Strength)
10. Blásötrr Islöifr (White Island)
11. Rækkir Eý (Warrior Isle)
12. Olfössáin (Waterfalls)
13. Förr Islöifr (Ancient Island)
14. Öær Eý (Arrow Isle)
15. Kung Islöifr (King Island)
16. Róki Eý (Kingdom Isle)
17. Hjúldr Islöifr (Battle Island)
18. Fēgr Islöifr (Beautiful Island)
19. Tay Bjilla (The Bell)
20. Astänn (Evening)
21. Tay Blór (The Blue)
22. Bēinan Eý (Isle of Bones)
23. Bránnr (Spring Water)
24. Málkøll (Big)
25. Smūar (Small)
26. Bērgo Eý (Castle Isle)

27. Blödet Islöifr (Blood Island)
28. Sák Islöifr (Disputed Island)
29. Laug Eý (Law Island)
30. Solanav Eý (Isle of the Sun)
31. Kraftsönnr (Strong Son)
32. Orlóg Eý (Destiny Isle)
33. Eustín Islöifr (East Island)
34. Fægr Eý (Gracious Isle)
35. Gjalfromarrin (Fast Ships)
36. Eldrā Islöifr (Fire Island)
37. Mörker Islöifr (Dark Island)
38. Tay Drængar (The Gallant)
39. Dröugr Eý (Ghost Isle)
40. Rikrē Islöifr (Great Island)
41. Héilégre Eý (Holy Isle)
42. Loknstēfr (Friendly Welcome)
43. Ísø (Ice)
44. Gránn Islöifr (Green Island)
45. Sægār Eý (Hero Isle)
46. Tay Hōr Eý (The Tall Isle)
47. Mēn (Jewel)
48. Saéran Eý (Isle of Lakes)
49. Ljēsín (Lanterns)
50. Elskī Eý (Isle of Love)
51. Haillín (Good Omens)
52. Mettōgr Eý (Mighty Isle)

53. Hjvtörr Eý (Mud Isle)
54. Niō Eý (Moon Isle)
55. Nyō (New Moon)
56. Nattan Eý (Isle of Night)
57. Fulna Islöifr (Pale Island)
58. Kjrrø (Quiet)
59. Raurø Eý (Red Isle)
60. Valsinga Eý (Blessed Isle)
61. Vølør Eý (Wretched Isle)
62. Hjavø (Rest)
63. Lüpt (Sky)
64. Berginan Eý (Isle of Mountains)
65. Úrorinan Eý (Isle of Ruins)
66. Dógr (Large)
67. Hjaúss Eý (Skull Isle)
68. Sūori Islöifr (South Island)
69. Sūndr (Sand)
70. Grúma Eý (Shadow Isle)
71. Sūnnon (From the South)
72. Nørdri Stūrnā (North Star)
73. Hjrū (Storm)
74. Ekin Islöifr (Oaks Island)
75. Akon Islöifr (Acorn Island)
76. Hjērr (Sword)
77. Pēnnr Eý (Thin Isle)
78. Auēr Eý (Treasure Isle)

79. Braór (Bride)
80. Jvoia (Witch)
81. Knállr Bjøeir (Brave Brother)
82. Auøgør Eýbørmr (Rich Land Island)
83. Nørdri Islöifr (North Island)
84. Bjåkjå Islöifr (Dog Island)
85. Blør Eý (Black Island)
86. Amötr Eý (Terrible Isle)
87. Vjanfrūn Eý (Evil Isle)
88. Lågi Islöifr (Flame Island)
89. Håugrin (Gravestones)
90. Fjåstr Islöifr (Hard Island)
91. Årøkin (Long Ships)
92. Tay Fåmra Eý (The Famous Isle)
93. Tay Gjōrr (The Anvil)
94. Øyd Kungin (Old Kings)
95. Hirgr Hūrgør (Altar Stone)
96. Brøsk (Thrive)
97. Vjalfør (Father)
98. Hóllgērø (Wife)
99. Blásötrr Bæmmin (White Trees)
100. Tay Hærfjōgrār (The Fair-headed)
101. Kjūstrā Islöifr (West Island)
102. Kømå (Arrive)
103. Frjár Løfōungr (Handsome Prince)

100





SOMMERLUND DOWN THE AGES

- A. MS 3434:** The Sommlending make landfall at Anskaven Bay. War begins against the forces of Darklord Vashna, which are entrenched in the Drakkarim fortress of Dejgazad.
- B. MS 3447:** Extent of the territory won by the Sommlending from the Darklands. In MS 3447, King Bern I orders the construction of four great cities: Holmgard, Toran, Tyso and Anskaven.
- C. MS 3700:** Progressive loss of the Kirlundin Islands. During the Age of the Black Moon, the climate cooled dramatically in this region and the Kirlundins emigrated with their livestock to the Sommlending mainland. Founding of Moytura in the Southlund Marches (MS 3475).
- D. MS 3787:** War of the Black Muster. The armies of Darklord Vashna cross the Durncrag and lay siege to Toran and Holmgard.
- E. MS 3799:** End of the War of the Black Muster. Sommerlund and Durenor defeat Darklord Vashna at the Battle of the Pass of Moytura and at the Battle of Maakengorge. Sommerlund expands southwards, founding the new province of Ruanon. The towns of Maaken and Ruanon are constructed.
- F. MS 3959:** Expansion of the Maakengorge destroys Maaken and the northern foothills of the Quarlen Range.
- G. MS 4100:** Resettlement of the Kirlundin Islands.
- H. MS 4219:** Darklord Zagarna's assault and the Kirlundin War. During the sieges of the Kai Monastery and Holmgard, the Vassagonian fleet attempts unsuccessfully to seize the Kirlundin Islands.
- I. MS 4921:** Darklands encroachment. The forces of Darklord Zagarna destroy Tower Ironar and retake the Iron Woods.



A: MS 3434



B: MS 3437



C: MS 3700



D: MS 3787



E: MS 3799-MS 3800



F: MS 3959



G: MS 4100



H: MS 4219



I: MS 4921





POLITICAL MAP OF MAGNAMUND MS 5000

The map opposite illustrates the borders of all the nations and territories of Northern and Southern Magnamund in the year MS 5000. The colours denote the strong alliances, friendships, neutralities and hostilities that these nations have with Sommerlund at this time point in time. This information will enable Narrators and Players to see at a glance how relatively safe or hostile an area is before travelling through it.

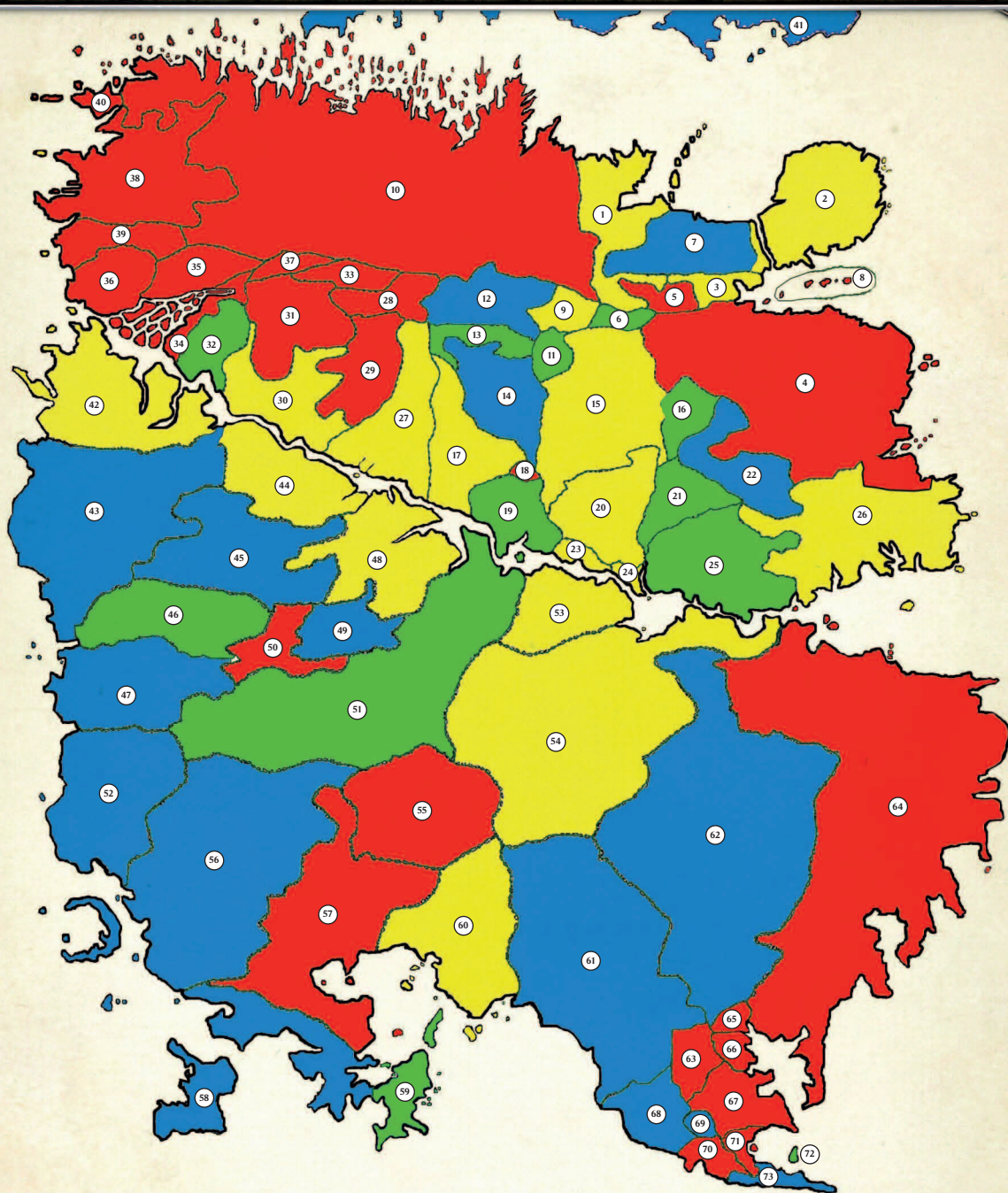
FREELANDS ALLIANCE: These territories are members of the Freelands Alliance, an affiliation of nations that is pledged by treaty to resist the Forces of Darkness on Magnamund (comprising principally the Darklands and the Drakkarim Nations, but also the Shadakine Empire, the Dark Realm of Ruel, the Agarashi of Naaros and the Empire of Bhanar). Sommerlund is the leader of the Freelands Alliance in MS 5000 and has the strongest military force dedicated to upholding and maintaining the Freelands Alliance treaty. For this reason, any Sommlending official and citizen can expect to be warmly welcomed by the leaders and peoples of these nations.

FRIENDLY: These territories are not members of the Freelands Alliance. They have a friendly disposition towards Sommerlund and its people, and most have trade treaties that encourage this state of friendship to be maintained. Some of them, like the Free State of Caron, are too poor to supply the Freelands Alliance with troops in times of war, even if they would gladly do so if they could. Others, such as the Theocracy of Valerion, are too isolationist or too devoutly religious to join an international military alliance such as the Freelands Alliance. And others, like the Principality of Eru, are too geographically distant to have any military or trade treaties with Sommerlund at this time but are still well disposed towards its citizens.

NEUTRAL: The territories in this category are very diverse. Some of them, like the Imperial Emirate of Kakush, are only neutral to Sommerlund because of alliances they have with territories that are hostile to Sommerlund. Some are mostly inhabited by exiles from other countries, like Halia and the Kelderwastes, and do not wish to embroil themselves in international politics. Some are simply too distant from Sommerlund to have established close relationships at this time. Some are former enemies of Sommerlund that have either signed a Peace Treaty or have agreed to an unofficial truce, such as the Ice Barbarians of Kalte who tolerate Sommlending traders in their port of Ljuk. And there are others that are populated by irrational or non-sentient creatures, such as Taklakot, for whom the concept of being friendly does not register in their consciousness. Due to the diversity of rationales for why certain territories are neutral to Sommerlund at this time, it's best if travellers have researched the current political status before crossing their borders, or sought a friendly guide.

HOSTILE: These territories are actively hostile towards Sommerlund, usually for three reasons. Some of them, such as the Darklands and their allies (the Drakkarim Nations, the Maakenmire), are dedicated to furthering the aims of the Dark God Naar and are pledged to the destruction of Sommerlund and the conquest of all Magnamund. Some are political enemies and have been at war with Sommerlund in the past. The best example of this is the Empire of Vassagonia. And others are wild territories that have little or no political systems in place and are inhabited by Creatures of Darkness, such as the Agarashi who roam the swamps of the Danarg and the Hellswamp. Only the bravest adventurers should enter such lands, knowing well that no help will be coming if they get into trouble.

- | | | | | |
|-------------------|---------------|-------------------|------------------|------------------|
| 1. SOMMERLUND | 16. ANARI | 31. HAMMERLANDS | 44. BODEN | 59. MHYTAN |
| 2. DURENOR | 17. PALMYRION | 32. ERU | 45. STARN | 60. CHAI |
| 3. CLOEASIA | 18. RUEL | 33. SKAROR | 46. CINCORIA | 61. LISSAN |
| 4. VASSAGONIA | 19. CARON | 34. THE HELLSWAMP | 47. KLARNOS | 62. SADI DESERT |
| 5. MAAKENMIRE | 20. LOURDEN | 35. NYVOZ | 48. ILION | 63. ANDUI |
| 6. CASIORN | 21. FIRALOND | 36. NYRAS | 49. HALIA | 64. SHADAKI |
| 7. THE WILDLANDS | 22. KAKUSH | 37. GHATAN | 50. KAUM | 65. LARA |
| 8. LAKURI ISLES | 23. CHAMAN | 38. TADATIZAGA | 51. LUNARLIA | 66. KORLI |
| 9. LYRIS | 24. BAUTAR | | 52. TELCHOS | 67. FORLU |
| 10. THE DARKLANDS | 25. VALERION | (THE HARDLANDS) | 53. REZOVIA | 68. TAKLAKOT |
| 11. SALONY | 26. DESSI | 39. ZALDIR | 54. SIYEN | 69. FERNMOST |
| 12. MAGADOR | 27. TALESTRIA | 40. IXIA | 55. NAAROS | 70. KARNALI |
| 13. DELDEN | 28. OGIA | 41. KALTE | 56. KELDERWASTES | 71. SUHN |
| 14. ELDENORA | 29. DANARG | 42. LENCIA | 57. BHANAR | 72. ISLE OF LORN |
| 15. SLOVIA | 30. BOR | 43. KASLAND | 58. VADUZHAN | 73. AZANAM |



POLIITICAL MAP
OF MAGNAMUND IN MS 5000

THE PEOPLE OF SOMMERLUND



CHAPTER TWO

THE PEOPLE OF SOMMERLUND

WHO ARE THE SOMMLENDING?

The people of Sommerlund are a strong, proud folk descended from a warrior-people who arrived across the seas from the north many centuries ago. They are proud, defiant and hold a strong belief in freedom and equality while still paying tribute to a powerful monarchy. While their origins are known to all, defining the culture of the people of Sommerlund is a little more complex.

They are at heart a feudal people divided into commoners and nobles. There are clear tiers of authority, especially among the nobility themselves and in the military. Exceptions exist too, namely the Fryemen of the Realm, commoners declared freed from service to a Baron, and the Fryearls of Sommerlund, raised to the level of a Baron in wealth and standing.

SOMMERLUND'S FIGHTING HERITAGE

In many ways, Sommerlund society exists to serve its military. This can be seen in the heavy presence of soldiers in cities such as Holmgard, the naval fleets in the waters around Tyso and the permanent encampment of the Army of the South near Moytura. One does not have to travel far in Sommerlund to reach a tower, a keep or a cassel of the military out on manoeuvres.

Sommerlund maintains its benevolence in the face of this heavy militarisation by constantly ensuring that its troops and its citizens share common ground. The military constantly drills in both rural and urban areas, providing visibility and ensuring camaraderie. Sommlending troops are well-known and generally well-liked by the populace. The common folk support the troops and Sommerlund's nobility provide balance and leadership.

THE NOBLES OF SOMMERLUND

It might seem odd at first glance that a nation as fiercely independent and militaristic as Sommerlund would support such a rigid aristocracy. However, a closer examination of the country reveals the roots of this system in Sommlending's acclimation to the rest of Northern Magnamund. The Durenese have heavily influenced

the court system of the nation, as have the regal examples set by Sommerlund's other allies.

This influence has led to the system of nobility that Sommerlund enjoys today. While there are lords and ladies, barons and counts, and an active class of knights to support it all, these social ranks are as binding as they are elevating. In Sommerlund, nobles are charged by the Crown with the prosperity of their people.

This duty is taken very seriously in Sommerlund. An open relationship exists between nobles and commoners, especially in the more rural parts of Sommerlund. While mutual respect is still expected in most dealings between the nobility and those they rule, it is not uncommon to have villagers call their local lord by his first name and consider him a family friend.

This cultural phenomenon of relaxed, effective rule is not universal, of course, and there are those nobles who abuse their power. More often than not, these situations call for the intervention of Sommerlund's unique social class – the Kai Lords.

KAI LORDS IN SOMMLENDING SOCIETY

Much will be said later in this section about the Kai Lords and how they interact with every level of society in Sommerlund. Kai Lords are drawn from Sommlending families who occupy every cultural strata, which ensures that they can relate to any given group, from a party of angry nobles to irate farmers in the midst of a tax dispute. Kai Lords exist, societally speaking, as a kind of equalising force who can intervene anywhere in Sommerlund – because they come from everywhere.

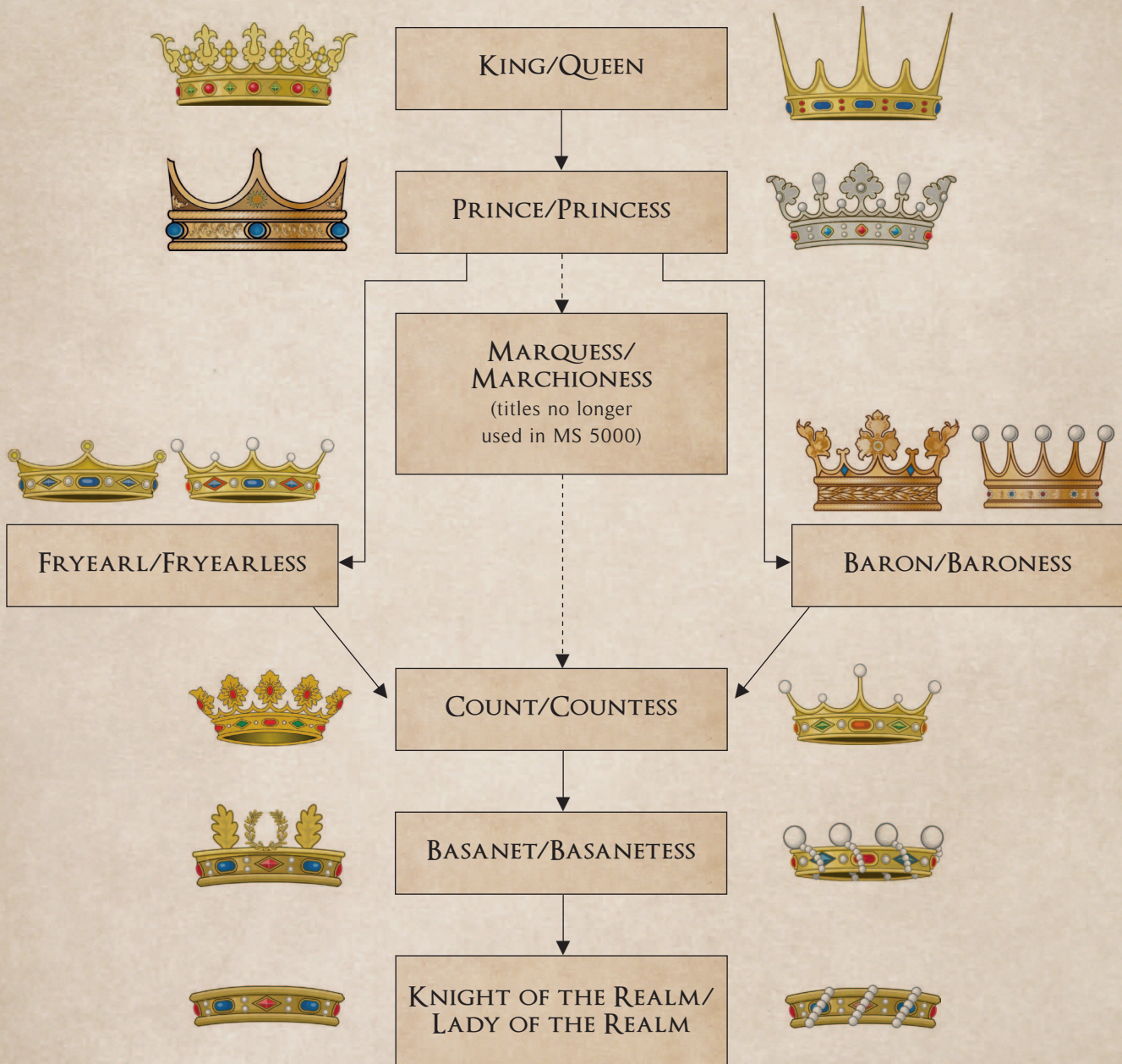
Members of the nobility do not always react well to the presence of Kai Lords either, especially if they are the sort to behave in ways the Monastery may be called upon to correct. Some nobles resent anyone with greater status than themselves, a benefit of rank that Kai Lords inherently possess.

Wise Kai Lords use their social stature sparingly around both nobles and commoners alike, as they know that even the most accepting Sommlending can become defiant when they feel oppressed. After all, their entire society is based on that very reaction.



HIERARCHY OF THE ROYAL FAMILY OF SOMMERLUND

All Sommlending nobility have crowns which denote their rank and title. Only the King and Queen wear crowns made of solid gold. Princes' crowns are made of Bronin; Princesses' crowns are made of silver.



THE ROYAL FAMILY & HIGH OFFICES OF STATE



KING MYRANAR III

It is traditional in Sommerlund for the King's personal standard to follow a strict protocol. The Sommlending national flag forms the basis for the design, with the King's first initial placed in the lower left corner and his numerical suffix placed in the lower right corner. The field of the flag is 'Royal Scarlet' – the same field colour as the national flag.



QUEEN SEOSHA

The Queen's personal standard has a light blue field edged with Royal Scarlet. This light blue colour is called 'Royal Sky Blue'. The Royal Scarlet edging signifies that she is married to the ruling King. If the King should die before her, this Royal Scarlet edging is changed to black to signify her loss. The crescent moon emblem that appears in the top left portion of her personal standard represents the Goddess Ishir. The Old Sommlending rune at its centre is an 'S', which represents the initial letter of the Queen's name.



CROWN PRINCE ULNAR

The royal infant Prince Ulnar was born to King Myranar III and Queen Seosha on the Feast of Fehmarn (the first day of the New Year), MS 5000. He is their first child. Ulnar has been given the title 'Crown Prince', which signifies that he is the first in the line of succession to the throne. The field of his Personal Standard is 'Royal Crimson'. If the King and Queen have more children in the future, their personal standards will also have fields of Royal Crimson.



THE ROYAL HOUSEHOLD

The Banner of the Royal Household represents the members of the Royal entourage who reside and serve in the King's Citadel at Holmgard. The Citadel is portrayed at the centre with the current King's standard flying from its flagpole, surrounded by a garland of yellow Sommlending oak leaves and acorns.



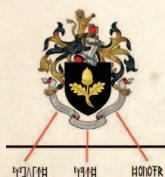
THE PRIVY COUNCIL

This banner represents the Privy Council, the King's closest and most trusted advisors. This august body comprises members of the nobility, Knights of the Realm, and the senior civil servants and army officers who assist them. The Keeper of the Privy Seal and the Steward of the Royal Court are the most senior members of the Privy Council.



THE ROYAL CHANCELLARY

This banner represents the office of the Chancellor of the Realm, the building where he is located, and the staff of civil servants who assist him. Atop the quartered shield is the King's crown, signifying their authority by royal decree. In the upper left quarter is depicted the familiar sun symbol of the Realm of Sommerlund. In the upper right quarter there is a pair of scales representing justice. The lower left quarter shows an open book which represents the power of this office to make the laws by which the realm is governed. The lower right quarter shows a Gold Crown, the currency of Sommerlund, signifying the wealth of the nation that is administered by this office.

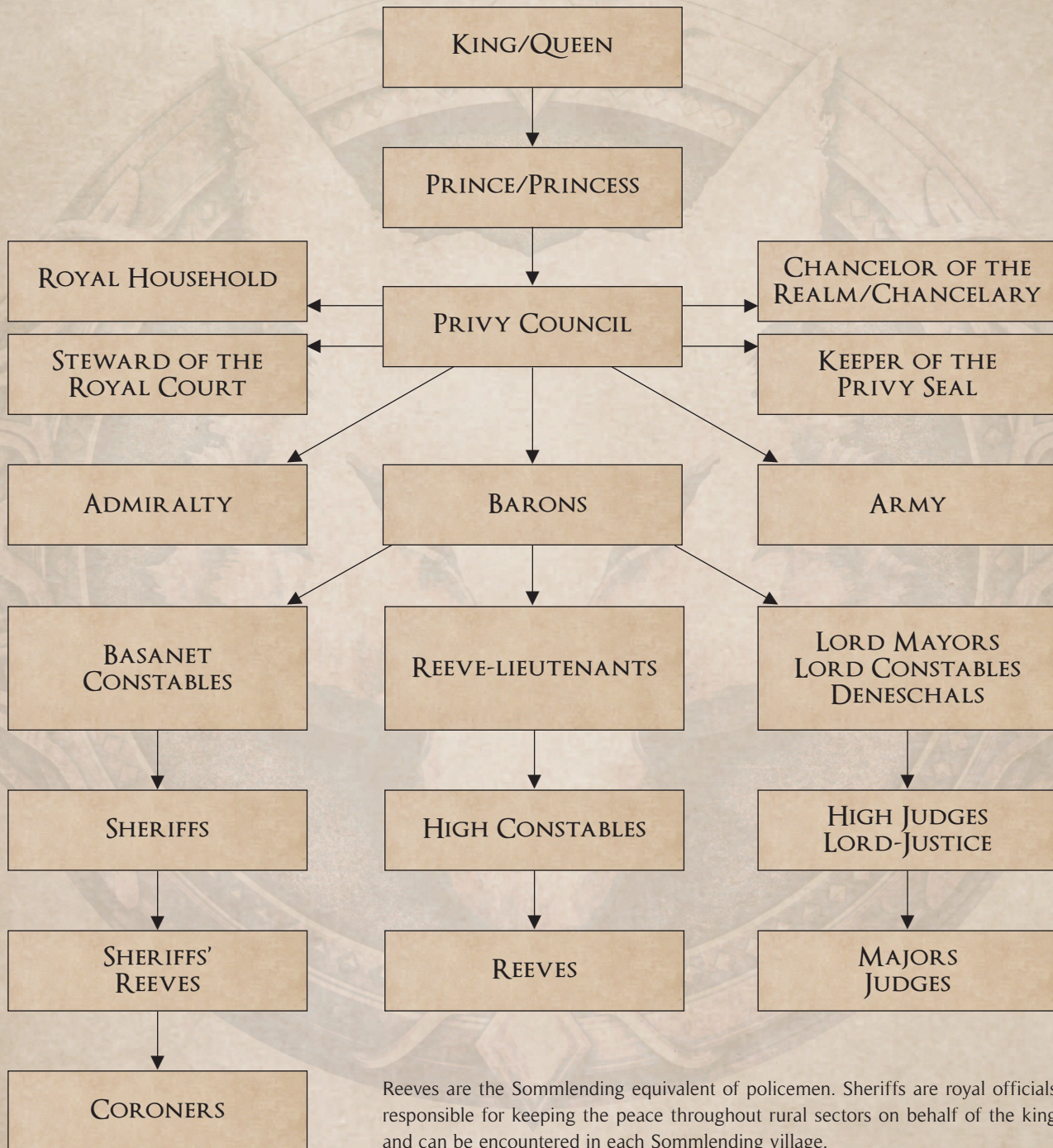


CHANCELLOR OF THE REALM – BRAERN SALKAR

This is the personal standard of Braern Salkar, the Chancellor of the Realm in MS 5000. He holds the highest civil office in Sommerlund, a position of great status and responsibility. Chancellor Salkar's shield shows a sprig of yellow oak and a single acorn on a black field. This iconic Sommlending emblem represents strength, wealth, future growth and security. Written in Old Sommlending rune script, the legend on the scroll beneath says: "Wealth with Honour"



HIERARCHY OF THE ROYAL COURT OF SOMMERLUND



THE ORDER OF THE KAI



Fryelund of the Kai

EARLY HISTORY

While the very beginnings of the Kai Lords have been discussed in the Sommerlund History chapter, the Order of the Kai have a much richer history than could be told there. This chapter delves much deeper into the Order and explains the rise of the Kai Lords while also setting the stage for their fall to come in MS 5050.

At the time of the Battle of Moytura Pass, Sommerlund was led by two extraordinary warriors with skills that would later be known and recognized as Kai Disciplines, passed down from the gifted travellers who founded the kingdom: King Ulnar I, and his protégé the young Baron Shaen Ruanor of Toran. Thanks to their heroic actions and military skill, the allied army broke the mass of Vashna's forces in battle and pursued its remnants to the brink of the Maakengorge abyss. There, King Ulnar slew the Archlord with the Sommerswerd, but was slain himself by the doomed Archlord. The Sommerswerd was later bestowed upon the allies of Durenor as an ultimate mark of trust and allegiance that has endured unbroken between the two kingdoms since that time.

Grieving for his royal mentor, the Baron of Toran received a vision from God Kai when he was surveying the site of what was to be the future Kai Monastery. Exploiting Naar's weakness in the aftermath of the destruction of Vashna, the God Kai revealed the true nature of the gift he had bestowed upon the Sommlending centuries ago. Shaen had to master the Magnakai Disciplines that lay dormant within him to become able, one day, to bring about the future destruction of the Darklords. Kai further revealed to Shaen that he must undertake a quest to recover the lost Lorestones of Nyxator. These ancient gems contained the secrets and the power of the Magnakai Disciplines. Inspired by the vision, Ruanor set out upon his quest to find the lost Lorestones of Nyxator.

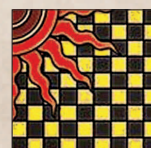
In MS 3801, Ruanor's quest first led him to the Magiocracy of Dessi where he received guidance from the Elder Magi who had long been awaiting his coming. In MS 3434, when the Sommlending first arrived in the Lastlands, Goddess Ishir appeared to them in a vision that inspired the Elder Magi of Dessi to assist the Sommlending.

In a second vision, she showed them that a powerful goodly warrior order would arise soon after the Sommlending appeared. An ancient Dessi legend told of the birth and rise to greatness of two '*Koura-tas-Kai*' ('Sons of the Sun'.) Although separated by several centuries, they would share one spirit, one purpose and one destiny: to triumph over the champions of Evil.

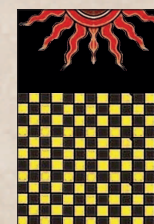
With the invaluable help of the Elder Magi, Baron Ruanor searched for and found the Lorestones of Nyxator. In MS 3810, having completed his nine-year quest, he returned to Sommerlund literally a changed man. He was now stronger and wiser than before. Upon discovering the seven lost Lorestones of Nyxator he had unlocked the Kai wisdom and strength that lay dormant within him. He took the name 'Sun Eagle', honouring Sommerlund, the sun-realm, with the prefix of his new name, and paying homage to his baronial eagles' crest with his adopted suffix.

In MS 3810, his liege lord and friend, King Bern I, son of Ulnar, gifted to Sun Eagle a part of his Royal Estate so that he could commence the construction of the training school that was soon to become the Kai Monastery. The Monastery and the territory surrounding it for several miles were declared henceforward to be the Kai Protectorate. Completion of the Kai Monastery was achieved in MS 3822.

During the twelve years it took to build the Kai Monastery, Sun Eagle recorded the details of his great quest and the wisdom he had acquired in a great tome which became known as the Book of the Magnakai. Of lasting importance to future Kai Lords and Masters, Sun Eagle formulated the physical and mental exercises necessary for those gifted by Kai to develop their latent Kai and Magnakai Disciplines. This lore became the lasting legacy of Sun Eagle. It ensured the future of the Kai Order for it enabled many gifted Sommlending to achieve, as Sun Eagle had done, the exalted rank of Kai Grand Master when they had fully developed all of the Magnakai Disciplines. The Kai Monastery grew and flourished under the wise guidance of Grand Master Sun Eagle and his first cadre of Kai Masters. Children in the households of Knights of the Realm who possessed dormant Kai Disciplines were sent to the Monastery to receive special training. They entered a caring but very strict society where their true potential as warrior lords was developed to the highest level under the watchful eye of the Kai Masters.



War Banner
of the Kai



Flag of the Order
of the Kai

THE KAI MONASTERY







The Kai Monastery: Key to Locations

- | | |
|--|--------------------------------|
| 1: West Gate Barbican | 21: Stonemasonry Workshop |
| 2: Classrooms | 22: Cow Sheds |
| 3: Stables | 23: North Gate |
| 4: West Watch | 24: Hall of Novitiates |
| 5: Loyals' Dormitory | 25: Bakery & Buttery |
| 6: Armoury | 26: Kai Cremation Oven |
| 7: Visitant (Future Marshalling) Rooms | 27: Kai Chapel |
| 8: Dormitories and Baths | 28: North Watch |
| 9: South Watch | 29: Training Park |
| 10: Kai Masters' Chambers & married quarters | 30: Horse Training Corral |
| 11: Durncrag Tower | 31: Vegetable and Herb Gardens |
| 12: Kitchens | 32: Orchard |
| 13: Refectory | 33: Sheep Pens |
| 14: Pewas Watch | 34: Fresh Water Well |
| 15: Fryelund Watch | 35: Battlements |
| 16: Wagon Sheds and Repairs Workshop | 36: East Watch |
| 17: Brewery | 37: The Tower of the Sun |
| 18: Carpentry Workshop | |
| 19: Clothing and Leather Workshop | |
| 20: Crafts Workshop and Kai Smithy | |



Key

-  Defensive wall and battlements
-  Tunnels reserved for the Grand Master only
-  Tunnels in the defensive wall
-  Gate



In MS 4219, the Order of the Kai was tested on the field of battle. Zagarna, the new Archlord of the Darklands, used his newfound power and authority to launch a doomed attack on the Kai Monastery. His defeat drove the Darklands to ground for centuries thereafter. The end of this blessed era for the Kai Order came about during the First Vassa-Sommlending War (MS 4432 – 4434) in which the ruthless Zakhon Halarsa of Vassagonia launched a mass invasion Sommerlund by land and sea. Kai Grand Master Moon Hawk sacrificed himself during the Battle of Wheaton, in the Southlund Marches, to buy enough time for the armies of Sommerlund and Durenor to regroup and mount a counterattack in the kaltangor (winter). However, Kai Grand Master Moon Hawk's death was not the greatest loss Sommerlund suffered during this conflict.

In mid-kaltangor of MS 4434, the Book of the Magnakai was stolen from the Kai Monastery. The Kai Lords have never been able to ascertain the precise nature of the theft, but many (wrongly) believed it was work of a shape-changing Helghast. Gradually, the Book of the Magnakai faded into the mists of time although successive generations of the Order of the Kai have mounted many missions to find and recover it, sadly to no avail. With the loss of the Book of the Magnakai, the pace of Kai progress slowed dramatically. This period has since become known as the 'Lost Years', which were only compensated in MS 4771 after Grand Master Grey Wolf created the Lore-circles of the Magnakai. The enmity between Sommerlund and Vassagonia was not resolved by the First Vassa-Sommlending War and over later centuries it continued to fester. In addition to the Darklords of Helgedad, Sommerlund now found itself facing a second implacable enemy: the Vassagonians.

RECENT HISTORY

While the Kai became distracted by the threat of the Vassagonian Empire during the Age of the Sun Star, Archlord Zagarna, defeated but undeterred, was preparing to take his revenge. He turned his attention to creating an arsenal of terrible weapons. In MS 4950, he ordered the construction of three fortresses in the Durncrag Range: V'Taag, Kurzanaar and Anakgogak. Though these strongholds were formidable, invasion via V'taag was not Archlord Zagarna's intent. The construction of V'taag was primarily to establish an impregnable watchtower overlooking Sommerlund, a visible threat to hide his true mustering, while the other fortresses were to serve as future marshalling posts for his Giak armies and as bases for agents and spies operating within Sommerlund.

In MS 5000, the Order of the Kai is led by Grand Master Rune Helm, the chosen successor to Grand Master Sun Lion who passed away peacefully in the solangor of MS 4989. Rune Helm is a wise and courageous Kai leader. He suspects, correctly, that the fortress of V'taag is but a small part of a greater plan by Archlord Zagarna to invade Sommerlund. Rune Helm regularly sends scouting parties of Kai into the Durncrag and beyond, tasked with discovering

Zagarna's true intentions. From the reports he has received, he has been able to determine that Archlord Zagarna is indeed preparing for war with Sommerlund.

KAI INDUCTION

Throughout the Kingdom, commoner parents who believe their offspring have latent Kai abilities are encouraged to present their children to a local skilled Knight of the Realm, known as a Kai-finder, at his household. Only children aged 6 years old are accepted for assessment and, possibly, a Kai induction. The children are first inducted into the Knight Kai-finder's household for a week of residential assessment. Children that do not have latent Kai Disciplines but are well suited to becoming future warriors may be taken into the household of the Knight for military-style training. Children that are assessed to have no latent Kai Disciplines, and are not well suited to military training, are sent back to their families with a small payment, called a 'Somir', typically 5 Gold Crowns. This is done in order to encourage families to support the induction and assessment system, despite the risk that their beloved offspring may turn out to be not quite as gifted or as exceptional as they think. The parents of the children that do have latent Kai abilities are informed at the end of the assessment week. They are given a letter of introduction (a 'Kaibref') that permits them to present their child to the Kai Monastery on their 7th birthday. Any child that obtains a Kai-finder's approval will be sent to the Monastery for induction, regardless of their social status. It is traditional for the parents to accompany their child to the Monastery, as this is a very proud moment for these Sommlending families. In the Kai Monastery, all young Kai are given equal training in the ten basic Kai Disciplines. Noviciates are allocated a personal tutor, called a Mentor, during their period of induction. After one year, they each receive a new name chosen by the Kai Mentors and Masters, which reflects qualities in their growing personalities.

KAI RANK BADGES

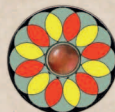


0: Novitiate

1: Novice



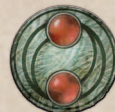
2: Intuite



3: Doan



4: Acolyte



5: Initiate



6: Aspirant



7: Guardian



8: Warmarn/Journeyman



9: Savant



10: Master



As the young noviciates master each of the ten basic Kai Disciplines, they are awarded ranks and titles and given greater responsibilities both inside and away from the Monastery. As they progress in rank, they are awarded Kai cloak badges. At the rank of Warmarn or Journeyman, a Kai Lord is either sent into the service of the Sommlending Army to accustom him or herself to the command of troops, or sent abroad to gather information about the lands bordering the kingdom.

Upon completing mastery of all ten basic Kai Disciplines, a Kai Lord becomes a Kai Master. The majority of Kai trainees rise to the rank of Kai Initiate upon mastering 5 Kai disciplines, but not all go on to achieve the esteemed rank of Kai Master. Usually this is because they lack an innate ability in certain disciplines and are simply unable to master them, no matter how much they strive to do so. There is no shame attached to this; all Kai are exceptional in their own special way.

The progress of those who are training to be Kai Masters is constantly assessed. If a trainee is judged to have reached the limit of his or her Kai potential and cannot achieve the rank of Kai Warmarn / Journeyman by the age of 21, then they are honourably discharged from the Monastery and can resume 'normal' life in the Sommlending community. These Kai are known as Kai Virin. They are expected to uphold the ideals of the Order, and they will be called upon to serve in times of war. There is no disgrace or stigma attached to being a Kai Virin; the fact that they have had formal Kai training will earn them much respect in Sommlending society.

The Order of the Kai is not a celibate order. Kai can and do marry. There are married quarters in the Kai Monastery. If two Kai parent a child, or children, then their offspring will always have innate Kai abilities, but there is no guarantee that they will be able to develop their abilities to Kai Master level and beyond. In MS 5000, all Kai (including the Kai Virin) gather at the Kai Monastery on the feast of Fehmarn.

THE KAI PROTECTORATE

The Kai Protectorate comprises the timberlands of the Eastern Durncrags / Western Fryelund Forest and has long been home to the Fryelunding (meaning "Freelanders"). Originally, the early settlers were a hardy and independently-minded breed of Sommlending foresters and mountain men. The territory they called their own is bounded by the River Tor in the north and the River Unoram to the south; by the Durncrag Mountains in the west and the King's Highway to the east. The majority of the Fryelunding live in the villages of Oak Hill, Searsby, Fogwood, Rockstarn and Yrsonor, or in myriad hamlets located throughout the Fryelund Forest.

Outwardly, they are not dissimilar to the rural inhabitants of other Sommlending provinces, yet the old Fryelunding spirit remains

strong in their hearts. The citizens of the Kai Protectorate pay their tithes (taxes) to the Order of the Kai and in return they benefit from their protection.

PROVINCIAL SETTLEMENTS WITHIN THE KAI PROTECTORATE

KAI MONASTERY

The construction of the Kai Monastery was undertaken by Sun Eagle in MS 3810 and finished in MS 3822. Situated in the Durncrag foothills of Western Sommerlund, the Monastery became a warrior school devoted to the development of the Kai and Magnakai Disciplines of its gifted inductees.

The Kai Monastery is a virtually complete autarkic settlement, with its own wells, workshops, livestock and cultivated lands. It has ample stocks of food, equipment and weapons with which to feed and outfit the 1,273 Kai Lords and Masters that exist on Magnamund in MS 5000. This heavily defended granite-walled fortress has two gates. The first is the West Gate, which is defended by a great barbican that, symbolically and defiantly faces the Durncrag Mountains. The second is the North Gate which serves a trail which leads away to the eastern spur of the Durncrags and to the River Tor Vale.

Kai Sentinels patrol the battlements that connect the watchtowers. The inner courtyard is a large open area which encompasses several different specialized training parks and gardens. Its chapel is considered by the followers of God Kai to be the holiest of any place of worship in the kingdom. This is where, on two separate occasions, the Sun God has manifested himself to the Order and bestowed upon it his divine grace and wisdom.

The tallest and grandest Monastery building is the Tower of the Sun. Here the Kai Grand Master has his personal chambers. It also houses the Kai Library and Kai Masters' Hall. Atop the Tower of the Sun is a crystal beacon which was installed by the Brotherhood of the Crystal Star (the Magicians Guild of Toran) in MS 3879, during the reign of King Vinas I. It is connected to similar beacons mounted on the Holmgulf Turret in Holmgard, and the Brotherhood Tower in Toran. It is part of an early warning system which can be triggered if ever the Monastery comes under attack. It sends an immediate warning to the other beacons.

Kai Lords selected for a mission usually visit the Kai Armoury before leaving the Monastery. Here they can equip themselves with the fine weapons and armour which are crafted in the smithies of Rockstarn. If, upon completion of their allotted mission, they return to the Monastery with a prisoner then this person is confined in a cell in the dungeons located below the East Watch Tower. Any artefacts that are gathered by the Kai when they are abroad are stored in a secure vault situated below the Tower of the Sun.



LOYALS

Not everyone who resides at the Kai Monastery is a member of the Order. A contingent of skilled civilian craftsmen and artisans, called 'Loyals', are employed by the Kai. It is considered a rare honour to be chosen to serve the Kai, and the title 'Loyal' is held in high regard among Sommlending folk. Loyals undergo extensive vetting by Kai Masters. Loyals are often master craftsmen and honour graduates of the Guilds of Sommerlund. The Kai employ them to produce quality wares and teach the younger Kai a high level of competence in practical skills. Loyals are not employed for menial tasks, such as cleaning and other lowly chores. These tasks are allocated to Kai Initiates and Aspirants and are considered to be a part of their basic training.



Kai Shield Emblem

FOGWOOD

Fogwood comprises a cluster of cottages and a water mill built on the Fogwood Stream. The village was given its name by the charcoal burners who first settled here. In MS 5000, its hard-working woodfolk earn a living from the timber they harvest, from the iron ore they mine in modest quantities from the Durncrag foothills, and from the cattle that graze on patches of cleared timberland surrounding their village. The villagers sell most of their surplus produce to the Kai Monastery. Often, Kai Initiates are sent to Fogwood to purchase and bring back these goods, which include high grade iron ore, copper ore, beef, cheeses and freshwater fish.

OAK HILL

Located on the King's Highway twenty miles north-east of the Kai Monastery, Oak Hill is a small and picturesque Fryelund village. It comprises forty-two houses, built on a gentle hill around a grand old Sommlending oak which is said to have been planted as a sapling here in MS 3822, by King Bern I. The villagers maintain that it was planted by King Bern in honour of his father, Ulnar, and they call it the Ulnar Oak. Oak Hill has a blacksmithy, a surgery, and five shops that sell food, clothing, and forestry tools. There is no tavern or inn here, most travellers preferring to stop in Searsby. However, the merchants of Oak Hill are well known for their hospitality, and the blacksmith has established his shop as a staging post for coaches travelling between Holmgard and Toran. Tickets for the daily coach

service to either city can be purchased (spaces permitting) from the blacksmith, Erik Firskin, or his affable wife Karin. Erik is a retired King's Border Ranger. For a negotiable fee, he will lead a party of Players to their desired destination anywhere within the borders of the Kai Protectorate.

ROCKSTARN

Located at the northern end of the perilous Bleak Pass, this remote village is home to a thriving and vibrant mining community. It nestles among the slopes of the surrounding Durncrag Mountains and overlooks the shadowy Sunken Forest. Life here on the border with the Darklands is not an easy one. The weather in kaltangor can be very harsh and the close proximity to the Darklands renders it vulnerable to occasional raids and incursions by Giak war parties. Yet the villagers of Rockstarn are a hardy and industrious breed who have thrived from the extraction of Bronin ore from the mines they excavated in the cliff wall of the Sunken Forest.

The armourers of Rockstarn are rightly famous for their crafting skills. They have been forging exceptional weapons for the King's Guard for many generations, and proudly they supply superior quality arms and armour to the Order of the Kai.

On the field of battle, the Kai have benefited greatly from the use of Bronin weapons and armour. The village's most famous inhabitant is the inventor, Raisar Redalion, the man who created the mechanism of the grand clock of the Royal Library in Holmgard. He lives in a spacious two-storey timber-framed house near the village gate. Rockstarn has one large inn that offers accommodation, namely The Pick and Hammer Inn, and several small taverns that do not.

SEARSBY

Searsby is a large village situated on a crossroads on the King's Highway 65 miles north of Holmgard, and 75 miles south of Toran. Two byways branch off the King's Highway at this point, one leading due west to the Kai Monastery and the other due east to Deerley. It sits on the provincial boundary line between the Royal Estates and the Kai Protectorate and comes under the jurisdiction of the latter. It is home to many of the Loyals who serve the Kai. Its location places it roughly midway between Toran and Holmgard and, as a consequence, it is the main stopping point for coaches and trade wagons travelling between the two cities. It has a several shops, a renowned bakery, a Kai Church, a blacksmithy, a village hall and three inns: The Plume of Feathers, The Thatched House and The Plough and Harrow.

TOWER BERN

This watchtower controls Hill Pass in the Durncrag Mountains, which permits access to Bleak Pass and the village of Rockstarn in the north of the protectorate. It is the headquarters of the King's Border Rangers who operate in the central part of the Northern Durncrag. This is a safe haven where Players can rest before, or

after, venturing into the high timberlands. It is commanded by Captain Sedra Crowlan, an experienced Border Ranger officer with an impeccable military service record. He has commanded this watchtower and its garrison for the past ten years and he has excellent first hand knowledge and experience of the territory hereabouts.

YRSONOR

This hill village is situated 30 miles north of the Kai Monastery, on a large trail that leads to Hitchford and Dage. It is home to a community of sheep farmers whose livestock graze in the high valley of an eastern spur of the Durncrag Mountains. The high vale has a wonderful view across the timberland to the south. The source of the River Pewas can be found six miles to the north east of the village. The village itself has several mineral water wells, elaborately furnished and decorated log cabins, a three storey half stone / half timber village hall, a chapel dedicated to Goddess Ishir, and an inn called The Woolpack.

OTHER PLACES OF INTEREST

RAUMAS

Located five miles east of the River Pewas, in the southeast part of the Kai Protectorate, the ancient ruins of Raumas were once an Herbalish settlement. In 2477 MS, it was constructed as a secret forest shrine during the period when the Cerenese dominated Northern Magnamund (2514 MS - 1968 MS). In 994 MS, during the Age of Awakening, long after the fall of the Cener Empire, it was defiled by the vengeful Cener Druids of Malis Mound who were, and still remain, the sworn enemy of the Herbalish. In MS 5000, the only visible part of Raumas that remains partially intact is its temple sanctorum surrounded by broken pillars of ancient marble and worn smooth rubble.

MALIS MOUND

The Temple of Malis Mound was founded in 2625 MS by the infamous Cener Druids of Ruel during the Age of the Old Kingdoms,

long before the coming of the Darklords and the Sommlending. Malis was the name of the Cenerese Arch Druid who commanded the Cenerese at the time of the temple's construction. During the Cenerese domination of Northern Magnamund (2514 MS – 1968 MS), Malis Mound became a great stronghold. Unlike most other Cener strongholds, it was not destroyed by the Herbalish after they won the Druid War of 1968 MS. In MS 3434, when the Sommlending arrived, Malis Mound was still an important Cenerese settlement. In MS 3830, led personally by Sun Eagle, the Kai destroyed the surface levels of Malis Mound and completely razed them to the ground. However, the extensive and labyrinthine lower levels of Malis Mound remained undetected and intact.

Over the centuries, and unbeknownst to the Kai, the Cener Druids have slowly infiltrated the Eastern Durncrag and reoccupied Malis Mound. By the use of powerful shielding spells, the true extent of their presence has remained hidden from the Kai Order. In MS 5000, the subterranean halls and passages of Malis Mound are controlled by Chief Druid Gardor Vezh, a powerful and ruthlessly ambitious cannibalistic necromancer.

SUNKEN FOREST

The crater-like area occupied by the Sunken Forest is the result of a devastating explosion that occurred in the subterranean levels of an ancient Shianti Temple of the Durncrag Range more than two thousand years ago. The explosion caused some of the underground levels to collapse and, as a consequence, the whole area dropped. With the passage of years, a dense pine forest has established itself in the collapsed area.

In the current age, the Sunken Forest provides a formidable natural obstacle between Sommerlund and the Darklands. It is impossible for the Darklands to launch any sizable invasion by this route. The Sunken Forest has historically provided the village of Rockstarn with good natural protection against Darklands raiders and Giaks that occupy the tower stronghold of V'taag.





KAI INITIATE, STANDING STEEL, GUARDIAN

Standing Steel's name and his most prized possession both come from the same incident. On his first mission away from the monastery, this young Initiate came upon the remains of a caravan under attack by bandits. With no thought for his own safety, Standing Steel waded into the fray and fought off both the highwaymen and their vicious warhounds with the ferocity of a true Kai Lord. Even when the dogs dragged his weapons from his grasp, he fought on without hesitation.

Finally, only he and the bandit captain remained. Bloody and disarmed, he grabbed the first weapon he could find – a fine silvered steel broadsword of ancient make. Despite its size, it felt both light and quick in his hands. Standing Steel stepped in front of the caravan's wounded survivors, held the blade high, and dared the scoundrel to attack.

When reinforcements from the Monastery arrived, drawn by the sound of Standing Steel's battle cries, they found him in that same stance over the captain's body, nearly dead from his own injuries. Later, when he awoke, Standing Steel was presented with the broadsword and news that its former owner's dying wish was that he carry it with honour.



KAI INITIATE, SLUMBERING BEAR, SAGE

Slumbering Bear dreams of the day when he can earn a new name among the Kai. Unfortunately, his habit of napping several times a day and spending most of his time hidden away in the archives of the Monastery suggest that his moniker will not be changing any time soon. Were it not for his brilliant mind and his dedication to maintaining the Monastery library, his personal issues would be far less tolerated than they are. The Kai Masters see a great deal of potential in Slumbering Bear, so much so that they have kept him on long after other, less promising candidates might have been weaned from their ranks. In the hopes that Slumbering Bear just needs to be pushed in the right direction, they have ensured that he stay more active than he would like.

To this end, the Masters have issued him a very rare weapon for a Kai Lord and ensured that he receive special training in its use. Slumbering Bear could hardly lift this weapon, a maul, as first, but he is starting to show some aptitude in its use. The massive hammer is still very tiring, but he no longer passes out after weapon drills. They have also started sending him to the shop in Toran on foot every time his reading spectacles need adjustment or repairs. This has both helped his physical conditioning and ensured he takes better care of them.



KAI INITIATE, SOARING HAWK, FALCONER

The daughter of a Sommlending noble woman and a visiting dignitary from Southern Magnamund, Soaring Hawk is rare among her peers for many reasons. Most notably, she still has a close relationship with her parents, as she is seen as an invaluable link between their nations. As such, she often must split her time between the Kai Monastery and her parent's home in Tyso.

This double life has not weakened her studies, however. Born with an inherent gift for animals and empathy, she forged a bond with her noble house's prized raptors before she was even identified as a potential Kai. When she was taken to the Monastery at the age of eight, a young hawk followed her the entire way. Both her skill with the discipline of Animal Kinship and her bonding with the hawk as a true companion seemed predestined after that. Soaring Hawk has been shaped by her time with her father as well.

Her martial skills have combined well with her Kai training, providing a mastery of the quarterstaff that rivals many of her teachers. In time, the Kai Masters expect she may create a whole new fighting style for others to learn. For now, her unique technique – Wings of the Gyre – makes her an impressive and painful partner in the sparring yard.



KAI INITIATE, QUIET LION, HUNTER

Though there are no indigenous lions in Sommerlund, the animal is well known through legends, lore, and as a symbol for royalty. Earning Lion as part of a Kai Name demands a certain sovereignty and Quiet Lion is no exception. Credited as the best hunter among all his peers, only a handful of older Kai can claim to match him in this regard.

Despite his great height and strength, Quiet Lion moves as silently as his name implies. He is an adept tracker, skilled in stealth, and capable of striking a falling leaf with an arrow at three hundred paces in a high wind. He rarely misses on the practice yard and he has never missed while out on a hunt. His accuracy borders on the supernatural, even for the Kai, and a well-deserved place awaits him among the Border Rangers if he ever decides to leave the Monastery. While rumours have already started circulating about Quiet Lion, his lineage, and his growing reputation as a 'green ghost of the forest', one story stands out because it is both fascinating and true. The dagger at his side has the name Mercy engraved on its blade. Whenever he uses it to give his quarry a swift, merciful death, he cuts the side of his own hand at the same time. No one knows why and Quiet Lion, as usual, is not talking.





KAI INITIATE, STERN STALLION, SCOUT

There are few initiates fortunate enough to be considered so focused and sensible that they can be allowed to leave the Monastery for days at a time without supervision. Stern Stallion, with his strong build and unflinching gaze, is among this rare class of Kai. Allowed to take scouting patrols through the forest surrounds, he has even been trusted with messages and parcels that range as far as Rockstarn, all while travelling alone.

His mentors have learned that he likes such duty and excels at it, performing his duties with precision and excellence beyond his years. As dependable in heavy labour as his namesake, it is already assumed among the leaders of the Kai Order that Stern Stallion will eventually serve as Master Courier when the time comes for the Monastery's current one to retire. Stern Stallion's excellent forest skills and seemingly endless endurance make his ascension to that position almost inevitable.

Interestingly, Stern Stallion prefers walking to riding and eschews mounted travel whenever he can. This is not from any aversion to horses, but rather that he loves the feel of the ground beneath his feet and the slow, steady pace he can maintain for hours at a time.



KAI INITIATE, WHISPERING IBIS, ARCHER

The Monastery occasionally takes in foundlings, but most are re-homed to a nearby village unless they show signs of Kai gifts. In Whispering Ibis, his natural intelligence and intensity were as apparent as his spiritual powers. Given a place in the Order, he started to excel at a very early age – especially in his skill with a bow. This did not surprise his masters, though he did not discover the reason for this until the night of his Initiate ceremony on Fehmarn.

Whispering Ibis was then told of the circumstances surrounding being found. He was shown the woven basket in which he had been sleeping, its thick pillow stuffed with black and white ibis feathers. His training Master then presented him with the only other thing found with him, a masterfully crafted bow of engraved grey ash.

Until that moment, Whispering Ibis had never questioned his past or origins. He was Sommlending, he was a Kai Lord, and nothing else mattered. But as soon as he took hold of the bow – his birthright – he felt lost for the first time in his life. Though the Kai Monastery will always be his home, there is now a longing in Whispering Ibis to seek out wherever he came from. His Masters in the Kai Order will not try to stop him from finding his truth. The best Initiate archer in a generation has set his sights on this. They know better than to stand in the way.



KAI INITIATE, SOUL OF STONE, DWARF-FRIEND

Soul of Stone was once known as Brave Badger, the name given to him during his Kai Ceremony. As Brave Badger, he served the Order well, representing the Kai on several missions to reinforce Border Rangers and other troops in the Durncrag. Though some of these expeditions ended in battle and even the loss of a few of his fellow Kai, Brave Badger always managed to both survive. Fighting viciously in the same fashion as his animal surname, he impressed many of those he served with during this time, including a band of Borese explorers.

Dwarves do not impress easily, but after a few violent excursions into the Durncrag, Brave Badger became their regular request for escort. On these trips, the explorers regaled Brave Badger with stories of the many wonders and relics of Bor, many of which have been lost for centuries untold.

The last of these sojourns resulted in Brave Badger and the Borese explorers unearthing several relics in a forgotten pass dangerously near the Darklands. The return trip was constantly beset by enemies; by the time they returned to Tower Bern, all the dwarves were gravely wounded. Brave Badger had pulled them all to safety on a carriage in place of their slain pack horse.

In exchange for this act of heroism, the lead explorer declared Brave Badger 'dwarf-friend' and gave him his new name. Soul of Stone wears it proudly, eagerly awaiting the next time he can set out in search of lost lore and ancient Borese relics.



THE FOLK OF SOMMERLUND

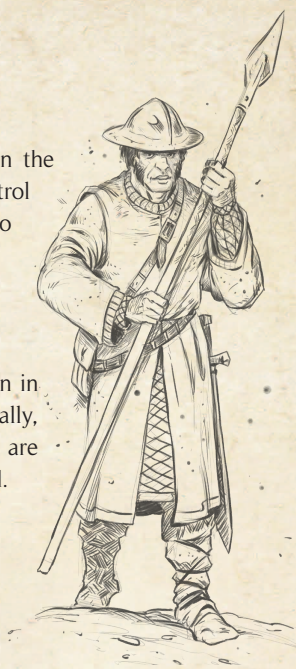
CITY GUARD (REEVES)

The burden of upholding the laws of Sommerlund and keeping the peace falls on the capable shoulders of the reeves of the City Guard. These brave men and women patrol the streets, man the walls, and interact with citizens from the lowest commoner to the grandest noble. They tend to have solid, serviceable equipment, regularly train to maintain a decent level of skill in battle, and provide safety and security for the people under their care.

These statistics can accurately represent any guard, whether they are elite watchmen in the city of Holmgard or rural protectors in small communities like Fogwood. Naturally, higher numbers suggest better skill but this does not always equate to rank. There are many reasons why a skilled guard might get passed over for promotion or command.

Combat Skill: 13-17 / **Endurance:** 15-25

Trait: Grouping (Soldier)



CAPTAIN OF THE GUARD (& REEVE-LIEUTENANT)

A Captain of the Guard (a Reeve-Lieutenant in the greatest cities of Sommerlund) is a true leader and an excellent guardsman, at least as far as his rank is concerned. The truth can be quite different, as many promotions to Captain of the Guard are politically motivated. Some Captains of the Guard are respected by their fellow guards while others are despised, feared or openly reviled.

Sommerlund is devoted to merit and skill, and so Captains of the Guard tend to have earned their rank. Most of Sommerlund's Guard Captains are very skilled and capable, either as warriors or as leaders. A rare few are both, commanders with skill both in melee and management.

Combat Skill: 13-21 / **Endurance:** 15-30

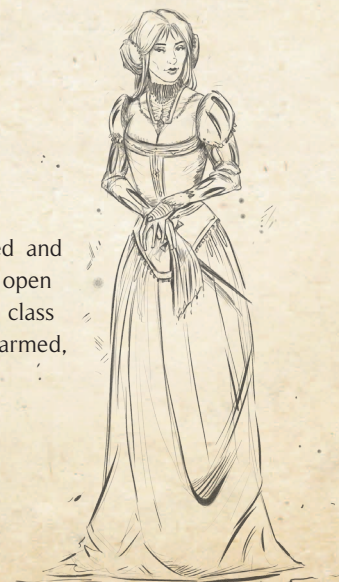
Trait: Veteran (5 or 10, +1 or +2)

CITY NOBLE

The nobility of Sommerlund varies widely, but they tend to be forthright, skilled and articulate folk. They often mingle with social stations below their own, and are more open than nobles in other lands. This comes from Sommerlund having no real 'peasant' class and a progressive attitude toward personal equality. Sommlending nobles tend to go armed, a sign of their warrior-king lineage.

Combat Skill: 11-20 / **Endurance:** 11-20

Trait: Veteran (5, +1)



CITY FOLK

Life in the cities of Sommerlund tempers the nation's citizens with a solid education, exposure to the benefits of protection and equality, and exposure to a wide variety of other cultures. This creates a city populace that is fairly intelligent, a little sheltered, and more suited to civilised pursuits than hard work and manual labour.

Use these statistics for common people met in the city, from bankers to brewers. Most City Folk are on the lower end of the characteristic scale, whereas higher numbers should only be used to suggest a tougher, more capable sort of citizen.

Combat Skill: 5-15 / **Endurance:** 5-15

Trait: -



COUNTRY FOLK

Outside the safe walls of Sommerlund's grand cities, life is harder. This makes the people who live in Sommerlund's many rural communities stronger for the adversity. These are Sommerlund's farmers, woodsmen, country craftsmen and productive villagers. They are also the common folk of the nation, far more numerous than all the city folk and nobles combined.

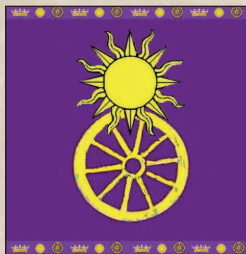
Use these statistics for encounters outside the major cities of Sommerlund. These statistics work for caravan drovers, village shopkeepers and hunters looking to bring home game for their family's next meal. Higher characteristic numbers suggest some physical training, while lower numbers can indicate old age, injury or infirmity.

Combat Skill: 5-15 / **Endurance:** 10-20

Trait: -



THE GUILDS OF SOMMERLUND



Flag of the Guilds of Sommerlund

The Guilds of Sommerlund came into formal existence in MS 3453 when King Braern I issued a Royal Charter to the merchants (called 'Mercers') of Toran. This charter permitted them to create an association (a Guild) to control and enforce the flow of trade to their members who had the exclusive right to do business in the city. In return for this valuable right, the Guild of the Mercers pledged to adhere to a code of ethical conduct that would ensure that their goods and services met a standard that their customers could trust. This 'Charter Standard' covered the safety of the goods and produce sold by the mercers, the accuracy of weights and measures, and the policing of members to ensure that the standard was maintained. The Guildmaster of the Mercers was authorised to fine or expel members who deviated from the Charter Standard. In the same year, the tradesmen of Holmgard were granted permission to construct a hall in Holmgard where they could meet. This later became known as the Guildhall (in MS 5000, it is known as the Old Guildhall).

The success of the Guild of the Mercers was to set a model by which other trades and craftsmen were able to form associations and petition the Kings of Sommerlund to grant them coveted guild status. The benefits of the Sommlending guilds system have been widely recognised by other nations, most notably those that are members of the Freelands Alliance. Durenor was the first realm to embrace the Sommlending guilds system in MS 3546, and was followed by Lyris in MS 3551.

GUILD ORGANISATION

An important consequence of the Sommlending guilds system was the emergence of apprenticeships, journeymanships and master accreditation. The guilds oversee and implement apprenticeships which train young persons to a recognised level of competence in their chosen field. Apprentices usually do not learn more than the most basic techniques of their chosen profession until they are trusted by their peers to keep the guild's methods and processes a secret. Upon gaining this trust, they become Journeymen and are permitted to leave their Guildhall to work for other masters (unlike

the apprentices) and be paid a daily wage for their labour. Upon attaining a required standard of competence they become Certified Guild Craftsmen and can start their own businesses. In many cases, their guild will help to get them started.

Having attained craftsman certification, the individual can progress further by working towards achieving a Master's Certificate. This takes a minimum of ten years to accomplish. Master Craftsmen are recognised as being among the best in their profession and they can command higher remuneration for their work. The highest level that a guild member can attain is the rank of Guildmaster of his chosen guild. Only a select few ever reach this exceptionally high standard, whereupon they become eligible to hold the highest office within the guilds system, namely Guildmaster of the Guilds.

In MS 5000, the Guildmaster of the Guilds is Balnor Gage. His role is to oversee the activities of all the guilds to ensure equitable cooperation among its members that benefits the system and strengthens the wealth and standing of the guilds throughout the Kingdom and beyond. His administrative staff also maintains and distributes funds in order to support sick or elderly members, and their widows and orphans.

GUILDSMEN CASSELS

The Guildmaster of the Guilds is commander of the Guildsmen cassels. These military units are made up exclusively of guild members and are funded by a tithe levied annually upon each guild. The Guildsmen cassels form an auxiliary fighting force that supports the Royal Armies of Sommerlund in times of war. The cassels also provide armed protection that can be called upon by the member guilds when necessary. Most often they are employed to guard guild transports and as personal bodyguards for Guildmasters when they are travelling.

In MS 5000, there are two types of Guildsmen cassels: Guild Guardians and Guild Townsmen. The former are an elite and permanent force based in the Guilds Quarter in Holmgard. The latter comprise able-bodied guildsmen who undergo regular military training in their home town or city. Unlike the Guild Guardians, they are not a permanent force. They are mustered into their cassels only in times of war or when their home town or city is threatened by a hostile enemy.

The archers of the Toranese Guilds Townsmen cassel are regarded with fear by Sommerlund's enemies. These guildsmen (most of whom are apprentices to the Guilds of Toran) are all expert archers and they have perfected a range of special arrow-heads. Their accuracy with these special missiles is unmatched.

Order of Precedence	Guilds in order of Royal Charter	Royal Charter	Guildhall location	Guildmaster
1	Mercers	MS 3453	Toran	Remir Randock
2	Magicians	MS 3459	Toran	Vaceron
3	Saddlers	MS 3528	Anskaven	Jen Lofton
4	Wheelwrights	MS 3548	Tyso	Werlan Branok
5	Stonemasons & Demolitionists	MS 3552	Toran	Longor Fyfan
6	Blacksmiths	MS 3569	Anskaven	Ruan Skenmir
7	Loriners	MS 3576	Anskaven	Melchar Yenson
8	Equine	MS 3580	Anskaven	Aklo Ingstone
9	Armourers	MS 3582	Anskaven	Ulron Brenston
10	Farriers	MS 3588	Anskaven	Ferd Kronar
11	Silversmiths	MS 3599	Toran	Harl Fenlon
12	Carpenters	MS 3670	Anskaven	Ston Ruan
13	Apothecaries	MS 3677	Holmgard	Acran Helmforst
14	Brasiers & Bronineers	MS 3701	Holmgard	Ferin Fordan
15	Girdlers	MS 3780	Anskaven	Grigol Lancer
16	Timberworkers	MS 3855	Ruanon	Oren Restmon
17	Salters	MS 3869	Tyso	Evion Legor
18	Miners	MS 3901	Ruanon	Harval Henison
19	Costermongers & Grocers	MS 3910	Toran	Durdin Manyard
20	Scriveners	MS 3912	Holmgard	Lucan Ritch
21	Bakers	MS 3921	Tyso	Pheo Grenly
22	Goldsmiths & Jewelers	MS 3955	Holmgard	Myranar Nelkin
23	Basketmakers	MS 3965	Anskaven	Hobar Drocarn
24	Fishmongers	MS 3965	Tyso	Trant Saldar



25	Cutlers	MS 3970	Holmgard	Bande Torsun
26	Brewers	MS 3990	Holmgard	Baren Quelard
27	Butchers, Meatworkers & Poulters	MS 4001	Toran	Byr Spaldyn
28	Moneylenders & Moneychangers	MS 4136	Toran	Veno Pennymor
29	Sailors	MS 4202	Tyso	Kanein Marshmoon
30	Plumbers	MS 4277	Holmgard	Kar Shenley
31	Broderers	MS 4372	Holmgard	Col Milsen
32	Weavers	MS 4392	Anskaven	Tor Drodottin
33	Woolmen	MS 4392	Anskaven	Gunn Jethlan
34	Vintners	MS 4429	Holmgard	Werlan Tennor
35	Fletchers	MS 4450	Anskaven	Enar Ulnastor
36	Bowyers	MS 4450	Anskaven	Pel Langstor
37	Jute & Hemp Workers	MS 4559	Anskaven	Harund Edsar
38	Northlands Trading Company	MS 4651	Toran	Falgo Ulston
39	Chandlers	MS 4662	Tyso	Tym Hedalon
40	Barbers	MS 4722	Holmgard	Enar Laug
41	Cordwainers	MS 4732	Anskaven	Calun Walstard
42	Tailors & Needlemakers	MS 4738	Toran	Byr Spaldyn
43	Patternmakers, Clothiers & Cobblers	MS 4738	Anskaven	Ferin Blaksole
44	Skinners	MS 4799	Anskaven	Ferin Lampton
45	Curriers	MS 4801	Anskaven	Harl Skenasun
46	Dyers	MS 4801	Anskaven	Millan Fenoak
47	Upholders	MS 4822	Holmgard	Svor Mirmor
48	Dentists	MS 4898	Holmgard	Haigh Ketmor
49	Plaisterers	MS 4935	Tyso	Audin Kelnor

THE BROTHERHOOD OF THE CRYSTAL STAR



Flag of the Brotherhood of the Crystal Star

THE ORIGINS OF MAGIC

Magic has a long history. During the Age of Eternal Night, when Agarash the Damned, the greatest champion of Naar, conquered Magnamund, the Gods Kai and Ishir conceived a new power to save their cause: the power of magic. In the year 4570 MS, Kai and Ishir sent forth the magical Elder Magi to challenge Agarash and his minions, and thus began a war which lasted more than a thousand years. The Elder Magi were born with an innate sorcerous power and knew how to control and channel it to optimal effect. It was from the magic wielded by the Elder Magi – now known as Old Kingdom Magic – that all of the forms of goodly magic on Magnamund originate. Agarash learned much from his close observations of the Elder Magi and he was able to craft a similar, but evil, magic that he bestowed upon his minions. This has since been called Magic of the Right-handed Path, the Path of Darkness or simply the Black Arts. During the Age of War and the Age of the Old Kingdoms, the Elder Magi interbred with other races of Magnamund, including humans, and passed down fragments of their innate magical power to them.

The magic devised millennia ago by the Elder Magi and the servants of Agarash gave birth to Left-handed (Good) and Right-handed (Evil) variants of magic that are still evident on Magnamund in MS 5000.

However, until the coming of the Sommlending in MS 3434, the knowledge possessed by the human magicians of Magnamund was rudimentary and their range of spells was limited. Yes they were magicians, but their arcane power was merely a fraction of the knowledge and might once wielded by the Elder Magi at the height of their dominion over Magnamund.

EARLY HISTORY

During the Great Voyage, the Goddess Ishir bestowed the seeds of goodly magic into exceptionally gifted and intelligent Sommlending. The Sommlending of Tay Solobo had remained isolated from the rest of humankind and had no access to the magic passed down

from the Elder Magi. Thus, the goddess redressed this imbalance so that some Sommlending would have access to magic, much as if they had been descendants of the Elder Magi. Moreover, she taught them power-words. Some of these power-words were entirely new and unknown to the magicians of Magnamund.

The new magicians' capabilities were put to the test almost immediately after the Sommlending made landfall. King Kian I and his brave Sommlending warriors came face-to-face with the servants of Archlord Vashna within days of their arrival in the Bay of Anskaven. Within a few weeks of their first victory, Archlord Vashna unleashed a vast swarm of Crypt Spawn summoned from the Plane of Darkness. He directed this loathsome scourge to engulf and destroy all traces of life, human or otherwise, in the Lastlands. It was a fierce test for those Sommlending who had received Ishir's blessing of magical powers but they bravely rose to the challenge. This powerful magic sometimes killed the Sommlending magicians who unleashed them, yet their self-sacrifice served as a stark warning and a harsh lesson to their similarly gifted brethren to use their new powers with utmost caution.

The destruction of Vashna's Crypt Spawn came to the immediate attention of the Nadziranim, the most powerful sorcerers of Magnamund at that time. These evil entities, also known as the Black Sorcerers, had been sent by Naar to assist the Darklords during their conquest of Magnamund. They were masters of Right-handed Magic and no human magicians had been able to match or overcome their spells since they first appeared in the Darklands in MS 3072. At the time of the arrival of the Sommlending, several Nadziranim were present in the dungeons of Dejgazad, enacting a complex ritual that would bring about a transformation of the land and turn it into a barren province of the Darklands. They sensed the power of the Sommlending magicians the moment they arrived, but with characteristic arrogance they chose to ignore and dismiss them as weak and unseasoned novices.

The Sommlending prevailed that day, the turning point coming when the Nadziranim succumbed to the illusions placed in their disrupted minds that their enemy was among them and had adopted their form. Engulfed by a wave of uncontrollable fear and panic, they turned upon one another in a blaze of black fire. King Kian and his army breached the walls of Dejgazad, drove out the Drakkarim defenders, and pursued them mercilessly back beyond the Durncrag Mountains.

In MS 3438, the heroic young magicians of Sommerlund who had turned the tide of battle at the Siege of Dejgazad, established themselves as a guild and became known as The Brotherhood of the Crystal Star. This title was derived from their belief that spells



are a form of focused, or crystallized, magic and that their true power comes from beyond the world of Magnamund, from the stars. Since its creation, all Brothers wear Crystal Star Pendants that are fashioned in the shape of a star with many points.

In MS 3459, the Guild received its Royal Charter from King Braern I and it was opened to all Sommlending who possessed the capacity and the desire to master the art of magic.

THE RISE OF DARK MAGIC

The majority of the Magicians Guild consider the Brotherhood should to be devoted entirely to the pursuit of mastery of the Left-handed path of magic, and they should use it to goodly purpose in countering the forces of Evil. The first devotee of the forbidden Right-handed path was a gifted magician named Balnor Marghan. He studied the history of the Shianti and came to believe that Goddess Ishir considered humans should be free to choose their own destiny. By extension, he believed the goddess wanted her children to become the most powerful beings on Magnamund in order that they could take the place of the ancient Shianti. A charming man and a natural politician, Balnor Marghan persuaded several of his peers that the newly formed Brotherhood of the Crystal Star had been created solely to gain power and, by so doing, he polarised the nascent fraternity.

Marghan contended that in a future time, from out of the ranks of the Brotherhood, there would arise a young theurgist who would join forces with a powerful warrior to reign over Magnamund and bring the world an everlasting unity and stability. He instructed his devoted followers to prepare for the coming of this enlightened magician-ruler by mastering all paths of magic: Left-handed, Old Kingdom, and Right-handed. Balnor Marghan became so consumed by his beliefs that he often left the Guildhall in Toran and ventured to the ruins of the Shianti Pariahs scattered across Sommerlund. There he gathered ancient artefacts and used them to conduct necromantic rituals to further enhance his powers. His mind became corrupted by the evil contained within the artefacts he discovered and the rituals he performed, until he was no longer in full control of his actions. He became a pariah of the Brotherhood, a demented and dangerous warlock who sought to undermine the security of the realm.

In MS 3457 King Braern I declared Marghan an outlaw and placed a bounty on his head. He was tracked down and taken back in chains to the recently completed Guildhall of Magicians in Toran.

DISCOVERY OF THE SHADOW GATE

The City of Toran was founded and constructed between MS 3448-MS 3455. The Magicians' Guild played a vital role in the planning of the city and they designed its streets in such a way that they would focus the nascent magical energy of this region towards their magnificent Guildhall. They used their combined powers to charge the foundation stones of the city wall with magic so that

they would better resist an enemy assault. And it was not by chance that the Brotherhood settled upon the site for their Guildhall. They all sensed that it contained an extraordinary energy far different from the latent magical power of the surrounding land.

It was in MS 3455, in the final months of the construction of the city wall and their Guildhall, that they discovered the source of this extraordinary energy. Located in a natural cave deep below the floor of their Guildhall they found a Shadow Gate. With the help of Lord Eolom, an emissary of the Elder Magi of Dessi, they established this phenomenon to be an astral corridor that connected Magnamund with another plane of existence, most likely the Astral Plane of Daziarn. Passage through the Shadow Gate could only be made in one direction. There was no possibility of returning to Magnamund after one had stepped across its dark threshold. Its final destination was impossible to determine, other than it would not be any place on the surface of Magnamund. It was the day after the discovery of the Shadow Gate that Balnor Marghan made a break for freedom from his cell beneath the Brotherhood Tower. Five Brotherhood magicians were killed by Balnor during his escape from the dungeon, and several soldiers and innocent bystanders were slain by the desperate magician as he ran through the city streets only to be apprehended by several of his brother mages afterwards.

King Braern commanded that Balnor should be thrown into the Shadow Gate. There was no prison in Sommerlund secure enough to contain him, and to allow him to remain would place the city and the kingdom in grave danger. Lord Eolom cast an Old Kingdom Spell upon the helpless Balnor and consigned him to his fate. Henceforward, the Shadow Gate of Toran has been used in similar fashion to banish the most notorious criminals of Sommerlund into a prison from which they will never escape and never return.

Over the centuries that followed the completion of Toran and the banishment of Balnor, the Brotherhood of the Crystal Star greatly influenced all aspects of life and development in the city. The Brotherhood, too, evolved and flourished. They became masters of their new magic and married their power with elements of the arcane derived from Old Kingdom Magic. Throughout their evolution, the Brotherhood's hunger for knowledge and its appetite for magical experimentation have never diminished.

Following Sommerlund's victory over Archlord Vashna at the Battle of the Maakengorge, the Brotherhood has dedicated itself to enhancing the security of the kingdom in many ways. The early badges of the Order of the Kai were designed in MS 3830 by the Brotherhood of the Crystal Star and imbued with a magic that made them very difficult to replicate or counterfeit. During the years MS 4210-18, there were attempts by Helghast to take the guise of young Kai in order to infiltrate the Kai Monastery. However, they were unable to copy the Kai cloak badges and thus their true identity was detected.



In MS 3879 the Brotherhood installed the Crystal Beacons on the top of Brotherhood Tower in Toran, on the Holmgulf Turret in Holmgard and atop the Tower of the Sun in the Kai Monastery. These comprise an early warning system so that if any of these locations is attacked by the enemy, the others can immediately be alerted. It was to prove its worth in MS 4219 when the Kai Monastery was besieged by the army of Archlord Zagarna. The Crystal Beacon was triggered and the King was able to organise the efficient defence of the capital.

RECENT EVENTS AND ONGOING PLOTS

The Magician's Guild of Toran has always stood as a bulwark between Sommerlund and the evil magic wielded by the minions of Darkness. Since MS 4930, the Brotherhood of the Crystal Star has welcomed into its ranks foreign members of magicians' guilds and colleges of the arcane. Kloons from Chaman, Astrologers from Varetta and Magicians of Dessi were all gladly admitted. This broadened and diversified the Brotherhood's predominantly Sommlending membership, and is viewed as a positive advancement that has strengthened the Guild.



Recently, however, the insidious ideas of Balnor Marghan have resurfaced. There are some ambitious young wizards who contend that the Brotherhood should study magic of the Right-handed Path in order to better understand the powers wielded by the Nadziranim. They argue that by better knowing the Black Arts, the Brotherhood will be better placed to counter them.

The Guildmaster and the High Council of Elders strongly condemned this stance and have banned all further discussion on the matter. The debates have ceased, but in private the ambitious young wizards who wish to explore the Right-handed Path have become more determined than ever to satisfy their curiosity, no matter what the Guildmaster and the High Council says.

Another faction of the Brotherhood is eager to learn more about the nascent steam technology that is being developed in the remote Sommlending village of Rockstarn. Born out of the necessity for the mining community to extract Bronin ore from their mines, they have begun to develop steam engines. The driving force behind these innovations is the noted Sommlending inventor, Raisar Redalion. The magicians wish to explore the possibilities of marrying Redalion's steam-powered inventions with magic in order to create new and more efficient means of transportation.

In MS 4990, this idea was inadvertently given credence when Elder Xandrin Corvallis and his assistants were unofficially tasked by the High Council with collecting, retrieving, restoring and, in some cases, experimenting with ancient magical Shianti artefacts in Ravenhurst Tower.



In MS 4999, unbeknownst to the Elder Magi, the Brotherhood is on the cusp of being able to construct its own Skyship. This has come about after Xandrin Corvallis and his able assistants found the remains of a Levitron, an ancient Elder Magi skycraft, in the ruins of a forgotten temple in the Mudgraves, close to the Sommlending border post of Mudmoor. The remains of the Levitron were brought back to Ravenhurst Tower, and Corvallis is methodically restoring it. It is just a matter of time before he discovers how it works.

These activities are not the most ambitious to be undertaken by the Brotherhood in recent years. In utmost secrecy, the Guildmaster and his trusted advisors have discovered the existence of a secondary level of Left-handed Magic. Whereas before the power-words of the basic level of Left-handed Magic could be used dynamically to effect changes in the superficial reality of the world, a second level have been discovered that is more complex and more powerful. Rather than affecting reality, they *are* reality.

In MS 4980, Guildmaster Vaceron began the manufacture of staffs of power that are capable of containing and casting powerful Spells of the Second Level of the Left-handed Path. Named 'Guildstuffs', they have been gifted to exceptional young magicians of the Brotherhood. The wielder of a Guildstaff is the only person who knows how to use this artefact to its full effect. Loi-Kymar is one such gifted Guildstaff bearer. This very talented young magician, who is widely expected to become an Elder of the Brotherhood and a future Guildmaster in due course, has mastered the power of his Guildstaff and is able to correctly use the Second Level power-word that releases its unique energy.

For example, Loi-Kymar's Guildstaff can teleport him, another person or a whole group to a location anywhere on the surface of Magnamund. Guildmaster Vaceron believes that Loi-Kymar and his Guildstaff will secure the military superiority of Sommerlund, for he is able to use it to teleport up to a hundred men at once. On a battlefield, this would give the Sommlending army an incredible advantage.

Loi-Kymar and the other Guildstaff bearers have been sworn to secrecy as to the true power of their Guildstuffs. Only they, the Guildmaster, and a select few of the High Council are aware of the special power the Guildstaff bearers possess.

In MS 5000, the Brotherhood of the Crystal Star is a highly respected Guild of Magicians. Many come from noble families and are erudite scholars. Magic is their driving passion and the crux of their existence, although most magicians of the Brotherhood of the Crystal Star spend at least some of their time acting as consultants and advisors to people in positions of great power, often Barons of the realm or rulers of member states of the Freelands Alliance.



THE HIGH COUNCIL

The Brotherhood of the Crystal Star is ruled by a High Council of Elders led by Guildmaster Vaceron. At any given time, there are twelve Elders on the High Council. Most of them have ascended to the Councilship of the Brotherhood based on their seniority, but after the accession of Vaceron to the Guildmastership in MS 4976, the process of election was changed. Four of the current High Council members are notably younger than the rest and were appointed to their positions by the Guildmaster alone.

The oldest Elders are sometimes, although not openly, criticized for being too intransigent and set in their ways. Younger Brothers, especially those who secretly maintain the old seditious ideas of the apostate Balnor Marghan, are very dissatisfied by the repressive control exerted over the Brotherhood by the aged majority of High Council members.

The Guildmaster is elected from among their peers and holds the office for life. As one would expect, Guildmasters are appointed because of their exceptional magical prowess, but this is not the only deciding factor. Any magician seeking to become the leader of the Brotherhood must also possess exceptional wisdom and be of impeccable character. No member of the Brotherhood who has ever been tainted by corruption of any kind is eligible to become Guildmaster.

The High Council has the power to overthrow an errant Guildmaster by convening an exceptional meeting called a Dómormot (meaning 'Judgement Meeting' in Old Sommlending) where a majority vote of two-thirds is required to depose a Guildmaster and install a new one.

INDUCTION INTO THE BROTHERHOOD

The Brotherhood of the Crystal Star recruits gifted children into their ranks at an early age. Those who possess exceptional intelligence and have a natural aptitude for rudimentary magic are raised and educated into the ways of the Left-handed Path at the Brotherhood Guildhall in Toran. A typical Brother of the Crystal Star is of noble birth, male or female and comes to the Guildhall aged 6-8 years.

Many inductees fail during their first year of formal training, for the casting of Brotherhood Spells causes intense pain to those not accustomed to casting them. This physical pain is reduced the more a determined young magician practices their arcane craft.

Adults are sometimes permitted to join the Magicians' Guild and receive instruction in basic magic, but rarely do they develop the ability and stamina required to cast advanced spells of the kind that a magician schooled since childhood can perform.

The Brotherhood of the Crystal Star encourages its fledgling magicians to travel abroad and broaden their knowledge and understanding of magic for themselves. Upon mastering the five basic Spells of the Brotherhood, members become Journeymen to the Guild and are sent on missions to foreign realms. Often they are tasked with serving in noble households or royal courts of the nations of the Freelands Alliance.

The primary purpose of these missions is to enable the Journeymen to experience life outside the Guildhall and strengthen Sommerlund's prominent position within the Freelands Alliance by actively assisting its leaders. Yet there is also a secondary purpose, and that is to place the journeymen into new environs where they may be able to find and recover relics and fragments of ancient arcane lore.

At the end of their Journeyman period, which is typically two years, they return to Toran with any artefacts or special knowledge they have acquired during their time away. At this time they will have usually mastered all 10 of the basic Spells of the Brotherhood. They become Journeymasters of the Guild and receive distinctive new robes.

For several years, Journeymasters study in other Magicians' Guilds of Magnamund under the tutelage of often famous foreign wizards, most especially those in Tahou (Anari), Feravan (Ilion), Nera (Lencia), Nikesa (Kakush), Luyen (Delden), Vanamor (Palmyrion) and Casiorn. Journeymasters are also encouraged to visit the cities of Elzian (Dessi), Varetta (Lyris) and Talon (Bautar), homes of powerful magical orders that are not formally organised as guilds.

Upon successful completion of their Journeymaster phase, they will be promoted to the ranks of the Brotherhood Wizards. They can then expect to be tasked with more difficult missions that will bring them into contact with the forces of Darkness. Those that succeed at this level and master all of the advanced Brotherhood Spells will become Magemasters. It is at this time that they will be given the rare and special opportunity to study the secret Second-Level Spells of the Left-handed Path. The most gifted among them will also be eligible for a seat on the High Council.

THE SHADOW GATE OF TORAN

In the lowest level of the Guildhall is a Shadow Gate that is kept closely guarded at all times. Since MS 3455, this astral portal to the Daziarn Plane has been used for the banishment of Sommerlund's most notorious criminals. Some Sommlending scholars have hypothesised that this is the Shadow Gate through which the Shianti entered Magnamund millennia ago, but their views are contended by the Sages of Varetta who are convinced beyond doubt that the Shianti first appeared in Southern Magnamund. Understandably, its existence has fascinated the Brotherhood of the Crystal Star.



Those who have entered the Shadow Gate of Toran have never returned. However, this sobering fact has not deterred some bold scholars from venturing through its dark portal in the hope of exploring the Astral Plane that lies beyond.

In MS 4644, unbeknownst to most, a clandestine cabal comprising Brotherhood Magicians and Varetian Sages, who called themselves 'The Academicians', willingly entered the Shadow Gate and arrived at the Neverness, the ethereal fabric of the Daziarn Plane. The Academicians, by virtue of their magical power and wisdom, were able to survive in this alien domain. They discovered that the Neverness can be shaped and woven by their magical powers to create and construct virtually anything.

They were able to construct their own stronghold there – the Crystal Tower. Anyone brave or foolish enough to enter the Shadow Gate and explore the Daziarn could meet the Academicians that disappeared from Toran centuries ago, for time as we know it passes far slower in this Astral Plane. Because of this immense time differential, the Academicians believe that they have been in the Daziarn for no more than a decade. As yet, they have not discovered a way of returning to Magnamund.

In MS 5000, several Brotherhood Magemasters are actively studying the Shadow Gate of Toran. Some have noticed that tiny fragments of ether from the Neverness have escaped the astral corridor and crystallized into arcanic foci on the stone frame of the Shadow Gate.

These learned scholars are now conducting a forensic examination of the arcanic foci and are very close to discovering what the Academicians found out long ago, that this ethereal matter can be shaped by magic into materials completely new to Magnamund. The outcome of this discovery could be of huge benefit to Sommerlund. It could also be of huge advantage to the Darklords of Helgedad and their Nadziranim sorcerers as well.

BROTHERHOOD ARTEFACTS

The Brotherhood of the Crystal Star is rightly famous for the many magical artefacts it has crafted over the centuries. Here is a short list of some notable items made by the Brotherhood in their Guildhall at Toran:

CRYSTAL STAR PENDANT

These crystal medallions are fashioned in the shape of a multi-pointed star, the symbolic icon of the Brotherhood of the Crystal Star. They are fixed to a length of gold chain and worn around the neck. Anyone who wears one legitimately will be considered a close friend and ally of the Magicians Guild of Toran. It is a talisman of good fortune and a ward against evil. It is imbued with a lesser form of the Brotherhood Spell Sense Evil and is a valuable tool for

detecting agents of the Darklords. In the presence of such creatures, it will start to vibrate and emit yellow rays of light.

When first worn it will add +2 to the wearer's Special Bonus if they are a Brotherhood Magician, and +1 if they are not.

BROTHERHOOD SIGNET RING

These silver signet rings bear the crescent moon and star emblem of the Brotherhood, as depicted on their flag. They are imbued with magical power that bestows +1 to the wearer's chosen characteristic (COMBAT SKILL, ENDURANCE or WILLPOWER). Once the characteristic has been chosen by a Player it cannot be changed. If the Brotherhood Signet Ring passes to another Player, or NPC, the characteristic chosen by the first wearer remains with it.

BROTHERHOOD STAFF

These staves are usually made of Ruanese Teak or Sommlending Oak and are 5ft in length, inset with hundreds of tiny quartz crystals. The staves are imbued with power by the Magemasters of the Guild, which is then attuned to the magical ability of its wielder. Consequently, only the original wielder can trigger the power of their staff. A Brotherhood Staff has a Sense Evil capability. Unlike the Crystal Star Pendant, this does not activate automatically in the presence of evil; it must be triggered by its wielder.

The crystals embedded in its shaft will emit a yellow light if evil is thus detected. A wielder's staff will contain the power of one Spell that has been mastered by them. Once the spell has been chosen by the wielder it cannot be changed. Use of this spell costs no WILLPOWER or ENDURANCE, but it can only be used twice per day. The market value of a genuine Brotherhood Staff is 800GC, but only its original wielder can activate its magical powers.

GUILDSTAFF

A Guildstaff is similar in length and design to a Brotherhood Staff, but it is made of Ruanon Redwood and it is not embellished with any crystals of quartz. Sometimes it is tipped with a crescent moon made of various rare metals. These staves are imbued with power by the Guildmaster himself, which is then attuned to the magical ability of its wielder. Guildstaves are the most powerful artefacts to have ever been crafted by the Brotherhood. Each Guildstaff enables its wielder to cast at will one special magic unique to that staff (determined by the Narrator),

Use of the innate spell costs no WILLPOWER or ENDURANCE, but it can only be used three times per day. Guildstaves do not radiate any magical aura and therefore their true purpose will remain undetected even if they are subjected to scrutiny by a capable magic-user. These rare and powerful artefacts have no market price for no one, other than the Guildmaster and its wielder, can discern their true value.



THE MILITARY OF SOMMERLUND

War and struggle have shaped the citizens of Sommerlund since its founding and throughout its long history. Battles against the Drakkarim, Giaks and the fierce beasts that once roamed the country unchecked have instilled in the Sommlending a strong resilience and a respect for martial might that shows itself at every level of society.

Even the smallest village has a militia, the members of which are supervised and supported by the local Guildsmen. Unlike the common defenders of towns in many other nations, Sommlending militias are usually provided with excellent equipment and enjoy training by Guild Guardians and Townsmen, landed knights, and even the occasional Kai Journeyman.

In Sommerlund, skill with a weapon and the willingness to defend one's home is as integral to its citizens as farming, mining, or any other walk of life. This is not to say that every Sommlending is a skilled soldier with battlefield experience, but military service is common in most of the nation's families. Raising a militia to deal in Sommerlund is a simple matter. The mere mention of a threat can roust most able bodied men and women anywhere in the nation, each one with a weapon, the skill to use it, and the courage to do so no matter the odds.

This focus on skill and service is a well-known trait of Sommerlund, something other nations take into consideration any time the winds of war start to blow. As the shield that has held back the Darkland hordes for centuries, Sommerlund receives respect for its military from both staunch allies and bitter enemies alike.

Sommerlund commands this respect both for its willingness to fight and its strong sense of military organisation. Sommlending soldiers are divided into specific roles and fighting groups, each one with its own name, battle focus and history. Membership in these groups is a matter of honour and pride, giving every soldier a deep camaraderie and a legacy to live up to.

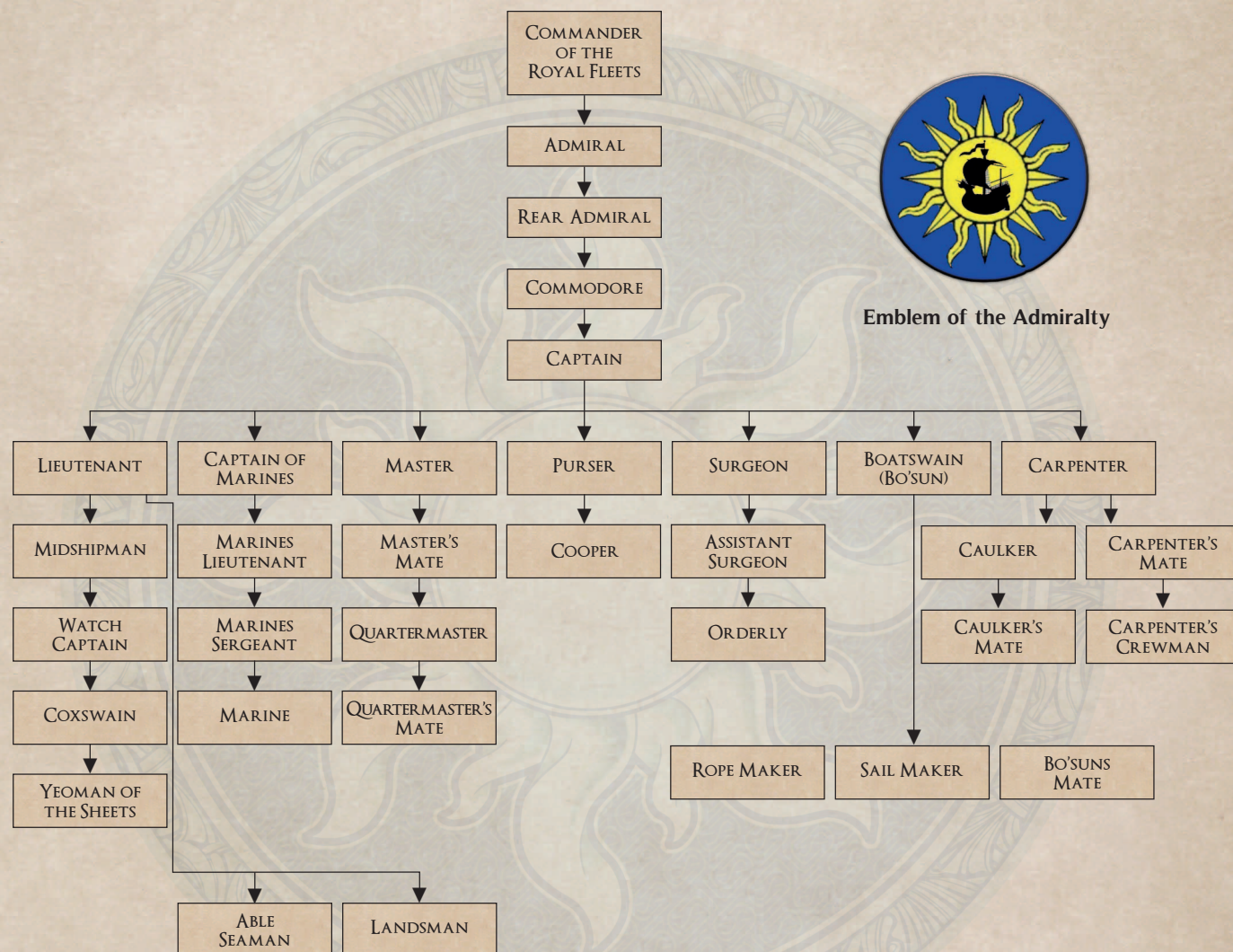
The following pages provide details about the Sommerlund military as a whole – both its navy and armies.



NAVY OF SOMMERLUND

Being herein an analysis of the structure of the Sommlending navy and a charting of its hierarchy, personnel and chain of command.

SOMMLENDING ADMIRALTY (NAVY) HIERARCHY

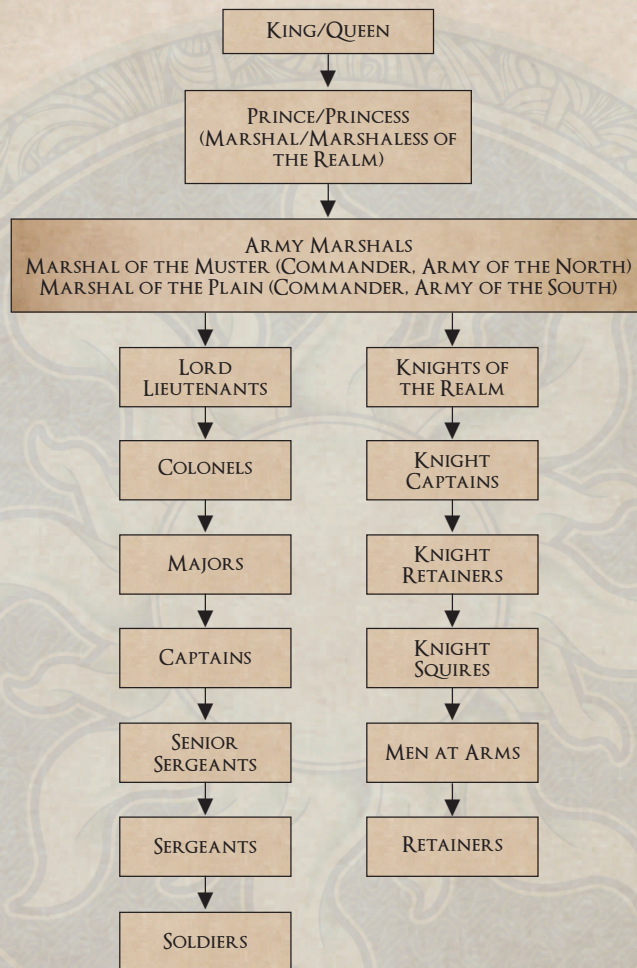




ARMY OF SOMMERLUND

Being herein an analysis of the structure of the Sommlending armies and a charting of its hierarchy, cassels and chain of command.

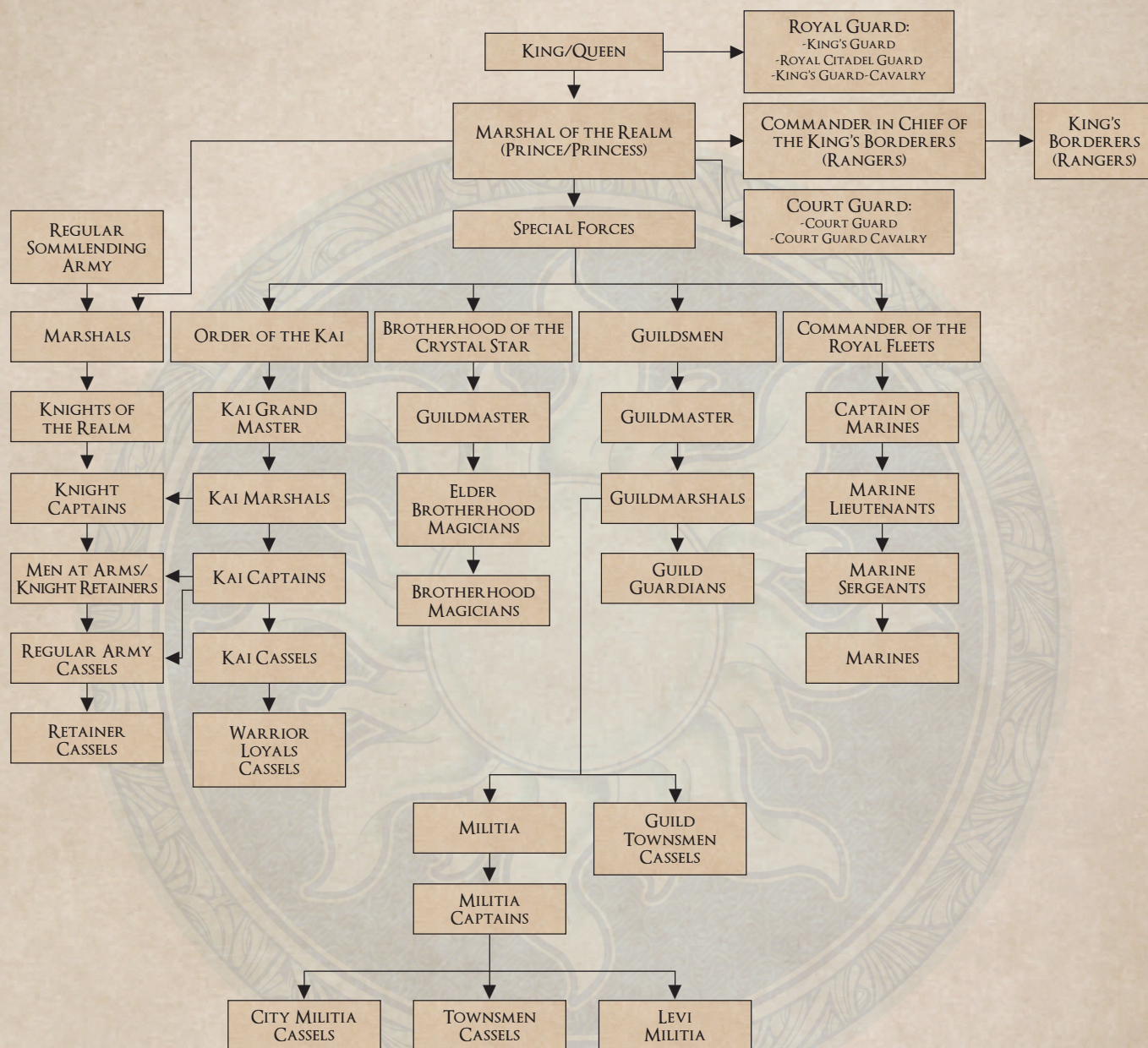
SOMMLENDING ARMY HIERARCHY



Emblem of the Army

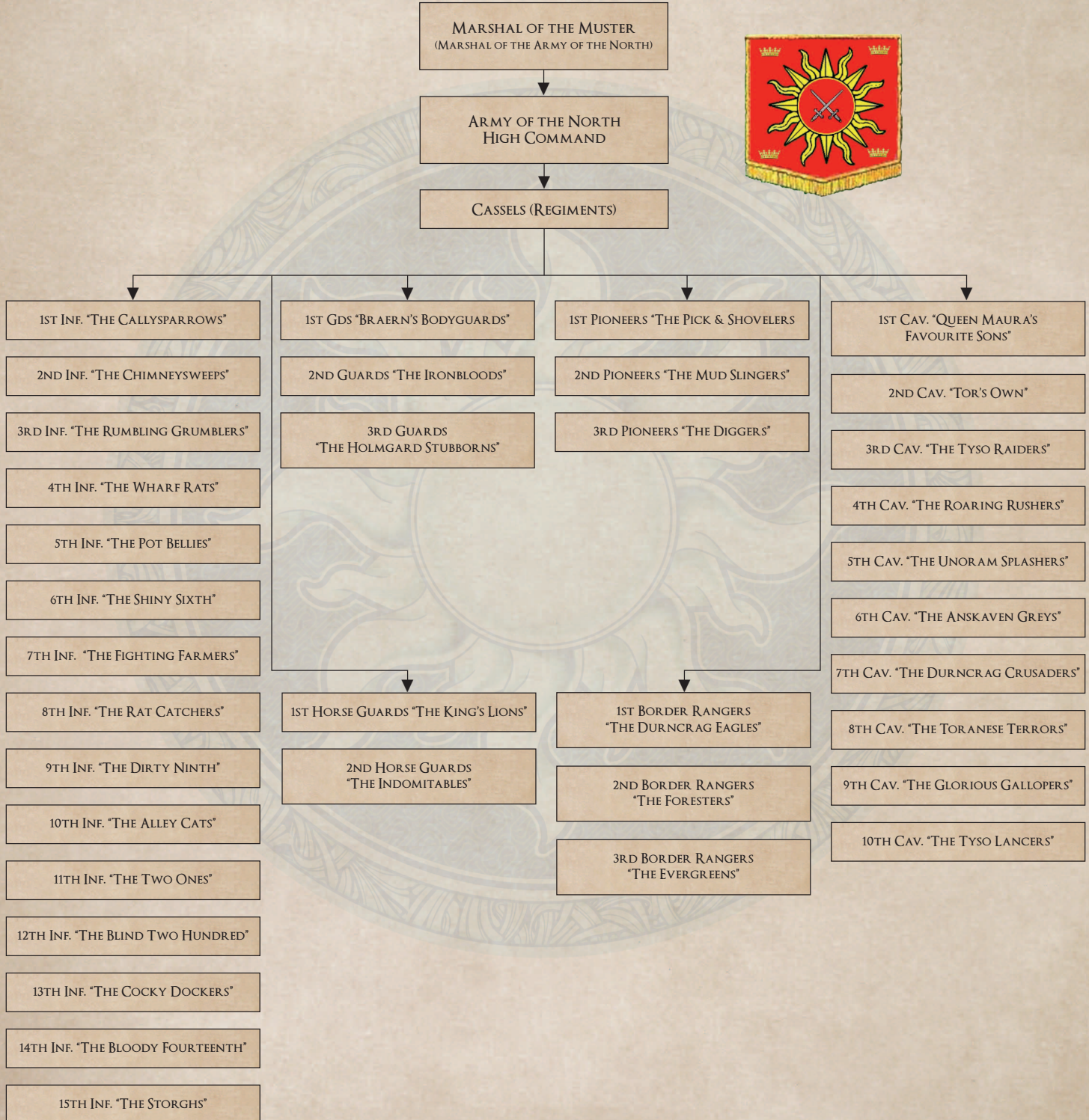
The Knights of the Realm are vassals of the Barons of Sommerlund. In times of war, the Barons call each Knight in their province to supply a troop of 60 Retainers, known as a 'Charge', and place them and their Retainers under the command of the Marshals of the Sommlending army. Several Charges combine to form a Cassel.

SOMMLENDING ARMY STRUCTURE

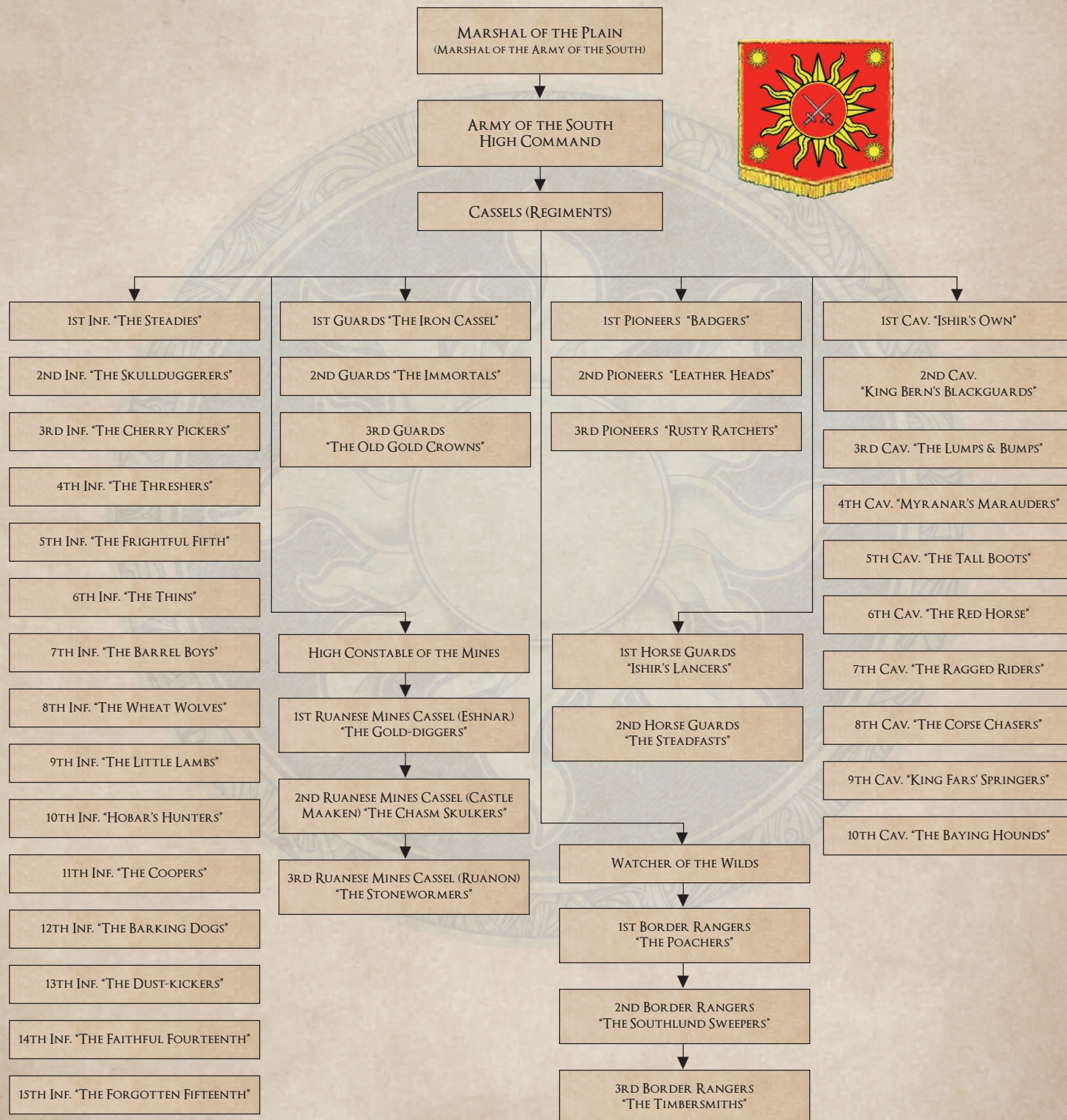




SOMMLENDING ARMY OF THE NORTH

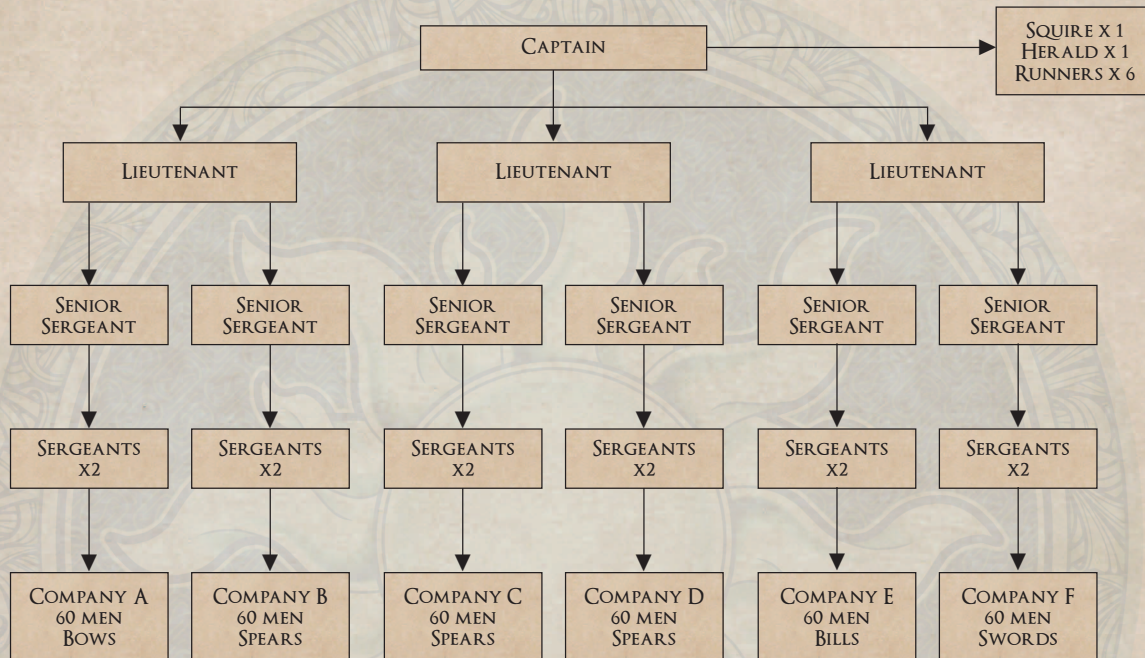


SOMMLENDING ARMY OF THE SOUTH





SOMMLENDING REGULAR ARMY CASSEL ORGANISATION



The first company of each regular infantry cassel comprises of archers. Sometimes these archer companies are withdrawn from the cassels and formed up into separate combined archer cassels for concentrated use on a battlefield.

The 'on paper' strength of an infantry cassel is 390 men, comprising 30 officers, staff, and sergeants, and 360 rank and file. However, it is uncommon for a Sommlending regular army cassel to be up to its full 'on paper' strength. This is due to illnesses, injuries, leave and so forth. The typical 'in the field' strength of an infantry cassel is 340-350 men.

THE LAND OF SOMMERLUND





CHAPTER THREE

THE LAND OF SOMMERLUND

THE GEOGRAPHY OF SOMMERLUND

The prosperous land of Sommerlund occupies an area of fertile land enclosed between the icy waters of the Kaltersee and the mountain ranges that separate the kingdom from hostile neighbouring territories. The mighty Durncrag Mountains of the west form a natural barrier between Sommerlund and the poisonous wastes of the Darklands. To the east, the Wildlands Range separates Sommerlund from the untamed and barren Wildlands, which, in turn, separate Sommerlund from its loyal ally: the Kingdom of Durenor. In the south-east, the tall peaks of the Maaken Range provide a natural barrier between the Sommlending and the reptilian predators of the Maakenmire Swamp. And in the south, Sommerlund is kept physically apart from the allied Kingdom of Lyris by the Maakengorge, a fathomless chasm of supernatural origin that destroyed the flourishing Sommlending city of Maaken centuries ago. Now, only a narrow strip of land between the Maakengorge and the Maaken Range allows for an overland connection from Sommerlund in the south to the City-State of Casiorn and the desert of the Dry Main beyond.

The Kingdom of Sommerlund comprises two distinct regions. The first is the fertile, civilised lands of Northern Sommerlund, which were first settled by the Sommlending in MS 3434. The second is the relatively untamed territories of Southern Sommerlund to the south of River Eledil. Initially Southern Sommerlund only encompassed the great plains of the Southlund Marches, but it was extended several centuries later following the Great Battle of the Maakengorge, beyond the Pass of Moytura, a narrow valley that divides the Durncrag Mountains from the Wildlands Range. Northern Sommerlund is a mosaic of craggy mountains, fertile grassy plains, dense forests, rolling hills and lush vales. Southern Sommerlund is a mix of wastelands (east of Eshnar), warm grassy plains and forests enclosed between rocky peaks. Both regions have very different climates.

There are four major rivers in Sommerlund: the Eledil and its main tributary the Unoram, the Tor and the Xane. Standing off the eastern coast, an archipelago of rocky islands called the Kirlundin Isles. The coastline is predominantly rocky and granitic in the north, which provides a good natural deterrence against enemy assaults from the sea. There are some occasional sandy beaches and bays in the

north-east and the east. The most famous of these is Anskaven Bay, the location of the city of the same name. Anskaven is where the Sommlending first made landfall after their Great Voyage from the Sommer Isles, and it is the oldest settlement in Sommerlund. There are many caves in the cliffs and promontories north of the city of Toran, and to the north-east of Tyso. These caves are mostly empty, but on occasion they are used as hideouts by outlaws.

Central Sommerlund, the region enclosed between the River Unoram and the Pass of Moytura, comprises rich arable farmland such as the Southlund Plain. Its great wheat fields have earned this region the nickname "The Bread Basket of Sommerlund". The largest forest is the Fryelund, which stretches all the way from the Unoram to the Tor and from the mighty Durncrag Mountains to the coastal plains of Anskaven and Tyso. The largest area of coastal wetlands is the Lagan Marshes surrounding Bern Bay, situated in the north-east of Tyso.

MOUNTAINS

THE DURNCRAGS

The Durncrag Mountains constitute the longest range in Northern Magnamund. They stretch from Northern Magador in the south to Point Vashna in the north, and have some of the highest peaks on the northern continent. Only the Hammerdal Range in Durenor, the Bor Range and some of the truly gargantuan volcanoes within the Darklands are higher. The Durncrag Mountains are divided into two ranges. The Southern Durncrag Mountains, running east to west, separate the Stornlands from the Darklands in the south and bend northwards in Southern Sommerlund to the Pass of Moytura. The Northern Durncrag Mountains, running north to south, separate Sommerlund from the Darklands and run along the coastline to Point Vashna. The Northern Durncrag Mountains are by far the most elevated, with permanently snow-capped giants such as Mount Durn (14,182 ft) and Mount Gloom (14,069 ft), while the Southern Durncrag Mountains have only one great mountain called Mount Xane (11,549 ft).

The Durncrag Mountains are a formidable range that provides an effective natural barrier between Sommerlund and the Darklands. They bring their own unique set of challenges to any adventurers brave enough to attempt to conquer them. They are home to many dangerous animals and hostile enemies, including roving bands of Giak and



Doomwolf scouts that constantly probe and test the defences of Sommerlund's mountainous borderlands. The Durncraggs are composed of a variety of rock and mineral types. The eastern reaches and foothills of the range are limestone, while the higher peaks of its central and northern areas are composed of granite with rich seams of rare minerals, including Bronin ore. The Northern Durncraggs contain myriad cave systems. Caves can be found in the granitic parts of the Southern Durncraggs, but they are most often excavated by gigantic Stoneworms or result from fracturing caused by successive expansions of the Maakengorge. In the deepest caves of the Southern Durncraggs can be found lava vents and tributaries of the Nengud-kor-Adez, the supernatural lava lake that stretches below the surface of the Darklands and surrounds the Darklords' foul city of Helgedad.



The Durncrag Mountains are a hostile and challenging feature. Along with the dangers of exposure from extreme weather and altitude sickness in its higher reaches, there are numerous foul and loathsome beings that have found shelter here. Some are Agarashi that have survived hidden in the mountain caves since the Age of War. Others are mutants that escaped the temple of Malis Mound or infiltrators from the Darklands. However, it may be comforting for would-be explorers to learn that the whole range is patrolled regularly by Sommlending Border Rangers and occasionally by Kai Lords. An encounter with a Border Ranger is often much welcomed by those who venture into this harsh yet beautiful domain.



Ruins of ancient civilisations (Shianti, Nebora and Drodarin) can be found in the Durncraggs, and although they may contain lost treasures and artefacts, they also harbour the restless spirits of evil entities trapped deep inside. These are invariably dangerous places for any party of heroes to explore.

THE WILDLANDS RANGE

The mountains that lie directly to the south-east of Holmgard and the Southlund Marches are known by two names: the Eastern Durncraggs and, more commonly, the Wildlands Range. Less elevated than the Durncraggs (the highest peak is Mount Calun, which is 11,195ft high), these mountains stand between Sommerlund and the barren Wildlands. They are mostly composed of limestone and mineral resources have only recently been discovered in this range. Their western slopes are heavily wooded. Many narrow but traversable passes exist in the Wildlands Range. Regrettably, these passes provide easy access to the farms and villages of the Southlund Marches for the bandit gangs that hide in the old Cloeasian ruins of the Wildlands. To prevent them from looting the estates of the Fryemen of the Southlund Marches, successive Kings of Sommerlund have established watchtowers in the passes. These watchtowers are garrisoned by men of the King's Border Rangers.

THE MAAKEN RANGE

The magnificent snow-capped peaks of the Maaken Range stand in stark contrast to the barren desolation of the Wildlands to the south.

Running west to east, this range once had a lush valley that sank below sea level during the dramatic geologic upheaval caused by the opening of the Maakengorge in MS 3055. As a consequence, the valley sank below sea level and was transformed into a tainted, polluted swamp inhabited by monsters. Fortunately for the Sommlending, no large mountain pass connects the Maakenmire Swamp to Southern Sommerlund. It remains safe from most incursions, in contrast to Cloeasia and the Wildlands where monstrous attacks are frequent.

In MS 5000, after centuries of excavation, the Maaken Mines and the province of Ruanon are still the primary provider of gold and iron ore. Although very lucrative, the mining operations in the Maaken Range remain dangerous. The granitic rock of the Maaken Range is infested by giant Stoneworms and other terrifying subterranean predators. The rocks also harbour clusters of Calacena mushrooms whose spores have a powerful hallucinogenic effect.

The northern foothills of the Maaken Range are wooded where they border the Ruanon Forest. Conversely, the southern foothills of the range are lush and fertile where they border upon the grasslands of the Ruanon Homelands.

Unlike the other mountains of Sommerlund, the Maaken Range has never been extensively explored. Because of this, the respective elevations of its highest peaks are still unknown. Accurate measurements are difficult to gauge because of the steepness of the slopes and to the absence of mountain passes between Sommerlund and Maakenmire.

CALACENA MUSHROOMS

Calacena is a small, bulbous mushroom that often grows in caverns. Highly prized by magicians for its hallucinogenic qualities, these mushrooms can be very dangerous to eat but rarely cause any lasting harm.

Method of Delivery: Swallowed

Target Value: 8

If the resistance test fails, the imbiber immediately suffers from vivid hallucinations and total helplessness for 1 hour per point of failure.

These mushrooms can also be made into a bright pink potion that enhances the user's clairvoyant abilities. Drinking a Calacena potion restores 1 lost WILLPOWER point and adds a +1 bonus to the next WILL-based test or Sixth Sense discipline test made within one hour of consumption.



RIVERS

THE ELEDIL

The Eledil is the longest river of Sommerlund, running more than 150 miles from its source in the Kurzanaar Pass of the Durncraggs to its outflow into the Holmgulf. Although not as fast flowing as the Tor, it descends at a swift pace south-eastwards from the steep Northern Durncraggs and gradually slows as it begins its grand sweep north-eastwards towards Holmgard. Upon reaching the city, it converges with the River Unoram and together they flow out into the Holmgulf. Apart from the Unoram, the main tributary of the Eledil is the sluggish River Daune which flows across the Holmgard Plain. Due to its strong and treacherous current, the Eledil is not easily navigable.

THE UNORAM

The great river Unoram flows swiftly from its source in Thundras Pass, in the middle of the Northern Durncraggs, and slows dramatically when it reaches the lower foothills of the east, becoming the widest (but not the fastest) river of Sommerlund at more than a mile in width. A great bridge, known as the Alema Bridge, spans the river at a location one day's ride north of Holmgard. The main tributary of the Unoram is the River Pewas. The Unoram is known to flood from time to time, but is navigable to the north, from Holmgard to the Alema Bridge, being used regularly to convey cargos from Holmgard Harbour by barge to the Alema Mitre. This river is also famed for the size and quality of its salmon.

THE TOR

The source of the River Tor is located close to Shadow Pass in the northern part of the Durncraggs. It flows down from this point and makes its way directly eastwards to the Kaltersee at the city of Toran. One hundred miles from its source, it curves northwards and begins to widen. The Tor is an undeniably beautiful river with its bright glimmering waters, its undercut banks, and its strikingly azure hue that changes gradually to a deep blue the further one ventures upstream. It is a clear river during the warmer months, but it can become opaque when kaltangor (winter) storms rage and the river swells.

THE XANE

The Xane is the only major Sommlending river to have its source in the Southern Durncraggs. It flows swiftly from the Durncraggs and enters the Ruanon Forest. During the Golden Age of the Shianti, long before the opening of the Maakengorge, it meandered and flowed southwards, feeding the River Ko in the State of Casiorn. Following the geological upheaval caused by the opening of the Maakengorge, the Xane was diverted and sank into faults opened in the Maaken Range, becoming a subterranean river 100 miles due east from its source. It now re-emerges ten miles in the east before feeding into the Maakenmire. The underground section of the Xane flows for 15 miles through the middle of the Ruanon Mines, and is used for the transportation of Ruanese miners between mining outposts located in caverns along the river's subterranean tributaries. However, these

underground waterways are notoriously treacherous. Before it reaches the Maakenmire, the Xane drops precipitously over a series of large waterfalls.

FORESTS

FRYELUND FOREST

Occupying the largest area of Northern Sommerlund, the Fryelund Forest displays a stunning environmental diversity, consisting of conifer trees, yellowed oaks and giant tree ferns. East of the King's Highway, the major thoroughfare which splits it in two, the forest is exploited by the Sommlending and is easily passable on or off the many trails and byways which cross it. West of the King's Highway, it gradually becomes denser and less exploited as it ascends into the foothills of the Durncraggs. These regions are inhabited by the Kakarmi, a race of very timid sentient primates. Some of the remotest areas of the forest are dominated by huge fleshy fungi. Others, notably in the area surrounding the ruins of Malis Mound, are especially perilous for they are infested by Trees of Souls. Adventurers entering these regions should also avoid close contact with undergrowth infested with sedative (yet potentially lethal) Gallowbrush briars.

GALLOWBRUSH (SLEEPTOOTH) BRIARS

These briars, virtually invisible at night because of their dark-red colouration and tendency to grow amongst other foliage, are a hazard for travellers. Their thorns carry a powerful soporific poison that can put someone to sleep with a single scratch. Avoiding a Gallowbrush briar is a Difficult feat (TN 6) under normal circumstances. This becomes Tricky at night (TN 7) and is even more challenging (+1 to TN) if someone is running or riding a mount with little care as to where they are treading. If contact is made with a Gallowbrush briar, the person involved is instantly exposed to a weaker form of Gallowbrush toxin.

Method of Delivery: Injury

Target Value: 7

If the resistance test is failed, the victim drops into an hour-long slumber. Waking someone from this induced sleep is impossible without an antidote or magical healing. Even if a target resists this poison, they suffer a -1 to COMBAT SKILL and WILLPOWER for two hours due to grogginess and lack of focus.

RUANON FOREST

In contrast to the Fryelund Forest, this vast timberland situated in the south of Sommerlund is mainly a hardwood forest. It is exploited by the Ruanese for its tree varieties such as the Ruanon Redwood,

which is ideal for the construction of pit props and tunnel roofing in the Ruanon Mines, and precious Ruanon Teak, highly valued by carpenters and cabinet makers.

The Ruanon Forest stretches from the eastern foothills of the Southern Durncraggs to the northern and western foothills of the Maaken Range.

SOUTHLUND FOREST

This vast hilly timberland occupies the middle of the Southlund Marches, running parallel to the Wildlands Range between Moytura and Eastgate. It is composed mainly of pine trees.

FREY TARWOODS

A hilly coastal pine forest overlooking the Holmpoint, the Frey Tarwoods mark the border with the Wildlands. Pines of the Tarwoods are rich in flammable sap which makes the wood ideal for use as domestic firelighters. This timberland also has patches of Larnuma trees which are valued for their nutritious fruits.

PLAINS AND VALES

SOUTHLUND PLAIN

These fertile rolling grasslands are the largest plain of Sommerlund, running along River Eledil between the Northern Durncraggs and the Holmpoint. Intensively farmed, they primarily comprise a large expanse of wheat and barley fields. There are also vineyards and tobacco fields, potato fields and fruit plantations.

HOLMGARD PLAIN

The second largest plain of Sommerlund is bounded by the rivers Unoram and Eledil. Like the Southlund Plain it is intensively farmed but has a less favourable climate.

ANSKAVEN PLAIN

The grassy plains to the south-west of Anskaven are as fertile as any of the plains in the south of the kingdom. However, the tougher climate here makes them less productive for arable farming. Instead, they are given over to livestock farming.

WILD PLAINS

The north-westernmost coastal plains of Sommerlund have by far the harshest climate. Experiencing very cold winters and regularly laid waste to by roving bands of Giak marauders, they are the least productive plains of Sommerlund.

TOR RIVER VALE

The lush river vale of the Tor River, located between the Toran Sound and the Durncrag foothills, is very fertile and extensively cultivated. It provides an excess of high-quality produce that adequately feeds the city of Toran and provides a reliable excess that is exported overseas.

RUANON HOMELANDS

This is a fertile yet relatively dry area of grassland that links Sommerlund to the City-State of Casiorn. It is not extensively cultivated but it does provide adequate produce for the town of Ruanon and the isolated farmsteads of this region. Following the opening of the Maakengorge, and its continual expansion, it is the only land route between Sommerlund, the Stornlands and Central Magnamund that does not cross the dangerous Wildlands.

MARSHLAND

LAGAN MARSHES

The only large expanse of marshlands in Sommerlund is the Lagan Marshes. Situated to the north-east of the County of Tyso, surrounding Bern Bay, these coastal wetlands have brackish waters and provide a home to a surprising diversity of birds, crustaceans and amphibian creatures, as well as various algae and seaweeds that are highly valued by herbalists.

CLIMATE

The climates of Sommerlund are heavily contrasted. North of the River Eledil, it is mostly oceanic with relatively warm summers, cool winters and precipitations dispersed throughout the year. It becomes sub-polar oceanic in the Wild Plains, the Anskaven peninsula and the northernmost Kirlundin islands (Hemd, Thet, Egen, Broka and Vor) which have harsh, almost polar winters. South of the River Eledil, the Sommlending climate becomes more continental in the Southlund Marches, with warm dry summers and cool winters favourable to intensive agriculture.

POPULATION

In MS 5000, Sommerlund has a population in excess of 500,000 inhabitants, mostly of Sommlending ancestry. However, an important and growing percentage of Sommlending citizens are of mixed Durenese-Sommlending descent. This is due to the long established political and military alliances between the two nations, and the strong mercantile traditions that have been established over the centuries. Relatively large groups of Vassa people can be found in Sommlending settlements on the fringes of the Wildlands, Cloeasia, and the City-state of Casiorn, and in the city of Tyso, following the integration of Shadakine Buccaneers in MS 4891.

ADMINISTRATIVE BORDERS

In MS 5000, the Kingdom of Sommerlund is divided into eight administrative provinces. The Royal Estates in the heart of the realm are owned by the King and are centralised around Holmgard. The Kai Protectorate was once a part of the Royal Estates but was bestowed upon the Kai Order by King Bern I in MS 3810. The six other provinces are commanded by the Barons of Sommerlund. Those baronial provinces are subdivided into smaller estates controlled either by noble households or by Fryearls appointed by the King.



POLITICAL MAP OF SOMMERLUND MS 5000

THE NOBLE HOUSES, ROYAL ESTATES, AND KAI PROTECTORATE OF SOMMERLUND

Anskaven

1. House Caldar (Baron)
2. House Lancelar (Fryearl)
3. House Slate (Fryearl)
4. House Jadinar (Count)
5. House Drumfield (Fryearl)
6. House Emerton (Fryearl)
7. House Monksey (Fryearl)

Tyso

8. House Kalen (Baron)
9. House Boonwold (Fryearl)
10. House Worlan (Fryearl)
11. House Deerley (Fryearl)
12. House Durnfallow (Fryearl)
13. House Shipser (Fryearl)
14. House Crovan (Fryearl)

Southlund Marches

33. Baron of the Southlund Marches
(appointed by the King)

15. House Moytura (Fryearl)
16. House Torsea (Count)
17. House Wheaton (Count)
18. House Fairach (Count)

Ruanon

19. House Vanalund (Baron)
20. House Eshnar (Sheriff)
21. House Maaken (Fryearl)

Kirlundin Isles

22. Baron of the Kirlundins
(appointed by the King)
23. House Rustor (Fryearl)

Toran

24. House Fenstar (Fryearl)
25. House Barbeach (Fryearl)
26. Gildour (Fryearl)
27. House Kenrik (Fryearl)
28. House Mateston (Count)

29. House Stenley (Fryearl)
30. House Vinas (Baron)
31. House Carasar (Count)
32. House Pallion (Fryearl)

Royal Estates

The Royal Estates belong to the King. They are maintained under the Stewardship of the Marshal of the Realm. Upon reaching his 18th birthday, the Crown Prince of Sommerlund becomes the Marshal of the Realm.

The Kai Protectorate

The Kai Protectorate belongs to the King. They are maintained under the Stewardship of the Order of the Kai.

THE PROVINCIAL CRESTS



Tyso



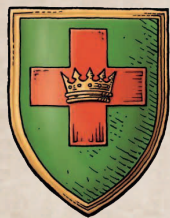
Toran



Southlund Marches



Ruanon



Royal Estates



Kirlundin Isles



Kai Protectorate



Anskaven

POLITICAL MAP OF SOMMERLUND MS 5000





FLORA AND FAUNA OF SOMMERLUND

FLORA

Plant Name	Plant Type	Habitat	Areas	Properties
Avence	Rhizome	Open woodland	Ruanon Forest	Healing properties
Alether Plant	Bush (orange berries)	Any, warmer climate	Southlund Marches, Barony of Ruanon	If ingested, berries increase both strength and skill
Blue Rose	Flower	Grassland	Barony of Ruanon	Sedative
Calacena	Fleshy Fungi	Subterranean	Caves	Hallucinogenic
Floroa	Fleshy Fungi	Subterranean	Ruins, caves	Very nutritious
Gallowbrush	Thorny Briar	Pine forest	(Fryelund Forest, Southlund Forest)	Sedative
Giant Fungi	Fleshy Fungi	Remote forest	Western Fryelund Forest	Various properties
Graveweed	Thorny Briar / bramble / weed	Rocky environment, burial sites	Durncrag Mountains, Wildlands Range, ruins	Poisonous
Larnuma	Tree	Arid, warm coastal	East of the Holmpoint (Wildlands fringes)	Very nutritious, sweet and juicy fruit.
Laumspur	Herb (with red flowers)	Any	Sommerlund	Healing properties
Malavan	Herb (with pale green flowers)	Rocky environment, burial sites	Sommerlund	Mental stimulant, non-addictive. Increases effectiveness of a Kai's Mindblast – see the <i>Book of Kai Wisdom</i> , pg. 67.
Ruanon Redwood	Tree	Hardwood forest	Ruanon Forest	Timber ideal for the construction of pit props and tunnel roofing
Ruanon Teak	Tree	Hardwood forest	Ruanon Forest	High-quality timber
Sommlending Oak	Tree	Northern forest	Fryelund Forest	High-quality timber

FAUNA

Creature Name	Creature Type	Habitat	Areas	Properties
Agarashi Stingtail	Agarashi	Mountain.	Durncrag Mountains	Predator. CS:25-30 E:30
Antah Wasp (swarm)	Mutant (Insectoid)	Shianti and Cenerese Ruins	Graveyard of the Ancients, Malis Mound	Aggressive tomb guardians. CS: 16-41 E:16-30
Bangrol	Natural Beast (Bird of prey)	Coastal environment	Sommlending coasts	Acquisitive and aggressive Sea-eagle. CS: 17-24 E: 18-22
Black Bear	Natural Beast (Carnivore)	Forest	Forest of Fryelund, Southlund forest.	Predator. CS: 16-20 E:28-30
Black Corvayl	Natural Beast (Carnivore)	Mountains	Durncrag Mountains	Huge predator. CS: 30-44 E:45-52
Burrowcrawler	Agarashi (Insectoid)	Underground, soft soils	Borderlands of Sommerlund, caves	Fossorial, ambush predator. CS:16-18 E:7-10
Crow	Natural Beast (Bird)	Any	Sommerlund	Scavenger

Crypt Spawn	Extra-planar Creature (from Plane of Darkness)	Shianti Ruins	Graveyard of the ancients	Evil, aggressive tomb guardians.
Daemonak	Darkspawn	Vashna-related ruins	Ruins of Maaken, surroundings of the Maakengorge	Paralysing vampiric predator, servant of the spirit of Vashna. CS: 19-21 E: 20
Doomwolf	Darkspawn	Darklands borders	Durncrag Mountains & Foothills, Raider Road	Feral renegades from the Darklands. CS: 13-24 E:20-40
Durncrag Bat	Natural Beast (Chiropteran)	Mountain forests	Northern Durncrag Mountains.	Small nocturnal, gregarious predators. Can be used as allies by Kai Lords.
Durncrag Scavenger	Natural Beast (Bird of Prey)	Mountains	Northern Durncrag Mountains	Aggressive predator. CS: 17 E:10-12
Durncrag Wolf	Natural Beast (Carnivore)	Mountains	Northern Durncrag Mountains	Only aggressive when starving or ambushed. CS: 18-25 E: 18-24
Forest Viper	Natural Beast (Reptile)	Forest	Fryelund Forest, Southlund Forest, Ruanon Forest	Venomous bite. CS: 12-14 E: 12-18
Ghost	Undead	Shianti Ruins, haunted ruins	Graveyard of the Ancients, Ruins of Maaken	Peaceful or vengeful, evil, good or neutral. CS: 24-48 E: 23-30
Giant Owl	Natural Beast (Bird of prey)	High mountains	Northern Durncrag Mountains.	Nocturnal hunter; ally to the Border Rangers of the North. CS: 16-18 E: 18-26
Kakarmi	Natural Sentient Beast (Primate)	Dense forest	Fryelund forest	Intelligent but nervous and secretive.
Marshviper	Natural Beast (Reptile)	Marsh	Sommlending marshes (Lagan Marshes)	Deadly venomous. CS: 10-16 E: 5-8
Meresquid	Natural Beast (Cephalopod)	Underground rivers	(Maaken Range)	Ambush river predator. CS: 14-32 E:25-30
Mountain Bear	Natural Beast (Carnivore)	Mountain	Durncrag Mountains, Wildlands Range, Maaken Range	Large predator. Hibernates in winter. CS: 17-24 E: 30-35
Sea Carp	Natural Beast (Fish)	Cold sea	Kaltersee	Popular sea fish on the Sommlending and Durenese markets. Prey of the Xargath.
Shegamaz	Hybrid Doomwolf/normal wolf	Near the borders of the Darklands	Durncrag Mountains & foothills, western Fryelund forest	More aggressive than normal wolves. CS: 13-25 E:18-24
Skeleton	Undead	Shianti and Cenerese Ruins	Graveyard of the ancients, Malis Mound	Mindless animated guardian. CS: 16-25 E: 20-30
Stoneworm	Mutant (mutated annelid worm)	Subterranean	Maaken Range, Durncrag Mountains	Massive subterranean predator. CS: 15-30 E: 25-38
Storgh	Agarashi	Sluggish rivers, swamps	River Tor Vale, River Eledil, River Unoram, Lagan Marshes	Ambush river predator. CS:20-23 E: 32-35
Szall	Darkspawn (renegade)	Wildlands fringes	East of the Holmpoint, Raiders Road, Venn Vada, Eshnar, Mudmoor	Cowardly thieves. CS:5-8 E:7-10
Tree of Souls	Undead	Deep, remote forest.	Western Fryelund Forest	Undead vampiric plant, feeding on souls. CS: 15-25 E: 25-40
Vazhag	Agarashi	Cener Druids' lairs	Malis Mound	Defenders of the Cener Druids. CS: 16-30 E: 17-25
Wild Dog	Natural Beast (Carnivore)	Wildlands fringes	East of the Holmpoint, Wildlands Range	Predators from the Wildlands. CS:10-15 E: 14-19

THE ECONOMY OF SOMMERLUND

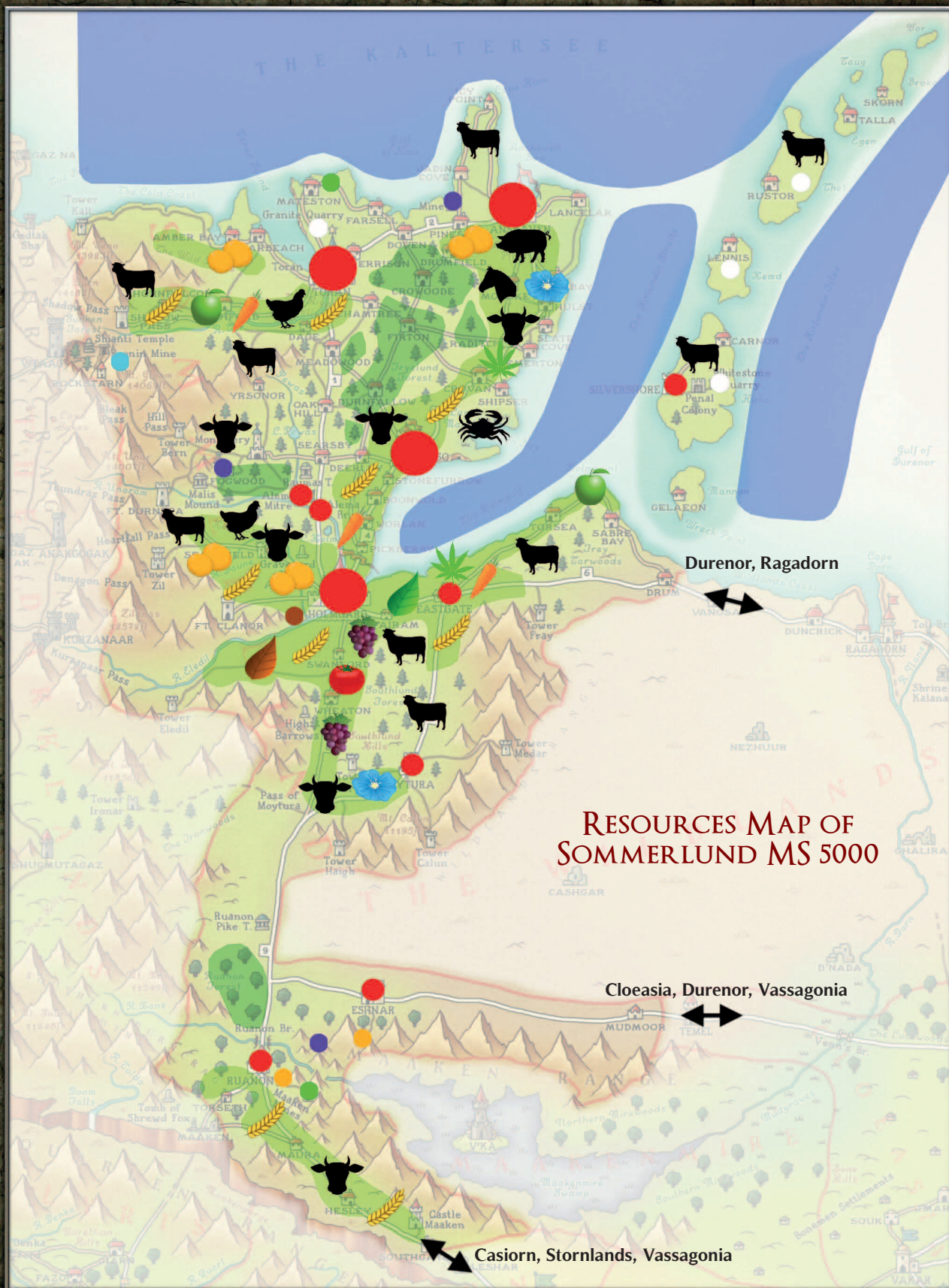
Sommerlund is a self-sufficient nation. Grain and arable crops in the Southlund Marches, Holmgard Plain, Anskaven Plain and Tor River Vale provide a substantial secondary source of export revenue since their farmlands, in most years, produce a harvest that is surplus to local requirement. The kingdom is noted for its quality timber (Sommlending Oak, Ruanon Redwood, and Ruanon Teak), gold, copper, Bronin, steel, and iron. Its Guildsmen are renowned throughout Magnamund for the quality of their crafts, and Sommlending engineers have few equivalents in other regions of Magnamund, with the notable exceptions of the Drodarin kingdoms of Bor and Boden. However, Sommerlund does import cotton, spices and luxury goods, including superior weapons (mainly from Durenor) due to its constant military requirements.

The resources of Sommerlund are many. Fishing (mostly sea carp and cod) is intensive in the Kaltersee and the Gulf of Durenor. The Sommlending rear sheep in the mountain foothills and hilly regions of the kingdom, and they produce a surfeit of wool in the Southlund hills. They rear cattle and oxen on the Holmgard and Anskaven Plains and in the Ruanon homelands, pigs on and around the Anskaven Plains, and chickens in the River Tor Vale and on the Holmgard Plain. Most Sommlending horses are bred on the Anskaven Plains. The Southlund Plain is given over to intensive agriculture. More than 75% of all the wheat and barley that Sommerlund grows and consumes comes from this region, earning the region the nickname “the Breadbasket of Sommerlund” and virtually all of its domestic wine, jute, flax oil (used for treating and preserving wood and leather), tomatoes and tobacco production is located here. Jute, flax and hemp, used for rope, canvas and salt water-proof naval uniforms, are cultivated in the plains south of the Holmgulf. Flax and hemp are also less intensively produced in the Anskaven Plains. Rye, oats and potatoes are intensively cultivated on the plains north of the River Eledil. Succulent endemic seafood is obtained in the lush brackish Lagan Marshes of the County of Tyso.

Sommerlund has some of the most productive gold mines to be found anywhere in Northern Magnamund. Located in the Maaken Range, this mountainous region also yields significant quantities of copper and iron ore. Important Bronin seams can be found in the Northern Durncrag in the region of Rockstarn. The largest quarries are located on Kirlu Island (Whitestone Quarry – Kirlundin stone) and Mateston (Toranese granite). The great cities of Holmgard, Toran, Tyso and Anskaven yield stable revenues for the Crown, derived from local industries and thriving trade with other nations.

The Resources of Sommerlund Key:

 Agriculture	 Iron Mine	 Cattle & Oxen	 Cereals	 Tobacco
 Timber	 Copper Mine	 Sheep (wool)	 Vegetables	 Tomatoes
 Fishing	 Gold Mine	 Pigs	 Flax	 Vines
 Major Trade and Artisan centre	 Bronin Mine	 Chicken (eggs)	 Hemp	 Fruit
 Secondary Trade Centre	 Quarry	 Horses	 Jute	 Potatoes and Tubers
	 Clay Pit	 Seafood (crabs, molluscs, seaweed...)		 Trade Relationships



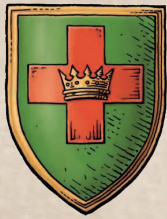
RESOURCES MAP OF SOMMERLUND MS 5000

Cloeasia, Durenor, Vassagonia

Casiorn, Stornlands, Vassagonia



THE ROYAL ESTATES



Royal Estates Emblem



EARLY HISTORY

The Royal Estates surround Holmgard, the city chosen by King Braern I to become the capital of Sommerlund. They cover some of the most fertile plains of the kingdom, where many of the mansions and castles of the members of the Royal Households of Sommerlund, successively House Kian and House Unlar, were established.

Several times during Sommerlund's history, the Royal Estates were laid waste and occupied by the armies of the Darklands, most

notably by the armies of Archlord Vashna during the War of the Black Muster (MS 3785-3799), and by the armies of Archlord Zagarna during the Great Sieges of the Kai Monastery and Holmgard in MS 4219.

However, the Darkspawn minions of the successive Archlords had insufficient time in which to despoil the fertile lands before they were reoccupied and restored by the Sommlending.

The Royal Estates encompass the capital of Holmgard, the fertile Holmgard Plain and the foothills of the central Durncrag Mountains that are bounded by the River Unoram and the River Eledil. They also extend to the southern part of the Fryelund Forest and areas of the coastal plains bordering upon the Holmgulf both north and south of the River Eledil. The Holmgard Plain has abundant farmlands dominated by the knoll upon which the small fortified town of Searsheld was established soon after the construction of Holmgard.

The majority of the rural inhabitants of the Royal Estates are timberworkers, wheat and barley farmers, and sheep rearers. The remainder are the urbanites of Holmgard and the townsfolk of the settlements; Pickberry, Fairam and Searsheld. None of these settlements can be compared, in terms of size and splendour, to the city of Holmgard, whose high grey-white walls and glimmering spires are the pride of Sommerlund.

Stewardship of the Royal Estates rests with the Marshal of the Realm, who is usually the Crown Prince of Sommerlund. All the highways, bridges and forests fall within this royal fiefdom and are defended by soldiers of the Army of the North under the command of the Marshal of the Realm. They are garrisoned in military camps in throughout the province.

In MS 5000, management of the Royal Estates falls to Marshal Hagon Rendel, the Marshal of the Realm since MS 4991. In MS 5018, Crown Prince Unlar, who will one day become King Unlar V, is destined to become Marshal of the Realm upon his 18th birthday.

RECENT EVENTS AND ONGOING PLOTS

The heart of the kingdom is one of the wealthiest areas of Sommerlund, yet it is also one of the most exposed and vulnerable to an attack from the Darklands. In MS 4991, after King Fars II died peacefully in his sleep, Prince Myranar was crowned King Myranar III and he immediately tasked a party of adventurers with exploring Heartfall Pass to spy on the defences and the activities at Anakogak. Few returned alive to Tower Zil, yet the survivors' report was absolutely not reassuring; the air in the highest part of the pass was similar to that of the Darklands:

BACKGROUND TRAITS

Child of the Estates (Sommerlund): You were born to the caretakers or nobles assigned to the great Royal Estates of Sommerlund. While you may not have lived among the opulence of grand Holmgard, you still had a safe, sheltered and privileged childhood.

Benefit: Your upbringing provides you with a +1 to all tests involving the Sage or Influence skills while within the borders of Sommerlund. Out of the country, you still gain a +1 bonus to tests using the Sage skill, but your sheltered childhood leaves you out of sorts with other cultures and so you do not gain the benefit of the +1 bonus to Influence.

Crownwise (Sommerlund): The Royal Estates are tightly controlled domains within the nation of Sommerlund, focusing on economy and providence. As a child, you grew up surrounded by the accounting and commerce that drives the Estates.

Benefit: When you spend currency on goods at any market or shop, you automatically receive a 10% discount because of your excellent bargaining skills. Outside of Sommerlund, this discount is reduced to 5%.

sulphurous, suffocating and almost unbreathable. Heartfall Pass is so treacherous that if Sommerlund attempted to launch a large-scale military operation against Anakgogak here it would almost certainly be doomed to fail.

Recently, the intense focus placed by the Marshal of the Realm upon the Darklands has led him to neglect other, less obvious threats, which could also undermine the security of the Royal Estates. The soldiers of the Army of the North, being those that are garrisoned in the border forts, have been unable to deal effectively with roving bandit gangs, much to the chagrin of the Sommlending that live in the province. Increased anxiety is particularly notable in the town of Searsheld.

In the mountain territories bordering the Darklands, paradoxically the influence of hostile forces not directly affiliated to the Darklords is growing. In MS 4998, the garrison of Tower Zil reported evidence that rituals dedicated to certain Demigods of Darkness, such as Xhagvash the Bloody, had been uncovered in the foothills nearby. However, they were unable to capture nor establish the identities of those involved in the rituals.



Over the past few decades, the farmers of the Holmgard Plain have become less cautious about venturing too close to the Graveyard of the Ancients. In MS 5000, a particularly invidious rumour, probably spread by agents of Darkness, is circulating among the commoners that the restless evil that lurks within the Graveyard has, somehow, been negated by the spirits of the Sommlending heroes who were buried here after the Helghast Wars.

The truth is that the spirits of those unfortunate knights, who were entombed after having been contaminated by a necromantic plague

spread during the Helghast Wars, have long since been corrupted by the evil of the necropolis.



Searsheld was built on the knoll upon which stood Dejgazad, the fortress established by the Drakkarim before the coming of the Sommlending in MS 3434 for the purpose of casting a devastating dark ritual. An Elder of the Brotherhood of the Crystal Star in Toran has recently deciphered an ancient tome that describes this Nadziranim rite in detail. It has stirred fears among the Elders of the Brotherhood that the ritual was not completely ended upon the demise of the Nadziranim. If reactivated, it could lead to a geological catastrophe that would have dire consequences for not only the Royal Estates, but for all of Sommerlund. In this context, the recent minor tremors felt in the farmlands surrounding Searsheld are troubling to say the least, especially since the discovery of ancient tunnels running beneath the town.

PROVINCIAL TOWNS AND VILLAGES

SEARSHELD

Searsheld is the largest settlement in the Royal Estates after Holmgard. It is located on the byway leading from the capital to Tower Zil and Fort Durnspa. It lies within the estate of Count Aran Silsher and is run by Mayor Treydor with a garrison of soldiers of the Army of the North. Ringed by a palisade with wooden watchtowers, Searsheld is also an important market town for the arable and livestock farmers of the Holmgard Plain. The townsfolk of Searsheld are a mix of farmers, merchants, shopkeepers, artisans and garrison soldiers.

There are several shops that sell adventuring gear, and a blacksmithy that makes and sells average quality armour. There are two taverns



SCENARIO SEEDS

In addition to the plots and secrets provided in this chapter, here are some useful ideas unique to this area of Sommerlund that you as Narrator can use to create your own adventures.

- There have been several attacks by Giaks against the defenders of Heartfall, a possible sign of an impending invasion through that beleaguered mountain pass. Scouts must be sent into the pass to find out once and for all.
- Someone has been seeding wheat shipments from the Holmgard Plain with locust grubs, ruining entire shipments before they can reach Sommerlund's more remote settlements. But who?
- Basanet Bren Kanein of Fairam has fallen ill from what appears to be spoiled wine. If this is a precursor to a problem with the year's production, the economy of the entire village could be in jeopardy and many lives across Sommerlund may be at risk. Someone must investigate!

of note: The Green Mitre and The Copper Cask. Before it was established as a garrison town, Searsheld was nicknamed "Town of Beers" by virtue of the fact that several flavoursome beers and stouts are brewed in this area. There is friendly rivalry between Searsheld and the town of Swansord, in the Southlund Marches, which is also famous for its beer and porters. A popular beer festival takes place in Searsheld every fehangor, in the first week of the month of Berkano.

PICKBERRY

Pickberry is a small farming village located on the South Coastal Highway near the border with the County of Tyso. Governed by Basanet Hagon Persicar, it has three places worthy of note. The first is the ancient yet lavish Pickberry Manor, which looks across the Holmgulf from a rocky knoll bordering the bay. It is owned by the Royal Household.

The second is The Merry Mule, a well appointed inn owned by Tula Teleris. It is well known for the games of dice that are played here. A fee of 2GC is payable to the owner in order to be allowed to partake. It is a tradition of the inn that visitors who win at dice can stay overnight free of charge.

The third place of interest is a small Revenue Post situated on the highway border with the County of Tyso, garrisoned by men of the Army of the North.

FAIRAM

Fairam is a small village located on the Southlund Highway which connects Holmgard to Eastgate. It is administered by Basanet Bren Kanein. Until the First Vassa-Sommlending War (MS 4432-4434) it was part of the Southlund Marches and seat of power of House Fairach, from whom its name derives. Fairam would be

an insignificant village without its wine; skilled cultivation of the regional vines and production of fine quality wine has garnered it quite the reputation. The produce of Fairam is much regarded and sells for premium prices in Toran and Holmgard, competing with the best wines of the Southlund Marches which, ironically, are produced on the lands of House Fairach.

There are two inns worthy of note in Fairam: The Vine Cart, and The Sun & Moon. The proprietor of the Sun & Moon is a jovial man named Hagon Felsen.

PROVINCIAL WATCHTOWERS AND FORTRESSES

TOWER ZIL

Situated close to a mountain spur that extends eastwards from the Durncrag Mountains, Tower Zil can be reached by a trail that branches off the byway connecting Searsheld to Fort Durnspa. The tall tower of Zil is powerfully built with thick blocks of mountain granite interspersed with blocks of Kirlundin white stone. Every granite slab is engraved with the crest of Ulnar II, who was responsible for its construction in MS 4245. Its reassuring solidity attracted farmers to settle in the vicinity and soon it was transformed into a small village. A curtain wall was erected in MS 4765 to enclose and protect both the tower and the village. It is garrisoned by three companies of regular soldiers of the Army of the North, under the command of Knight Lucan Thon, a Sommlending Knight of the Realm.

FORT DURNSPA

Fort Durnspa is an isolated Sommlending military outpost. It is situated at the foot of the Durncrag Mountains in the high vale of the River Unoram, amidst the Fryelund Forest. It is manned by a large

garrison comprising five companies of regular soldiers, 150 men in all. The fort's courtyard is a busy place, with the garrison troops practising their drills and manoeuvres daily. The commander of the fort is Captain Meron, a stubborn authoritarian who believes that he and his men can handle any kind of trouble.

FORT CLANOR

Fort Clanor controls access to Denagon Pass, the Durncrag pass closest to Holmgard. Consequently, this makes it an attractive invasion route for the forces of the Darklands. Fort Clanor is connected to Holmgard by a well-maintained byway that permits reinforcements from the capital to reach it swiftly. Like Tower Zil, Fort Clanor was built by King Ulnar II, and a granite statue of him stands beside the entrance to the main tower.

King Ulnar II was the successor to King Fray II, who repelled an assault launched through the pass by Archlord Zagarna in MS 4219. Sure in his belief that the Archlord would try again, Ulnar II undertook the construction of additional forts along borders of the Royal Estates to support Fort Durnspa. Fort Clanor is under the command of Captain Danor Ayranis of the Army of the North.

OTHER PLACES OF INTEREST



THE ALEMA BRIDGE

The Alema Bridge is an ancient river crossing that is a little over a mile long. It was built between MS 3895 and MS 3901, its construction ordered and approved by King Zorn I, who was the principal architect of its design. It was built by pioneers of the Sommlending Army of the North, supported by Guildsmen of Holmgard and Toran, with the help of a great number of labourers drafted in from Holmgard and Toran. Among the foreign advisors who assisted with the construction were a party of specialist Durenese naval engineers from Port Bax.

It comprises two grand gatehouses each topped with twin stone towers that guard its approach ramps, a series of elegant stone arches, interrupted at regular intervals by stone towers and huge granite piers. At its centre stands the Durnstone. For many centuries this wide central pier of the Alema Bridge has been used as a market place.

Merchants from Holmgard and Toran come to the bridge to buy fresh produce from the Fryelunding. Heavy goods, such as timber and ore, are traded on the Alema Mitre, a large flag-stoned plaza located at the northern approach to the bridge. It is used as a meeting place and a campsite for merchants and their wagons. These large markets occur weekly on Midvoka.



THE GRAVEYARD OF THE ANCIENTS

Situated between the River Daune and the King's Highway to the north-west of Holmgard is a burial ground called the Graveyard of the Ancients. It was constructed by the Shianti Pariahs during the Golden Age, centuries before the Sommlending laid claim to this land. The tombs and crumbling monuments of this ancient necropolis house many cursed treasures and the remains of mortal rulers of the past corrupted by the Shianti, and are covered with thorny, poisonous Graveweed.



A strange mist swirls all around this grey and sinister burial ground, seeping out of the crumbling tombs of this cursed necropolis. This mist carries with it the haunting murmur of distant whisperings and the foul air is redolent of evil decay. The spectres of evil Shianti and their necromantic creations lie here in an eternal restless sleep, awaiting their chance to corrupt and consume the unwary trespasser. This place was made to retain Evil within it. It thus prevented the Shianti spirits from being banished to the Neverness after their death, but it also kept them imprisoned forever.

THE CITY OF HOLMGARD

1. THE OLD QUARTER

2. Bank of Sommerlund
3. Chancellery
4. Grand Hall
5. Green Slipper Inn
6. Grey Song Tavern
7. High Court
8. Holmgard College
9. Kai Church
10. King Lorin I Care Hall/College of Surgeons
11. King's Citadel and Keep
12. King's Guard Barracks
13. Maura Church
14. Privy Council House
15. Queen Imelda Square
16. Royal Gallery of Sommerlund
17. Royal Library
18. Royal Mint
19. The White Ostler Inn

20. WEST RESIDENTIAL

21. Army Training Park
22. Bucklar – Weaponsmith & Armourer
23. Durncrag Square
24. Guildway Park
25. Holmgard Barracks
26. Ishir Church
27. Kolanis – Sage and Herbalist
28. North Gate
29. North Watch Tower
30. Prince Fedor Tavern
31. Tomb of King Tor III
32. Unoram Park
33. Vaceron Coachery
34. Vinas Square
35. West Gate Park

36. West Watch Tower
37. West Gate

38. GUILD QUARTER

39. Brimaern Mansion
40. Brimaern Gardens
41. Bandel's Finery
42. Drumfield Gardens
43. Duana Garden
44. Eledil Park
45. Embassy of Durenor
46. Guild Garrison Barracks
47. Guild Guardians Barracks
48. Guild Bridge
49. Guildwall
50. Jena's Vintage Winery
51. Kanein's Delights
52. Lancelar Gardens
53. Marghan's Curios
54. Maura Gardens
55. Old Guildhall
56. Talestra's Olifactoreum
57. The Fireside Tavern
58. Trista Blank's Potions Emporium
59. Silver Hand Inn
60. Vinas Gardens

61. NORTH RESIDENTIAL

62. Baren the Blacksmith
63. Battle O' Maakengorge
64. Bryte the Alchemist
65. Canal Pump House
66. Great Gate
67. Great Square
68. Harbour House
69. Holmgard Candles
70. Holmgard Clothiers

71. Holmgard Cooperage
72. Hyan the Armourer
73. Jac Fenn the Cutler
74. Lady Leeton's Book Shop
75. Leyana the Bowyer
76. Lorin's Leathers
77. Merchants' Docks
78. North Sea Wall Tower
79. The Pig and Pauper
80. Tomso the Weaponsmith

81. SOUTH RESIDENTIAL

82. Braern Bridge Guild Arch
83. Canal House
84. Fray Bridge Guild Arch
85. Ishir's Dice
86. King Fars II
87. King's Park
88. King Tor III
89. The Spry Gunner
90. Paupers' Park
91. Queen's Park
92. Royal Holmgard Armoury
93. Ruanon Gate
94. Ruanon Gate Square
95. Ruanon Park
96. South Watch Tower
97. The Queen Seosha
98. Veno Bridge Guild Arch

99. MERCHANTS' MARKET

100. Capital Baker
101. Guild Buildings
102. Hobar Coachery
103. Holmgard Grand Store
104. King Rednor's Tavern
105. The Golden Sun Tavern

106. THE SLUMS
107. Finkle's Fancies
108. The Red Barrel
109. Tzags

110. THE SEAFARERS' QUADRANT

111. Docks House
112. Durenor Gate
113. Holmgard Docks
114. Moytura Square
115. Seafarer's Watch Tower
116. South Sea Wall Tower
117. The Fisherman's Haven
118. The Good Cheer Inn
119. The Land Mariner
120. West Star Shipwrights

121. THE BAZAAR

122. The Gardens

OTHER FEATURES AND PLACES OF INTEREST

123. Bern Bridge
124. Citadel Bridge
125. Eledil River Wall Arch & Gate
126. Fars Bridge
127. King's Reach
128. Haigh Bridge
129. Hobar Bridge
130. Holmgard Harbour
131. Holmgard Pale
132. Holmgulf Bridge
133. Kian Bridge
134. Kings Bridge
135. Unoram River Wall Arch & Gate

THE CITY OF
HOLMGARD





THE CITY OF HOLMGARD



Flag of the City of Holmgard

Holmgard was one of the first major settlements established in Sommerlund and became its capital during the reign of King Braern I (MS 3445-3472). In ancient Sommlending, the word Holmgard means “Strong of Heart and Mind”. Holmgard was built with the blood, sweat and tears of its people. The city began as a small military outpost erected in MS 3435 by Kian, the first Sommlending King. The outpost grew steadily during the early years of the reign of King Braern I, and became the de facto capital in MS 3450 upon the construction of the King’s Citadel. This proved to be the perfect location for the Sommlending capital. It had a natural protective harbour, fertile arable farmland, a temperate climate and a reliable source of fresh water.

In MS 5000, Holmgard is the seat of power for the King of Sommerlund, King Myranar III. Its magnificent perimeter wall made of grey-white stone blocks rise to a height of 200 feet in places. There are two river gates and five grand gates in the encircling city wall. The gates permit easy road access into the capital from all four compass points, but they can be locked down and made totally secure during times of war. The two rivers that enter the city are wide enough to be navigated with ease and there are now eleven bridges that cross them.

GOVERNMENT AND LAW

The King and his Privy Council, supervised by Chancellor of the Realm Braern Salkar, make the laws that the rest of Sommerlund live by. Fraud and deception can carry a hefty fine, jail and, in some extreme cases, execution. Murder is punishable by death carried out by hanging, either at a public execution gallows in Unoram Park or at the King’s Guard Barracks. The bodies of executed murderers are cremated and their ashes are cast into the River Unoram. Theft and fraud incur various lesser penalties, from branding, transportation to the penal colony on the Isle of Kirlu, imprisonment, banishment for life to the Holmgard Pale, fines or night-time curfew orders. There is a large dungeon complex located beneath the Royal Keep that is given over exclusively to the housing of these prisoners. Lord Mayor Lyndan is responsible for the day to day running of the

city and is answerable personally to the King. He is an ambitious Sommlending lesser noble who has always dreamed of becoming a Sommlending Knight of the Realm.

ECONOMY

Sommerlund enjoys a healthy and vibrant economy and Holmgard is at its very heart. Holmgard builds and exports merchant ships and trades extensively in iron, gold, copper, silver, gemstones, minerals and foodstuffs. Additionally, it does a thriving trade in timber and freshwater fish, both of which are of the highest quality. It imports many items from Durenor, particularly fine weaponry and luxury goods for the Sommlending nobility. From much further afield, it routinely purchases silks and fine cloth from Dessi, wine and horse armour from Lencia, crystal from Caron, furnishings from Talestria, and spices from Vassagonia and Cloeasia.

CITIZENRY

The citizens of Holmgard are known as Holmgarders. In MS 5000, Holmgard has a population of approximately 120,000 citizens. This number increases substantially during festivals such as the Feast of Fehmarn, which celebrates the first day of spring. Since it is a large city with extensive docks and trading facilities, Holmgard has a transient population throughout the year. Many come from the realms of the Freelands Alliance. Holmgard is also home to many Durenese traders and artisans.

Capital Child (Sommerlund): Born and raised in the capital city of Sommerlund, you have been exposed to royalty and grandeur your entire life. You understand the workings of nobility and high city life instinctively, allowing you to function at the grandest levels of society.

Benefit: You never suffer penalties to WILL-based tests resulting from social influence or position. You receive a +1 bonus to all Influence tests made when interacting with nobility and high-ranking merchants.

You may also take a special action to observe someone and tell if they are noble born, even if they are in disguise or incapacitated. This comes from knowing what social signals and behavioural signs a member of the nobility unconsciously exhibits. This special social action is always successful unless psychic power or magic is being used to affect the target’s disguise. In this case, the special action requires a test with a TN of 7 or higher.

THE DISTRICTS & QUARTERS OF HOLMGARD

The city is divided naturally by its rivers into three land areas, and these are spilt overall into nine administrative districts and quarters.

THE OLD QUARTER (1)

Located on the peninsula between rivers Unoram and Eledil, this quarter is where the first Sommlending of Holmgard settled and established a military outpost. In MS 3450, they constructed the King's Citadel and Keep, and the city grew outwards from there. Most of the key Crown and state administrative institutions are to be found in this oldest district of the capital. Above its winding streets, alleys and myriad passageways are aerial routes known as 'the Roofways'.

BANK OF SOMMERLUND (2)

Chancellors Way, Old Quarter

This is the national bank of Sommerlund. It is managed by Vea Weathervane, a former Chief Clerk at the Chancellery. In the basement is a guarded strongroom containing a vault where more than a million Gold Crowns (in coins and ingots) are kept under lock and key. Adventurers wishing to change currency into smaller or larger denominations (as listed in the Currency & Equipment section of this book) may do so here free of charge. They can also purchase currencies from the Freelands nations at normal rate (4 Lune = 1 GC; 2 Orla = 1 GC; 1 Ain = 1 GC).



Vea Weathervane also keeps a reserve of Kika (the currency of the Darklands and the Drakkarim nations; 10 Kika = 1 Gold Crown) down in the strongroom.

These Kika were obtained from the corpses of Darklands raiders and agents neutralised by the Sommlending forces. They are stored in the Bank of Sommerlund and are only provided, by order of the King, to Sommlending agents sent on missions into hostile territories controlled by the Darklords of Helgedad.

CHANCELLERY (3)

Gold Crown Street, Old Quarter

The second most prestigious building of the Old Quarter is the Chancellery. It is located directly facing the King's Keep on the north side of Gold Crown Street. This is the seat of power of the Chancellor of the Realm, closest advisor to the King and the most senior member of the Privy Council. The Chancellery is charged with implementing the laws decided by the King's Court. It also serves to collect and account for the realm's tithes and taxes. It is regularly patrolled by men of the King's Guard and further protected by magicians of the Brotherhood of the Crystal Star who use their spells to keep the Chancellery and its occupants safe.

GRAND HALL (4)

Chancellors Way, Old Quarter

Located near to the Guildwall, the Grand Hall is the great city

hall of Holmgard where the most prestigious events in Holmgard's annual calendar take place. Lord Mayor Persicar Lyndan has his office and personal chambers here. Constructed of Kirlundin white stone and marble, with a vaulted roof and tall stained glass windows, it is rightly considered to be the most impressive of all of Holmgard's municipal buildings.



GREEN SLIPPER INN (5)

Tyso Avenue, Old Quarter

This inn is the favoured haunt of clerks, advocates, bailiffs and scribes of the High Court. The owner is Pelathar Tanley. Food and ale served here costs ½GC more than standard prices, although its quality is decidedly average. Adventurers seeking information about the High Court, and especially the nature of cases currently being heard there, are advised to consult Tanley's sister, Gracelyn. Unlike her brother, she is a modest and approachable individual with a kindly disposition. For 1GC she will gladly impart all she knows about your subject of interest.



GREY SONG TAVERN (6)

Madelon Avenue, Old Quarter

The main rival to the White Ostler Inn is The Grey Song Tavern. It is owned and operated by Kela Yorr, a Durenese native of Port Bax who has lived in Holmgard since he was a boy. The Grey Song Tavern is so named after a legend that tells of a Kai Master who saved the architect of this tavern from a gruesome fate at the hands of a Helghast. In homage to this legend, a carved wooden replica of the War Banner of the Kai is proudly displayed above its taproom counter and all Kai Lords are welcome to drink here free of charge.

HIGH COURT (7)

Gold Crown Street, Old Quarter

The High Court of Holmgard deals with all cases of high value and importance. Most High Court proceedings are heard by a single judge (High Judge). In exceptional cases, the High Court may sit with a jury, but in practice this normally only applies in cases where punishment by death applies. The judges and officials of the High Court of Holmgard are answerable to the King and the Chancellor of the Realm. They comprise a cadre of 24 elected representatives called the Ajudicars of Holmgard.

Every four years the Sommlending nobility, being those of a rank higher than Knight of the Realm, vote to elect the Ajudicars. Customarily, they are men who hold office in the legal profession and have earned the recognition of their peers by virtue of their good character and exemplary service. The Ajudicars are consulted by the Lord Mayor on all major issues relating to the city. They conduct their business in the High Court and preside over the city's lesser judges, known as the Legalim. The Legalim administer justice in five lower courts, including the Court of Commerce, that are located within the High Court building. In contrast to the High Court, the Legalim of the lower courts have restricted jurisdiction.



HOLMGARD COLLEGE (8)

Hobar Bridge Road, Old Quarter

Holmgard College was established in MS 4121 by King Fray I to provide the highest standard of education to the most promising of Sommerlund's young men and women. Admission is awarded strictly on merit, and the alumni of this college usually go on to attain senior positions in the King's Court and Chancellery. Holmgard College also accommodates the study halls and laboratories of renowned scholars and alchemists from the lands of the Freeland Alliance. It is famous for its many achievements in alchemy, medicine, naturalism and archaeology. The college building has wondrous archaeological and zoological galleries displaying artefacts from ancient civilisations, including a choice few from the old Sommlending homeland of Tay Solobo.



Holmgard College Flag



Professor Marlan Laydrum is a famous scholar of the College and an expert on the Shianti of Northern Magnamund. In his youth he visited several Majhan ruins in the Dry Main, the vast desert of Vassagonia, and he is one of the few academics in Sommerlund able to decipher their hieroglyphic language. He has undertaken several clandestine forays into the forbidden Graveyard of the Ancients.

Sadly, the evil powers lurking in this dark necropolis have corrupted his mind. He remains a charismatic professor much beloved by his students, but Laydrum is now liaising with agents of Darklord Gnaag, who have offered him Shianti artefacts in return for his help in undermining the security of Holmgard and its citizens.

KAI CHURCH (9)

Chancellors Way, Old Quarter

This magnificent place of worship is dedicated to the God Kai. Its original design and construction was based upon a 'Kirka' – a holy hall of the ancient Sommlending of the Sommer Isles. The temple is built entirely of Toranese granite and marble. Above its central oaken altar is suspended a large golden sun disc inscribed, in Old Sommlending runic script, with the refrain of the Sommersang (see page 4). Services are conducted at dawn, midday, and dusk by High Priest Rendar Sūnnon. A special service, called a 'Heilegré Elski', is held every Kaidag at noon.

KING LORIN I CARE HALL / COLLEGE OF SURGEONS (10)

Ulnar Street, Old Quarter

The King Lorin I Care Hall and the College of Surgeons occupy the same grand building on Ulnar Street. The 'new' Care Hall and College was constructed in MS 4752 by King Myranar II on the site of a much smaller care hall established by King Lorin I in MS 3972. The King Lorin I Care Hall is where sick and injured citizens of Holmgard can go for treatment. It is run by a group of 30 qualified surgeons and a staff of more than 130 nurses. Heroes of Sommlending nationality can get treatment for wounds and ailments here free of charge. Non-Sommlending heroes will be charged for any treatment they receive. The Principal of the Hall is Surgeon-Master Vann Kerstan. The College of Surgeons is an independent professional body committed to promoting and advancing the highest standards of surgical care for Holmgard's citizens, commenced by a Royal Decree issued by King Myranar II in the year MS 4752. There are seven Colleges of Surgeons in all, located in each of the main cities of Sommerlund. The King is very supportive of these colleges, providing funds for their surgeries and paying them each a generous stipend for their services to Sommlending communities. As a consequence of the Crown's largesse, Sommlending citizens can use their services at no direct cost to themselves.

KING'S CITADEL AND KEEP (11)

King's Citadel, Old Quarter

The King's Citadel is a magnificent building of grey-white stone with a commanding view over the city. Its design is testament to the skill of its architect, Vinas Braersun. It is located to the north-east of the Guild Quarter, between the eastern perimeter of Queen Imelda Square and the confluence of the two great rivers, the Eledil and the Unoram. There is a distinctive tower in the middle of the keep called the King's Tower. A smaller tower with a conical roof is offset atop the King's Tower, the Holmgulf Turret. On top of the Holmgulf Turret's roof is a crystal beacon that was installed by the Brotherhood of the Crystal Star in MS 3879.

The citadel, its tower, and its keep are protected by an 80 foot-high stone curtain wall. Set into the south-western side of the wall is a large gate that opens onto Queen Imelda Square, and the north-western section of the wall has a similar gate that permits entry via Gold Crown Street. Both gates are manned at all times by Royal Citadel Guards. The security of the inner keep is the responsibility of Royal Citadel Guard Captain Pheo Shaen, a Knight of the Realm. He is a very tough man with a no-nonsense attitude. When on duty, he always wears his resplendent steel armour, sporting a distinctive white plume atop his helm.

The inner keep is home to the King's household, including the King's Physicians, who wear a gold embroidered emblem of a dove upon their cap and sleeves. They possess Silver Discs blessed by

Goddess Ishir which enable them to detect evil and dangerous items in their vicinity.

Within the King's Citadel proper are many corridors, halls, and sumptuous private chambers. The corridors are decorated with myriad tapestries and fine statuary. The largest of the Citadel's halls is the Chamber of State. The King convenes regular meetings here with his advisors: the Chancellor of the Realm, the Steward of the Royal Court, the Marshal of the Realm, the Marshal of the Plain (commander of the Army of the South), the Marshal of the Muster (commander of the Army of the North), the Baron of the Southlund Marches (Keeper of the Privy Seal and commander of the King's Border Rangers), the Commander of the Royal Fleets and the Privy Council.

KING'S GUARD BARRACKS (12)

Kingsway, Old Quarter

This is the billet for the Court Guard and the King's Guard who are tasked with keeping the Old Quarter secure from enemies within and without. An elite cadre of the King's Guard, called the Royal Citadel Guard, is responsible for the personal protection of the King and his household. In times of peace, the King's Guard police the streets of the Old Quarter and, in times of war, they defend the battlements and gate of the west wall. The King's Guard Barracks incorporates the billets of the King's Guard, the Court Guard, the Royal Citadel Guard, and the King's Guard and Court Guard Cavalry. The horses of the King's Guard and Court Guard Cavalry are housed in stables located adjacent to the barracks, overlooking King's Reach. They are trained and exercised daily in King's Park, located on the south bank of the River Eledil.



MAURA CHURCH (13)

Bern Bridge Road, Old Quarter

This is the oldest church in Holmgard. It was constructed in MS 3454, four years after the completion of the King's Citadel and Keep. It was the very first Sommlending church dedicated to Goddess Ishir, and was renamed Maura Church in MS 3546, a year to the day after the death of this courageous queen. Services are conducted daily at sunset by High Priestess Isha and eight Moon Maidens, with a grand service at sunset every Ishdag. Those that have fallen upon hard times will find free food and shelter here, for up to 5 days and 5 nights. The church is maintained by a generous stipend donated by Queen Seosha. It further supplements its income by selling Potions of Laumspur (5 GC each) and Flasks of Holy Water (20 GC per flask).

PRIVY COUNCIL HOUSE (14)

Gold Crown Street, Old Quarter

Adjacent to the Chancellery, the Privy Council House is the administrative building where staff of the King's closest advisors – the Privy Council – conduct their daily business. Its main entrance and internal corridors are protected by men of the King's Citadel Guard.

QUEEN IMELDA SQUARE (15)

Queen Imelda Square, Old Quarter

Queen Imelda was the famously benevolent wife of King Braern I, and her memory is venerated still by the citizens of Holmgard. A white Kirlundin stone statue of her stands on a plinth in the middle of the grand plaza next to the King's Citadel.

ROYAL GALLERY OF SOMMERLUND (16)

Hobar Bridge Road, Old Quarter

With the notable exception of the King's Citadel, the Royal Gallery contains the largest and most valuable collection of Sommlending art in the realm. Its three floors display paintings, drawings, ceramics, sculptures, and statues by some of the most famous of Sommlending artists down the ages. The curator of the gallery is Lady Duana Asken. Admission to the Royal Gallery costs 1GC, except on Kaidag when admission is free.

ROYAL LIBRARY (17)

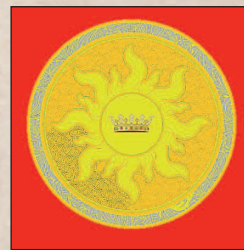
Madelon Avenue, Old Quarter

This grey stone building houses hundreds of thousands of books and tomes that are made freely available to be loaned to the citizens of Holmgard. It was built in MS 4192 by King Fars I and is presently sustained by funds from the Crown and donations from its devoted patrons. The Royal Library of Holmgard has one distinctive feature that is difficult to overlook. Rising from its centre is a splendid clock tower with a green copper roof that owes its colour to the natural patina, or verdigris, which forms when copper is weathered and exposed to air over a long period of time. The face and mechanism of the grand clock was created and installed in MS 4994 by Raisar Redalion (see pg. 30).

ROYAL MINT (18)

Gold Crown Street, Old Quarter

The Royal Mint is a Crown body permitted to mint the coins of Sommerlund. It originated in MS 3457, producing coins for King Braern I and eventually for all of Sommerlund. It also mints and exports coins to several realms that are members of the Freelands Alliance, military medals, commemorative medals and other such items for government, colleges and guilds.



Flag of the Royal Mint



The Royal Mint is also a secure repository for gold ingots and bars, which are stored in its great strongroom and vault located deep underground. It takes delivery of all the gold that is brought to Holmgard in armed convoys from Ruanon.

THE ROOFWAYS

Old Quarter

The Roofways are a series of rickety aerial pathways that begin at The White Ostler Inn and conclude at Gold Crown Street, in front of the King's Citadel and Keep. They were first used by residents of the Old Quarter to avoid the muddy and congested streets during the heavy rainy season in hestangor. Travellers who decide to use the Roofways during a visit to Holmgard should be aware that the average height above street level is 50ft.

THE WHITE OSTLER INN (19)

Chancellors Way, Old Quarter

This inn is owned by a jovial man called Ulron Daramund. A large establishment by Holmgard standards, it boasts a fine cuisine, serves a special wine (known as Ostler's Tipple) for 1½GC per glass, and is widely renowned for its steak and ale pies cooked by Ulron's charming wife, Heyense. The White Ostler is well known in the Old Quarter for its exterior stairway leading up to the Roofways.

WEST RESIDENTIAL (20)

This district of Holmgard is where the Army of the North are based. It is also where the clerks, advocates, bailiffs and judiciary staff of the High Court choose to reside. Its residents are generally considered to be the respectable and law abiding middle-income backbone of Holmgard society. Its streets are well lit and regularly patrolled by the City Watch, making it a desirable and relatively safe place for residents and visitors alike.

ARMY TRAINING PARK (21)

Madelon Avenue & Cassel Street, West Residential

This park is for the exclusive use of the Army of the North.

BUCKLAR –WEAPONSMITH & ARMOURER (22)

Guildway, West Residential

This shop is one of the oldest and best-equipped private armouries in Holmgard. Its owner, Ignor Bucklar, is a Kai Virin with exceptional mastery of the Kai discipline of Weaponskill. He manufactures and sells all types of hand weapons at his premises in the Guildway.



All of the weapons found on the Weapons List table (excluding Bor Pistols, Muskets, and Shot, see pg. 194), and all of the armour found on the Armour List table (see pg. 195) are available here. Superior Armour and Superior Weapons take 2 weeks for Ignor to manufacture.

DURNCRAG SQUARE (23)

Durncrag Square, West Residential

Located adjacent to the West Gate, the perimeter of this flagstoned square is busy with dozens of small shops that sell all manner of household goods and fresh farm produce. A white Kirlundin stone statue of King Ulmar I stands in the middle, with a sword held aloft in his right hand.

GUILDWAY PARK (24)

Guildway, West Residential

This is a memorial park and cemetery for deceased Holmgarders who resided in the West Residential district. The burial tradition in Holmgard (and much of Sommerlund) is to cremate the bodies of the deceased, encase the ashes in a stone urn, and place the urn in a niche in a burial wall. These burial walls are called Balku Dauorin, which is an Old Sommlending term meaning 'Wall of the Dead'. Guildway Park has fifty Balku Dauorin and each of these walls has a thousand burial niches.

HOLMGARD BARRACKS (25)

Cassel Street, West Residential

Holmgard Barracks comprises two large buildings divided laterally by Cassel Street. It serves as a billet and training facility for men of the Army of the North. The barracks building located on the south side of Cassel Street also houses the City Watch. The City Watch comprises two cassels of Holmgard Reeves and is commanded by Reeve-Lieutenant Katrian Avan, a fire-brand of a woman hailing from Durenor, with a notoriously wicked temper.

ISHIR CHURCH (26)

Madelon Avenue, West Residential

This beautiful church is dedicated to the Goddess Ishir. Its marble walls and conical spire are embellished with scenes from ancient Sommlending history in which the goddess appeared to the Sommlending and bestowed upon them her bountiful gifts and blessings. The arched entrance door in its west wall is constructed from yellow oak, inlaid and embellished with silver half-moons. A magnificent circular window of turquoise stained glass is set high into the east facing wall, above a circular veined marble altar resplendent with a richly embroidered silver altar cloth. The church is maintained by High Priestess Lola and her twelve Moon Maidens. Services are conducted daily at sunrise and sunset, with a grand service at sunrise every Ishdag.

See Maura Church for more about the services offered to those in trouble.

KOLANIS – SAGE AND HERBALIST (27)

Shadow Alley, West Residential

Kolanis' shop is a primary place for the purchase of all sorts of potions, unguents and herbs in Holmgard. Behind his kindly façade, darker dealings are afoot. Millan Kolanis is in league with local

undesirables and acquires much of his income from fencing stolen goods and arranging for the ambush of wealthy people after they have visited his shop at the end of Shadow Alley, a narrow passageway sandwiched between badly maintained houses and hovels.



Kolanis has recently teamed up with a gang of thieves from the Slums. He fences their stolen goods and takes a hefty cut of the proceeds for his trouble. He prides himself on being able to pick his victims with skill so as to avoid being implicated in their subsequent demise.

NORTH GATE (28)

Vinas Square, West Residential

With its grand barbican, the North Gate is the largest and most impressive of Holmgard's city gates. The tunnel through the city wall is one hundred yards in length and is lit at regular intervals by octagonal wall lanterns. It serves the King's Highway, one of the two main routes across Sommerlund, which leads north to Toran via the Alema Mitre. It is garrisoned by soldiers of the Army of the North.

There are many chambers and interconnecting corridors located on either side of the tunnel, including an armoury and a guard hall with 25 holding cells used for detaining suspected miscreants and outlaws.

NORTH WATCH TOWER (29)

Vinas Square, West Residential

The watch tower near to the North Gate in the Western Residential is one of the most important, serving as the headquarters for all the others. It is here that orders are given and relayed around the city by junior officers and runners, who can navigate Holmgard easily via the wide parapet of its encircling curtain wall. A long secret passage runs from this tower to the King's Keep.

PRINCE FEDOR TAVERN (30)

Fars Lane, West Residential

This tavern is one of Holmgard's better drinking and lodging establishments. It has a well-deserved reputation for quality ale and comfortable rooms. Its oak-panelled taproom is frequented by well-heeled patrons of discerning taste, particularly eminent Guildsmen, clerks and the judiciary. The establishment is owned by Halen Ranas, a retired Royal Court scribe. Halen is a scholarly man who greatly appreciates the wit and intellect of his regular patrons. Kloons Sages of Chaman who visit the tavern will be assured of a very warm welcome, and a generous reduction in the cost of any food and lodging they purchase.

TOMB OF KING TOR III (31)

Escutcheon Square, West Residential

This large mausoleum, which bears a statue of King Tor III mounted on a rearing warhorse, is located at the centre of Escutcheon Square. King Tor III is famous for his heroic actions in saving Holmgard from the ravages of the Great Fire of MS 4935.

UNORAM PARK (32)

Haighway, West Residential

This public park is located on the west bank of the Unoram River, between Fars Bridge and Haigh Bridge. There is a large flagstoned square at its centre where gallows are erected for public executions. A small brick-built crematorium has been built on the south side of the park before being cast into the River Unoram. At the arched north entrance to the park, in Haighway, stands a bronze statue of King Haigh IV.

VACERON COACHERY (33)

Table Street, West Residential

This coachery is located near the West Gate and services the town of Searsheld and the city of Toran. This business brings in a steady flow of travellers and places aboard the weekly coach need to be booked at least one week in advance to secure a seat, unless the would-be customer has a surfeit of money and the right connections. Otherwise, the coach business operates upon a first-come, first-served basis.

VINAS SQUARE (34)

Vinas Square, West Residential

When entering the West Residential district by way of Holmgard's North Gate, visitors will discover a spacious plaza called Vinas



Square. This magnificent entrance square is famed for its flagstones of pink Palmyrion marble. During the summer months, this open thoroughfare serves as a market place for the food and household goods traders that live in this district of the city.

WEST GATE PARK (35)

Durncrag Square, West Residential

This is a memorial park and cemetery for deceased Holmgarders. Much like Durncrag Park, West Gate Park has 70 Balku Dauorin and each of these walls has a thousand burial niches. Two granite statues, one of King Venn I and one of King Bern I stand opposite each other at the Durncrag Square entrance to the park.

WEST WATCH TOWER (36)

Faemarn Road, West Residential

In contrast to the other Watch Towers of Holmgard, the West Watch is garrisoned by Court Guards, an elite cadre of soldiers commanded by the Marshal of the Realm, Steward of the Royal Estates. The West Watch is the highest tower on Holmgard's wall.

WEST GATE (37)

Durncrag Square, West Residential

The West Gate serves two byways leading respectively to the town of Searsheld and the stronghold of Fort Clanor. There is a guardroom located directly below the West Gate with a dozen holding cells used for detaining suspected miscreants and outlaws.

GUILD QUARTER (38)

The Guild Quarter is where the rich and powerful of Holmgard reside. In contrast to the adjacent district of West Residential, the buildings of the Guild Quarter are made from finely crafted granite blocks, augmented with Kirlundin white stone. The grandiose opulence of the Guild Quarter makes the rest of Holmgard look somewhat dilapidated by comparison.

BRIMAERN MANSION (39)

Frey Avenue & Staff Avenue, Guild Quarter

One of the most impressive mansions to be found here belongs to the estate of Count Falgo Brimaern. This building stands in the centre of the Guild quadrant and is second only in size and splendour to the Guildhall. Historically, the Brimaern Estate founded the Guild Guardian cassel in MS 4490, during the reign of King Corel I, and pledged its loyal service to the King and the House of Ulnar in times of war.

BRIMAERN GARDENS (40)

Guild Quarter

These well-kept gardens encircle Brimaern Mansion and are reserved for the use of Guildsmen and Guild Guardians. They are maintained by a staff of expert gardeners employed by Count Falgo Brimaern.



BANDEL'S FINERY (41)

Duana Street, Guild Quarter

This shop sells a number of exquisite, mainly imported items of clothing, shoes and bejewelled accessories. These are items and garments of the finest quality and are considered to be, in noble circles, the height of fashion. Its owner, Honzo Bandel, changes his collection every season to serve the whims and expectations of his rich and exclusive clientèle.

DRUMFIELD GARDENS (42)

Lancer Avenue, Guild Quarter

This beautifully tended circular park is reserved for the use of Guildsmen and their families.

DUANA GARDEN (43)

Ulnar Street, Guild Quarter

This garden is located on the south side of the Guild Gate. It comprises a paved piazza with lush flowerbeds and Sommlending Oaks planted all around its perimeter.

ELEDIL PARK (44)

Lancer Avenue, Guild Quarter

This is a memorial park dedicated to the memory of deceased Guildsmen and their family members. Eledil Park has 30 Balku Dauorin, each of which has a thousand burial niches. The burial urns of Guildmasters are placed in a special Balku Dauorin, their names engraved beneath their urn and inlaid with gold leaf.

EMBASSY OF DURENOR (45)

Lancer Avenue, Guild Quarter

This impressive rectangular building is constructed entirely of Kirlundin white stone. It is located on the north side of the River Eledil, between the Veno and Braern Bridges. Its river-facing side is engraved with the large White Mountain emblem of this loyal ally nation. The Durenese Ambassador to Sommerlund is Knight Royal Sigmal Kanska from Hammerdal. He has an entourage of more than 120 people.

GUILD GARRISON BARRACKS (46)

Fryelund Avenue, Guild Quarter

This is the billet for men of the Guild Townsmen cassel. They are primarily an auxiliary force that supports the Guild Guardians and form a defence corps for the protection of Holmgard in times of war. Their commander is Guildmarshal Longor Manston, a master of the Cutlers Guild.

GUILD GUARDIANS BARRACKS (47)

Guild Plaza, Guild Quarter

The guards that patrol the streets of the Guild Quarter are part of a small private army – the Guild Guardians – maintained by the prosperous Guilds of Holmgard. Their purple tabards bear the Guild emblem of a sun upon a wagon wheel. Their headquarters and



barracks are located in a three storey-building on the north side of the marbled Guild Plaza. Their commander is Guildmarshal Davan Lensmere, a master of the Brasiers & Broniners Guild.

GUILD BRIDGE (48)

Guild Quarter

This stone bridge, with its black iron railings, spans a tributary canal of the River Eledil, which feeds into the King's Subterranean Canal System. It connects Duana Street with the Guild Plaza.

GUILDWALL (49)

Guild Quarter

Only well-heeled and highly cultured visitors to the Guild Quarter will not be challenged by the Guild Guardians or townsmen of the Guild Garrison. This wealthy sector is ringed by the Guildwall, a high stone wall topped with iron spikes, and the only way in or out at street level is via its arched gates. These gates are guarded around the clock by ever-watchful Guild Guardians.

JENA'S VINTAGE WINERY (50)

Duana Street, Guild Quarter

Jena Thufeld is a worldly wise woman who certainly knows her business. She imports and exports vintage wines to and from the major cities of Magnamund. She can be relied upon to provide the very best vintage wines whenever the occasion demands. Proudly, she displays a Royal Seal of Approval above the main door to her winery. Jena owns a lush estate in the Southlund Marches where she grows her own vines and produces some of Sommerlund's best wines, including the award-winning 'Pride of Holmgard'.



Bottles of vintage wine can be purchased here at prices ranging from 10GC for an average vintage, all the way up to 1000GC for an exceptional one. A bottle of late vintage (less than 10 years old) 'Pride of Holmgard' typically costs 50GC.



KANEIN'S DELIGHTS (51)

Maesmarn Road, Guild Quarter

Kanein keeps a curious little shop in Maesmarn Road that purveys the finest sweetmeats, sugared candies, nuts, and chocolate confections of all sorts. He is an elderly man, almost grandfatherly in demeanour, with impeccable manners and a soft, kindly disposition. He is rigidly loyal to the House of Ulnar and takes pride in crafting sugary confections that celebrate the King's household and the traditions of Sommerlund.

LANCELAR GARDENS (52)

Maesmarn Road, Guild Quarter

This pleasant and well-maintained circular park is reserved for the use of Guildsmen and their families, and diplomats and staff of the Embassy of Durenor.



MARGHAN'S CURIOS (53)

Duana Street, Guild Quarter

The interior of Marghan's cluttered shop is a wonderful amalgam of curio shop and arcane bookstore. There are all sorts of interesting things to be found within, ranging from obscure tomes to ancient artefacts. She is a quiet young woman whose voice rarely rises above the level of a whisper, and she ties her long silvery blonde hair into a pony tail under her green velvet hood.

Those searching for books about the Empire of Vassagonia and the history of the Dry Main will be well rewarded by a visit to Marghan's Curios.

MAURA GARDENS (54)

Maesmarn Road, Guild Quarter

This park is open for the use and enjoyment of anyone authorised to be in the Guild Quarter.

OLD GUILDHALL (55)

Guild Plaza, Guild Quarter

As its name implies, this is one of the oldest (MS 3453) buildings in Holmgard, second only in age and magnificence to the King's Citadel and Keep. The Old Guildhall is a grand and opulent edifice with a verdigris copper roof and white marble walls. It has a large turreted tower, and its many windows are fitted with finely carved shutters fashioned from Dessian mahogany. It has more the appearance of a large fortified rural chateau than an administration centre. It is connected to the King's Subterranean Canal System. The administrative offices and personal chambers of the Guildmaster of the Guilds are located here, along with the Guildhalls and training workshops of the following guilds: Apothecaries, Brasiers & Broniners, Barbers, Brewers, Broderers, Cutlers, Dentists, Goldsmiths & Jewellers, Plumbers, Scriveners, Upholders and Vintners.

TALESTRA'S OLIFACTOREUM (56)

Greenway, Guild Quarter

Talestra Visana is a noble of Durenese heritage who operates a perfumery of distinction in Greenway. She is very gifted in her profession and she has concocted several exquisitely delicate scents and fragrances that have become widely popular throughout Sommerlund and beyond. She is in her late thirties and is a bright and breezy with auburn hair, a quick wit and a sharp tongue.

THE FIRESIDE TAVERN (57)

Greenway, Guild Quarter

This is a single-storey building. The outside door is carved into the shape of an intricate hearth, and it is from this impressive carving that the tavern takes its name. The owner is an elderly man called Skocum Snoil, who keeps a wary eye on the inner workings of the taproom and employs a couple of skilled staff to make sure that his patrons are well cared for. His personal brew – Skocum's Ale – is addictive and highly regarded by his patrons.



TRISTA BLANK'S POTIONS EMPORIUM (58)

Duana Street, Guild Quarter

For the finest, purest potions in the city – or, as Trista claims “in the whole of Sommerlund” – there is no better place for the nobility to go than her well-stocked and exquisitely perfumed establishment. Trista Blank is a somewhat flighty young noblewoman with an acutely refined sense of taste and smell. She certainly knows how to sell her exotic wares, although she does not necessarily know how these wares are made.

SILVER HAND INN (59)

Duana Street, Guild Quarter

The Silver Hand Inn is a fine coaching establishment and serves the needs of its clientèle perfectly. Jasard and Trista Engard, the latest owners of this long-lived business, have won over the noble elite with their impeccable manners, faultless service and fine cuisine. The Engards have a reputation for excellent service, quality wines, and delicious food.

VINAS GUARDENS (60)

Maesmarn Road, Guild Quarter

This beautifully tended park is reserved for the use of Guild Garrison and Guild Guardian servicemen and their families.

NORTH RESIDENTIAL (61)

On the east side of the River Unoram, to the north and east of The Bazaar, is the city district known as North Residential. This area houses the majority of Holmgard's artisans and middle-class professionals. Very few nobles reside here, save for those who have at some time fallen from grace, fortune or court favour.

BAREN THE BLACKSMITH (62)

Bronin Avenue, North Residential

A large tattooed blacksmith called Baren Hagdar owns and runs this smithy. He is an imposing sight, with his full body tattoos, his shaved pate, and his large mallet-like hands. He has a deep commanding voice, an easy smile, and a calm disposition. For such a giant of a man, he is surprisingly capable of delicate craftsmanship. He is a focused man who works without interruption until he has made the correct stroke. Only then can one expect an answer to any question directed at him.

BATTLE O' MAAKENGORGE (63)

Caluncourse, North Residential

This large tavern is located at the end of Caluncourse, close to the Great Square. A large painting hangs on the wall behind the taproom counter depicting the Battle of the Maakengorge. The tavern is run by a married couple, Cormac and Valdi Stiggins. Cormac runs the taproom while Valdi takes care of the tavern's spacious accommodations.



The tavern is known for its house ale – Stiggins Stout – a strong dark libation. Landlord Cormac brews this himself in a shed at the rear of the premises. Those wishing to gather information about House Lancelar and the east coast of Sommerlund would be wise to consult Cormac. For a modest fee of 2GC he will tell you all he knows about the House of Lancelar and the coastal port that bears its name.



BRYTE THE ALCHEMIST (64)

Fars Bridge Road, North Residential

Fiskal Bryte is an odd fish, shy and unpopular. He runs his shop and mixes costly potions, unguents and other concoctions, the contents of which are better left unsaid. If you are looking to purchase potions, or if you wish to have a substance analysed or identified, then Bryte is your man. One word of caution: his potions and his services do not come cheap. They are typically 50% higher than the standard prices.



CANAL PUMP HOUSE (65)

North Docks Road, North Residential

This pumping house services the King's Subterranean Canal System, which runs beneath the Guild Quarter, Old Quarter, West Residential and North Residential districts of Holmgard. The waters of the River Eledil, which enter the system at Sluice Gate, are pumped back to the surface and discharged into Holmgard Harbour here.

The facility is owned by the Crown and run by Pump Master Thon Ansard and his crew of 80 engineers, called 'Pumpmen'. Adventurers wishing to access the subterranean canal system can attempt to do so here, but trespassing is a crime punishable by a fine of 250GC.

GREAT GATE (66)

Great Square, North Residential

The Great Gate is located in the north-east of the city wall and is garrisoned by reeves of the City Watch. The tunnel through the city wall at this point is fifty yards long and is lit at regular intervals by octagonal wall lanterns. The gate and its tunnel serve the South Coastal Highway to Tyso. From there, this major overland route is known as the North Coastal Highway which leads onward to Anskaven.

GREAT SQUARE (67)

Great Gate, North Residential

Upon entering the city via the Great Gate, visitors will first discover a large flagstoned plaza called Great Square. A marble statue of King Medar I stands on a plinth in the centre.

HARBOUR HOUSE (68)*Quayside, North Residential***Ensign of a Holmgard Merchant Vessel**

Harbour House is a granite stone building located at the north end of Quayside. The Harbourmaster of Holmgard, Bren Casten, a retired naval rear admiral, is based at Harbour House. He has an office staff of 65 retired veteran sailors who administer the running of Holmgard Harbour and the Merchants' Docks. Those in need of transport to a foreign port or who wish to examine the harbour logs in order to locate a specific vessel, should consult Bren. He will charge a fee of 3 Gold Crowns for his services.

**HOLMGARD CANDLES (69)***Fars Bridge Road, North Residential*

The candle maker, Sunni Quiyn, is a thin whip-reed man, older than most of his neighbours; he looks like he has had one foot in the grave for many years. His fingers are wrinkled and forever caked in wax, but there is no better chandler in all of Sommerlund.

His shop is a bright place full of lit candles of all shapes and sizes. He is an expert on the subject of the Guilds of Sommerlund, and adventurers looking to find out more about the guilds and their members would do well to consult him. He charges 3GC for such information.

**HOLMGARD CLOTHIERS (70)***North Docks Road, North Residential*

Juliana Smale sells all manner of clothes. Not all of them are fine, but most of them are of reasonable quality and fairly priced. She is a short woman, plump and well-rounded, with long, plaited red hair. In the blink of an eye, her pleasant smile and demeanour can switch to righteous indignation, or full-blown anger, if she thinks you are trying to swindle her in any way.

HOLMGARD COOPERAGE (71)*North Docks Road, North Residential*

This large cooperage is a Crown-owned enterprise managed by Harund Glorten, a master carpenter. He and his staff of over 200 coopers produce all manner of casks, barrels and buckets. Their products are used extensively by the Sommlending admiralty and the army, and are also sold in cities and towns throughout the realm.



Glorten is very concerned about the increasing amount of stock going missing from the warehouse. He suspects that his Head Warehouseman, Kelger Orsun, is up to no good but he cannot prove his suspicions. Orsun is indeed a dishonest fellow, but in more ways than one. Not only does he steal from the warehouse, he also sells sensitive information about the movements of admiralty vessels in the harbour and docks. His contact is a Vassagonian merchant called Hajka who lodges at the Battle O' Maakengorge tavern.

**HYAN THE ARMOURER (72)***Copper Street, North Residential*

This armoury is split into two distinct sections. To the right of the building you will find the owner, Hyan the Dwarf, forever busy in his workshop crafting basic items of armour for his long list of customers. On the left side of the building you will find his sister, Dyo. She provides leatherworking services, including armour, much of which complements the work done by her elder brother. Taciturn, they deal with their customers as fairly as they are in treated in return. This armoury is a good place for adventurers to equip themselves.

JAC FENN THE CUTLER (73)*Anskaven Road, North Residential*

Visitors are likely to hear this workshop long before they see it, as the ringing clang of steel being cut and shaped on a score of anvils echoes along Anskaven Road from sunrise to sunset every day except for Kaidag. The owner, Jac Fenn, is an honour graduate of the Cutlers Guild in Holmgard.



Adventurers looking to purchase a Superior Dagger should visit his forge and workshop. A +1 Superior Dagger costs 225 GC; a +2 Superior Dagger costs 475GC. The blades of Fenn's superior daggers are crafted from hardened steel and are virtually unbreakable.

**LADY LEETON'S BOOK SHOP (74)***North Docks Road, North Residential*

Lady Gracelyn Leeton possesses a veritable wealth of information about Magnamund. She comes from a noble family but refuses to work in the decadent Guild Quarter. Gracie, as she likes to be called, is a well-dressed woman. Gracie is always searching out information about Kai and Ishir. She is a bright and engaging woman, if distractable. Adventurers seeking information about specific regions or legends of Magnamund would do no better than to seek her assistance. For this information she charges a reasonable fee of 2GC.

LEYANA THE BOWYER (75)*Caluncourse, North Residential*

Leyana Berrimor makes bows and arrows whilst she daydreams of one day being able to join the King's Border Rangers. She is a lean



young woman, just shy of her twentieth summer, and has long red hair which she keeps braided in three plaits, each secured with an ebony clasp.



Customers can purchase the following missile weapons and associated items here: Longbow (25GC), Superior +1CS Longbow (275GC), Superior +2CS Longbow (525GC), Crossbow (80GC), Arrows (½GC each), Superior Arrows (1GC each), Crossbow Bolts (½GC each), Superior Crossbow Bolts (1GC each), Canvas Quiver (2GC), Leather Quiver (5GC), Waterproof Bow Cover (3GC). Leyana will reduce the cost of her goods by 10% for Sommlending Knights of the Realm, Kai Lords, and Sommlending Border Rangers who spend 50GC during a single visit to her shop.

LORIN'S LEATHERS (76)

North Avenue, North Residential

This shop is owned and run by Lorin Durson and his wife, Evsa. Lorin is a skilled leathersmith. He began his trade as a simple cobbler, but by sheer hard work and a modicum of talent he has earned himself a good reputation for the quality of the leather goods he sells. His Durenese wife, Edsa, is a seamstress turned leather craftswoman.



Customers may purchase the following items here: Belt Pouch (1½GC), Leather Quiver (4GC), Leather Backpack (3GC), Superior Leather Armour (165GC) and Superior Studded Leather Armour (175GC). Superior Leather Armour is a bespoke item tailored perfectly to the measurements of the buyer. It takes 14 days for Lorin and Edsa to prepare.

MERCHANTS' DOCKS (77)

Quayside, North Residential

The jetties of the Merchants' Docks are where merchantmen, foreign and domestic, moor their vessels when they arrive in Holmgard. The running of the Merchants' Docks comes under the jurisdiction of the Harbourmaster and it is policed by reeves of the City Watch.

NORTH SEA WALL TOWER (78)

Quayside, North Residential

This stout stone tower guards the north side of Holmgard Harbour. It is garrisoned by 20 reeves of the City Watch under the command of Senior Sergeant Elaf Durson. Durson's second in command is Sergeant Kolgor Rastin, a Dwarven Gunner from Port Daw.

Kolgor is in charge of two Bor Cannon mounted on the roof of the tower. They can be brought to bear on any enemy vessels attempting to enter the harbour from the Holmgulf. His twin brother, Brel, is sergeant of a similar two-gun battery posted atop the South Sea Wall Tower.



THE PIG AND PAUPER (79)

North Docks Road, North Residential

This waterside tavern is a popular retreat for docks workers, harbourmen and merchant traders. Its owner, Helio Ransley, is a fiercely proud Holmgarder and an obsessive collector of medals. He has a special interest in army and admiralty medals; the older they are, the better. Several glass-fronted cabinets adorn his taproom walls, each filled with dozens of medals all neatly arranged and labelled with loving care. Dutifully, he reports any suspicious-looking characters to the City Watch.



TOMSO THE WEAPONSMITH (80)

Copper Street, North Residential

Davan Tomso is a man who knows his blades. He is a master blacksmith and he produces some good quality weapons. He displays them with pride in the window of the shop which adjoins his smithy. Davan once sought to become a Sommlending Knight of the Realm but he did not complete his training due to his defective eyesight. Davan keeps a hidden stock of exceptionally fine blades for people of character who impress him. It takes more than money to buy these special weapons. He is a reliable supplier and, for this reason, he is called upon to keep the weapons of the City Watch in good repair.

SOUTH RESIDENTIAL (81)

South Residential is home to a broad social mix of Holmgarders. The wealthiest citizens can be found on the river side of Eledil Road where the most elegant and opulent houses are situated. Many have private gardens. The most expensive and exclusive of these grand homes are those that line the south bank of the River Eledil. The north part of the district is home to professionals, artists, skilled workers and well-off city merchants. The south-east of the district is where unskilled labourers and lowly commoners reside.

BRAERN BRIDGE GUILD ARCH (82)

Braern Bridge, South Residential

This impressive white stone and granite archway, and its enclosing wall, controls access to Braern Bridge and the Guild Quarter beyond. It is guarded by townsmen of the Guild Garrison. All traffic, wheeled and pedestrian, wishing to cross Braern Bridge and enter the Guild Quarter is stopped and questioned by the Guild Garrison sentries. Only those that can prove they are Guild Quarter residents, or have legitimate business in the Guild Quarter, are allowed to pass.

CANAL HOUSE (83)

Canvas Street, South Residential

The King's Subterranean Canal System has need for the services of skilled engineers and canal workers in order to keep the system functioning smoothly. The Chief Engineer of the King's Canal is Lucan Avar. He and his dedicated team of canal workers, known

as Underwaterers, are based here at Canal House. It serves as both an administrative headquarters and a warehouse for the heavy equipment and tools used by the Underwaterers.

FRAY BRIDGE GUILD ARCH (84)

Fray Bridge, South Residential

This grand granite arch and its enclosing wall control access to Fray Bridge and the Guild Quarter beyond. The requirements for entry are as described for the Braern Guild Arch.

ISHIR'S DICE (85)

Wheatway, South Residential

This little tavern is located precariously close to The Slums. It is a quaint and dimly lit place, with latticed shutters that its owner keeps closed no matter the time of the day. Its interior is illuminated by little more than the flicker of a dozen candles. A tall, raven-haired beauty named Isha Skengair runs this tavern. She is a notorious gambler and the purpose of her little tavern is to allow her the opportunity to stage games of chance.

KING FAR'S II (86)

Forge Lane, South Residential

This well-appointed tavern is owned and run by Vann Jerrison and his wife, Taori, ably assisted by their three sons Felis, Bose and Moyk. It is frequented by artisans and artists and the work of local artists adorns the taproom walls. It serves Pickstaff's Ales from the famous brewery in Toran; the most popular are King, Seosha Stout and Pel Pale. Food and ale are served at standard prices. A room for the night, including breakfast, costs 2½GC with complementary stabling for clients' horses.

KING'S PARK (87)

Canvas Street, South Residential

This park is reserved for the exclusive use of the King's Guard and Court Guard Cavalry who are based at their barracks and stables on the opposite side of the River Eledil. The Guard Cavalry train and exercise their horses here daily. The general public are not allowed into King's Park.



KING TOR III (88)

Canvas Street, South Residential

This grand tavern has a commanding view across King's Reach from the bay windows of its sumptuously furnished taproom. A large painting depicting King Tor III's heroism during the Great Fire of MS 4935 takes pride of place above an impressive granite fireplace. The landlord is Landar Addleton, a middle-aged widower with an endearing lisp, and the running of the kitchens and accommodations are handled very efficiently by his two adult daughters, Yiva and Ersa. Adventurers seeking information about the Eledil, Unoram, and the King's Underground Canal System would benefit from a conversation with Landar. The cost of food and lodging here is double the standard prices charged elsewhere in Holmgard.

THE SPRY GUNNER (89)

Wheatway, South Residential

This tavern is owned and run by Gunner Blane and, like the man himself, it is lean and frugal. This drinking establishment serves everyone who enters its doors, bar none. For reasons that will soon become apparent, smoking inside the tavern is strictly forbidden. Gunner has a great interest in firearms crafted by the Dwarves of Bor. Any Dwarves who come to his tavern can be assured of a warm welcome and drinks at half the usual price. The Spry Gunner is the only place in Holmgard where Dwarven Gunners can buy parts and ammunition for their weapons. He sells Boom Powder and Bor weapons, but only to bona fide Dwarves from Bor or Boden. Under no circumstances will he sell firearms or Boom Powder to any other race. His tavern is situated close to the South Watch Tower.

PAUPERS' PARK (90)

Ruanon Gate Square, South Residential

This is a modest little park near the Ruanon Gate. A marble statue of King Zorn III stands at its entrance on Ruanon Gate Square. This is the only area in the city where begging is officially permitted. The park's bushy perimeter is choked with the tents and makeshift shelters of destitute Holmgarders who have fallen upon hard times.

QUEEN'S PARK (91)

Eledil Road, South Residential

In stark contrast to Paupers' Park, this well-maintained public park provides a delightful place for the wealthier inhabitants of the South Residential district to relax. It hosts several cultural events during solangor, the most notable of which is Maesmarn Bösengvoka (Mid-summer Festival Week). In the middle of the park is a statue of Queen Maura I.

ROYAL HOLMGARD ARMOURY (92)

Rendar Road, South Residential

This deliberately austere and nondescript granite building is located at the north-western edge of Ulron Square. Its exterior has no windows, and the crenelated parapet that runs around the top of its flat roof is manned by soldiers of the Army of the North, under the command of a Captain of Pioneers, Fray Veldra. a Kai Virin. The Royal Holmgard Armoury is Crown property and public access is strictly prohibited. Indeed it is a Boom Powder magazine where the explosive is manufactured (under license for the Kingdom of Bor) and stored. Aside from military and naval use, the Boom Powder is sold only to the Guild of Stonemasons & Demolitionists and the Guild of Miners.

RUANON GATE (93)

Ruanon Gate Square, South Residential

Ruanon Gate serves the Southlund Trail, which crosses the great wheat fields of the Southlund Marches and continues south to the Pass of Moytura and the Baronial Province of Ruanon beyond. The gate and its battlements are guarded by the City Watch, under the command of Senior Sergeant Hulst Paomar.



RUANON GATE SQUARE (94)

Ruanon Gate, South Residential

There is a bronze statue of King Rednor I astride a hunting horse, surrounded by a pack of six hunting dogs, in the middle of this square. Around its periphery are several cook-shops and adventuring gear repair workshops.

RUANON PARK (95)

Ruanon Gate Square, South Residential

Located opposite Paupers' Park, this better-kept and pleasantly leafy park is open to the public every day of the year. An open air second hand goods market is held twice weekly. A granite statue of King Myranar II stands on a plinth at its centre, surrounded by a shallow pool of water.

SOUTH WATCH TOWER (96)

Wheatway, South Residential

The South Watch Tower is garrisoned by soldiers of the Army of the North under the command of Senior Sergeant Landar Fogsten. There is a cache of armaments kept in the underground guardroom.



THE QUEEN SEOSHA (97)

Forge Lane, South Residential

This newly refurbished and renamed inn (it was previously called The Crown & Anchor) has a well earned reputation.. It is owned and run by Millan Munskal and his wife, Wenn. Its patrons are middle-ranking, middle-income residents of South Residential. Every Ishdag, Millan hosts an archery competition in the rear yard of the inn. The entry fee is 1GC and the winner's prize is 10GC plus a free meal with ale.

VENO BRIDGE GUILD ARCH (98)

Veno Bridge, South Residential

This impressive white stone arch and its enclosing wall control access to Veno Bridge and the Guild Quarter beyond. It is guarded by townsmen of the Guild Garrison.



MERCHANTS' MARKET (99)

This market was one of the first established in Holmgard (MS 3488) and has always been a favourite place to buy goods for the residents of the South Residential and Seafarer's Quadrant. It opens at sunrise every day and closes one hour after sunset. Adventurers can find market traders selling all of the items listed on the Adventuring Gear table (see pg. 198), typically for 10% less than the listed prices.

The buying and selling of weapons is prohibited and the market is patrolled by reeves of the City Watch. Pickpockets and cutpurses from The Slums are known to operate here, so customers should be especially wary.



CAPITAL BAKER (100)

Merchant's Market

Mrs Meltar and her famous pastries are known throughout the city. She is a much sought after baker and she does make some exceptionally fine cakes and pies. Elisa Meltar is a well-mannered, well-spoken elderly woman who takes great pride in her craft. She can offer customers her famous 'three cheeses and pickle treats', her beef pies and her pork pasties at a very reasonable price: ½ Gold Crown per item. (Each of these treats, pies and pasties is sufficient enough for 1 Meal.)



GUILD BUILDINGS (101)

Trade Street, Merchant's Market

These buildings serve as recruitment centres and storage facilities for the Guilds of Holmgard. It is overseen by Hul Barlem, a master of the Guild of Scriveners, and guarded by men of the Guild Garrison.

HOBAR COACHERY (102)

Rain Way, Merchant's Market

This large coachery and stables is located at the southern end of Merchant's Market. The long-established business is owned and run by Kian Hobar and his family and serves overland travellers to Port Bax in Durenor, with a half-way stop-over at the city of Ragadorn.

There is accommodation for coach clients available at the coachery for 3GC per night. Horses are available for hire at 6GC per day.



HOLMGARD GRAND STORE (103)

Helmcrest, Merchant's Market

Dugan Renn is a Dwarf who never wanted to join the Gunners of Bor. He is an outcast from Bor society and likes to tend to his impressive store far away from the narrow-minded dictates of his Drodarin kinfolk. He is a gruff fellow with a shock of dark hair, a thick black beard and a brusque manner.

His deep bass voice booms like the cannon of his homeland. He has very little time for other Dwarves and prefers to cater to what he calls 'tall folk'. All manner of adventuring gear, weapons, and armour can be purchased here for 10% less than standard prices.



KING REDNOR'S TAVERN (104)

Trade Street, Merchant's Market

This tavern is a favourite with the crews of merchant ships visiting Holmgard, and naval personnel working at Docks House. Adventurers wishing to find out more about a particular merchant ship, or the day-to-day routine of Docks House, are advised to visit this tavern after sunset and make the acquaintance of either the merchant crewmen or the Docks House staff as needs be. For the price of a few ales they are likely to acquire the information they are seeking.

THE GOLDEN SUN TAVERN (105)

Merchant's Market

This is simply the best tavern to be found in the Merchant's Market, bar none. The establishment is run by four siblings, two brothers and two sisters, who have been in the tavern business together since their mother and father died in MS 4988. They have established an enviable clientèle built upon a solid reputation for being the safest, fairest and cleanest tavern in this area.

The house wine of The Golden Sun is the sparkling white 'Pride of Holmgard', produced by Jena's Vintage Winery. The tavern serves a wide selection of fine wines, excellently cooked food and is large enough to cater for banquets and functions. It is a strictly enforced house rule that no weapons are allowed in the main hall.

THE SLUMS (106)

The slums of any city in Magnamund are never a wholesome place to visit, and Holmgard's are no exception. They have been likened to a sore that tarnishes the skin of an otherwise beautiful woman. This lowly part of the capital serves as home to the poorest section of city society; the criminally destitute, the weak-minded, the beggars and those poor souls who, through no fault of their own, have become the hopeless victims of ill fortune.



The Slums have suffered mysterious accidents of late. One long established business, the Fallen Knight, was subjected to an arson attack, and another, the Whistling Hornpipe, was blown to pieces when a couple of stored wine kegs were 'accidentally' switched for Boom Powder and someone carelessly dropped a lit taper onto one of them before running from the cellar. No trace of this person was ever found. Following the unfortunate demise of these two drinking establishments, only one tavern has been left standing and it seems, so far, to have remained unscathed.

FINKLE'S FANCIES (107)

The Slums

Finkle Flem is an unpleasant man who keeps an unpleasant shop. His back alley emporium is poorly lit and in an advanced state of decay. Debris from its damp walls and crumbling masonry lies scattered liberally across its worm-eaten floor. Finkle employs a thuggish bodyguard called Ghugg to watch his back. It is a full-time job, for Finkle has made many enemies during the 20 years he has owned and operated his putrid little establishment. Finkle is a fence who disposes of stolen merchandise that comes into the possession of the Slum gangs. He is also the leader of a network of smugglers who regularly bring contraband into Holmgard by road and sea.

THE RED BARREL (108)

Zorn Way, The Slums

The Red Barrel tavern is a secure drinking house that maintains a darkly pleasant, if somewhat unsettling, atmosphere within its heavily-shuttered windows and imposing front door. The dark, smoky interior is packed with the dregs of the Slums who spend every day of their sorry lives drinking themselves into oblivion.

The City Watch rarely enters the Slums, and it has never set foot into the Red Barrel. This state of affairs suits its owner and his reprobate patrons very nicely indeed, for it allows them to conduct their illicit dealings without fear of sudden arrest and imprisonment. The tavern is owned by a brutish man called Zandon. It is an open secret that he organises and controls the slum gangs. The Red Barrel is the base of his operations and it is also serves as his recruitment hall. He and his criminal cohorts are always on the lookout for potential gang members, and few questions are asked about an applicant's character or previous experience. Many outlaws end up in his employ. He uses them to extort protection payments from slum traders, landlords, and the hundreds of beggars who eke out a desperate living on the teeming streets. Tzags is the only one of the slum traders who has successfully refused to pay up. So far, Zandon's attempts to enforce payment have resulted in fatal consequences for his operatives, seven of them to date.

At any time of the day or night a visitor will find a mix of thugs and drunken ne'er-do-wells in the tavern's main hall. This large taproom is run by a brute called Kazh who bears a striking resemblance to



Zandon. The latter often uses him as a double or a decoy when conducting illegal activities inside the city proper. Kazh can appear to be a friendly and approachable man when it suits him, but this is just a façade. Deep down he is a callous murderer who would think nothing of killing his own mother for a handful of Callysparrows. Most of Kazh's patrons are oblivious to their grim surroundings after a couple of glasses of Numb.



Adventurers seeking to make contact with known criminals who operate in Holmgard, or who are on the run from the City Watch, will likely find someone at The Red Barrel who knows how to get in touch with them for a price. However, all dealings conducted on the premises will be made known to the owner. He will determine an additional price to be paid for allowing the transaction to proceed. Sometimes, this additional price can be very high indeed.

TZAGS (109)

The Slums (precise address unrecorded)

Tzags is a place where an adventurer can find almost any commonly available non-magical item at a bargain price. The proprietor, Tzags, is a young woman who was born and raised in an orphan in Ragadorn. She is naturally strong of constitution and proudly boasts that she has never been ill in her life. She is also proud that she has managed to keep her shop open and profitable despite countless attempts to extort money from her.

She is a lithe young woman with long corn-blond hair and sparkling bright green eyes, who speaks in a straightforward no-nonsense way to everyone she deals with, and she tries hard to maintain her reputation as a fair trader. She is adept at self-defence and has several daggers hidden about her person. When threatened, she rarely hesitates to use them, often with fatal consequences for unfortunate would-be assailants.



All of the equipment that Tzags sells are typically half standard price. Adventurers on a tight budget would be well advised to seek out her store and equip themselves here before venturing any great distance beyond the city wall.



THE SEAFARERS' QUADRANT (110)

Holmgard is a busy mercantile port and the Seafarers' Quadrant is a thriving hive of activity. Its southern part, by contrast, is far more sedate. It houses the domiciles of Sommlending merchants, docks workers and residents in the lower middle tier of Holmgard society.

The City Watch patrol the streets, albeit infrequently. Street crime and burglary has become a growing problem over the past 5 years.

DOCKS HOUSE (111)

South Docks Road, Seafarers' Quadrant

This is the Admiralty's harbour headquarters. It is commanded by Commodore Merok Ledstrom. He and his staff of naval administrators direct and monitor all Sommlending Admiralty vessels operating in the harbour and docks. It is guarded and maintained by the West Pluton of the 4th Tyso Marines, known as "The Barnacles".

DURENOR GATE (112)

Moytura Square, Seafarers' Quadrant

This gate serves the Southlund Highway, which leads to the fortified town of Eastgate, and to the cities of Ragadorn and Port Bax beyond. Its great iron gate is engraved with both the White Mountain emblem of Durenor and the Sommlending sun symbol. It is garrisoned by soldiers of the Army of the North under the command of Superior Sergeant Cerik Nandor. There is a cache of weaponry kept in the underground guardroom.

HOLMGARD QUAY (113)

South Docks Road, Seafarers' Quadrant

The western jetties of the Holmgard Quay are reserved for the exclusive use of the Admiralty. A permanent contingent of the Holmgulf Fleet (based in Tyso) is stationed here with the purpose of defending the sea approaches to the harbour. It is guarded and maintained by the West Pluton of the 4th Tyso Marines.



MOYTURA SQUARE (114)

Moytura Square, Seafarer's Quadrant

This large flagstoned square is situated adjacent to the Durenor Gate. A bronze statue of King Hobar I stands on a tiered plinth of marble in the middle. Several dozen small cook-shops, hardware stores, blacksmithies and second-hand traders line the square. Moytura Square has a poor reputation due to the proliferation of petty criminals who operate here. Visitors to Holmgard entering the city via the Durenor Gate are advised to be extra vigilant as gangs of pickpockets and cutpurses are known to target newcomers and attempt to rob them soon after they arrive.

SEAFARER'S WATCH TOWER (115)

Sea Tower Road, Seafarer's Quadrant

The Seafarer's Watch Tower is garrisoned by soldiers of the Army of the North under the command of Senior Sergeant Gost Renolen.

SOUTH SEA WALL TOWER (116)

Sea Tower Road, Seafarer's Quadrant

This strong stone tower guards the south side of Holmgard Harbour. It is garrisoned by 20 reeves of the City Watch under the command of Senior Sergeant Marlan Lorten. Lorten's second in command is Sergeant Brel Rastin, brother to Kolgor (see pg. 80). Brel is in charge of two Bor Cannon mounted on the roof of the tower.

THE FISHERMAN'S HAVEN (117)

Moytura Square, Seafarers' Quadrant

Jethan Carston owns and runs this large, well-stocked marine chandlery located in the north corner of Moytura Square. Jethan and his two sons, Kelger and Oswin, make an excellent range of fishing rods for domestic use, and specialised equipment to order for merchant vessels.



Customers can buy the following equipment here: Ropes, Compasses (basic), Backpacks, Blocks and Tackle, Buckets, Canvas, Candles, Chains, Fish Hooks, Fishing Nets, Grappling Hooks, Oil, Iron Pots, Sacks and Signal Whistles.

THE GOOD CHEER INN (118)

South Docks Road, Seafarers' Quadrant

This shabby drinking establishment is located near to one of the King's piers on the east side of the Seafarer's quadrant. It is owned by a retired bo'sun called Kelger, who was born and raised in Tyso. The food and ale served here is of average quality and standard price. A night's lodging can be had for 1 Gold Crown. It is a favourite drinking hole of foreign crewmen on shore leave, miserly merchants and unskilled docks workers.

THE LAND MARINER (119)

Dockside, Seafarers' Quadrant

Former fishing boat captain Harblow Ost had the idea of making a replica galleon to be used as an inn when he was walking along the Quayside one day. It became his retirement dream. Harblow's dream became a reality in MS 4992 when he retired from fishing and used his life savings to build a land-based galleon, The Land Mariner. From the outside, the Land Mariner resembles an ocean-going ship, complete with an upper deck where guests can enjoy a delicious meal cooked by Harblow's wife, Edli, and his two daughters, Dota and Myrl.



The costs of food, ale, and lodging at The Land Mariner are typically ½GC higher than standard prices. Harblow is a useful mine of information about the Seafarer's Quadrant; he takes great personal pride on knowing all there is to know about what goes on here.

WEST STAR SHIPWRIGHTS (120)

South Docks Road, Seafarers' Quadrant

Longor Vass runs West Star Shipwrights. He was an honour graduate of the Guild of Carpenters of Holmgard, shortly before it relocated its Guildhall to Anskaven in MS 4970. Longor is the twelfth Vass to have owned this long established and highly respected family business. He takes great pride in running a very efficient enterprise supplying repair, refitting and construction services to the Admiralty and to mercantile shipping. He has a good business relationship with the Northlands Trading Company (see pg. 94) and the Tyso Shipwrights (see pg. 118).

THE BAZAAR (121)

The Bazaar is a place for festivals and outdoor entertainments of all kinds. It is home to street vendors, roving bands of minstrels, and troupes of acrobatic entertainers. There are several permanent wooden platforms where shows are staged and numerous smaller stages where single performers can entertain the crowds. Social class and the stigmas attached to it are soon forgotten amidst the music and joviality of this carnival district. The area is patrolled by a diligent and dedicated squadron of the City Watch who are stationed here in a small block house adjacent to the south side of The Gardens.

THE GARDENS (122)

Fars Bridge Road, The Bazaar

This park occupies the north-eastern section of the district and is open to the public during the hours of daylight. At its centre is a bronze statue of King Ulnar II mounted on a hunting horse. At sunset, the park's wrought iron gates are chained shut by the City Watch.

OTHER FEATURES AND PLACES OF INTEREST

BERN BRIDGE (123)

Bern Bridge Road, Seosha Street

This granite and white stone bridge is constructed in the distinctive chessboard-like Samoric style that is especially popular in Anskaven. It is dedicated to King Bern I who was born in Anskaven. It connects Bern Bridge Road in the Old Quarter to Seosha Street in The Bazaar.

CITADEL BRIDGE (124)

Rendar Road and Chancellors Way

This granite bridge is the oldest of Holmgard's river crossings and dates back to MS 3475. It has been renovated and enlarged several times during its long and useful lifetime. Prior to the Great Fire of Holmgard in MS 4935, it was lined with narrow-fronted shops and houses.

ELEDIL RIVER WALL ARCH & GATE (125)

A large granite archway spans the Eledil River between two tall watchtowers that command the river approach to the city. Directly beneath the arch, and extending 9 feet below the surface of the flowing water, a heavy iron portcullis that can be raised by winches and enamelled chains to seal the archway in times of war.

FARS BRIDGE (126)

Kai Lane, Fars Bridge Road

This is the third of five bridges across the River Unoram and it is dedicated to King Fars I. It connects Kai Lane in the West Residential district to Fars Bridge Road in North Residential.



FIELDWORKS

The fieldworks of Holmgard run from the northern perimeter of the city, all the way to a makeshift pontoon bridge across the Eledil in the south. They comprise a palisade of logs bolstered by watchtowers at regular intervals along the entire length. To the north, the palisade wall is fronted by several deep pits filled with sharpened stakes.

KING'S REACH (127)

The confluence of the rivers Unoram and Eledil.

HAIGH BRIDGE (128)

Haighway, Bronin Avenue

This granite bridge is dedicated to King Haigh I. It connects Haighway in the West Residential district to Bronin Avenue in North Residential. The keystone above its central arch is engraved with the likeness of its namesake.

HOBAR BRIDGE (129)

Hobar Bridge Road, Moonpath

This granite bridge is dedicated to King Hobar I. It connects Hobar Bridge Road in the Old Quarter to Moonpath in The Bazaar. Its parapets are engraved with the traditional Sommlending emblems of a sun and an acorn.

HOLMGARD HARBOUR (130)

Holmgard Harbour is an expanse of calm deep water located close to the confluence of the Rivers Unoram and Eledil. It provides a safe haven for merchantmen and admiralty vessels, protecting them from the strong currents and gale force winds of the Holmgulf, particularly during kaltangor.

HOLMGARD PALE (131)

The Holmgard Pale is a sprawling and dilapidated shanty town; a broken place inhabited by broken people. It is located between the high walls of the city and the Fieldworks. It is populated with undesirables and petty criminals who have been ejected from the city for their various crimes and misdemeanours. The Pale offers rude sanctuary for farmers and villagers forced to flee from homes looted and set afire by enemy forces during times of war.

HOLMGULF BRIDGE (132)

Helmcrest, Sun Street

A marble statue of King Ulnar IV stands on a plinth at the southern approach to this arched granite bridge, connecting Sun Street in The Bazaar to Helmcrest in the Seafarer's Quadrant.

KIAN BRIDGE (133)

Kian Bridge Road, Copper Street

This is the northernmost bridge on the River Unoram, dedicated to the first King of Sommerlund. It connects Kian Bridge Road in the West Residential district to Copper Street in North Residential. Its parapets are engraved with the emblem of a Sommlending Oak tree.

KINGS BRIDGE (134)

North Avenue, Thread Street

This impressive bridge, constructed of white stone, connects North Avenue in The Bazaar to Thread Street in South Residential. Its sides are lined with large street lanterns, which are lit during the hours of darkness by the City Watch.



KING'S SUBTERRANEAN CANAL SYSTEM

This network of canal tunnels, constructed beneath Holmgard 500 years ago, are partially filled with water from the River Eledil. Their use as a waterway is solely restricted to members of the Royal Household and the Guildsmen of Holmgard. There are several ways into the system, all of them officially kept secret. One such route is directly connected to the Royal Citadel itself, and another can be found in the cellars below the Guildmaster of Guild's personal office in the Old Guildhall. The tributary canal of the River Eledil in the Guild Quarter feeds into the underground canal system at an entrance arch located below the Guildwall, equipped with a sluice gate. The waterway also provides the city with a reliable source of potable drinking water that is freely available to Holmgarders at public hand pumps located in most city squares. This ready source of water has played a vital part in maintaining the health of Holmgarders and preventing a repeat of the disastrous Great Fire of Holmgard.

UNORAM RIVER WALL ARCH & GATE (135)

See (125) for a complete description.

ADVENTURE IDEAS

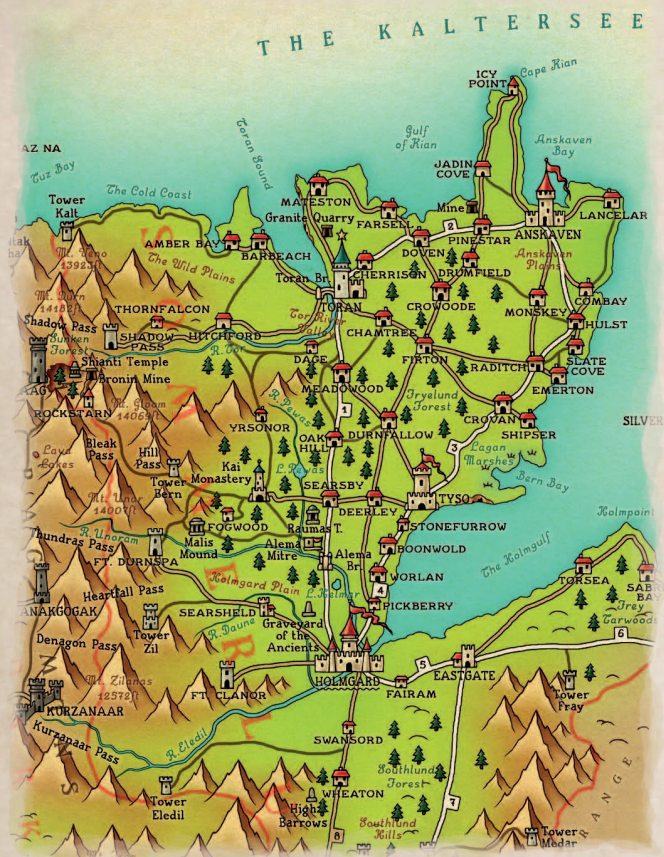
In addition to the plots and secrets provided in this chapter, here are some useful hooks, basic ideas unique to this area of Sommerlund, that you as Narrator can use to create your own adventures:

- Three Durenese craftsmen have been found murdered in their beds in Holmgard. If this continues, it could risk the cultural exchange between Sommerlund and Durenor. Perhaps the adventurers will need the help of the Embassy of Durenor?
- The bodies of murderers have been disappearing from the Unoram Park crematorium. Rumours are beginning to spread of a dark cult, Cenerese magic and the appearance of zombies at night.
- Katrian Avan, the commander of the City Watch (25), is currently offering 100 Gold Crowns for any information on a recent robbery that depleted the Holmgard Barracks of dozens of swords and suits of armour.

THE BARONIAL CONFEDERATION OF TORAN



Emblem of Toran



EARLY HISTORY

In MS 3434, when the Sommlending first arrived from out of the Northern Void, led by their mighty King Kian, they quickly established themselves in the territory now known as Sommerlund. They drove the forces of the Darklords back beyond the Durncrag Mountains and settled in the lands to the east of the range. Not long after this early time of conquest and expansion, King Kian's successor – King Braern I – ordered the construction of four great settlements: Holmgard, Tyso, Anskaven and the northern city port of Toran.

King Braern I granted command of the four settlements to the bravest Sommlending nobles who had served in the founding wars, giving them each the title of Baron and allowing them autonomous freedom to rule their provinces as they so wished. Toran flourished and was soon a strong and powerful city. In the Old Sommlending tongue, the word 'toran' means 'fortress'. It was severely tested during the War of the Black Muster when the city was besieged for four years (MS 3787-3791) by the army of Darklord Vashna. The early Magicians of Toran charged the foundation stones of the walls with a magical energy so that they would better resist enemy assaults. The resilience of the city wall of Toran is mirrored in the character of its citizens.

Shaen Ruanor was a famous Baron of Toran. After the defeat of Darklord Vashna in MS 3799, he left his city to commence his quest for the Lorestones of Nyxator. Ruanor later renounced his baronial title, devoting himself to the Order of the Kai. King Bern I bestowed Ruanor's vacant title upon Count Vinas of Toran, who had administered the city with distinction. The House of Vinas, a family with strong Guild ties, remains in charge of the Baronial Province to the present day. The Guilds of Toran became increasingly wealthy and influential until they dominated most aspects of city life.

RECENT EVENTS & ONGOING PLOTS

In MS 5000, Toran is an industrious, affluent, and grandiose city port that is sustained by the skills of its Guildsmen and the labour of the Toranese populace. The guilds that dominate Toranese life have become highly respected throughout the Lastlands. Most of the highest-ranking positions in Toran are held by Guildmasters, the most influential being the Guildmaster of the Brotherhood of the Crystal Star. The ruler of Toran is Baron Karlo Vinas and his province faces several difficult challenges.

The Baronial Confederation of Toran is located to the far north of Sommerlund at the foot of the high peaks of the Northern Durncrag Mountains. This natural barrier separates the Toranese from the monstrous denizens of the Darklands. Unfortunately, Naar's evil is not so easily stopped. While the watchtower of Shadow Pass deterred the agents of the Darklords from raiding the Tor River Vale, there have been increased sightings of Giak and Doomwolf raiders along the rugged Cold Coast to the north. They have circumnavigated the small garrison of Border Rangers at Tower Kalt and begun to spread their havoc among the farmlands of the Wild Plains. Fryearl Dag Fenstar of Amber Bay is hard pressed to counter this growing problem. Baron Vinas has assisted Fryearl Fenstar with troops and financial support, but this is often a case of too little too late.



The lands owned by Houses Fenstar and Barbeach are suffering from impoverishment due to three very harsh and consecutive winters that have frozen the Wild Plains. The harsh winters are not the only misfortune to have cast a shadow upon the region. Since MS 4990, there has been a proliferation of Storgh in the Tor River. These large, carnivorous amphibians are difficult to control and they constitute a growing menace to the citizens of the Vale. Baron Vinas has ordered a cull of the creatures and offered a bounty of 50 Gold Crowns for every Storgh head delivered to his citadel in Toran city. The Storgh have many breeding grounds along the banks of the River Tor, the most numerous of which can be found upstream of the village of Hitchford.



In Meadowood, the closure of the iron mines in the foothills of the north-eastern spur of the Durncraggs has prompted many Fryearls to replace this lost industry by creating timberworks and retraining the villagers to become woodsmen instead of miners. It has been met with some success but it is greatly hampered by brigandage along the Old Mine Road.

Even in MS 5000, bandit gangs still freely roam the King's Highway. Fryearl Stanley of Meadowood suspects that the old mines have become hideouts for these bandits. He has mounted several surprise raids on the old mines but have yet to catch any of the outlaws themselves.



Perhaps more disturbing is an event that occurred in the winter of MS 4999. A member of the Brotherhood of the Crystal Star examining the Shadow Gate contracted a virulent disease and was immediately quarantined, but he defied his confinement and fled the Guildhall. Unbeknownst to the Elders of the Brotherhood, the Shadow Gate of Toran is linked to the fortress of Haagadar in the Astral Plane of the Daziarn, once dominated by the Chaos-master and his minions.

Sometimes, the lingering corruption of Chaos can pass through the Shadow Gate, although it is short-lived when it enters into Magnamund unless it finds a living host to infect upon its arrival.

A Chaos-contaminated magician on the loose in Toran is something that could prove to be a deadlier threat to Sommerlund than all the Helghast of Helgedad combined!

PROVINCIAL TOWNS & VILLAGES

PM = Political Map of Sommerlund

AMBER BAY (PM24)

Amber Bay is the principal town of House Fenstar and is governed by Fryearl Dag Fenstar from his fortified chateau located on the

coast, three miles north of the town on the east side of Amber Bay. The majority of the townsfolk are employed as miners in a cluster of amber mines located along the east coast of the bay. It is possible to charter boats to voyage into the Kaltersee from The Mellow Mallon tavern on the town's quayside.

BARBEACH (PM25)

Barbeach is the main town of House Barbeach and is governed by Fryearl Col Barbeach from his manor house, two miles south of the town on the trail to Hitchford. The majority of the townsfolk are fishermen who trawl for sea carp in the coastal waters of the Kaltersee. Comfortable accommodation can be found at the town's two largest taverns: The North Star and The Jack o' Trades.

THORNFALCON (PM26)

Thornfalcon is a village that sits astride the byway to Hitchford. It is governed by Fryearl Rosk Gildour from his stately home, three miles east of Thornfalcon on a hill overlooking the road to Hitchford. The majority of the folk of Thornfalcon are farmers who work the fertile lands of the Tor River Vale. Board and lodging at standard prices can be found at the town's inn, The River Drake.

HITCHFORD (PM27)

Hitchford is a little town ringed by a palisade with wooden watchtowers. It is located on the north bank of the River Tor. It is governed by Fryearl Aklo Kenrik from his home in the middle of the village. The majority of the folk of Hitchford are farmers. There are two inns, both of superior quality: The Red House and The Black Dragon. There are two market days every week during fehanger and solanger, and once a week during hestanger and kaltanger. Hitchford has a ferry that crosses the river to the Kai Protectorate beyond. A long rope is suspended over the river that is used to pull a ferry platform across to the opposite bank. A brass bell stands beside the landings on both banks, to call for the ferryman. The crossing charge is 1GC per person and 1GC per horse, payable before crossing. There is also a little jetty on the River Tor where fishing skiffs can be hired to go downstream to Dage or Toran.

DAGE (PM27)

Dage is a small, peaceful village located on the south bank of the River Tor, 20 miles south of Toran. This picturesque place is set within a ring of low, gentle hills, surrounded by the fertile fields of the River Tor Vale. It is governed by House Kenrik. The inhabitants are mainly farmers, but there is also a blacksmith and a money-lender. Travellers can find bed and board at the local Tavern: The Plough.

MATESTON (PM28)

Mateston is a coastal town located in Mateston Cove on the edge of the Gulf of Kian. It is governed by Fryearl Harl Mateston from his castle overlooking the mouth of the Toran Sound. The townsfolk are either sea carp fishermen or quarrymen employed

in the Granite Quarry located to the south of the town. Mateston has several inns and taverns, the best of which is the Sea Eagle on the town's quayside.



MEADOWOOD (PM29)

Meadowood is a large village on the King's Highway on the northern edge of the Fryelund Forest. It is governed by Fryearl Jerok Stenley from his manor house, a mile to the south-east of the town. The villagers are predominantly farmers, timberworkers and leatherworkers. The main inn at Meadowood is The Sun and Flag. Meadowood houses several Border Rangers who are tasked with patrolling the King's Highway and defending against the bandit gangs that hide in the Fryelund Forest.

CHERRISON (PM30)

Cherrison is a large village on the highway between the City of Toran and Doven. It comes under the jurisdiction of Baron Karlo Vinas. The villagers are mainly farmers. There are two large inns here: The Hunting Dog and The Cherrison Rest, the latter noted for the superior quality of its ale and accommodation.

CHAMTREE (PM31)

Chamtree is a large village on the road between the City of Toran and Firton, on the edge of the Fryelund Forest. It is governed by Count Pheo Carasar, a noble of Sommlending and Durenese descent. Chamtree is predominantly a farming community. It has only one inn worthy of note: The Leather Bottle.



FARSELL (PM32)

Farsell is a coastal town that nestles in Farsell Bay on the road between Mateston and Doven. It is governed by Fryearl Svor Pallion from his castle on the west side of the bay. The townsfolk are fishermen and farmers in equal measure. Boats can be chartered at The Seven Stars tavern on the quayside. The best accommodation can be had at The Barnacle, in the middle of the town.

DOVEN (PM32)

Doven is a town that sits astride the main highway between the City of Toran and Anskaven. It is governed by Fryearl Svor Pallion from his castle on the west side of Farsell Bay. The townsfolk of Doven are mainly livestock farmers and there is a market in the middle of town once a week. There are three inns and taverns that offer good quality bed and board to visitors: The Happy Heffer, The Thirsty Mare and The Green Bough Inn.

Border Rangers. It is considered to be a hardship post due to its remote storm-swept location and its close proximity to the Darklands. Its principal role is to deter and prevent incursions by Darklands raiders into the Wild Plains.

SHADOW PASS (PM26)

Shadow Pass is a Crown Watchtower, located close to the source of the River Tor. Its garrison consists of Border Rangers and regular Sommlending Army soldiers, whose principal role is to deter and prevent incursions by Darklands raiders into the Tor River Vale, and to protect the road that leads to Hitchford (PM27).



WATCHTOWERS

TOWER KALT (PM24)

Tower Kalt is a Crown Watchtower on the north-westerly edge of the province in the shadow of Mount Veno. It is manned by



THE CITY OF TORAN

1. NORTH WARD

2. Rolan the Armourer
3. Panny's Coachery
4. Maura Park
5. North Gate & Barbican

6. DOCKS WARD

7. Aran's Blacksmithy
8. Blind Jac's
9. City Watch Barracks
10. Docks Workshops
11. Dry Dock
12. North Fleet House
13. Northlands Wharf
14. Sound Master's Office
15. The Seafarer's Arms
16. The Silver Gull Inn
17. Twedil the Apothecary

18. WEST WARD

19. Bath House & Horse House
20. Luka's Bladeshop
21. Municipal Buildings
22. Nadja's Perfumery
23. Shura's Herbal Emporium
24. Storm's Boom Shop
25. The Tangent
26. West Gate & Barbican

27. THE SLUMS

28. Father Pykes
29. Hope Park
30. Scraggins
31. The Flea Market

32. The Black Bear
33. The Old Crown

34. MIDDLE WARD

35. Army of the North Barracks
36. Army Training Park
37. Chaman Mission
38. Cloeasian Consulate
39. Dessian Consulate
40. Durenese Consulate
41. Grimjaw the Undertaker
42. Guildhall of the Silversmiths
43. Guildhall of the Northlands Trading Company
44. Honest Erik's
45. Kai Church
46. Lourdenian Mission
47. Ravenhurst Tower
48. Royal Toran Library
49. Siyenese Mission
50. Slovian Mission
51. Talestrian Mission
52. The Bears
53. The Golden Sun
54. The Market
55. Toran Cathedral
56. Toran College
57. Watch House

58. CITY RESIDENTIAL

59. Administratim Hall
60. Baron's Citadel
61. Bautarian Consulate
62. Belany's – Goldsmith

63. Bestfoods
64. Brotherhood Bridge
65. Brotherhood Tower
66. College of Surgeons
67. Chancellery
68. Citadel Gate
69. Council Chambers
70. Crystal Gate
71. Guildhall of the Brotherhood of the Crystal Star
72. Guildhalls – Butchers, Meatworkers & Poulters
73. Guildhalls – Costermongers & Grocers
74. Guildhalls – Stonemasons & Demolitionists
75. Guildhall of the Mercers
76. Guildhall of the Moneylenders & Moneychangers
77. Guildhall of the Tailors & Needlemakers
78. Guild Townsmen Barracks
79. Hall of Acceptance
80. High Court
81. Langsons – Bespoke Tailoring
82. Law Gate
83. Legolim Hall
84. Monmart – Rare Books & Curios
85. Pass Yard
86. Radasuns – Rare Spices
87. Sun Eagle's Tomb
88. Tay Solobo Park
89. The Halls of Healing
90. Water Gardens

91. EAST WARD

92. Chapel of the Moon
93. East Gate & Barbican
94. East Gate Square
95. East Ward Market
96. Guild Townsmen Training Park
97. Pickstaff's Brewery
98. The Boar & Pony Inn
99. Toranese Archers Training Park
100. Shanty Town

OTHER FEATURES AND PLACES OF INTEREST

101. River Tor
102. Great Tor Bridge
103. Toran Sound
104. South Gate & Barbican

THE CITY OF TORAN

This map illustrates the City of Toran, a walled urban center with a dense network of streets and buildings. The city is bounded by a thick stone wall, with four main gates: North Gate, West Gate, South Gate, and East Gate. The streets are labeled with names such as Chantree Walk, North Square, Sunnyside Street, Bo Sun Avenue, Kenrick Street, Wagon Way, Farrier Street, Silver Street, Cresset Street, Pallion Street, Chandler Street, Vinas Avenue, Amber Avenue, Farsell Lane, Fenstar Way, Helm Lane, Kian Lane, Meadowood Way, West Gate Square, Docks Road, Main Quay, Vardam St, Fenstar Way, Estuary Street, Stenly Avenue, and Chertison Avenue. Numerous numbered locations are marked throughout the city, ranging from 1 to 100. The map also features various landmarks, including the North Gate Square, West Gate Square, and South Gate Square. The city is surrounded by a body of water, with a dock area and a quay visible near the West Gate. The map is oriented with North at the top, and the city's layout is centered around a main thoroughfare, Chantree Walk, which runs from the North Gate to the West Gate.



THE CITY OF TORAN



Flag of the City of Toran

The City of Toran is undeniably beautiful, a marvel of Sommlending architecture and distinctive design, a perfect combination of elegance and strength. The foundations of its curtain wall were laid in MS 3448 and completed in MS 3455. It is located on the northern coast of Sommerlund, on the east side of the Toran Sound, at the point where the River Tor flows out into the Kaltersee. It is dominated by a vertigo-inducing tower that serves as the seat of power for the Guildmaster of the Brotherhood of the Crystal Star.

There are four grand gates in the encircling city wall. South Gate serves the King's Highway to Holmgard with an additional byway leading to the village of Chamtree. West Gate serves a highway that crosses the Great Tor Bridge and then divides into two roads that lead to Barbeach and Hitchford. The road from the North Gate leads to the granite quarry and town at Mateston, and the grand old East Gate marks the start of the Easterpike, the highway to the distant city of Anskaven. All of these approaches to the gates of Toran are patrolled by men of the City Watch, supplemented by acolytes from the Brotherhood of the Crystal Star.

Local granite, quarried in Mateston, has been used extensively in the construction of Toran's buildings and city wall. Because of its high quartz content, the city appears to shimmer and sparkle when it is bathed in sunlight. At night, the city comes alive with thousands of lanterns. The docks area is especially well lit. The strongest of all the city lanterns can be found atop the Brotherhood Tower, encased in a protective crystal shell that is fashioned in the likeness of a multifaceted star. Not only is it a beautiful beacon in its own right, it is also a very practical one. Ships approaching Toran from the Kaltersee, by way of the Toran Sound, use it as a guiding light to find their way safely into port.

GOVERNMENT AND LAW

Most of the high ranking governmental positions in the City of Toran are held by Guildsmen, the most influential of whom is the Guildmaster of the Brotherhood of the Crystal Star. In the year

MS 5000, the city is officially ruled by Baron Karlo Vinas and his advisors. He has an entourage of personal bodyguards – the Baron's Guard – who are all Sommlending Knights of the Realm from the province of Tyso. Baron Vinas is a strong-minded and adroit administrator who has regained some of the power previously relinquished to the guilds by his forebears. His seat of his power is the Baron's Citadel located in the heart of the city.

As is the case throughout Sommerlund, treachery is considered to be the most serious of all crimes, followed by murder, and then crimes involving an element of deliberate deception. Traitors and multiple murderers are banished into the oblivion of the Shadow Gate which is located beneath the Guildhall of the Brotherhood of the Crystal Star.

Persons convicted of a single murder will usually be hanged at dawn in the courtyard of the City Watch barracks; public executions do not take place in Toran. Thieves are typically imprisoned or exiled from the city for a number of years. Arsonists, rapists and fraudsters are invariably transported to the penal colony on the Kirlundin Isle of Kirlu, where they are made to serve out their prison term doing hard labour.

CITY ECONOMY

Toran predominantly exports high-grade timber, merchant ships, granite, copper and minerals. It imports washing soda, silks, cotton, dyes, spices, fruits, leather goods and a myriad luxury items from its trading partners in Ragadorn, Durenor, and several other nations located beyond the Kuri Sea. Grain and arable crops provide a substantial secondary source of export revenue since the farmlands bordering upon the River Tor are an agriculturally rich region which can be relied upon, in most years, to produce a harvest that is surplus to local requirement.

THE CITIZENS OF TORAN

The City of Toran has a population of nearly 80,000. It is the second most populous Sommlending city after Holmgard. The citizenry is made up predominantly of native Toranese, but there are significant groups of residents of foreign descent of which the Durenese form the largest single group; since it is a city port there is always a large transient group made up of sailors and merchants.

The Toranese pride themselves on being a stoic, hard-working people. They are indisputably productive, and they are also fond of celebrations which are held in the city and its environs throughout the year.



Enchanted Upbringing (Sommerlund): You grew up in the shadow of the Guildhall of the Brotherhood of the Crystal Star. Though you may not have had the talent or the social connections to receive training there, you learned a few things just from proximity and with friends in the Order.

Benefit: You have a slight understanding of the workings of magic and get a vague sense when it is used in your general area. You gain a +1 bonus to Occult tests because of the legends and rumours you learned as a child. If you handle a magical item or are within Close range of an active spell, you always feel its power.

Mundane Matters (Sommerlund): Magic may be a way of life in the city of Toran but for many of its citizens, the mundane world is all that matters. Toran citizens have ways of dealing with magic when it threatens them, ways you learned at a very young age.

Benefit: Once per adventure, you can choose to automatically succeed at a test to resist any magical effect that allows one. At all other times, you suffer 1 point less (to a minimum of one point) damage whenever a magical effect would reduce your ENDURANCE.

THE WARDS OF TORAN

The city is divided into seven administrative areas known as wards.

NORTH WARD (1)

The North Ward consists of dwellings of good quality that are owned by (or rented to) Toranese citizens in the mid and upper-mid tiers of city society. Many artisans, master Guildsmen and skilled workers live here.



ROLAN THE ARMOURER (2)

Bo'sun Avenue, North Ward

This weapons shop is owned by Harvil Rolan, a retired Toranese Archer.

PANNY'S COACHERY (3)

Bo'sun Avenue, North Ward

This coaching establishment is owned and operated by Luka Panny and his wife, Uno. His eldest son, Greff, a Kai Virin, is in charge of the regular weekly passenger coach service they run between the City of Toran and Anskaven. Horses can be hired from Panny's Coachery for 5GC per day.

MAURA PARK (4)

Farrier Street, North Ward

This lush park is noted for its tall Sommlending Oaks and its many colourful flower beds.

NORTH GATE & BARBICAN (5)

North Gate Square, North Ward

The North Gate controls road traffic that enters and leaves Toran on the highway north to Mateston. Its twin-towered barbican is called the 'Braern Barbican' in honour of the Sommlending King who reigned at the time the city was built. The granite arch above the gate is engraved with the ancient Sommlending symbol of an acorn. This area is manned by men of the City Watch.

DOCKS WARD (6)

Toran's Dock Ward is a cornucopia of seafaring sights, sounds and smells. The quayside has several jetties and wharfs that service the loading and unloading of domestic and foreign cargoes.

In addition to basic port facilities, there is a maritime repair workshop with ship-building capabilities, and a large dry-dock that is given over to the exclusive use of the Admiralty's Northern Fleet.

ARAN'S BLACKSMITHY (7)

Gildour Street, Docks Ward

This long-established family-run Blacksmithy is owned by Aren Larston. He and his three sons, Enar, Dag and Svor, make and repair all manner of ironware. They specialise in producing fittings for use aboard ship, and are regularly commissioned to supply equipment for the vessels of the North Fleet and the Northlands Trading Company.



BLIND JAC'S (8)

Meadowood Way, Docks Ward

This well-stocked equipment shop is owned by Fars Pearly, a retired Marine with a fondness for Southlund Marches tobacco and Moyturan brandy. His regular indulgence in both lends his shop a uniquely pungent aroma. For every 50 Gold Crowns that customers spend on equipment during a single visit, Fars will return 5 Gold Crowns; a 10% discount off the listed prices.

CITY WATCH BARRACKS (9)

Yardarm Street, Docks Ward

The City Watch is an armed force that comprises a cassel of regular troops who are well equipped and trained for the task of policing the city and keeping the peace. Baron Vinas is their commander in chief. They are steadfastly loyal to the Baron and generally free of corruption. Bribery is an affront to the Watch's honour and severely punished.



DOCKS WORKSHOPS (10)

Fleet Quay, Docks Ward

These extensive maritime construction and repair facilities are owned by the Sommlending Admiralty and used to service the Northern Fleet. Part of the Workshops (located in Fleet Quay) is leased to the Northlands Trading Company. As is the case with North Fleet House, these facilities are guarded by the "The Sea Hawks".

DRY DOCK (11)

Docks Road, Docks Ward

This impressive dry dock facility is owned by the Sommlending Admiralty and used to service the warships of the Northern Fleet. Public access is strictly prohibited.

NORTH FLEET HOUSE (12)

Docks Road, Docks Ward

This is the Admiralty's administrative headquarters for the part of the Northern Fleet which is stationed in Toran. It is guarded and maintained by the North Pluton of the 1st Kirlundin Isles Cassel, known as "The Sea Hawks".

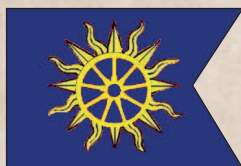
NORTHLANDS WHARF (13)

Docks Road, Docks Ward

This is a collection of wharfs and warehouses owned and operated by the Northlands Trading Company. The company is owned by several Sommlending nobles, not all of whom are native Toranese. Some of the co-owners are Guildsmasters from Holmgard, and Baron Caldar of Anskaven has a large stake in this successful enterprise. The Northlands Trading Company was first formed in MS 3932. It prides itself on being the first Sommlending enterprise to open a trading route to Ljuk in Kalte (in MS 3956), and for being the first to do business with the Ice Barbarians. It is the single largest mercantile company of Sommerlund, employing thousands of workers at home and abroad. At any given time, the Northlands Wharf holds hundreds of thousands of Gold Crowns worth of bonded cargoes. Consequently, it is heavily guarded by a force of armed Guild Townsmen, the Northlands Soundmen. In times of war, they are seconded into the City Watch as a Tor Sound defence corps.

SOUND MASTER'S OFFICE (14)

Docks Road, Docks Ward



Ensign of a Toranese Merchant Vessel

The Sound Master's Office is a plain whitewashed stone building located in the middle of the main quay. The Sound Master of Toran

is Gunva Hadronsa, a retired naval admiral. The quayside office is managed by his son, Honzo, a gruff old sea dog with a propensity for the telling and re-telling of tales about his seafaring exploits, especially the time when he single-handedly repelled an attack by Shadakine Buccaneers from his storm-crippled caravel off the coast of Dessi.



Travellers in need of transport to a foreign port, or who wish to examine the harbour logs in order to locate a specific vessel, will find assistance from Honzo. Honzo will charge a nominal fee of 3 Gold Crowns for his services.



THE SEAFARER'S ARMS (15)

Docks Road, Docks Ward

This inn is located at the southernmost part of Docks Road. In stark contrast to the Silver Gull, the clientele of this inn comprise typically of lowly foreign merchant crews and dockworkers. Its owner is Fayliel Moon, a retired sea captain who served with distinction in the Sommlending navy. He and his four sons (Gen, Kelger, Rednor and Val) run the establishment. The Seafarer's Arms is a good place to pick up information about what is happening in the Docks Ward. For a modest sum of 2 Gold Crowns, Captain Fayliel Moon or one of his sons, especially Rednor, a Kai Virin, will be happy to share all the latest gossip and, perhaps, impart some useful and truthful information as well.



THE SILVER GULL INN (16)

Docks Road, Docks Ward

This impeccable inn sits in a prominent position on the Docks Road, close by the Sound Master's Office. It was first established in MS 4551 and is the oldest building in the Docks that is still of original design. It is the favoured place for merchant captains and well-heeled traders to take lodgings during their visits to Toran. Many deals are struck over meals of fish and wine in its sumptuous taproom. The proprietor is Lady of the Realm Lys Ara, the eldest daughter of Lord-lieutenant Bose Ara, a Toranese Knight of the Realm and personal adviser to Baron Vinas.



TWEDIL THE APOTHECARY (17)

Yardarm Street, Docks Ward

This quaint little shop is located on Yardarm Street, directly opposite Tor Passage. It is owned by Skocum Twedil, a skilled apothecary in his early fifties.

WEST WARD (18)

West Ward is densely populated. Branching off its main thoroughfares is a maze of narrow streets and dingy alleyways. The houses are occupied by the mid-tier of city society. This ward is also known as 'Old Town' as it was the first ward to be built by Toranese citizens when the city was first built. Its largest thoroughfare is Silver Street, a busy avenue which bisects the ward and carries traffic from the West Gate to The Market. The West Ward is policed by two companies of the City Watch, who are known as the Western Watchmen.

BATH HOUSE & HORSE HOUSE (19)

Silver Street, West Ward

The Bath House is a grand public building located on the south side of The Market. It was established in MS 4955 by the City Chancellor as an enlightened measure aimed at reducing diseases caused by the overcrowding of the West Ward's predominantly unwashed and unhygienic citizenry. At the rear of the Bath House is a similar building given over to the care of horses, the Horse House.



A hot bath, including towels and a small tablet of soap, can be obtained during the hours of daylight for the modest sum of ½ Gold Crown. Travellers can refresh both themselves and their mounts for 1 Gold Crown. The Bath House and the Horse House are operated and maintained by the wives of soldiers in the City Watch. For an additional price of ½ Gold Crown, they will wash and dry a traveller's clothing.

LUKA'S BLADESHOP (20)

Tor Passage, West Ward

Luka Gerin trades in second hand weapons and armour. He has a deep interest in bladed weapons of all kinds. He owns an impressive personal collection, which he keeps in a strong room at the back of

his modest premises in Tor Passage, a narrow and twisting alleyway that bisects Silver Street halfway along its length. As a youth, he trained as a Sommlending Knight of the Realm. Now, at the age of 54, he takes great pride and satisfaction in the work he carries out here.



Luka sells all manner of bladed weapons (but no firearms, bows or arrows) at a price that is typically 25% lower than standard price. He will gladly offer an additional 10% discount to bone fide Kai Lords and Sommlending Knights of the Realm.

MUNICIPAL BUILDINGS (21)

Spinacre Street, West Ward

This is a very large granite building used mainly by civil servants in the city's administration and judiciary. It is a relatively imposing construction, but it lacks the architectural sophistication of the Magician's Guildhall and is very drab by comparison. It also serves as barracks for the Toranese Archer cassel.



NADJA'S PERFUMERY (22)

Cherrison Avenue, West Ward

This is a delightful little shop owned by Nadja Soapwood. She is an elderly yet quick-witted widow who was born and raised in Tyso but has lived in Toran for nearly 40 years. She sells hundreds of exotic perfumes obtained from all over Magnamund. Her clientèle include the richest and most influential noblewomen in the province of Toran, the most notable of whom is Baroness Runa Vinas. There is very little that Nadja doesn't know about the Baron's household.



SHURA'S HERBAL EMPORIUM (23)

Laumspur Lane, West Ward

This shop is located on a small square on the northern periphery of this ward. It is owned and operated by Shura Fyne, a female herbalist who specialises in unguents and curative powders. She produces a fine Antitoxin which she sells for 40GC per vial; substantially less than one can expect to pay for a similar item anywhere else in Sommerlund. She will also sell Potions of Laumspur and Alether Berries for 3GC per dose.

STORM'S BOOM SHOP (24)

Yardarm Street, West Ward

Storm Ragnar is a financially astute Dwarf from the Kingdom of Bor. He specialises in repairing and selling Bor Muskets and Bor Pistols. He has recently received a special charter from Baron Vinas, approved by the King's Court in Holmgard, which permits him to act as the intermediary in official procurements between Sommerlund and the King's Court of Bor. In this capacity, he will act as a shipping agent for the transportation of Bombards and Naval Cannons from Bor to the Holmgulf Fleet stationed in Anskavern and Tyso.



Consequently, he is now looking to dispose of his stock, sell his shop and relocate to Anskaven before the year is out. Storm will only sell firearms and Boom Powder to Dwarven Gunners. Adventurers who are looking to buy themselves some business premises in Toran can pick up Storm's retail enterprise for the bargain price of 2000 Gold Crowns, including all of its stock (conservatively valued at 750 Gold Crowns). One stipulation of the sale is that at least one of the purchasers and future owners must be a Dwarven Gunner of Bor.



THE TANGENT (25)

Tor Passage, West Ward

The Tangent is a small cobblestoned square buried in the heart of the West Ward. It is not an easy place to find, and this is perhaps for good reason. It hosts an open air market devoted to the buying and selling of magical objects and potions of all kinds. The majority of items and potions that can be obtained here are either outright fakes, or are of much-reduced potency than one could reasonably expect. However, there are some bargains to be had by those who are gifted enough to be able to spot the difference. Prices are generally 25% lower than one would expect to pay for a genuine article. However, there is a 50/50 chance that any item purchased here is a fake (make a Luck test).

WEST GATE & BARBICAN (26)

West Gate Square, West Ward

The West Gate is the largest and most impressive of the city's four main gates. Its great twin-towered barbican is called the 'Ruanor Barbican' in honour of Baron Shaen Ruanor, the first Kai Master of Sommerlund. The granite arch above the gate is engraved with the ancient symbol of a Sommlending Oak. There is a guardroom located directly below the barbican with a dozen holding cells used for detaining suspected criminals. West Gate is manned by men of the City Watch.

THE SLUMS (27)

As its name implies, this is by far the poorest ward of the city. A visitor's eyes and nose will soon tell them when they have ventured into this shabby area located close to Toran's south wall. The narrow streets and alleyways are nearly always heaped with refuse and the hovels of the poor are in a universally bad state of decay and disrepair. Many attempts have been made over the centuries to clean up The Slums, but this area always reverts over time. Overcrowding is endemic and the mortality rate is alarmingly high.



FATHER PYKES (28)

The Slums

This decrepit little shop is buried deep in the foetid heart of The Slums. It is difficult to locate and that is precisely how its owner, Tarbon Pykes, likes it. Tarbon insists on being called 'Father' by everyone he deals with, especially by the members of his gang

of slum-dwelling children whom he dispatches every day to the East and West wards to pick pockets and burgle the houses and shops of its hard-working inhabitants.



Father Pykes supplements his illegal income by selling addictive and narcotic substances to the unfortunate slum dwellers. His gang of pickpockets are all addicted to these drugs which enslave them in a life of crime and make them wholly dependent upon their cruel and callous 'Father'. Among the narcotics Father Pykes sells are Adgana Leaves (a stimulant), Calacena Mushrooms (a hallucinogenic), and Dreem (a painkilling narcotic).

HOPE PARK (29)

Fenstar Way, The Slums

This is a poorly maintained park located adjacent to South Gate Square. At its centre stands a grimy granite statue of King Zorn I. It is one of only a few areas in the city where begging is permitted. Its grassy areas are overgrown and weed-infested and the park is often crowded with homeless slum-dwellers.

SCRAGGINS (30)

Fenstar Way, The Slums

This is a pawn shop run by Oli Scraggins, a scurrilous old skinflint who offers secured loans to people with items of personal property used as collateral. Despite his ill manner and bad reputation, there are often some rare and interesting items to be found on display and for sale in his grimy shop window.





THE FLEA MARKET (31)

Kian Lane, The Slums

All of the items you will find on the Adventuring Gear table can be found in this open-air market, but in a well-used or poor condition. The cost of the items is only half that listed on the Adventuring Gear table. However, for every item you buy a Luck test must be made. If the Luck token lands Kai's face-up, then the item is serviceable. If the token lands Kai's face down then the item purchased has a flaw that will become apparent the first time it is used. Flawed items are deemed to be not fit for purpose and beyond repair; they must be discarded when they break or fail.



THE BLACK BEAR (32)

Larnuma Lane, The Slums

This is a large and shabby tavern run by Thon Wensar and his wife, Nyra. Most of its patrons are on the lowest rung of city. Nyra is a notorious gossip, but she often has useful information about the shadowy underworld inhabited by Toran's thieves. For 1 Gold Crown she will willingly impart what she knows to inquisitive patrons.



THE OLD CROWN (33)

Larnuma Lane, The Slums

If the faded façade and worm-eaten woodwork of this tavern's exterior does not put a visitor off, entering its door will give them reason to turn around and leave in haste. The dark taproom is decorated with hundreds of animal skulls nailed to the rotting wood panelling. This seedy drinking establishment is owned by Cerik Ledren, who also operates a clandestine gambling den in the tavern's back room. Patrons wishing to join one of Cerik's daily gambling sessions, which begin at sunset, must first pay a 'house fee' of 3 Gold Crowns. Dice and card games are available, but the dice are weighted and the cards are marked!

MIDDLE WARD (34)

The Middle Ward of Toran is a wealthy area. It is well lit and regularly patrolled by the City Watch at all times, and consequently there is little street crime here. The ward is home to the Baron's Citadel, the Army of the North's training park and barracks, many foreign consulates and missions, and Toran Cathedral.

ARMY OF THE NORTH BARRACKS (35)

Stenley Avenue, Middle Ward

This very large and austere building accommodates personnel of the Army of the North. Public access is strictly controlled, although Kai Lords visiting the barracks will be welcomed. The Barracks commander is Marshal Tor Ashron, a Kai Virin.

ARMY TRAINING PARK (36)

Marine Avenue, Middle Ward

This park is for the exclusive use of the Army of the North.

CHAMAN MISSION (37)

Rendar Street, Middle Ward

This diplomatic legation is headed by Under-chief Rogara, a Kloon Sage from the Chamanese capital of Gleesh. He and his seven Kloon envoys represent the interests of their free state and are charged with maintaining good relations with Sommerlund. Adventurers wishing to travel to Chaman should visit the mission; there are no restrictions placed upon Sommlending citizens entering Chaman, but getting news from the region before setting off on a long voyage to Gleesh is always wise.

CLOEASIAN CONSULATE (38)

Baron Street, Middle Ward

This consulate is headed by Zigara Jiriko, a diplomat from the Zultanate of Cloeasia. The flag of Cloeasia flies above its domed, onion-shaped roof and a toa tree – the emblem of its capital, Kadan – is carved into its stout wooden door.

DESSIAN CONSULATE (39)

Baron Street, Middle Ward

This consulate is headed by Lord Tekrah, a high-ranking member of the Elder Magi from Elzian, the capital of the Magiocracy of Dessi. It is constructed of a lustrous red-veined stone imported from his distant homeland. Wise old Lord Tekrah is often consulted by the Brotherhood of the Crystal Star and the Order of the Kai.

DURENESE CONSULATE (40)

Laumspur Lane, Middle Ward

The Durenese Consulate is a fortress-like building constructed of stone from the Whitestone Quarry on the Kirlundin Isle of Kirlu (see pg. 160). It serves as both a diplomatic legation and a trade mission for the Kingdom of Durenor. Its front wall is engraved with the large White Mountain emblem of this loyal ally nation.

GRIMJAW THE UNDERTAKER (41)

Helm Lane, Middle Ward

Grigol Grimjaw is the patriarchal proprietor of this long-established family-run business. He and his family prepare the dead for burial or cremation on these premises, and conduct the reverential management of funerals.

GUILDHALL OF THE SILVERSMITHS (42)

Capstan Lane, Middle Ward

The Guildhall of the Silversmiths is a grand building with a magnificent barbican-like entrance and silver painted Sommlending Oak portal. The masters of the Guild instruct their apprentices in all aspects of crafting objects and artefacts from silver. The Guildmaster of this Guild is Harl Fenlon.



GUILDHALL OF THE NORTHLANDS TRADING COMPANY (43)

Laumspur Lane, Middle Ward

This grand and richly appointed building serves as the Guildhall of the Northlands Trading Company. It is constructed from the same lustrous red-veined stone that was used to build the Dessian Consulate. This stone was gifted to the company's founders by the Magicians of Dessi. It serves both as the trading headquarters for the company and a training college for those it employs. The Guildmaster of the Northlands Trading Company is Falgo Ulston.

HONEST ERIK'S (44)

Fingal Passage, Middle Ward

On the face of it, this small retail establishment, located on the lower east side of the ward, is little more than a glorified junk shop. It is run by Erik Dunals, a rosy-cheeked man who sells all manner of useless bric-a-brac, much of it scavenged from the city's rubbish tip. However, Erik is not all that he seems to be. The shop is merely a front for his real profession.



Erik Dunals is master of the Thieves' Guild, an illegal and clandestine organisation that operates in the city's shadowy underworld. Those looking to recover a precious item that has recently been stolen from any location inside the city will likely find it hidden in the back room of Honest Erik's shop. However, Erik never works alone and viciously defends his criminal organisation.

KAI CHURCH (45)

Silver Street, Middle Ward

This is a place of worship dedicated to the God Kai much like those described on pg. 72. Services are conducted at dawn, midday, and dusk by High Priest Calun Hledhondin, a Kai Virin. His is a very old Sommlending surname meaning 'Clean Hands'.

LOURDENIAN MISSION (46)

Rendar Street, Middle Ward

This diplomatic mission is headed by Seneschal Deredan, an ex-army general and skilled diplomat from Pforodon, the Lourdenian capital. Lourden is a valued member of the Freeland's Alliance. Deredan has a staff of ten who are employed primarily as trade envoys. This trade is comprised mostly of cloth, textiles, silver and minerals that are shipped from the river harbour of Pforodon via the Tentarias Strait.

RAVENHURST TOWER (47)

Stenley Avenue, Middle Ward

This splendid slate-roofed tower is constructed of granite embellished by myriad engravings on all four sides. It belongs to the Brotherhood of the Crystal Star and serves as the headquarters of Elder Xandrin Corvallis, the most senior member of the Brotherhood's High Counsel. Corvallis and his assistants are in

charge of collecting, restoring and, in some cases, experimenting upon ancient magical artefacts.



Corvallis sometimes operates clandestinely and he is known to liaise with some very shady characters. Guildmaster Vaceron is fully aware of this, yet he is prepared to tolerate Corvallis' questionable methods so long as they do not cause trouble for the Brotherhood. Corvallis has, in the past, proven himself adept at fooling and defeating several infiltrators who were subsequently found to have been agents of the Darklords of Helgedad.



ROYAL TORAN LIBRARY (48)

Capstan Lane, Middle Ward

This fine building houses several thousands books and tomes that are made freely available for loan by the citizens of Toran. It is noted for its grand reading room located on the first floor where a code of silence is strictly enforced. Its second floor is given over to several classrooms where the citizens of Toran City can improve their literacy under the tutelage of students of Toran College.

SIYENESE MISSION (49)

Baron Street, Middle Ward

This diplomatic mission is headed by Professor Marklin Morskal, a gifted ambassador from Seroa, the Siyene capital. Siyen is a rich realm located in Southern Magnamund and is an important member of the Freeland's Alliance. Morskal has a staff of 12 who are employed primarily as trade envoys. They conduct business with the Northlands Trading Company and manage the shipments of goods between Siyen and Sommerlund. These trade cargoes comprise mainly of copper, tin, gems and rare minerals.

SLOVIAN MISSION (50)

Baron Street, Middle Ward

This diplomatic mission is headed by Erksal Nahma, the Slovia ambassador. Slovia is one of the Stornlands nations and is a member of the Freeland's Alliance. Nahma has a staff of ten Slovia diplomats who are employed primarily as trade envoys. They conduct business with the Northlands Trading Company and manage the shipments of goods between Slovia and Sommerlund. These trade cargoes comprise mostly of clothes and textiles, which are shipped from the river port of Tabora via the Tentarias Strait.

TALESTRIAN MISSION (51)

Baron Street, Middle Ward

This diplomatic mission is headed by Lerik Banola, the Talestrian ambassador. Talestria is a member of the Freeland's Alliance with long-established ties to Sommerlund. Banola has a staff of 14 Talestrians who are employed primarily as trade envoys. They conduct business with the Northlands Trading Company and manage the shipments of goods between Talestria and Sommerlund. These trade cargoes mainly comprise agricultural produce.



THE BEARS (52)

Vinas Avenue, Middle Ward

A large granite archway spans Vinas Avenue where it enters the Market from the east. This great arch has two grand wooden doors, each embellished with a carving of a bear standing upright on its hind legs and facing one another.

THE GOLDEN SUN (53)

Laumspur Lane, Middle Ward

Ownership of the Golden Sun Tavern has remained within the same family (the Branards) ever since it was first established in MS 4755. Not to be confused with a tavern of the same name which operates in Holmgard, the Golden Sun is widely considered to be the best tavern, not just in the City of Toran, but in all of Sommerlund. The food served here is of the very highest order, and its cellar is the best stocked of any in the city. The tavern is operated by Fara Branard, a snobbish and domineering dowager with a wickedly dry sense of humour. Her two sons and two daughters assist in the running of the business. The Baron and the City Chancellor are regular patrons.



THE MARKET (54)

Silver Street, Middle Ward

This cobblestoned square is located on the western side of the ward where eight roads and avenues converge. It is crowded at all hours with citizens and residents seeking the services of its myriad shops, street vendors and licensed merchants. Those looking for equipment at good prices, or inexpensive accommodation for more than a week's duration, may wish to consider visiting The Market in Silver Street.

TORAN CATHEDRAL (55)

Silver Street, Middle Ward

Toran Cathedral is the largest cathedral in Sommerlund. It is dedicated jointly to the God Kai and the Goddess Ishir. The cathedral was founded in MS 3501 on a site immediately to the north of the present one. This building was known as the Øyd Kirka (Old Church). It was demolished in MS 3922. It has long been a tradition of the city that all Barons of Toran are buried inside the cathedral in white stone mortuary chests. The notable exception to this rule is Sun Eagle, the first Kai Master, who was formerly Baron Ruanor of Toran. He is buried in a special tomb in Silver Street Square.

TORAN COLLEGE (56)

Vinas Avenue, Middle Ward

Toran College was founded in MS 3640 by King Venn I. The original college building was destroyed in MS 3788 during the War of the Black Muster when Toran endured four years of siege by the forces of Archlord Vashna. Following the end of the war in MS 3799, it was rebuilt on the same site by order of King Bern I. It has an impressively grand fan-vault, and its small chapel's stained-glass windows are considered some of the finest remaining examples that date from that era. The principal of the college is Lorin Kelden, a Kai Virin.

WATCH HOUSE (57)

Hitchford Way, Middle Ward

This grimly imposing structure has several stories and a flat roof with a crenellated parapet that runs around all four sides of its tallest storey. It serves as the headquarters of the City Watch, and it is also the city's main prison. The commander of the Watch House is Captain Pel Avane, a gifted military leader of unimpeachable character. He has a deep abiding respect for the Order of the Kai, and any Kai Lords who seek him out will be assured of a warm welcome.

CITY RESIDENTIAL (58)

This is where the most affluent and influential of Toran's citizens choose to live. For some, particularly those of noble descent, the plush residences of this exclusive district are simply their town houses; a place to stay when they come to visit Toran from their much larger castles and estates in the surrounding lands. For others, they are the ultimate status symbol of achievement in Toranese society. Nothing says success quite like a City Residential town house. Some have secret underground passages that permit their owners covert access to locations inside the Middle and Dock Wards.

ADMINISTRATIM HALL (59)

Baron's Citadel, City Residential

The High Court of Toran is answerable to the Baron and the City Chancellor. It comprises a cadre of elected representatives called the Administratim, usually 100 in number. Every five years those citizens who are not allegiants of the guilds vote to elect 50 Administratim; the guilds appoint a further 50 Administratim from among their own ranks. Customarily, these are the masters of the Guilds of Toran who on occasion are elected by guild allegiants but who, more usually, earn their positions by merit and diligence. These 100 men and women debate all the major issues relating to the city. They conduct their business in the High Court, and they also preside over the city's lesser judges, known as the Legalim, who administer justice in the lower court located in the Legalim Hall. The Administratim are responsible for implementing the law of the land, which is, ultimately, decided upon by the King in Holmgard. If there is ever a deep division of opinion regarding Toran's policies, the City Chancellor (often the Guildmaster of the Brotherhood of the Crystal Star) has the deciding vote.

BARON'S CITADEL (60)

Baron's Citadel, City Residential

The residence of the hereditary Baron of Toran is a rectangular stronghold constructed at the centre of the city. At each of its four corners are tall watchtowers with conical slate roofs. Several secret passages radiate out from its deep dungeons to other wards of the city to allow the Baron and his entourage to access them covertly when needs be.



BAUTARIAN CONSULATE (61)

Amber Avenue, City Residential

This consulate is headed by Druid Xelama, the ambassador from the Plenary of Bautar, a member of the Freelands Alliance and one of Sommerlund's oldest allies. Xelama has a staff of ten Herbwaters who mediate in all matters concerning the Halls of Healing and the Crown, and he is engaged by Baron Vinas as his personal healer.

BELANY'S – GOLDSMITH (62)

Myranar Lane, City Residential

Belany's is a gold and jewellery shop. The owner, Braern Belany, is a Master Goldsmith. He and his family manufacture and sell all manner of items crafted from gold, along with jewellery, crystal, personal accessories, and fine leather goods. Belany's is especially renowned for its diamond jewellery. The business has a Royal Charter to produce the crowns worn by the Sommlending nobility.

BESTFOODS (63)

Thornfalcon Street, City Residential

Purveyors of fine foods and beverages to the wealthy occupants of the City Residential ward. The range and quality of the produce sold here is impeccable. And so, too, are the prices! It is owned by Loran Ydrost and his wife, Ishira.

BROTHERHOOD BRIDGE (64)

Guildhall of the Brotherhood of the Crystal Star, City Residential

This arched bridge of marble and granite is located within the walls that encircle the grounds of the Guildhall. It permits access to the arched door of the Brotherhood Tower.

BROTHERHOOD TOWER (65)

Guildhall of the Brotherhood of the Crystal Star, City Residential

The Brotherhood Tower is a beautiful edifice constructed of white marble inlaid with gold and silver stars. It has many almond-shaped windows that look out upon the city like a hundred pairs of benevolent eyes. The air around this building shimmers uneasily as if it is were heated by the magical forces within. It is tall and circular, tapering gently to a point upon which is set a magnificent crystal star, the symbol of the order and a homage of respect to Goddess Ishir. Within the crystal star is a beacon that was installed by the Brotherhood in MS 3879, similar in purpose to the ones at the Kai Monastery and in Holmgard.

COLLEGE OF SURGEONS (66)

Silver Street, City Residential

See page 72 to find out more about the College of Surgeons.

CHANCELLERY (67)

Baron's Citadel, City Residential

The Guildmaster of the Brotherhood of the Crystal Star is Chancellor of the City of Toran. He is responsible and held accountable for the usage of tax revenues to finance the city's upkeep and to augment

the income of the Crown. The Chancellery building is where the administrative staff and support staff are located

CITADEL GATE (68)

Baron Street, City Residential

This is the main entrance into the Baron's Citadel. It is guarded day and night by a company of veteran Men at Arms under the command of Knight Captain Vodor Dunalen.

COUNCIL CHAMBERS (69)

Baron's Citadel, City Residential

The Council Chambers comprise several dozen small halls, rooms, and private chambers of the Judges, Reeve-lieutenants, Basanet Constables, Lord Constables, clerks, advocates, bailiffs and scribes of the High Court.

CRYSTAL GATE (70)

Vinas Avenue, City Residential

This is the main entrance gate to the Guildhall of the Brotherhood of the Crystal Star. It is manned by Brotherhood magicians and Guild Townsmen.

GUILDHALL OF THE BROTHERHOOD OF THE CRYSTAL STAR (71)

Vinas Avenue, City Residential

The Guildhall of the Brotherhood of the Magicians' Guild is located in the City Residential Ward and stands diametrically opposite the Baron's Citadel. The senior ruling members of the Brotherhood are called the High Council. They are led by their Guildmaster, who is elected from among their peers and holds the office for life. During earlier periods of Toran's history, the Guildmaster of the Brotherhood has wielded more political power than the Baron. The current Guildmaster is Vaceron, who also holds the post of City Chancellor of Toran and senior advisor to the Baron. The Guildhall is a grand edifice with many tall stained-glass windows which seem almost black when viewed from the outside, yet within casting swathes of colour across the mosaic-tiled floor, and exquisite slate-roofed minarets. Its classic architectural style is similar to that of the Guildhall in Holmgard. The Guildhall contains the dormitories and teaching halls of the order. Its lower floors are occupied by the magicians themselves, each of them being allocated his or her own cubicle. In its lowest dungeon can be found a Shadow Gate, which is kept closely guarded. This portal to the Daziarn Plane is used for the banishment of Sommerlund's traitors and most notorious criminals.

GUILDHALLS – BUTCHERS, MEATWORKERS & POULTERS (72)

Capstan Lane, City Residential

At the Guildhall, master butchers and poulterers teach their apprentices how to prepare beef and poultry, and how to salt and pack it properly to preserve it and prevent contamination. The Guildmaster of this Guild is Byr Spaldyn.



GUILDHALLS – COSTERMONGERS & GROCERS (73)

Laumspur Lane, City Residential

Costermongers are street traders who sell fresh fruit and vegetables. Grocers also sell fruit and vegetables, although they do so from shops and small emporiums. In MS 3910, the two similar traders amalgamated into one association and received a Royal Charter from King Zorn I. The Guild operates under a single charter yet it is still divided into two separate factions for training purposes. The Guildmaster is Durdin Manyard.

GUILDHALLS – STONEMASONS & DEMOLITIONISTS (74)

Laumspur Lane, City Residential

This Guild received its Royal Charter from King Veno I in MS 3552. Prior to this date, it had operated as two distinctly separate entities: the Stonecutters and the Demolishers. The Guild operates under a single charter yet it is still divided into two separate factions for training purposes. Masters Stonemasons teach their apprentices the craft of stonecutting and decorative stone-carving.

Master Demolitionists teach their apprentices the skills necessary to safely knock down and dismantle buildings, bridges and other such constructions. They are also instructed in the safe handling and use of Boom Powder to assist with their work. The Guildmaster is Longor Fyfan.

GUILDHALL OF THE MERCERS (75)

Silver Street, City Residential

The Guild of Mercers is the oldest Guild of Sommerlund, having received its Royal Charter from King Braern I in MS 3453. It is highly respected by the other guilds for its long and illustrious history. The system of guild apprenticeships and master accreditation was created by its founding Guildmasters, and it formed the basis upon which all subsequent guilds have been modelled. The Guildmaster is Remir Randock.

GUILDHALL OF THE MONEYLENDERS & MONEYCHANGERS (76)

Silver Street, City Residential

This Guild sets a high standard of probity that its members must adhere to in order for them to retain their license to lend money and exchange foreign currencies. These licenses and strict controls are enforced to protect Sommlending business owners and citizens from usury and extortion. The Guildmaster is Veno Pennymor.

GUILDHALL OF THE TAILORS & NEEDLEMAKERS (77)

Laumspur Lane, City Residential

The Guildhall of the Tailors is a large and impressive grey building in classic Toranese style. Their grand Guild emblem, two crossed needles linked by a single thread, is engraved into the granite arch

above its yellow oak doors. The masters of the Guild instruct their apprentices in all the myriad aspects of making clothes, including the crafting of needles which are an essential tool of their trade. The Guildmaster is Byr Spaldyn.

GUILD TOWNSMEN BARRACKS (78)

Oak Lane, City Residential

This large and impressive building accommodates personnel of the Guild Townsmen cassels. Public access is strictly controlled. The Barracks commander is Guildmarshal Jasard Medrel, a Kai Virin.

HALL OF ACCEPTANCE (79)

Guildhall of the Brotherhood of the Crystal Star, City Residential

Upon clearance by the Brotherhood mages on duty in the Pass Yard, are then permitted to enter the Hall of Acceptance where their petitions will be heard and, if deemed to be appropriate, audiences will be granted with higher-ranking members of the Guild.

HIGH COURT (80)

Baron's Citadel, City Residential

The High Court of Toran deals with all cases of high value and importance. It also has a supervisory jurisdiction over the subordinate Administratim, Legalim, and provincial courts. Most High Court proceedings are heard by a single judge (High Judge).

LANGSONS – BESPOKE TAILORING (81)

Myranar Lane, City Residential

Langsons is owned and run by Ulron Langson, a former Guildmaster of the Tailors and Needlemakers Guild. He is ably assisted by his wife, Zenra, and his two sons Jen and Neo. Their bespoke clothes are very fashionable and made to an impeccably high standard. They are also very expensive. They count the Baron and Baroness of Toran among their wealthy and noble clientèle.

LAW GATE (82)

Amber Avenue, City Residential

This is the entrance to the Council Chambers, Administratim Hall, Legalim Hall, Chancellery and High Court, which are all located inside the walls of the Baron's Citadel. It is guarded by sergeants of the City Watch.

LEGALIM HALL (83)

Baron's Citadel, City Residential

The Legalim administer justice in the Lower Court of Toran, which occupies the eastern half of the Legalim Hall. Relative to the High Court, the Lower Court has a restricted jurisdiction that permits it to hear only minor offenses or civil actions involving a limited amount of financial liability, as distinct from the High Court. Cases heard initially by the provincial judges are sometimes referred to the Legalim and the Lower Court for a final hearing.



MONMART – RARE BOOKS & CURIOS (84)

Myranar Lane, City Residential

This cosy and respectable little book and curios shop is owned by Basanetess Petrea Monmart, a wealthy noblewoman from the coastal town of Farsell. She could read before she was two years old and has been an avid bibliophile for most of her 60 years. She deals in rare leather-bound books, tomes, parchments, manuscripts and maps and is a respected expert on Sommlending and Durenese antiques. Adventurers who have acquired an item can request her expert appraisal for a fee of 5 Gold Crowns.

PASS YARD (85)

Guildhall of the Brotherhood of the Crystal Star, City Residential

Visitors to the Guildhall must first pass into a smaller courtyard, known as the Pass Yard, where they are vetted by duty members of the lower ranks of the Guild. This initial assessment is done solely by the use of low-level Brotherhood spells of detection with the purpose of determining the general disposition of a visiting party. It is surprisingly effective at identifying would-be intruders with a malign or hostile intent.

RADASUNS – RARE SPICES (86)

Thornfalcon Street, City Residential

Radasuns are purveyors of rare condiments, herbs and exotic spices sourced from all over Magnamund. This long-established and family-run enterprise is owned by Danor Radasun and his portly wife, Evsa.

SUN EAGLE'S TOMB (87)

Silver Street Square, City Residential

Located in a small square at the centre of the Middle Ward, the tomb of Sun Eagle, first of the Kai Lords, comprises a beautifully carved stone memorial, topped with a statue of this famous Toranese hero. A small, bronze bound door seals the entrance to the crypt located beneath his tomb.

TAY SOLOBO PARK (88)

Amber Avenue, City Residential

Named in honour of the islands in the Northern Void whence the Sommlending originated, this well-maintained park is the largest in the city. It provides the perfect place for the wealthy inhabitants of the City Residential ward to while away a sunny summer's day.

THE HALLS OF HEALING (89)

Amber Avenue, City Residential

The Halls of Healing are where sick and injured citizens go for treatment. It is run by a contingent of Herbwardens who originally came to Toran from Bautar several centuries ago. The Herbwardens who work here are descendants of those first Bautarian settlers and are now bona fide Toranese nationals. Within the Halls is a park and atrium in which herbs and plants are cultivated for use

by the Herbwardens. The Herbwardens reside in the subterranean levels. These lower levels incorporate their personal living accommodations, an extensive library and a small chapel devoted to the Goddess Ishir.

Although they produce copious quantities of Laumspur in their small park, they do not sell any of the potions they produce here. Instead all of their medicaments, including vials of Antitoxin Tincture, are used for the treatment of citizens who come to them seeking assistance. Adventurers looking to stock up on Laumspur before embarking upon an adventure are advised to visit Twedil the Apothecary.

WATER GARDENS (90)

Guildhall of the Brotherhood of the Crystal Star, City Residential

The stunningly beautiful Water Gardens are located inside the grounds of the Guildhall of the Brotherhood of the Crystal Star and surround the base of the Brotherhood Tower. They display many exotic varieties of aquatic plants gathered and gifted from the Magiocracy of Dessi and the Plenary of Bautar. Ornamental fish are a notable feature of its many luxurious pools and ponds.





EAST WARD (91)

Throngs of people pass to and from the east of the city by way of the many avenues and tree-lined streets that lead to the city's East Gate and barbican. Most of the Toranese artisan class and middle-income citizenry live here in comfort, with the furthest eastern section of the ward given over to the slightly-ramshackle abodes of their servants.

There are several officially condoned areas where beggars are permitted to operate, on the strict understanding that they must never harass the residents. The area is policed by a squadron of the City Watch known as the Eastern Watchmen.



CHAPEL OF THE MOON (92)

Starboard Street, East Ward

Located in the eastern part of this ward, among the homes of the servant class, this modest-looking timber-framed chapel holds daily services, at noon and at sundown, in honour of the Goddess Ishir. The chapel is run by a small group of priests known as the Brothers of Mercy. They receive a modest stipend from the Baron of Toran, and they supplement their income by selling potions of Laumspur (5 Gold Crowns per potion) and Flasks of Holy Water (20 Gold Crowns per flask).

EAST GATE & BARBICAN (93)

East Gate Square, East Ward

The East Gate controls road traffic that enters and leaves Toran on the Esterpike to Anskaven. Its twin-towered barbican is called the Queen Maura I Barbican in honour of the first reigning Queen of Sommerlund. The granite arch above the gate is engraved with the ancient Sommlending symbol of a longboat with a full sail. It is manned by men of the City Watch.

EAST GATE SQUARE (94)

East Ward

This square is located adjacent to the East Gate and Barbican. At its centre stands a granite statue of King Calun I. The square is encircled by many small shops and enterprises that sell food, clothing, household goods and adventuring gear. The City Watch patrol here regularly to ensure that street crime is kept in check, especially after dark.

EAST WARD MARKET (95)

Pallion Street, East Ward

Located roughly in the centre of the East Ward is a large flagstoned piazza that hosts a vibrant outdoor market. Predominantly, it is made up of licensed market stall holders, but there are also several dozen shops that line the outer four sides of this lively commercial square. All manner of goods and services can be obtained here, although prices are higher than one could expect to pay for the same goods elsewhere.



Adventurers looking to equip themselves prior to embarking upon a quest overseas would do well to visit the East Ward Market in order to stock up on necessities before they venture abroad.

GUILD TOWNSMEN TRAINING PARK (96)

Oak Lane, East Ward

This park is reserved for the exclusive use of the Guild Townsmen cassel.

PICKSTAFF'S BREWERY (97)

Pallion Street, East Ward

This large and long-established brewery has been in the Pickstaff family since MS 4837. It is run by Master Brewer Elaf Pickstaff, his wife Sulvi, and his two sons, Hulo and Kanein. Most of the beers that are served by the inns and taverns of the city are Pickstaff ales, the most notable being The King of Sommerlund ('King' for short), Seosha Stout and Pel Pale.

THE BOAR & PONY INN (98)

Silver Street, East Ward

One of the most famous inns in all of Toran, The Boar and Pony is run by Laef Colmaen and his staff. It is renowned for its fine wines and ales, and it has a well-deserved reputation for good food and clean lodgings. In the middle of its walled ale garden, there is a stone circle where, in olden times, bare-knuckle prize fighting was permitted. Today, this practice is no longer permitted. A no-weapons rule is enforced inside the inn, and woe betide any who dare break the rule, since two of the staff – Erdel Gunnas and his brother, Kordal – are both former Durenese Knights of the White Mountain and excellent pugilists.



Adventurers looking for a safe place to lodge while they are staying in Toran would do well to consider this inn, just so long as they are prepared to leave their weaponry with the Gunnas brothers while residing here. Horses can be hired for any duration, from an hour to a year. Knights of the White Mountain will receive an especially warm welcome at the Boar and Pony. For them, all charges for food, lodging and horse hire will be halved.

TORANESE ARCHERS TRAINING PARK (99)

Carasar Street, East Ward

Composed mainly of apprentices to the Guilds of Toran, the Toranese Archer's Cassel hone their bow skills here to perfection. The cassel is assigned to the battlements when the city is threatened by enemies. They also augment the Sommlending Army of the North and take part in joint exercises with the regular army on the Anskaven Plains. They are also equipped with a range of arrows with special tips such as armour-piercing, double barbed, rope-cutting and incendiary. Their accuracy with a bow is unmatched by any other cassel in Sommerlund.



THE SEWERS

The sewers of Toran are famous throughout Sommerlund for their good design and high level of sanitation. As a consequence, the city's public health record is exemplary. The average life expectancy of its citizens is 20% longer than it is in most other regions of the Realm. Beneath Toran there exists an impressive network of tiled sewer tunnels and drainage cisterns. Rainwater from the streets is collected in the cisterns and used to flush the system clean periodically. During the rainy autumnal season, this flushing takes place every other day. During the summer, when the cisterns are less frequently replenished, the flushing takes place only occasionally. This can give rise to a noisome stench (nicknamed, sardonically, "The Perfume") particularly in the poorer parts of the city. The sewers flow along a main outfall tunnel which passes beneath the River Tor to a gigantic cesspool at the city's rubbish tip located a mile west of the city wall.



The sewers are also used by the clandestine Thieves' Guild as a means of infiltrating the affluent Middle and City Residential wards. There they carry out burglaries of the rich town houses, and convey their ill-gotten gains by way of the sewer network to their secret headquarters – see Honest Erik's.

WHAT LURKS BENEATH TORAN?

The sewers of Toran have been a cesspool of wastes both mundane and magical for centuries, resulting in some of the most hazardous conditions to be found in all of Sommerlund. While tolerable and functional at its upper levels, the sewers have hidden deeps where the stone pathways have worn away and seeped into a maze of natural caverns. The creatures that lurk in these areas are unlike anything seen in the sunlit world of Sommerlund above. These monsters, originally just normal animals, have become so warped by exposure to magical waste from the Brotherhood's guildhall that they can no longer be recognised for what they once were. This dark quirk of the Toran sewers allows Narrators to set up encounters with virtually any creature desired, their descriptions as wild and mutated as imagination allows. By borrowing characteristics and modifying the creatures already provided by The Lone Wolf Adventure Game rules, the possibilities provided for Narrators here are limitless!

SHANTY TOWN (100)

The Shanty Town is a disorganised and poorly maintained settlement of shacks and tents located on the west bank of the River Tor, on either side of the road to Hitchford. It extends for a mile beyond the river and ends at the city's sewer outfall and rubbish tip. Fires are a particular danger for its poor and destitute inhabitants, most of whom have been thrown out of the city for committing petty crimes.

OTHER FEATURES AND PLACES OF INTEREST

RIVER TOR (101)

The mighty River Tor flows into the waters of the Toran Sound before the west wall of Toran. It is used extensively to convey produce from the Tor River Vale to the city.

GREAT TOR BRIDGE (102)

This magnificent arched bridge was constructed between MS 3446 and 3449. It carries the highway from the West Gate of the city across the River Tor, before it divides into two roads that lead to Barbeach and Hitchford.

TORAN SOUND (103)

The Toran Sound is an expanse of deep water located between the Kaltesee and the mouth of the River Tor. It provides good access to the Docks of Toran for the merchant vessels of the Northlands Trading Company, and a safe place to muster and manoeuvre ships of the Northern Fleet before they enter the Kaltersee. It also shields the Docks area from the worst of the winter storms that sweep along the northern coasts.

SOUTH GATE & BARBICAN (104)

The South Gate controls road traffic that enters and leaves Toran on the King's Highway and the road to Chamtree. Its twin-towered barbican is called the 'Sun Barbican'; the granite arch above the gate is embellished with a large engraving of Sommerlund's symbol.

ADVENTURE IDEAS

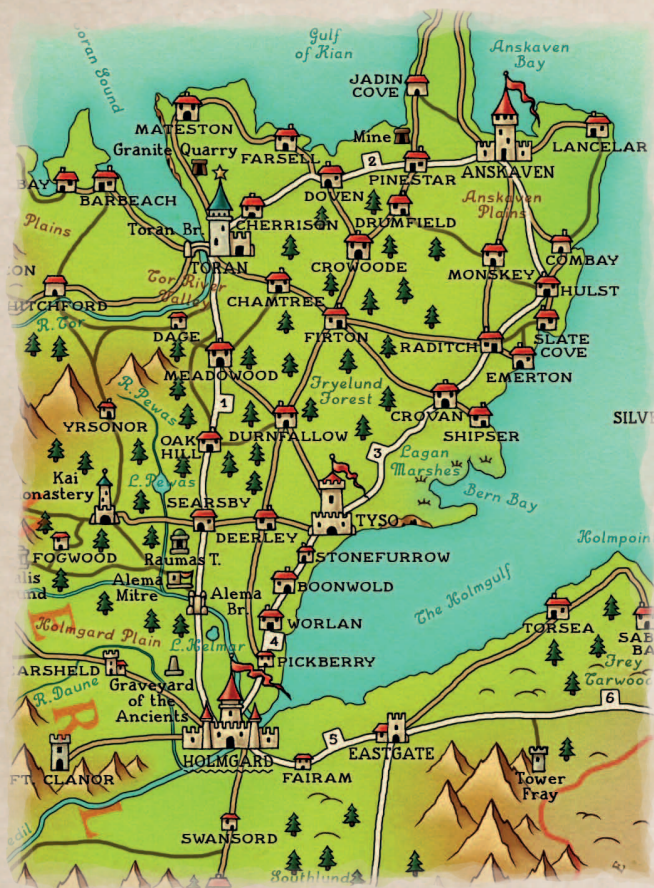
In addition to the plots and secrets provided in this chapter, here are some useful hooks unique to this area of Sommerlund, that you as Narrator can use to create your own adventures:

- Something exploded out of a high window in the Crystal Star Guildhall (71) and circled the city several times before flying off to the south. The Brotherhood denies anything happened, claiming it was just an illusion. But surely it was more than that?
- Rednor Moon at the Seafarer's Arms (15) is currently sharing a bit of gossip about a merchant from Lyris who keeps coming by the inn, buying a single mug of ale he never drinks, and waiting for exactly one hour before leaving. Intriguing enough to warrant investigation...
- A new batch of Pickstaff ales may have been made from tainted wheat coming from the Royal Estates. If this is true, every bottle of Pel Pale needs to be rounded up before someone dies!

THE COUNTY OF TYSO



Emblem of Tyso



EARLY HISTORY

Tyso began life as a small but productive fishing settlement, first established in MS 3436 upon the coast of the Holmgulf, south-west of Anskaven, following victory against the army of Archlord Vashna. Tyso was erected to the west of the great cliffs overlooking the Holmgulf and the caves where the Sommlending had hidden some of their forces before attacking the Drakkarim from the rear during the Battle of the Lagan Marshes. In the ancient Sommlending tongue, the word Tyso means 'Flower'. The name was given to the port by the early settlers in recognition of

the acres of little white Salt Poppies that carpeted the cliffs and inland reaches of this area long ago. The surrounding lands were established as a County in MS 3445, led by Count Garrulen, a vassal of the Baron of Anskaven.

In MS 3447, Count Garrulen distinguished himself by saving King Braern I from an ambush in the Forest of Fryelund set by a particularly ferocious Giak Warband. Because of this he was appointed Baron by Braern I, and his lands became a new province of Sommerlund. Soon after, the fishing town of Tyso was chosen to become the fourth great city of Sommerlund. The foundations of its curtain wall were laid in MS 3454 and completed in MS 3462. Due to its privileged location on the Holmgulf, the city of Tyso became a key naval outpost tasked with defending the Holmgulf and the sea approaches to Holmgard. Tyso was adequately supported by its first settlers and grew to prominence after it built up a productive fishing fleet that trawled the cod-rich waters of the Kirlundin Straits.

During the War of the Black Muster (MS 3785-3799), Elmyr Garrulen, 14th Baron of Tyso, led the Fleet of the Holmgulf into the Kaltersee to break the Great Siege of Toran by the armies of Archord Vashna. In MS 3791, the Tyso Fleet joined with the Anskaven Fleet, led by Baron Baleon Caldar in Anskaven Bay. This combined force landed in Barbeach Bay and attacked the Darklords' army from the rear. The Sommlending forces in Toran, led by Baron Shaen Ruanor, sallied forth from the besieged city and broke the enemy army in a ferocious battle. Baron Elmyr Garrulen was killed during this epic confrontation. House Garrulen was replaced by several short-lived households that mismanaged the County of Tyso until the rise of House Kalen in MS 4361.

The end of the House of Garrulen saw the start of a difficult period of bitter rivalry between the vassal households, which sometimes descending into open hostility. It was during this era of feuding nobles that a lowly alchemist called Luvias Kort made a shameful name for himself and has since gone down in Tysoan history as "The Poisoner of Tyso". He was secretly employed by the feuding lesser nobles to concoct deadly poisons that were particularly difficult to detect, becoming their preferred method of assassinating one another. Happily the alchemist obliged for he derived an evil pleasure from killing. Kort was subsequently tried in the High Court of Holmgard, found guilty, and was banished through the Shadow Gate of Toran in the hestangor of that year.

In MS 4355, the hostilities among the nobles had become so intolerable that King Ulron I decided that exceptional action was needed to put an end to it. He decreed that the provinces of the County of Tyso would henceforth be ruled by Fryearls appointed by the Kings of Sommerlund. Neither spouses nor heirs inherited the



title upon their ancestor's death. As a consequence of this protocol, no dynasty of lordlings remains after the death of a worthy Fryearl. Spouses or the eldest son of Fryearls receive a lifelong stipend from the Crown and are obliged to vacate their stately homes and take up residence in a new home. These new homes, called Fryemanors, are built and paid for by the Crown and are considered to be part of their stipend. When a Fryearl dies, the position becomes vacant and is filled by a Fryearl in waiting. There are typically 2 or 3 Fryearls in waiting in Sommerlund at any given time who have not received land to govern or the stately home that goes with it.

In MS 5000, the old rivalries have not entirely disappeared as some Fryearls are still descended from the ranks of the ancient noble families of the County. Even so, the new policy saved Tyso from internal collapse.

In MS 4770, Baron Aran Kalen established the Guild of Sailors and began formal training of mariners for service in the Sommlending admiralty. Tyso has a long-established naval tradition, and close ties with bases and outposts at Rustor, Lennis and Silvershore in the Kirlundin Isles. Over the years, its naval academy has turned out more admirals, rear admirals, commodores and captains of distinction than any other Sommlending city.

For several years, merchantmen plying the sea lanes between Holmgard and Port Bax had been subjected to frequent attacks by rogue Shadakine Buccaneers. These pirates had sailed around the northern coastline of Durenor and established a base of operations in a secluded bay on the isle of Broka, the northernmost island in the Kirlundin chain. Under the direction of their notorious leader, Captain Jhenga, these pirates were able to raid and loot cargo ships seemingly at will. Baron Rosk Kalen took personal command of a naval operation to hunt down the pirates, and he was successful in discovering their hidden lair in MS 4891. Rather than annihilate the trapped freebooters, he gave Jhenga and his men the chance to relinquish their piratical ways and join with the Sommlending admiralty as privateers under his command. Jhenga had little option but to accept this unexpected offer, although it was indeed a risky one from Baron Kalen's perspective, for there was no guarantee that Jhenga would hold true to his word once he and his fleet were released from the blockade. So deeply impressed was Jhenga by the respect and consideration that Baron Kalen had shown him that he and his crews became willing and loyal naval agents of the Sommlending crown.

Letters of Marque were issued by King Kian II in Holmgard, permitting the Shadakine Privateers to operate in the Gulf of Durenor and fly the Sommlending ensign. The Shadakine Privateers were allowed to dock in Tyso for repairs and provisions, and they were also allowed to keep half of all the proceeds that were generated from the sale of captured Kuri ships. Over time, the Shadakine Privateers were allowed to settle in Tyso and raise

families there. They married Sommlending women and became respected members of the community. In MS 5000, after the Durenese, they are the largest single ethnic group of settlers that inhabit the port city.

RECENT EVENTS AND ONGOING PLOTS

Tyso is ruled by Baron Var Kalen. The smallest of the four major Sommlending cities is a wealthy and thriving settlement, benefiting from its fishing industry, and the production of grain and arable food crops on the surrounding fertile coastal plain. Unlike the other Sommlending provinces, however, the county is not free from political dissent.



In MS 4995, upon the death of the aged Fryearl of Boonwold, Fryearl Evald of Worlan, head of the ancient House Evald, which governs the towns of Worlan and Stonefurrow, tried to convince the King and Baron Kalen to reincorporate the rich but isolated territory of Boonwold into his domain. Boonwold had long ago seceded from the territory owned by House Evald and its rulers thereafter had been Fryearls appointed by the King. King Myranar III refused the request and appointed a new Fryearl in Boonwold, much to the chagrin of Fryearl Evald. Fryearl Evald is as determined as ever to reclaim the fertile plains around Boonwold, but Fryearl Dugan Boonwold is a stubborn adversary. In Holmgard, the Privy Council are keeping a close eye on Fryearl Evald in anticipation that he will do something rash and unwarranted sometime soon.



While the nobles squabble, other threats to the peace of the province have recently come to light. The caves in the cliffs to the northeast of Tyso are being used as hideouts by a bandit group that preys upon travellers using the North Coastal Highway. The outlaws call themselves 'The Hand of Naar', but whether or not they have a true affiliation to the Dark God, or are simply invoking his name to instil terror in the hearts of their victims, has yet to be found out.



Since the kaltangor of MS 4998, the Lagan Marshes have been engulfed by strange cloying mists. The scholars of Tyso have studied the phenomenon but cannot find a rationale for these unnatural fogs. Disturbingly, the Lagan marsh-wardens of Shipser have reported hearing whispers in the mists, and some claim to have seen the ghostly outline of ancient Sommlending longboats drifting silently through the shifting channels of the wetlands.

In kaltangor of MS 4999, when two senior marsh-wardens reported that they both, at the same time, had seen ghosts of Drakkarim warriors marching through the fog, Baron Kalen decided it was time to seek the help of the Order of the Kai in order to put an end to this mystery once and for all.



Echoing the strange apparitions sighted in the Lagan Marshes, in the fehangor of MS 5000, several poor denizens of the North Quarter of Tyso reported hearing eerie whisperings, late at night, emanating from the Old Necropolis. Five prominent Tysoans have subsequently been found dead in their beds in their exclusive townhouses in the Noble Circle. All were relatively young and in good health prior to their sudden and inexplicable demise. Upon the discovery of a set of lock-picking tools of Shadakine manufacture in the house of one of the deceased, the nobles of House Crovan, who have grown increasingly hostile of late towards the Shadakine-Sommlending citizens of Tyso, have been quick to exploit this to their political advantage. They have accused the Shadakine-Sommlending minority of committing treasonable acts and performing necromantic rituals.

PROVINCIAL TOWNS & VILLAGES

BOONWOLD (PM9)

The beautiful village of Boonwold and its surrounding farmsteads form a small but wealthy domain ruled by Fryearl Dugan Boonwold. The village is encircled by a large wooden palisade with tall watchtowers and two guarded gates, one at the north end of the main road and the other at the south. It has several shops, stables, a Kai church, a blacksmithy, a surgery, four taverns and two inns, the best of which is The Good Harvest. It is also the staging post for coaches to Holmgard and Tyso. The personal estate of Fryearl Dugan Boonwold is located three miles due east of the village on a promontory of land with a commanding view of the Holmgulf.

WORLAN (PM10)

Worlan is the principal town of House Evald and is governed by Fryearl Svor Evald from his fortified chateau on the coast of the Holmgulf, one mile due east of the town. There is one market day every week, on Midvoka, which is held in its central square. There are two inns in the town, The Holmgulf Inn and The Red Barrel, owned and run by two brothers, Jac Galder and Karlo Galder, respectively.

STONEFURROW (PM10)

The small, picturesque village of Stonefurrow consists of a village hall and thirty cottages, mostly built on either side of the South Coastal Highway leading to Tyso. The surrounding land is given over to arable farming. It has a blacksmithy, an alehouse and a pretty little water mill on the Stonefurrow Stream, which flows into the Holmgulf. The village is governed by Knight Loran Evald of Worlan from his manor house on the coast east of the village.

DEERLEY (PM11)

Deerley is a pleasant pastoral and timber processing town surrounded by a defensive palisade. It is located at the southern edge of the Fryelund Forest on a crossroads where byways connect

it to Tyso, Searsby, Pickberry and Durnfallow. Although it is a small town, Deerley is a well-known for the festivals and tournaments it stages in the solangor and kaltangor. Deerley is governed by Fryearl Rednar Deerley from his stately home on the edge of the Fryelund Forest. Deerley's best eating and lodging establishment is The Brave Knight, which is owned by Kelger Densun and his vivacious wife, Yiva. Their daughter, Maura, is a Kai Virin.



DURNFALLOW (PM12)

Durnfallow is the principal settlement of House Durnfallow. It is governed by Fryearl Genn Durnfallow from his magnificent timber-framed manor house located in the north-east corner of this large village, on the road to Meadowood. Durnfallow is ringed by a palisade with wooden watchtowers, which provide it with adequate protection from the bandit gangs that have their lairs in the forest hereabouts. Comfortable board and lodging can be found at the village's main inn, The King Braern I.

FIRTON (PM12)

Firton is a village located in the heart of the Fryelund Forest. It sits at a junction where five byways converge, leading to Crowoode, Chamtree, Durnfallow, Crovan and Raditch. It is governed by Basanet Acraban Barr in the name of the Fryearl of Durnfallow. Barr's fortified manor house can be found one mile to the north-east of Firton on the byway leading to Crowoode. Most of the folk of Firton are timberworkers and hunters. It has a blacksmithy, several timber merchants' stores, a saw mill, a Chapel dedicated to Goddess Ishir, three taverns and one inn.

SHIPSER (PM13)

Shipsers is a coastal town situated due north of the Lagan Marshes. Ruled by Fryearl Mahla Shipsers, its inhabitants consist mainly of wetlanders who make a living from the rich and diverse flora and fauna of the Lagan Marshes. There are three inns and taverns that offer good quality bed and board to visitors: The Lazy Crab Inn, The Lagan Beacon, and The King Bern I. Boats can be chartered from the Shipsers Boatyard situated in the middle of its quayside, and there is a daily coastal ferryboat service to Tyso.

CROVAN (PM14)

The town of Crovan sits astride the North Coastal Highway between Anskaven and Tyso, and is a stopover point for coaches between the two cities. It is governed by the notoriously vainglorious Fryearl Oswin Crovan, head of House Crovan. The townsfolk of Crovan are very proud of their history, for their town is built on the site of the first battle between the Sommlending and the Drakkarim in MS 3434. In the middle of its market square is a very old weather-worn granite statue of King Kian I depicted slaying a Drakkar Ligaoknar. The town offers comfortable accommodation and fine fare at its three inns, Kian's Glory, The Highway Inn, and The Timberman Inn. The townsfolk are fiercely loyal to their Fryearl but to visitors they may appear to be overly arrogant and chauvinistic.

THE CITY OF TYSO

1. NOBLE CIRCLE

2. Bank of Sommerlund
3. Baron's Citadel
4. Chapel of the Moon
5. College of Surgeons
6. Council Chambers
7. Durenor Square
8. Golden Crown Square
9. Guildhall of the Bakers
10. Guildhall of the Chandlers
11. Guildhall of the Fishmongers
12. Guildhall of the Plaisterers
13. Guildhall of the Sailors
14. Guildhall of the Salters
15. Guildhall of the Wheelwrights
16. Haigh Haskin – Navigation
17. Halls of Learning
18. Harval Square
19. Hobar Barracks
20. Hobar Gate
21. Hobar House
22. Hobar Tower
23. Induction Hall
24. Invar Square
25. Keel Park
26. Kirk Lanard – Leather & Fur
27. Library Gardens
28. Lord Mayor's Chambers
29. Mayor Gate
30. Myranar Square
31. Oren Square
32. Parade Ground

33. Quayside Gate
34. Rendar the Apothecary
35. Saja Square
36. The Law Halls
37. The Quarterdeck
38. Thon Square
39. Training Park
40. Tyso Gallery
41. Tyso Hall
42. Tyso Library
43. Tyso Theatre
44. Veitor the Surgeon
45. Vinas Square

46. TRADERS' CIRCLE

47. Balnor's Boat Hire
48. Broson's Bakery
49. Dry Dock
50. Fleet Workshops
51. Gunther's Warehouse
52. Hagon the Fishmonger
53. Hawvers
54. King Kian II
55. Paderman Transportation
56. Persicar's Potions & Lotions
57. Ratline Rosk
58. Rednar's Hardware
59. Ston's Weapons
60. Taumor Stables & Coachery
61. Timbro Construction
62. The Captain's Cabin
63. The Crow's Nest

64. The Letters of Marque
65. The Shanty Inn
66. The Shrine of Ishir
67. The Siren Inn
68. Tyso Docks
69. Tyso Shipwrights Construction & Repair
70. Tyso Shipwrights Administration
71. Vegor's Coachery
72. Volorör

73. COMMONERS' CIRCLE

74. Academy Square
75. Admiralty Quartermaster's Stores
76. Bream Tower
77. Cod Tower
78. Eel Tower
79. Felis Furnishings
80. Flounder Tower
81. Greff's the Butchers
82. Gurnard Tower
83. Haddock Tower
84. Holmgulf Tower
85. Mareta Square
86. Naval Academy
87. North Gate & Barbican
88. North Gate Square
89. Quayside Square
90. Sea Carp Tower
91. Sole Tower
92. South Gate & Barbican
93. South Gate Square
94. Sun Gate & Barbican

95. Sun Gate Square
96. The Burning Beacon
97. Ulnar's Whistle
98. West Gate
99. West Gate Square

100. NORTH QUARTER

101. Durdin Square
102. Fars Square
103. Mackerel Tower
104. Murk's
105. Old Necropolis
106. Saeran Stables
107. South Gate Old Necropolis
108. The Skull & Knucklebones
109. West Arch Old Necropolis
110. Volorgatte

OTHER FEATURES AND PLACES OF INTEREST

111. Sea Merchant's Avenue
112. Knon's Charts & Maps
113. Lookout Point & the Tyso Lighthouse
114. Volorbrue
115. Volorsträm

The City of
TYSO

The City of Tyso is a detailed map of a coastal city. The city is situated on a peninsula, with Tyso Harbour and The Holmgulf to the north. The map features numerous streets, including Stone Wall Halo, Beldand Halo, and various numbered streets. Key landmarks include the Stone Wall Halo, the Beldand Halo, and the Tyso Harbour. The map is oriented with the city's main entrance at the bottom, facing the harbour.

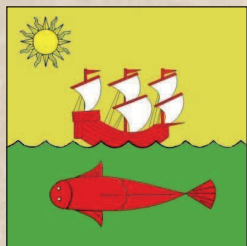
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THE CITY OF TYSO



Flag of the City of Tyso

Tyso is the smallest of the four major Sommlending cities, is a flourishing city port situated on the eastern seaboard of Sommerlund, 50 miles north-east of Holmgard and 150 miles south-west of Anskaven. It has a thriving fishing industry, but it also benefits greatly from the production of grain and arable food crops in the fertile plains due to its coastal location. Tyso has long been a vital base of operations to protect the Holmgulf from attack by sea. Early in MS 5000, Baron Var Kalen authorises the expansion of the naval harbour to facilitate the future growth of the Holmgulf Fleet. It is a large civic project and it will attract an influx of construction workers from several other provinces of Sommerlund, as well as from Ragadorn and western Durenor, over the coming months and years.

Tyso's architecture is simple in style and design. It is not as eclectic or impressive as Holmgard, nor as elegant as Toran, but it certainly possesses a quaint nautical charm that gives it a flavour all of its own. By day, its sturdy stone houses send out wisps of wood smoke from their chimneys whilst sea gulls perch and caw on the terracotta and slate rooftops, their plaintive cries echoing across the shimmering waters of the docks and harbour. The tall masts of Sommlending Navy vessels, with their ensigns fluttering in the stiff sea breeze, stand in stark contrast to the stubby little flotilla of fishing vessels that are moored at jetties in the south section of the harbour.

GOVERNMENT AND LAW

The Baron of Tyso is responsible for implementing the laws of the land, which are decreed by the King in Holmgard. This duty is deferred to the Lord Mayor who, in turn, defers to Tyso's High Judge. He oversees a group of lesser judges who administer justice in the courts of Tyso, The Law Halls. The Reeve-lieutenant of Tyso and commander of the City Watch is the man charged with keeping law and order in the city. Treachery is punishable by death by drowning. Murder and piracy also carry a death penalty, by hanging, although this is often commuted to imprisonment in cases of a single murder where mitigating circumstances can be shown. As in keeping with the general law of the land, all crimes that have

an element of deliberate deception are treated very seriously and will usually result in the perpetrator receiving a long sentence of hard labour to be served in the penal colony on the Kirlundin Isle of Kirlu. Stealing is punishable by a hefty fine or incarceration. When the theft involves Crown property, the thief will risk losing his right hand as well as his liberty. All other lesser crimes are punishable by incarceration, or a fine, or both.

CITY ECONOMY

Tyso is largely self-sufficient in as much as the taxes and levies that are imposed upon its goods and services are adequate to meet the cost of its administration. The costs of the Holmgulf Fleet are met by the King. Unlike other Sommlending cities, it does not have well developed mercantile trading ties with partners and ports overseas. Exports of agricultural produce and specialised marine equipment, which Tyso famously manufactures in its workshops, are usually sent overland to Holmgard and Anskaven. The importation of goods into Tyso is also facilitated by overland routes.

THE CITIZENS OF TYSO

As of MS 4951, the people of Tyso became officially known as Tysoans. Prior to this date they were called Tysonians, although this old-fashioned descriptive is still used by some who live in Eastern Sommerlund. In MS 5000, the population numbers approximately 50,000. In keeping with common practice in Sommerlund, Tyso celebrates the Feast of Fehmarn (the first day of Spring) with a public holiday and holds a special festival in honour of Goddess Ishir.

ADMIRALTY DAY

In Tyso City, Fehmarn is also known as 'Admiralty Day'. The Holmgulf Fleet is mustered and presents itself for its yearly inspection by the Baron and his household. The city is festooned with golden yellow bunting and a carnival atmosphere prevails. It culminates with a series of exercises which demonstrate the excellence of the naval squadrons stationed here. There are races, archery competitions, and an open air feast in the city streets that everyone is encouraged to participate in. This is also the time when the Halls of Learning open their doors and display their educational marvels for the public to enjoy. The students of the Halls conduct tours of their college with the aim of encouraging the citizenry to further their knowledge and deepen their appreciation of their city's fine tradition of academic achievement.

When the sun sets and the night sky becomes illuminated by the moon, the youths of Tyso City hold a candlelight procession that passes through the streets and ends at the Shrine of Ishir. Here they



lay wreaths of Salt Poppies at the feet of a statue dedicated to the Goddess. Prayers are offered up to Ishir in the fervent hope that she will continue to cast her bountiful blessings upon the city and its citizens, and protect it throughout the year ahead.

Wharf Rat (Sommerlund): The wharfs and piers of Tyso's many docks as much a home to you as any other. You grew up climbing over and under them, learning all sorts of interesting and secret things.

Benefits: You are more athletic than most, gaining a +1 to all tests involving acrobatics, climbing and swimming.

In addition, in any situation dealing with sailors, pirates, and harbours, you gain a +1 bonus to the Investigate and Sage skills.

Finally, you always count as having shelter and a Meal when you are in any docks, harbour or embarked onboard a ship as you know where to hide and how to fish even in the most cramped, unwelcoming places.

THE BARON OF TYSO

The Baron is the autonomous ruler of the city and he resides in the Citadel overlooking the harbour. In MS 5000, the city is ruled by Baron Var Kalen, a man with an impeccable military record who has also served as Sommlending ambassador to the Durenese court at Hammerdal. His wife, the Baroness Myrl Kalen, is a stunningly beautiful noblewoman of Durenese descent.

THE LESSER NOBILITY

For all their wealth and privilege, the lesser nobility of Tyso are a notoriously avaricious and churlish breed, although there are some notable exceptions to this general rule. A deep-seated rivalry exists among the Fryearls of the County, many of whom come from the ranks of the long established noble families, sometimes bordering on outright hostility. Baron Kalen has succeeded in keeping their worst excesses in check, but a seething undercurrent of loathing and disdain is never far from bubbling to the surface. Meetings between the families are very rarely civil. In MS 5000, after the Baron, the most powerful of the noble households of the County of Tyso are (in descending order of importance): Durnfallow, Crovan, Shipser, Deerley, Evald and Boonwold.

LORD MAYOR HARVIL TORG

The office of the Lord Mayor is a prestigious one that is traditionally bestowed by Baronial decree upon a native Tysoan of exceptional ability. The post is occupied by Harvil Torg, an academically gifted

Fryearl who is greatly respected by the populace for his moral courage and his civic and business acumen. He oversees the day-to-day running of the city and presides over the judiciary, which is led by High Judge Venio Marlan, a dour legal administrator who was born in the village of Rustor on the Kirlundin Isle of Thet.

ADMIRAL REDNOR NORTH

The Holmgulf Fleet is based at Tyso and has a long and proud tradition. In MS 5000, its most senior naval post – Admiral of the Holmgulf Fleet – is held by Rednor North. Admiral North is a native Tysoan with an impeccable family history that boasts connections to the fleet spanning several centuries. His father and grandfather were also Admirals of the Holmgulf Fleet before him. He resides at his family seat, a cliff top castle, which is located two miles south of the city. In addition to his fleet duties, he is also the principal of the Naval Academy.

THE CIRCLES OF TYSO

The city is divided into four administrative areas known as Circles. The exception to this rule is the administrative area called the North Quarter.

NOBLE CIRCLE (1)

This is the most affluent area of the city. Its tidy well-lit streets are lined with the town houses of the lesser nobility, the wealthiest citizens of Tyso, and high-ranking naval officers. It is patrolled day and night by the City Watch.

BANK OF SOMMERLUND (2)

Golden Crown Square, Noble Circle

This bank is a provincial branch of the Bank of Sommerlund that is located in Holmgard. It is managed by Vann Sarquill, a former money-counter at the Chancellery in Holmgard. See page 71 for a description of the bank.

BARON'S CITADEL (3)

This sturdy stronghold is perched atop a small headland near the centre of the city, overlooking the docks and harbour. It is the seat and home of the Baron and his immediate family. Within its walls are The Law Halls and chambers of the Lord Mayor and the Council. The Baron conducts regular Provincial Sessions with the lesser nobility in a place called the Hall of Delegation, which is located within the Lord Mayor's Chambers. Modelled on the King's Citadel in Holmgard, the Baron's Citadel has a tower rising from of its grand rooftop which commands a splendid view of the city and the harbour.

There are three gates that give access to the Baron's Citadel. They are located in the west wall (Vinas Gate), east wall (Fars Gate), and the north wall (Ulnar Gate). They are guarded at all times by men



of the City Watch. The grounds and the internal halls and passages of the Citadel are patrolled the Baron's Bodyguard. This elite cadre of loyal protectors comprises Sommlending Men at Arms who were born and raised in the County of Tyso. They are charged with the security of the inner citadel and the protection of the Baron and his family. The commanding officer of the Baron's Bodyguard is Knight Captain Jerok Feltar, a formidable giant of a man who is an expert swordsman and archer, and also a Kai Virin.



CHAPEL OF THE MOON (4)

Deerley Lane, Noble Circle

Located in Deerley Lane, close to the Baron's Citadel, this timber-framed chapel holds daily masses, at noon and at sundown, in honour of the Goddess Ishir. The chapel is run by High Priestess Ishra. She receives a modest stipend from the Baron of Tyso, and she supplements the chapel's income by selling potions of Laumspur (5 Gold Crowns per potion) and Flasks of Holy Water (20 Gold Crowns per flask).

COLLEGE OF SURGEONS (5)

Thet Avenue, Noble Circle

See page 72 for more information on the College of Surgeons.

COUNCIL CHAMBERS (6)

Baron's Citadel, Noble Circle

This two storey building is constructed of white stone imported from the Isle of Kirlu. The provincial emblem of the County of Toran is engraved on its west wall, facing the tower of the Baron's Citadel. The ground floor of the Council Chambers comprises numerous small halls and conference rooms. The first floor contains the private chambers of High Judge Venio Marlan, the Judges, Lord-Justices, clerks, advocates, bailiffs and scribes of the The Law Courts. The grand entrance door is guarded by two sergeants of the City Watch.

DURENOR SQUARE (7)

Noble Circle

A marble statue of King Alin I of Durenor stands on a plinth in the centre of this flagstoned square. There is a public trough where potable water can be drawn up by a hand pump from an underground stream.

GOLDEN CROWN SQUARE (8)

Sea Merchant's Avenue, Noble Circle

Golden Crown Square is located at the centre of the city and is the largest of Tyso's squares. It is bisected by Sea Merchant's Avenue and it is the hub where five other major thoroughfares converge. Around its perimeter are several shops and small emporiums which sell clothing, foodstuffs, fine art and musical instruments. In the centre of the square stands a tall stone statue of Queen Maura I mounted on a granite column.

GUILDHALL OF THE BAKERS (9)

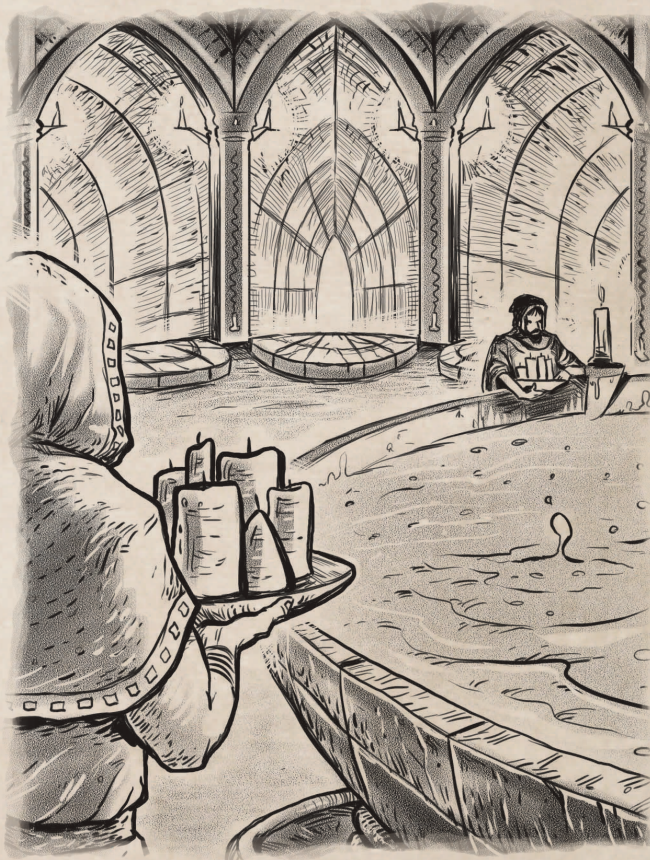
Rudder Street, Noble Circle

This is where apprentice bakers are taught their craft. The delicious aromas arising from the Guildhall's baking ovens are much appreciated by the citizens that live in the surrounding dwellings. The loaves and cakes made daily by the apprentices are sold in the bread market in nearby Myranar Square. The Guildmaster of this Guild is Pheo Grenly.

GUILDHALL OF THE CHANDLERS (10)

Shipser Avenue, Noble Circle

The Guild of Chandlers trains its apprentices in the craft of candle making. The Guildhall in Tyso is particularly noted for its high-quality beeswax candles, a luxury article compared with candles made from common tallow. Their beeswax candles are used extensively by the clergy, court and nobility. The Guildmaster is Tym Hedalon.



GUILDHALL OF THE FISHMONGERS (11)

Silvershore Street, Noble Circle

The Guildmaster of the Guild of the Fishmongers is Trant Saldar. The guild has a monopoly over the sale of fish in Tyso and its environs. It is tasked with the important role of overseeing the quality of fish that is landed daily on the quayside by Tyso's fishing fleet. This

responsibility is undertaken by the guild's 'Fish Monitors' under powers established by a Royal Charter of King Lorin I in MS 3965.

GUILDHALL OF THE PLAISTERERS (12)

Sea Merchant's Avenue, Noble Circle

This relatively young Guild was established by a Royal Charter of King Tor III in MS 4935, following the Great Fire of Holmgard in the previous year which began in a cook-shop. When the fire-damaged parts of Holmgard were being rebuilt, King Tor III ordered all such places, including bakeries, to be plastered and lime-washed for protection. In addition to training its apprentices in the craft of plastering and rendering, it also teaches the art of plastering for ornamental purposes. The Guildmaster is Audin Kelnor.

GUILDHALL OF THE SAILORS (13)

Shipsers Avenue, Noble Circle

This large granite and marble hall is located near to the south wall of the Baron's Citadel. It is three storeys high and flies its Guild flag from a mast on its roof. The Guildhall resembles a small white fort, with a crenellated parapet that runs all around the edge of the roof. Positioned at the base of its flag mast there is a small Bor Bombard. This imposing piece of artillery is not used for the firing of missiles at invading enemy vessels. Rather, it performs a daily function as a time keeper. A charge of Boom Powder is fired from the bombard three times every day, at precisely four hours before noon, upon the stroke of noon, and at four hours after noon. The Guildhall's impressive main door is constructed from wood that was salvaged from the Sommlending flagship Valiant, which sank with all hands off the coast of Tyso during a ferocious storm in the winter of MS 4901. A large brass plaque above the door commemorates the names of those who were lost. The Guild received its Royal Charter in MS 4770 from King Ulnar IV. The Guildmaster is retired naval Rear Admiral Kanein Marshmoon.



Adventurers looking to find transport to the Kirlundin Isles are advised to seek the assistance of Guildmaster Hulo Sporn. For a nominal fee of 2 Gold Crowns per person, he will arrange passage aboard a suitable fishing craft. A further transportation fee, payable directly to the fishing boat's captain, will be required before it departs from the harbour.

GUILDHALL OF THE SALTERS (14)

Deerley Lane, Noble Circle

The Guild of the Salters received its first license from King Hobar I in MS 3869. Salt is an essential commodity in Sommerlund and used mainly for preserving meat and fish. The Guildmaster is Evion Legor.

GUILDHALL OF THE WHEELWRIGHTS (15)

Boonwold Way, Noble Circle

The Wheelwright's craft is among the oldest in Sommerlund. The masters of this guild are craftsmen of the very highest order, possessing a great knowledge of the properties of timber, and the

acquired knowledge of their craft passed from master to apprentice. The Guild of Wheelwrights also owns many coacheries in the Lastlands. The Guildmaster of this Guild is Werlan Branok.



HAIGH HASKIN – NAVIGATION (16)

Crovan Street, Noble Circle

Haigh Haskin and his eldest son, Aran, make instruments that are used by nautical navigators and pilots as the tools of their trade. Customers may purchase a basic compass here for 5 GC, or more elaborate compasses from 10-50GC. Haigh Haskin also purchases compasses for typically half their listed value or, in the case of elaborate compasses, half the purchase price.

HALLS OF LEARNING (17)

Sea Merchant's Avenue, Noble Circle

The Halls of Learning were created by Royal Decree during the reign of King Ulnar III, with the purpose of providing the highest standard of education to the most promising of Tyso young men and women. Over the centuries, many of its alumni have subsequently had glittering careers and achieved positions of high office in the King's Court and the Guilds of Sommerlund. Admission to the Halls of Learning is awarded strictly on merit. Candidates from poor backgrounds are sponsored by a fund that was first established by Royal Decree at the time of its inception. The funding available to poor but gifted students is met by an endowment made each year by the Baroness of Tyso.

HARVAL SQUARE (18)

Noble Circle

This is one of Tyso's main city squares. Six thoroughfares and three administrative areas converge at this point. No market is held here due to the traffic.

HOBAR BARRACKS (19)

Hobar House, Noble Circle

This is where the men of the City Watch and Waterfront Guard are billeted.

HOBAR GATE (20)

Hobar House, Vinas Square, Noble Circle

Hobar Gate is the main entrance to Hobar House. Its great black enamelled Iron Gate is flanked by two square towers.

HOBAR HOUSE (21)

Vinas Square, Noble Circle

Hobar House is a fortress-like building comprising a barracks, a training park, a parade ground, a large induction hall and an extensive network of subterranean dungeons which serve as the city's prison. It is commanded by retired Admiral Venn Valastar, a charismatic man with a jovial disposition. He is also Reeve-lieutenant of the City Watch, which comprises a cassel of able-bodied Tysoan men who are well equipped and trained for the task of policing



the city and keeping the peace. They wear a distinctive uniform of dark blue tunics, scarlet cummerbunds, and bleached white breeches with a double scarlet stripe that runs down both seams. They have black top hats made from boiled leather, which are strong enough to withstand the blow of a sword. Their favoured weapons are short pikes (known as 'Tyso Pikes') and their navy-issue short swords.



Generally, the City Watch is a trustworthy police force. However, there is currently an undesirable element among them that are prone to bribery. Admiral Valastar has made it his personal mission to root out these reprobates and bring them to justice before they ruin the force's reputation.

HOBAR TOWER (22)

Hobar House, Noble Circle

This tall square tower stands in the middle of the grounds of Hobar House, a beacon positioned atop its roof.

INDUCTION HALL (23)

Hobar House, Noble Circle

This grand hall is located in the south-east corner of the grounds of Hobar House. It is used for the assessment and induction of men into the City Watch and Waterfront Guard.

INVAR SQUARE (24)

Noble Circle

A granite and marble statue of King Ulron I stands on a plinth in the centre of this cobbled square. An open air fruit market is held here once a week, on Kaidag. There is a trough here where water can be drawn up by a hand pump.

KEEL PARK (25)

Stone Wall Halo, Noble Circle

This is the only public park in Tyso. Its manicured lawns and water features are maintained by Tysoan volunteers called the 'Friends of Keel Park'. In the middle of the park is a large statue of King Tor III surrounded by a shallow pool of water. Opposite the statue of is a public trough.



KIRK LANARD – LEATHER & FUR (26)

Yorl Halo, Noble Circle

This shop is owned and run by Kirk Laynard and his wife, Madelon. Kirk is a skilled leathersmith and his wife a gifted furrier. The clothing and accessories they make and sell are all of superior quality. Customers may purchase the following items here: Belt Pouch (2GC), Fur-lined Blanket (4GC), Leather Backpack with Fur Flap (5GC), Superior Leather Armour (180GC), Superior Studded Leather Armour (185GC). Superior leather armour is a bespoke item tailored perfectly to the measurements of the buyer.

LIBRARY GARDENS (27)

Tyso Library, Worlani Avenue, Noble Circle

These well-tended gardens are open only to patrons of Tyso Library.

LORD MAYOR'S CHAMBERS (28)

Baron's Citadel, Nobel Circle

These sumptuous chambers are used by the Lord Mayor and his staff. The Baron conducts regular Provincial Sessions with the lesser nobility in a place called the Hall of Delegation, which is located within the Lord Mayor's Chambers.

MAYOR GATE (29)

Hobar House, Noble Circle

Mayor Gate is the north entrance to Hobar House. Its thick gate of carved Sommlending Oak is flanked by two square towers.

MYRANAR SQUARE (30)

Noble Circle

Apprentices of the Guild of Bakers sell their wares here every day in an open-air bread market at the centre of this pretty tree-lined square. At its centre stands a white stone statue of King Myranar I. At the base of the statue is a public trough for water.

OREN SQUARE (31)

Noble Circle

A granite statue of King Corel I is mounted atop a fluted column in the middle of this flagstoned square. An open-air second hand goods market is held here once a week, on Midvoka. There is a public trough for potable water.

PARADE GROUND (32)

Hobar House, Noble Circle

This is a large flat, open area located in the north-east section of Hobar House where the men of the City Watch and Waterfront Guard practice their drills and conduct their parades.

QUAYSIDE GATE (33)

Hobar House, Noble Circle

Quayside Gate is the east entrance to Hobar House, permitting direct access to the quayside. Its thick gate of carved Sommlending Oak is banded with black enamelled strips of iron and flanked by two square stone towers.



RENDAR THE APOTHECARY (34)

Durnfallow Street, Noble Circle

This dusty but well-stocked little shop is owned by Rendar Hilston, a skilled apothecary in his middle sixties. He is licensed by the Baron to sell Graveweed in small quantities to customers of good repute only.

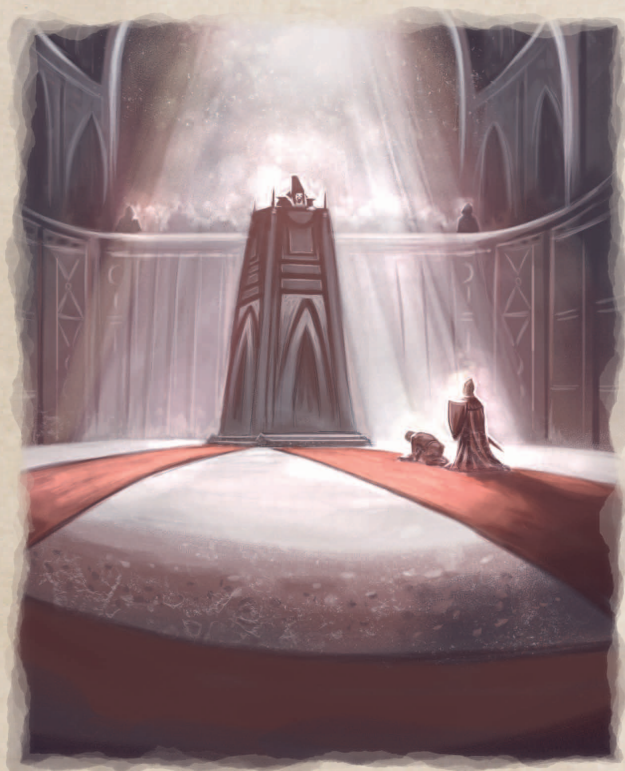
SAJSA SQUARE (35)*Noble Circle*

A granite statue of King Kian II stands on a plinth in the centre of this cobblestoned square. An open air secondhand hardware market is held here once a week, on Ishdag. There is a public trough where potable water can be drawn up by a hand pump.

THE LAW HALLS (36)*Baron's Citadel, Noble Circle*

The Law Halls serve as the provincial court where cases are heard by High Judge Venio Marlan and his council of judges. The judges are supported in their work by Lord-Justices, clerks, advocates, bailiffs and scribes.

The more serious cases that are brought before the judges are sometimes referred to the Legalim and the Lower Court in Toran for a final hearing.

**THE QUARTERDECK (37)***Crovan Street, Noble Circle*

This three-floored tavern is located at the east end of Crovan Street. Its patrons comprise well-heeled theatre goers and wealthy citizens of the Noble Circle. The owner is Feklar Dawnt, ably assisted by his wife Nyra, his son Pelathar, and his two daughters Losa and Svela. Comfortable accommodation can be had in one of The Quarterdeck's eight guest rooms on the second floor.

THON SQUARE (38)*Noble Circle*

A white stone statue of King Fray III stands on a plinth in the centre of this busy square. No markets are held here due to the high volume of traffic that passes through it. Around its perimeter are several book, curio and fine art shops.

TRAINING PARK (39)*Hobar House, Noble Circle*

This is a large park in the north-west section of Hobar House where the men of the City Watch and Waterfront Guard practice their archery skills and battlefield manoeuvres.

TYSO GALLERY (40)*Sea Merchant's Avenue, Noble Circle*

This large, circular, white stone building is located in Golden Crown Square next to Tyso Hall. It was constructed in MS 4997 with funds provided by the Baroness Myrl Kalen, and stands upon a site that was formerly the location of a tavern called The Golden Galleon. It has a fine art collection that comprises paintings, sculptures, bronzes and ceramics. There is a permanent display of Durenese fine art on show in a smaller hall adjacent to the rear of the gallery. Entry to the Gallery is free.

TYSO HALL (41)*Sea Merchant's Avenue, Noble Circle*

This brick-built, two-storey civic building is located between Golden Crown Square and the Baron's Citadel. It provides a facility for the Tysoans to use as a community centre, as well as regularly hosting dancing and amateur music concerts. The hall is administered by Imelda Falmir, a widowed Lady of the Realm who is a good friend and confidante to Baroness Myrl Kalen.

**TYSO LIBRARY (42)***Sea Merchant's Avenue, Noble Circle*

This repository of knowledge was recently constructed of quartz-rich granite imported overland from Toran and was built at the same time as the theatre with funds provided by Baroness Kalen. It houses hundreds of thousands of reference books on all manner of subjects. Adventurers wishing to research specific aspects of Sommlending and Durenese history would do well to avail themselves of its exhaustive archive. A nominal fee of 1 Gold Crown is payable upon first entry to the library. This buys a lifetime subscription to its facilities and all subsequent visits are free.

TYSO THEATRE (43)*Theatre Sreet, Noble Circle*

This large circular building is constructed from white stone imported from the Kirlundin Isles. It was built at the behest of Baroness Myrl Kalen in MS 4995. The theatre can seat over 500 patrons and has a resident ensemble of actors, known as the Tyso Repertory Company. It stages many productions throughout the



year and hosts entertainers from other nations, particularly those from Durenor and Cloeasia. It is run by the theatre impresario Maximo Arna. He is a rotund, convivial man with an engaging smile and a very kind disposition. He is held in great affection by his actors and patrons alike.

VEITOR THE SURGEON (44)

Admiral Lane, Noble Circle

An honour graduate of the College of Surgeons, Veitor's pristine surgery consists of consulting rooms and a well equipped operating theatre. He has a small staff of fellow surgeons who, like himself, are all graduates from the College of Surgeons. Sommlending heroes can get treatment for wounds and ailments here free of charge. Non-Sommlending heroes will have to pay a fee determined by the seriousness of their medical condition. Veitor has a special isolation room located in the basement of his surgery where infectious cases can be treated in strict quarantine.

VINAS SQUARE (45)

Hobar House, Noble Circle

This flagstoned square is located adjacent to Hobar Gate, the main entrance to Hobar House. In the middle of the square is a bronze statue of King Vinas I mounted on a hunting horse.

TRADERS' CIRCLE (46)

Located adjacent to the Commoners' Circle, this area of the city is where the shop workers, tradesmen, craftsmen, and skilled dockworkers live. It is also where most of the transient workers who come to Tyso seeking employment are able to find lodgings, and where many sailors of the Holmgulf Fleet are billeted. The houses are generally larger than those found in the Commoners' Circle, and far better appointed. Unlike the other residential circles of Tyso, this area is patrolled by a dedicated contingent of the Waterfront Guard.



BALNOR'S BOAT HIRE (47)

Quayside, Traders' Circle

Balnor Beston rents all manner of boats from his premises next to the Tyso Shipwright's Administration building on the quayside. He also has a skilled staff of marine carpenters that undertake the construction and repair of small vessels. A simple rowing boat can be hired for 5GC a day; larger sea-going craft cost anything from 15-70GC per day.



BROSON'S BAKERY (48)

Privateer Street, Traders' Circle

Wursi Broson is Mistress Baker, a gifted graduate of the Guildhall of the Bakers (9). She produces delicious bread and cakes and is proud of the Baron's Charter she was awarded – it takes pride of place in her bakery's bow-fronted window. Customers can buy: Loaf of Bread (1GC), Small Cake (1GC), Large Cake (2GC). She also bakes delicious pasties that are filled with beef and cooked

vegetables (these remain edible for up to 10 days after purchase and are equivalent to 1 Meal), which cost 2GC.

DRY DOCK (49)

Quayside, Traders' Circle

This busy dry dock facility is owned by the Sommlending Admiralty and is used to service the Holmgard Fleet.

FLEET WORKSHOPS (50)

Quayside, Traders' Circle

These extensive maritime construction and repair facilities are owned by the Sommlending Admiralty and used to service the Holmgard Fleet. They are patrolled by men of the Waterfront Guard under the command of Naval Marine Sergeants.

GUNTHER'S WAREHOUSE (51)

Haigh Avenue, Traders' Circle

Lenis Gunther runs this large warehouse with a staff of 25 warehousemen. It stores all manner of domestic and trade goods which are stored in wooden crates. A yard at the rear of the warehouse is used as a park for his fleet of transport wagons.



HAGON THE FISHMONGER (52)

First Mate Street, Traders' Circle

Hagon Begley is a fishmonger with a fine reputation for the quality and diversity of the fish he sells. He has a Baron's Charter and daily supplies fresh fish for the Baron's table. He is on very good terms with the captains of Tyso's Fishing Fleet. Travellers looking to arrange for sea passage to Silvershore on the Isle of Kirlu (see page 164) can do so via Hagon, who is happy to introduce them to a trawler captain who fishes the seas around Kirlu and who is willing to take them aboard his next sailing. The cost of the voyage, including landing them at Silvershore quay, will need to be negotiated with the trawler captain prior to leaving Tyso Harbour.



HAWSERS (53)

Beland Halo, Traders' Circle

Hawsers is a marine chandlery that stocks and sells a wide range of equipment and clothing for ocean-going vessels and their crews. Customers can find the following equipment available here: Ropes, Compasses (Basic), Backpacks, Blocks and Tackle, Buckets, Canvas, Candles, Chains, Fish Hooks, Fishing Nets, Grappling Hooks, Oil, Iron Pots, Sacks and Signal Whistles.



KING KIAN II (54)

Quayside, Traders' Circle

This brightly painted and convivial tavern is owned and run by Gunn Silver and his wife, Mareta. Gunn is a retired City Watchman and there is not much he doesn't know about the City Watch and the way it conducts its duties. For 1GC he will gladly impart information, so long as it does not in any way compromise the security of Hobar House and the Baron's Citadel.



PADERMAN TRANSPORTATION (55)

Wenn Way, Traders' Circle

Karlo Paderman owns and runs this family business which transports fish and all manner of other goods overland to Holmgard and Anskaven. Travellers in need of transportation to Anskaven, or to the capital, can offer their services as cargo guards aboard one of his many wagons. In return for protecting the wagon's cargo, they may travel aboard a Paderman Wagon free of charge.

PERSICAR'S POTIONS & LOTIONS (56)

Quayside, Traders' Circle

Persicar Sidley is an eccentric old apothecary who has resided at his shop all his life. He rarely goes out and he has never once ventured beyond the city's protective wall.



RATLINE ROSK (57)

Jetty Walk, Traders' Circle

Rosk Keelson is a marine chandler who stocks and sells a range of equipment and clothing for fishermen and their trawlers. Customers will find the following equipment available here: Ropes, Compasses (Basic), Blocks and Tackle, Buckets, Canvas, Chains, Fish Hooks, Fishing Nets, Oil, Sacks and Signal Whistles. For every 50 Gold Crowns that customers spend on equipment during a single visit, Rosk will return 5 Gold Crowns.

REDNAR'S HARDWARE (58)

Jetty Walk, Traders' Circle

This large hardware store is owned by Rednor Axleton and his wife, Avo.



STON'S WEAPONS (59)

Yorl Halo, Traders' Circle

Ston Larin is a Tysoan weaponsmith who manufactures and sells all types of hand weapons at his timber framed shop in Yorl Halo.



TAUMOR STABLES & COACHERY (60)

Sea Merchant's Avenue, Traders' Circle

The business is owned by the Guild of Wheelwrights and leased to its manager, Tarbon Taumor, who operates this long-established business located at the south end of Sea Merchant's Avenue, near to South Gate Square. There is a regular weekly passenger coach service that runs between the City of Tyso and Holmgard. Horses can also be hired here for 5GC per day.

TIMBRO CONSTRUCTION (61)

Shipsers Avenue, Traders' Circle

Hul Timbro is an ex-naval marine who runs this construction business with the able assistance of his two sons, Kela and Oren. They stock a wide range of building materials and provide a construction and maintenance service for the homeowners and shopkeepers of the city.



THE CAPTAIN'S CABIN (62)

Yorl Halo, Traders' Circle

This well-appointed tavern is a favourite watering hole for trawler captains and middle-ranking naval officers. The proprietor is Ferd Quenlan. Travellers seeking to arrange for sea passage to Silvershore may be able to find a captain here who fishes the seas around Kirlu and is willing to take them aboard his next sailing. The cost of the voyage, including landing at Silvershore quay, is negotiable.



THE CROW'S NEST (63)

Silvershore Street, Traders' Circle

This nondescript inn is located behind the Fleet Workshops (50). Its patrons are mainly Fleet Workshops employees and naval crewmen. The owner is Calun Meadle, a retired trawlerboat captain. He and his wife, Brola, and their son Thon, run their establishment and keep a wary eye on its often-rowdy clientèle. For a modest sum of 2 Gold Crowns, Calun is happy to share all the latest gossip.

THE LETTERS OF MARQUE (64)

Quayside, Traders' Circle

This is the most infamous tavern in Tyso, frequented by trawler crewmen and the lower-ranks of the Holmgard Fleet. Upon entering, all weapons must be left with the owner's son, Moyk. The current owner is Ulron Crably, a former fishing boat captain who sold his vessel to help fund the purchase of the tavern. Despite his gruff manner and unkempt appearance, Ulron is a devout worshipper of Goddess Ishir. A plaster statue of the goddess takes pride of place in the middle of the taproom bar. Woe betide anyone who damages or shows disrespect to his beloved statue!



THE SHANTY INN (65)

Stone Wall Halo, Traders' Circle

Located in the shadow of the North Gate, this large four-storey inn and stables is often the first port of call for visitors to the city. During the winter months, its six chimneys emit a steady stream of wood smoke into the sky above its red slated roof. The front of the inn is brightly painted with a rainbow of colours, and its windows are glazed with tinted soda lime glass. A green and gold sign, creaking on its chains above the entrance, proudly boasts that this is "The Famous Shanty Inn of Tyso". It is the favourite watering hole of the City Watch when they are off duty, and a useful place to visit if you are seeking information or the latest gossip about what is happening in the city. Adjacent to the inn is a public trough for potable water.

THE SHRINE OF ISHIR (66)

Yorl Halo Square, Traders' Circle

This shrine, dedicated to the Goddess Ishir, is located in the middle of the quayside. It is fashioned from polished brass inlaid with swirls of Bronin and it depicts the goddess as a beautiful woman, with distinctly Sommlending features, swathed in fine robes. She has a moon cupped in her graceful hands. It is the custom of the



fishermen of Tyso to kiss the feet of the statue before they set sail, in the belief that it will invoke the blessing and protection of the Goddess while they are on the high seas.



THE SIREN INN (67)

First Mate Street, Traders' Circle

This establishment is located near the quayside. As soon as one steps across the threshold and enters its main taproom, immediately it becomes clear that the narrow frontage of this inn conceals a far larger interior. A bar counter extends across the far wall, above which is a large figurehead of a voluptuous woman. Every few minutes, the lower jaw of the figurehead moves and appears to sing a soft, lilting, mesmerising tune.

The melodic tones are made by a gentle downdraft of air that comes from concealed bellows in the ceiling. The Siren Inn is run by a married couple, Jac and Darla Escuron. The Siren Inn is famed for its house ale – Siren's Song – a malty brew with a subtle briny aftertaste. Due to the fact the Siren Inn is owned by House Crovan, any citizens of Shadakine descent are not welcome at this establishment.

TYSO DOCKS (68)

The docks are divided into two distinct sections within the confines of the harbour wall. The north of the quayside is dedicated to the Holmgulf Fleet, and the south side is given over to domestic fishing boats. There are three jetties in the middle of the quayside that are reserved for the use of foreign vessels visiting the port, known locally as the 'Outlander Piers'. The quayside, the naval sector and the buildings of the Tyso Shipwrights are patrolled by a special contingent of the City Watch called the Waterfront Guard. They wear a similar style of uniform to the City Watch, although their tunics are scarlet and their breeches are dark blue with a single white seam stripe. In times of war they serve aboard the naval vessels as marine crossbowmen and archers.

TYSO SHIPWRIGHTS CONSTRUCTION & REPAIR (69)

Quayside, Traders' Circle

This large stone building houses the construction and repair facilities of the Tyso Shipwrights, located opposite the Dry Dock (49). The Tyso Shipwrights also undertake the manufacture of specialised marine equipment, such as steering gear and navigational instruments.



TYSO SHIPWRIGHTS ADMINISTRATION (70)

Quayside, Traders' Circle

This is one of a pair of large stone buildings owned and operated by the Tyso Shipwrights. It houses the company's administrative

offices. Many of the workers employed by the Tyso Shipwrights are graduates of the Guildhall of the Sailors, and close ties are maintained by the company with the guild. Adventures looking to refit a vessel or purchase a ship constructed to a very high standard, would be wise to seek a consultation with Calun Moridan, the owner of the Tyso Shipwrights business. His office is located inside the administration building. The price for a small ocean going vessel begins at 5000 Gold Crowns.



VEGOR'S COACHERY (71)

Sea Merchant's Avenue, Traders' Circle

This business is owned by the Guild of Wheelwrights and leased to its manager, Elu Vegor. There is a regular weekly passenger coach service that runs between the City of Tyso and Anskaven. Horses can also be hired here for 5GC per day.

VOLORÖR (72)

Quayside, Traders' Circle.

This is the arched Kirlundin stone outflow of the Volorsträm, which flows beneath Tyso and supplies freshwater to the city.

COMMONERS' CIRCLE (73)

Commoners' Circle is the most populous of the residential areas and it is where most of the unskilled dockworkers reside. Unlike similar residential areas in other Sommlending cities, there is adequate space for everyone to live here without a feeling that they are in each other's pockets. Privacy is highly valued by Tysoans, and all of the houses have shuttered windows and walled rear enclosures.

ACADEMY SQUARE (74)

North Harbour Wall, Commoners' Circle

This flagstoned square is located near to the Naval Academy. There is a public trough and hand pump. A granite and white stone statue of Admiral Rednor North is mounted atop a fluted column in the middle of the square.



ADMIRALTY QUARTERMASTER'S STORES (75)

Quayside, Commoners' Circle

This large storage and distribution facility is owned and operated by the Admiralty (the Sommlending Navy). It contains all of the uniforms and equipment that will be used by the Holmgard Fleet, the City Watch and the Waterfront Guard. Most of the stock is reserved for naval use, but there are some items that are offered for sale to the general public, including Naval Short Swords, Bucklers, Shields, Backpacks, Candles, Chests, Grappling Hooks, Lamps, Sacks, Signal Whistles and Torches. The stores are run by Quartermaster Bron Kedlar who is in charge of a staff comprising 30 Quartermaster's mates and able seamen.



BREAM TOWER (76)

Stone Wall Halo, Commoners' Circle

These city wall watchtowers are each garrisoned by six men of the City Watch. They have guardrooms located below ground level, which contain caches of weaponry and shields (with the exception of Holmgulf Tower).

COD TOWER (77)

Stone Wall Halo, Commoners' Circle

See Bream Tower.

EEL TOWER (78)

Stone Wall Halo, Commoners' Circle

See Bream Tower.

FELIS FURNISHINGS (79)

Beland Halo, Commoners' Circle

This furniture making and retail business is owned by Fryearl Durnfallow and managed by Felis Poldon, a master carpenter. It makes and sells all types of domestic furniture for the citizens of Tyso. It is noted for the high quality of its beds that it sells to discerning customers in Holmgard and Toran, as well as to wealthy Tysoans residing in the Noble Circle.

FLOUNDER TOWER (80)

Stone Wall Halo, Commoners' Circle

See Bream Tower.

GREFF'S THE BUTCHERS (81)

Beland Halo, Commoners' Circle

This large abattoir and meat wholesaling establishment is owned and run by Greff Edalson and his wife, Vaesa. Livestock from the farming communities of Tyso are slaughtered and processed here before being salted and packed into crates and transported overland by wagon to Holmgard and Toran.

GURNARD TOWER (82)

Stone Wall Halo, Commoners' Circle

See Bream Tower.

HADDOCK TOWER (83)

Stone Wall Halo, Commoners' Circle

See Bream Tower.

HOLMGULF TOWER (84)

Stone Wall Halo, Commoners' Circle

See Bream Tower.

MARETA SQUARE (85)

Commoners' Circle

Mareta Square is located to the west of Tyso, astride the boundary of the Commoners' and Traders' circles. There is a public trough for water. A granite statue of King Rendar I is mounted atop a fluted marble column in the centre of the square.

NAVAL ACADEMY (86)

Quayside Square, Commoners' Circle

This two-storey building is located near Lookout Point, a clifftop viewing station at the southern end of the harbour. This is Sommerlund's premier establishment for the training of Admiralty officer cadets, with a proud history that dates back to the reign of Queen Maura II. The principle of the academy, Radnor North, is also the Admiral of the Holmgulf Fleet. Like his father and grandfather before him, he is an honour graduate of the Naval Academy.

NORTH GATE & BARBICAN (87)

North Gate Square, Commoners' Circle

The North Gate of Tyso has a barbican comprising two large granite watchtowers, holding cells, and an arched parapet that connects them above the great black enamelled iron portal. It is manned by men of the City Watch.

NORTH GATE SQUARE (88)

North Gate, Commoners' Circle

Located adjacent to the North Gate, this grand flagstoned square is ringed by cook-shops and small emporiums that sell food and clothing. There is a public trough and hand pump for water. At the centre of the square is a statue of King Ulnar III atop a white stone column.

QUAYSIDE SQUARE (89)

Quayside, Commoners' Circle

This flagstoned square is located on the Quayside, next to the Naval Academy. In the middle of the square is a granite statue of King Frey II atop a fluted marble column adorned with thousands of sea shells.

SEA CARP TOWER (90)

SOLE TOWER (91)

Stone Wall Halo, Commoners' Circle

See Bream Tower for a description.

SOUTH GATE & BARBICAN (92)

South Gate Square, Commoners' Circle

See North Gate & Barbican for a description.



SOUTH GATE SQUARE (93)

South Gate, Commons' Circle

Located adjacent to the South Gate, this cobblestoned square is encircled by fishmongers' shops and small retail establishments that sell hardware and travelling equipment. There is a public trough and hand pump. Atop a plinth in the centre of the square is a bronze statue of King Vinas III, seated astride a magnificent warhorse.

SUN GATE & BARBICAN (94)

Sun Gate Square, Commons' Circle

The Sun Gate of Tyso has a barbican comprising two large white stone and granite watchtowers with holding cells and an arched parapet that connects them above its great yellow enamelled iron portal. It is manned by a small garrison of the City Watch.

SUN GATE SQUARE (95)

Sun Gate, Commons' Circle

Located adjacent to the Sun Gate, the perimeter of this square is lined with leafy Sommlending Oak trees. There is a public trough and hand pump for potable water. Atop a marble plinth in the middle of the square is a statue of King Bern II.



THE BURNING BEACON (96)

Sun Gate Square, Commons' Circle

This neat and tidy tavern is located on the north side of Sun Gate Square. It is often the first port of call for travellers arriving in Tyso from Toran. It is owned and run by Braern Yarley and his exuberant wife, Valdi. Adventurers seeking information about the North Quarter of Tyso and its penurious citizens would do well to consult Valdi Yarley; there is very little that happens around here that does not escape her inquisitive eye.



ULNAR'S WHISTLE (97)

West Gate Square, Commons' Circle

This salubrious and well-appointed inn is run by Hulst Oakton, his wife Sveta, and their two pretty daughters Zona and Zenra. Hulst is an ex-Waterfront Guard sergeant who was forced into early retirement in MS 4995 following an accident that left him with a paralysed right arm and partial sight in his left eye. The Oaktons are devout worshippers of God Kai. Kai Lords who visit here will be assured of a warm and respectful welcome. For them, all food and ale will cost no more than 1GC, no matter how much they consume during their visit!

WEST GATE (98)

West Gate Square, Commons' Circle

The West Gate of Tyso has a barbican comprising two large grey granite watchtowers and holding cells with an arched parapet that connects them above its great rust-red enamelled iron portal. It is manned by a small garrison of the City Watch.

WEST GATE SQUARE (99)

West Gate, Commons' Circle

Located next to the West Gate, the perimeter of this flagstoned square is crowded with dozens of small shops selling all kinds of household goods and fresh produce. There is a public trough and hand pump for water. On a marble plinth in the middle of the square is a white stone statue of King Cormac I.

NORTH QUARTER (100)

The North Quarter is by far the shabbiest area of Tyso and is inhabited by its poorest citizens. Its narrow mist-wreathed streets snake between clusters of dilapidated houses with soot-streaked walls and smoky yellow panes. The City Watch rarely ventures into this area unless they are seeking to arrest a known criminal or they are called upon to restore peace and order.



DURDIN SQUARE (101)*North Quarter*

A granite statue of King Fray I stands on a plinth in the centre of this large but squalid square. There is a public trough where potable water can be drawn up by a hand pump. The base of the statue is encircled by several threadbare canvas tents and makeshift shelters erected by some of the homeless citizens of the North Quarter.

**FARS SQUARE (102)***North Quarter*

There once stood a bronze statue of King Fars I on a marble plinth in the middle of this now-neglected square. In MS 4962 it was pulled down and carted away by a gang of nameless thieves. The Baron decreed that no replacement should be installed due to the likelihood that it, too, would be stolen. In MS 4969, the empty marble plinth was stolen as well.

MACKEREL TOWER (103)*Stone Wall Halo, North Quarter*

This city wall watchtower is garrisoned by nine men of the City Watch. Its guardroom is located below ground level and contains a cache of shields, swords and spears.

MURK'S (104)*Deerley Lane, North Quarter*

This is a large second-hand goods and pawn shop run by Melchar Murk and his wife, Thelda. The items for sale here are all of a uniformly poor quality. The quarrelsome couple also offer secured loans to people with items of personal property used as collateral. The best of the items that the Murks take in as security against loans are kept in a locked room at the back of their premises. It is guarded by their (barely) domesticated war-dog, Ripper. Thelda's brother is Sligh Magran, the landlord of the Skull & Knucklebones tavern.

**OLD NECROPOLIS (105)***Tomb Street, North Quarter*

This ancient burial ground is located in the North Quarter, close to the city wall. It is rarely visited by the Tysoans. A margin of derelict ground lies inside its tall, moss-covered perimeter wall, and the crumbling remnants of its mausoleums and tombs are clustered at its centre. There are two entrances to the Old Necropolis and its underground catacombs beyond: a southern gate and a western arch. No Tysoan noble has been buried here since MS 4840 and the site – which rests over an ancient Shianti temple – has fallen into dereliction.

**SAÉRAN STABLES (106)***Beland Halo, North Quarter*

These are the largest public stables in Tyso, located on Beland Halo, near to the Sun Gate. Bose Saéran operates this long

established business, with the help of his two sons, Banedon and Oswin. Horses can be hired here for 4GC per day, or 25GC per week.

SOUTH GATE OLD NECROPOLIS (107)*Tomb Street, North Quarter*

The iron gate of the Old Necropolis has long since rusted open, overgrown with weeds and thorny briars.

**THE SKULL & KNUCKLEBONES (108)***Tomb Street, North Quarter*

This dimly lit and dusty old tavern is owned by an equally dim and dusty old landlord called Sligh Magran. The tavern's mouse-infested taproom is a favourite meeting place for cutpurses and ne'er-do-wells of the North Quarter. Old Sligh is a shady character, and although the City Watch suspects he is up to no good, he is very careful not to be caught breaking the law. His sister is Thelda Murk (see Murk's).

**WEST ARCH OLD NECROPOLIS (109)***Stone Wall Halo, North Quarter*

The ornate carvings that embellish this granite archway are overgrown with thorny briars and are no longer visible. A wide gravel path begins at the archway and winds its way through open waste ground, strewn with refuse and broken bottles, to the cluster of crypts and mausoleums in the middle of the derelict burial site. Adventurers should keep a wary eye open for Graveweed, which grows in abundance on the west side of the grounds.

VOLORGATTE (110)

This is a low arched conduit in the base of the city wall through which a freshwater stream, known as the Volorsträm, enters Tyso. It flows underground along several channels before it emerges into the harbour at the Volorör. This stream provides freshwater to all of Tyso.

OTHER FEATURES AND PLACES OF INTEREST**SEA MERCHANT'S AVENUE (111)**

This broad thoroughfare bisects the city and passes through the Commoners', Traders' and Noble Circles, providing a direct connection between the North and South Gates. This is a busy thoroughfare with scores of shops and street merchants selling their wares. In order for any shop or street vendor to operate legally within the city walls, a permit must first be obtained from The Law Halls at the Baron's Citadel (3). In return for this permit, known locally as 'The Ticket', the vendor will benefit from the protection of the City Watch.



KNON'S CHARTS & MAPS (112)

South Docks Quay

The owner of this establishment is Knon Duscan, a retired Admiralty cartographer. He and his daughter, Isha, make and sell land maps and sea charts of high quality. Prices range from 6GC-60GC depending on the size and the depth of detail that is required. Knon also sells a range of map and scroll cases. Simple leather cases are 1GC. More elaborate ones, with clasps and embellishments of brass or silver, cost between 3-10GC.

LOOKOUT POINT & THE TYSO LIGHTHOUSE (113)

South Docks Quay

The Tyso Lighthouse is located at the south end of the harbour, perched atop a promontory of rock known as Lookout Point. Its powerful lantern guides ships approaching the harbour and docks of Tyso. Lookout Point also serves as a viewing station for cadets of the Naval Academy, providing them a perfect place to keep a watchful eye on vessels in the Holmgulf. The lighthouse is garrisoned by six men of the Waterfront Guard.

VOLORBRUE (114)

This ancient stone bridge crosses the Volorsträm north of the city wall.

VOLORSTRÄM (115)

A freshwater stream that arises in the Fryelund Forest. It passes through a low arched conduit in the base of the city wall, called the Volorgatte, and flows underground along several channels before it emerges into the harbour at the Volorör. This stream provides freshwater to all of Tyso.

ADVENTURE IDEAS

In addition to the plots and secrets provides in this chapter, here are some useful hooks, basic ideas unique to the City of Tyso, that you can use to create your own adventures:

- Among the carpenters and masons flooding into the city to work on the new naval expansion, there is a vile Helghast infiltrator. Finding it will be extremely difficult given the sheer number of newcomers and their very tight-knit construction community – but find it the adventurers must or the entire city will be in danger!
- A ship's wheel stamped with the name Sea King's Pride has washed ashore. It is clearly Tysoan in design but there is no mention, rumour or record of a ship by that name. Where could it have come from, and what might have befallen it?
- Fryearl Durnfallow has made it known through several agents that he is willing to pay a sizeable sum of coin to "someone both discreet and physically capable". There are no details available about what the task in question might be...



THE BARONIAL PROVINCE OF ANSKAVEN



Emblem of Anskaven



EARLY HISTORY

In MS 3434, when the ancient Sommlending undertook their Great Voyage to the Lastlands of Northern Magnamund, they made landfall upon a wide stony bay with a great semi-circular promontory at its centre. This horseshoe of flat-topped rocks formed a natural harbour, which afforded the Sommlending voyagers perfect protection for their many longships of yellowed oak. Their first settlement was established here and it was given the name Anskaven, which means, in the ancient Sommlending tongue, "Our Harbour".

Anskaven has the unique honour of being the first and oldest of all the Sommlending settlements. In the early months of Sommlending expansion, the settlement was fortified with a wall of heaped rocks gathered from the shore. Unfortunately, this proved inadequate to keep at bay the frequent attacks that were launched against it by Giak Warbands and Doomwolf packs. In hestangor of MS 3434, the settlers battled with a Darklords' army on the plains to the south of Anskaven Bay. Following their victory against the dark host, the battle plains were occupied by Sommlending settlers and named the Anskaven Plains – the heartland of the Province of Anskaven.

Not long after this initial period of founding, King Kian's successor – King Braern I – rewarded the bravest and most gifted Sommlending warriors with land and titles in recognition of the vital role they had played in securing the new homeland. They became the first Barons of Sommerlund. One of these brave men was Admiral Dundir Caldor, a warrior hailing from the Tay Solobo island of Ensäkeran Eÿ, who had guided the Sommlending fleet safely through the storms and mists of the Northern Void.

Several descendants of Dundir Caldor have proved themselves to be great Sommlending heroes. After MS 3550, the Kirlundin islands became ice-bound and temporarily linked to the ice shelves bordering the polar continent of Kalte, home of the Ice Barbarians. Tasked with preventing their clans from settling in the Kirlundins, Daemar Caldor observed and studied these so-called primitive warriors. He was the first dignitary of the Lastlands to understand that the Ice Barbarians were a powerful nomadic tribal nation, who should not be dismissed as being primitive. Baron Caldor then organised several campaigns to explore the Icy Wastes of Kalte and to try to negotiate with the Ice Barbarians. Though it took a long time, the Ice Barbarians eventually accepted the building of the neutral trade post of Ljuk in MS 3952. This was hailed as one of the most significant diplomatic achievements of House Caldor, as important as the military feats of Baron Baleon Caldor when the siege of Toran was broken in MS 3791.

During the Age of the Sun Star, Anskaven ceased to be the most important Sommlending trading port, overtaken by both Toran and Holmgard. However, Anskaven remained very wealthy due to its superior quayside and shipyard facilities and its fishing fleet, still the largest in the Lastlands.

RECENT EVENTS AND ONGOING PLOTS

In MS 5000, the Province of Anskaven is ruled by Baron Velo Caldor, Commander of the Royal Fleets and Steward of the Royal Court. This latter title is of a rank equal with Chancellor of the Realm. As Steward of the Royal Court, Baron Caldor is the official



representative of the Crown with regards to foreign affairs. Because of his important duties in Holmgard, Baron Caldar is not as present as he would like to be in his home province. Consequently, there are several issues affecting Anskaven that have yet to be resolved.



Before MS 4950, the fishermen of the province of Anskaven trawled the waters of the Kaltersee to harvest great catches of succulent sea carp. Trade thrived until the appearance of the Xargath in the north-western reaches of the Kaltersee. This fearsome breed of titanic reptilian sea monsters were initially spawned by the Darklords, but gradually these monsters ventured out of the Dejkaata and settled in the black depths of the Kaltersee, feeding on sea carp and other fish breeds. Until the Xargath are dealt with, all fishing in the area has ceased.



Baron Caldar, in response to naval raids by the Darklands, has ordered a doubling of naval patrols along the north coast, which, for now, seem to have been successful. However, this is a temporary reprieve. He has consulted with the Order of the Kai in the hope of recruiting a party of brave Kai Lords to undertake a dangerous spying mission in the Gulf of Helenag.

The Baron is in need of accurate intelligence about the new small port of Argazad and the size of its war fleet. To destroy Argazad, he must first know for sure if the Drakkarim are preparing a trap for his Northern Fleet.

PROVINCIAL TOWNS & VILLAGES

LANCELAR (PM2)

Lancelar is a thriving fishing port located on the north-eastern tip of the Anskaven Peninsula. It is ruled by Fryealess Mareta Lancelar from her castle two miles south of the town on the trail leading to Combay. It is possible to charter boats to voyage to the Kirlundins, and to the Kaltese outpost of Ljuk during solangor when the winter pack ice surrounding Ljuk has fully receded. Travellers can charter boats at the Sea Carp Tavern on the town's quayside. Accommodation can be found at the town's largest inn: Åreøkin (an ancient Sommlending word meaning "Longships").

COMBAY (PM2)

Combay is a quaint fishing village situated in a small bay on the Kirlundin Straits. It is ruled by Knight of the Realm Evon Lancelar, a younger brother of Fryearless Mareta Lancelar, from his beacon watchtower built on a rocky spur east of the village where the bay meets the Kirlundin Straits. Board and lodging can be found at the village's tavern, The North Wind.

The small shipyards once established here by House Lancelar now lie derelict. Combay is known for its ancient Temple to Ishir, often visited as a place of pilgrimage.

SLATE COVE (PM3)

Slate Cove is a small coastal town on the eponymous bay in the Kirlundin Straits. It is governed by Fryearl Enar Slate from his estate midway between Slate Cove and Hulst. There is one dry dock here, used by the fishermen of the Kirlundin Straits, to repair and renovate their boats. The largest inn is The Banded Bangrol, owned and run by Greff Falkon and Avo, his matronly wife, a Kai Virin.

HULST (PM3)

Hulst is a small town that sits astride the North Coastal Highway between Tyso and Anskaven. It is governed by Fryearl Enar Slate from his manor house midway between Slate Cove and Hulst. There are two market days in the town's central square every week during fehangor and solangor, and once a week during hestangor and kaltangor. There are several good inns in Hulst, but the most picturesque is The Astral Osprey, its taproom adorned with various stuffed seabirds and birds of prey.

JADIN COVE (PM4)

Cape Kian is a harsh, remote peninsula situated to the north-west of Anskaven city. Consequently, the noble House Jadinar is the poorest and least influential in Anskaven. Jadin Cove is a small fishing port on the Gulf of Kian, named after the jadin mines that were exploited here during the Age of the Black Moon. It is governed by Count Aklo Jadinar from his manor house situated on moorland to the north of the village. The harbour of Jadin Cove is rumoured to be a relatively safe sanctuary for smugglers due to the indifference of the Count.

It is possible for adventurers to charter inexpensive boats here to voyage to any port of the Lastlands; passage can be arranged with the captains who drink at the Black Baknar tavern on the quayside.

ICY POINT (PM4)

With the exception of Skorn on the island of Broka, the coastal village of Icy Point is the northernmost settlement in Sommerlund. It is located in a cove that offers ships a haven from the stormy Kaltersee. Governed by Mayor Col Fiskal, it is mainly inhabited by fishermen. Several times over the past centuries it has been attacked and badly damaged by Ice Barbarians. Icy Point has one exceptional feature: a beacon that makes use of a strange glowing crystal that was discovered in a Shianti vault during a reconstruction period. There is only one inn worthy of note, The Anchor Inn, owned by Durdin Venran and his wife, Olsa.

DRUMFIELD (PM5)

The small town of Drumfield is the seat of power of the wealthy House Drumfieldr. It is governed by Fryearl Ston Drumfield from his home, Drumfield Manor, located on the way into the Fryelund Forest. Drumfield's inhabitants are predominantly arable and livestock farmers who bring their produce to market in the town once a week.

CROWOODE (PM5)

Crowoode is the most productive logging settlement in the Fryelund Forest. It is overseen by Basanet Audin Crowoode on behalf of Fryearl Ston Drumfield. Most of the timber produced in Crowoode is sent to the shipyards of Anskaven overland by wagon. Good food and comfortable accommodation can be found at the town's largest inn, Fryelund Haven.

PINESTAR(PM5)

Pinestar is a thriving town located on the Easterpike, the highway connecting Toran to Anskaven. It is governed by Knight of the Realm Werlan Drumfield, from a castle overlooking the mines to the north of the town. The majority of the townsfolk are employed as miners, and iron ore extracted from the Pinestar mines is highly valued by the metallurgists of Anskaven.

Pinestar has several important taverns, all much frequented by miners, the most notable of which is The Brazier. It is owned by Ruan Skendor, a middle-aged widower.

EMERTON (PM6)

Emerton is a coastal town on the Kirlundin Straits governed by the wealthy House Emerton from their castle on the byway connecting this port with the village of Raditch. The shipyard at Emerton is still in use, albeit in a greatly reduced capacity. It does good trade with the Kirlundin Islanders, providing them with inexpensive fishing and row boats. Accommodation can be found at the town's largest inn: Tay Gjalfromarrin (which is Old Sommlending for "The Fast Ships").



RADITCH (PM6)

Raditch is a large village located on the North Coastal Highway, governed by Fryearl Vas Emerton from his castle on the byway connecting this village to Emerton (PM6). The villagers are predominantly farmers and timberworkers.

There is only one inn, The Bloodhound, whose jovial owner, Pel Calston, hosts a dagger-throwing tournament in the rear yard very week. (It costs 2GC to enter the tournament and the first prize is 10GC.) Pel donates the proceeds of the tournaments to the orphanage in Monksey (PM7).

MONKSEY (PM 7)

Monksey is a small farming town located in the middle of the Anskaven Plains, at the crossroads of a highway and a byway that connect the town with Drumfield, Hulst, Raditch and Anskaven city. It is ruled by Fryearl Zandon Monksey. The townsfolk of Monksey are primarily livestock farmers. A livestock market is held here once a week, on Ishdag. There is a chapel dedicated to Goddess Ishir with an adjacent orphanage. There are six taverns and three inns, but only one is worthy of note: The Hart and Hounds.



THE CITY OF ANSKAVEN

1. ADMIRALTY PRECINCT

2. Admiralty Quartermaster's Stores
3. Admiralty Square
4. Fleet Barracks
5. Fleet House
6. Fleet Workshops
7. Kian Dry Dock
8. Sträminör
9. The Sailor's Rest
10. The Ship's Cat
11. Tor Dry Dock
12. Ulnar Dry Dock

13. CALDAR PRECINCT

14. Anskaven Steel Smelting Works
15. Bell Market
16. Bell Square
17. Block House
18. Cofferdam Tavern
19. Ensäker Inn
20. Lansar's Glass Workshop
21. Oren the Blacksmith
22. Skendar's Coachery
23. The Cracked Binnacle
24. Vanason's Ironworks
25. West Gate & Barbican
26. West Gate Square

27. DOCKS PRECINCT

28. Anskaven Marine Chandlery
29. Anskaven Wharf
30. Emerton Shipwrights
31. Quaymaster's Station

32. EAST PRECINCT

33. Acorn Barracks

34. Army Infirmary
35. Cavalry Barracks & Stables
36. Cavalry Park
37. Clar Caldor – Astrologer
38. East Gate & Barbican
39. East Gate Square
40. Gost's Gear
41. King Veno I Square
42. Maen Lane Market
43. Marshal of the Muster
44. Sun Barracks
45. Tay Flotnor Inn
46. The Sea Eagle Inn
47. Silver Square

48. FISHERMENS' PRECINCT

49. Baleon Drosey – Apothecary
50. Delsen Books
51. Droschal's Coachery
52. Invar's Ale & Winery
53. Kara's Fine Fish
54. Mirana's Herbal Curatives
55. The Old Mariners' Retreat
56. The Rowdy Rat

57. GUILDS PRECINCT

58. Bank of Anskaven
59. Ensäker Square
60. Guildhall of the Armourers
61. Guildhall of the Basketmakers
62. Guildhall of the Blacksmiths
63. Guildhall of the Bowyers
64. Guildhall of the Carpenters
65. Guildhall of the Cordwainers
66. Guildhall of the Curriers
67. Guildhall of the Dyers

68. Guildhall of the Farriers
69. The Equine Guildhall
70. Guildhall of the Fletchers
71. Guildhall of the Girdlers
72. Guildhall of the Jute & Hemp Workers
73. Guildhall of the Lorriners
74. Guildhall of the Patternmakers, Clothiers & Cobblers
75. Guildhall of the Saddlers
76. Guildhall of the Skinners
77. Guildhall of the Weavers
78. Guildhall of the Woolmen
79. Guild Park
80. Guilds Square
81. Hall of Healing
82. Judges' Hall
83. City Hall
84. Øyd Hall
85. Sons of the Silver Moon
86. The Treenail Tavern

87. NOBLE PRECINCT

88. Acraban's Gold & Silver Shop
89. Åreøk
90. Anskaven College
91. Baron's Citadel
92. Church of Ishir the Bountiful
93. Citadel Gate
94. Citadel Park
95. Citadel Park Gate
96. College of Surgeons
97. Counting House
98. Fhara Zakur's Mansion
99. Øyd Kungin Library
100. Kai Church

101. Noble Park
102. Noble Square

103. TRADERS' PRECINCT

104. Anskaven Cemetery
105. Anvil Square
106. Bowmin's Bows
107. Callen Bakery
108. Dag Skendal's Leather Shop
109. Gunva Lofmaern – Armour & Weapons
110. Jaclay's Coachery
111. Reeves House
112. South Gate & Barbican
113. South Gate Square
114. The Bucket o' Bait
115. The Golden Seagull
116. Sail & Compass
117. Zandon Skenley – Scrivener

OTHER FEATURES AND PLACES OF INTEREST

118. Bay Road
119. Caldor Square
120. West Harbour Entrance Tower
121. East Harbour Wall
122. Low Tide Labyrinth
123. King Braern I Square
124. King Haigh I Square
125. Queen Maura I Square
126. Solsträm
127. Swerdsträm
128. The Pier
129. East Harbour Entrance Tower
130. West Harbour Wall

THE CITY OF
ANSKAVEN





THE CITY OF ANSKAVEN



Flag of the City of Anskaven

The City of Anskaven prides itself on being the oldest settlement in Sommerlund. In MS 3434, the Sommlending made landfall here after their Great Voyage. Today, Anskaven has the most expansive docks and quayside facilities of any Sommlending city, boasting three dry docks and several shipbuilding and refitting yards. It is home to the Northern Fleet, the largest and most formidable flotilla in the Sommlending navy. It also has a large fishing fleet. Its exemplary harbour facilities are well suited to the needs of the Admiralty and its domestic fishing industry.

An impressive crenelated curtain wall surrounds Anskaven, punctuated by watchtowers and constructed in checkerboard fashion with alternating blocks of quartz-rich Toranese granite and white Kirlundin stone. Three impressive barbicans protect its west, east and south gates. The ships of the Northern Fleet are moored in safe haven to the west side of Anskaven Bay, with the fishing fleet to the east. The sea approaches to the harbour are protected by a small battery of Borese naval cannon, imported in the year MS 4992. In MS 4999, Baron Velo Caldar decided to strengthen the sea walls and increase the number of gun emplacements, work commencing early in MS 5000.

The architectural style of Anskaven can best be described as wide rather than tall. With the notable exception of the Baron's Citadel, few of its buildings are more than two storeys high. The distinctive checkerboard pattern of its protective curtain wall is mirrored in many of its municipal buildings. This style is called 'Samoric'. In contrast to other Sommlending cities, Anskaven has a very military feel. This is due to the large numbers of naval and army personnel that make up a sizeable part of its resident population.

GOVERNMENT AND LAW

The Baron of Anskaven is responsible for implementing the laws of the land, which are decreed by the King in Holmgard. This duty is deferred to the Lord Constable who, in turn, defers to the High Judge. He oversees a group of lesser judges, known locally as the Magistratum. See page 110 for a full description of

the punishments incurred in Anskaven. In spite of everything the gradual increase of thefts in Anskaven has led to an unspoken agreement, namely the 'Fisher's Bargain', between the organized groups of scoundrels and the City Guard. Operating in well-defined transient sectors nicknamed the 'Shadow Wards', the thieves do not steal more than the City Guard can bear and in return, they stay out of sight and cause the reeves no harm. To identify themselves to the City Watch, the organized rogues of Anskaven possess series of blue tattoos.

CITY ECONOMY

The City of Anskaven is an industrial, military and naval centre of excellence. Visiting merchants and trade partners from other Sommlending cities are made to feel welcome and secure within its city walls, so long as they strictly abide by its laws. Anskaven is a wealthy and generally lawful city port. It derives its income from the mining of hematite and phosphorous, fishing, timber production, steel smelting, the cultivation of flax and hemp for clothing and canvas, the extraction and processing of bog iron, horse rearing, cattle and beef production, and pig farming. The finished goods that it produces are sent to Toran and Holmgard in regular shipments, by land and by sea.

THE CITIZENS OF ANSKAVEN

As the old saying goes: "By Cal, Dro and Sken, know ye Anskaven men". These are three of the most common prefixes to the names of families in this city and throughout the province. The people of Anskaven are called Anskaveners and, in MS 5000, the city's population numbers approximately 70,000. As befits the oldest settlement in Sommerlund, it celebrates and keeps alive its ancient heritage by retaining some of the Old Sommlending language in everyday life. This is reflected in words and phrases that Anskaveners use in conversation and it can also be seen in the names of the city's streets and civic buildings.

In keeping with common practice in Sommerlund, Anskaven celebrates the Feast of Fehmarn (the first day of Spring) with a public holiday. At sundown on Fehmarn, the Baron holds a special ceremony in his Citadel where he awards medals to naval and army personnel who have shown great courage or initiative during the preceding year. The highest of these awards is the Caldar Cross, and it is given in recognition of feats of exceptional bravery. Elsewhere in the city, the celebrations continue into the small hours of the morning. The battery of harbour cannons is fired at hourly intervals and an impressive fireworks display is given, which climaxes at the stroke of midnight with a huge aerial starburst of rockets.

Illicit Lore (Sommerlund): It is said that anything worth knowing can be learned in Anskaven... for a price. This is more true than most people know, though the cost of information can be terribly high. You grew up in the City of Shadows and you still have a few 'friends' in the secrets business.

Benefit: Once per adventure, you can make a Luck test to find out some useful fact about any subject you wish. This might be the answer to a riddle, the best way to disarm a certain trap or some helpful bit of Lore. The Narrator determines what this trait can tell you but if you win the Luck test, you learn something helpful, even if it is not exactly what you were looking for.

Pitching the Claw (Sommerlund): Named for an Anskaven slang term for fishing, you have been 'pitching the claw' for as long as you can remember. You know how to read waves for schools of fish, how weather can affect catching chances and all the right gear and bait to use.

Benefit: So long as you can access a body of water stocked with fish (such as a river or coastline), you can always feed yourself when a Meal is required. You can fish for others, but doing so requires a WILL test (TN 6).

This trait also provides you with a +2 bonus to all Influence tests made to interact with sailors and people in fishing communities throughout Sommerlund and in its waters. Outside Sommerlund, the bonus is reduced to +1

Baron of Anskaven since MS 4988, when he acceded to power following the death of his father, Kral. He is an honour graduate of the Naval Academy of Tyso and a gifted naval tactician. In addition to his role of Baron of Anskaven he also holds two other high-ranking Sommlending posts: Steward of the Royal Household and Commander of the Royal Fleets. He is married to Baroness Valina Caldar, the eldest daughter of Baron Karlo Vinas of Toran. Baron Veno's heir is their only son, Avan.

ANSKAVEN NOBILITY

The nobility of the province comprise six noble households. These are (in descending order of importance): Lancelar, Emerton, Drumfield, Slate, Monksey, and Jadinar. The head of each of these noble families, with the exception of House Jadinar, is a Fryearl. This is a high Sommlending rank equivalent in social status to a Baron. By law, a Fryearl is beholden only to the King, however, in Anskaven province, because of the wealth and impeccable heritage of House Caldar, all of the Fryearls have willingly sworn an oath of fealty to the house of the Baron.

ADMIRAL OF THE NORTHERN FLEET

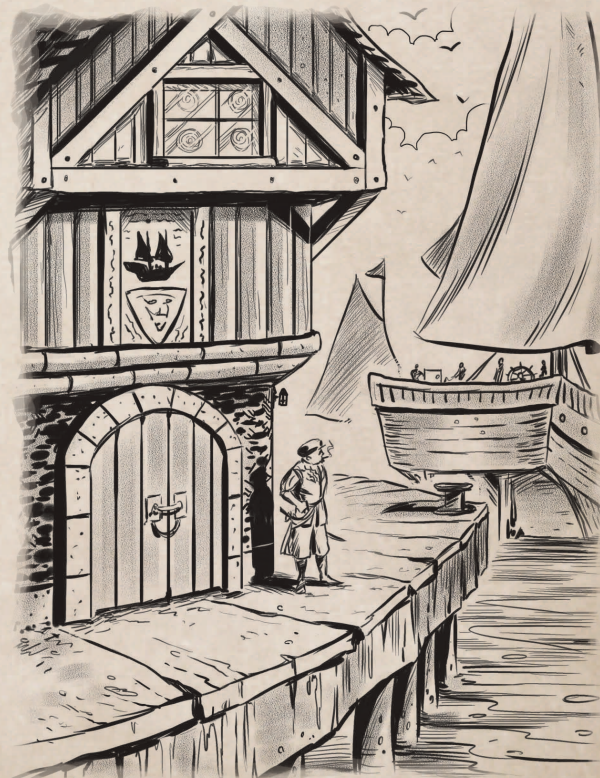
The Northern Fleet, the largest flotilla of the Sommlending navy, is based at Anskaven. In MS 5000, it is commanded by Admiral Kirk Avel, the Admiral of the Northern Fleet. Admiral Avel is a native Anskavener with a fine and distinguished service record. He resides at Fleet House, the administrative headquarters of the Northern Fleet, which is located on the quayside in the Admiralty Precinct.

THE BARON OF ANSKAVEN



Flag of the Baron of Anskaven

In MS 5000, the city is ruled by Baron Velo Caldar, a man possessed of great wisdom, fortitude and compassion. He is said to be the richest man in Sommerlund with a personal fortune in gold worth in excess of ten million Gold Crowns. He has been





LORD CONSTABLE

The prestigious office of the Lord Constable is traditionally bestowed upon a suitable native Anskavener by Baronial decree. The post is occupied by Radlan Droan, a gifted administrator with a keen eye for detail and a seemingly inexhaustible capacity for hard work. He oversees the day-to-day running of the city and presides over the judiciary, the most senior of whom is High Judge Felis Fallam.

MARSHAL OF THE MUSTER

The grassy plains to the south of Anskaven city are given over to the King's Army of the North for basic training and the conducting of military exercises. Almost every soldier who serves in the Army of the North, and certainly every regular cavalryman, will at some time pass through basic training on the Anskaven Plains.

Responsibility for the organisation and efficient supply of the army falls to the Marshal of the Muster. This important role is fulfilled by Marshal Landor Mirlundin, a native of Holmgard and formerly a senior captain in the King's Royal Citadel Guard.

CITY GUARD

The City Guard of Anskaven is commanded by Reeve-lieutenant Pheo Tannis, a stern and steady man with a rather drear and funereal countenance. His force comprises two cassels of military reeves who are well equipped and trained for the task of policing the city and keeping the peace. They wear a distinctive tunic of scarlet hemp cloth emblazoned front and back with the black sea eagle motif of the city's flag. They also have pot-shaped copper helmets with wide, curled brims. These helms are nicknamed 'chamber pots'. This moniker also gives rise to the slang term for the city guardsmen themselves, namely 'Potters'. Their favoured weapons are long batons fashioned from Dessian mahogany, known as 'Beaters', and their standard army-issue swords.

THE PRECINCTS OF ANSKAVEN

The city is divided into eight administrative areas called Precincts.

ADMIRALTY PRECINCT (1)

This Precinct is situated to the west of the harbour and is home to the Northern Fleet. The Admiralty dominates this part of the city and it is where all of its administrative buildings are located.

ADMIRALTY QUARTERMASTER'S STORES (2)

Drængar Avenue, Admiralty Precinct

This large storage and distribution facility is owned and operated by the Admiralty. This is where all of the uniforms and equipment for the Northern Fleet and the City Guard is stored. Unlike a similar facility on the waterfront in Tyso, all of the stock is reserved for official use. The stores are run by Quartermaster Kar Droson.

ADMIRALTY SQUARE (3)

Admiralty Precinct

This flagstoned square is located in the centre of the Admiralty Precinct. A Kirlundin white stone statue of King Harvil I is mounted atop a fluted column in the middle of the square. It is a tradition of the Northern Fleet that all naval personnel salute King Harvil's stature when they enter the square. There is a public trough and hand pump for water.

FLEET BARRACKS (4)

Fjoro Street, Admiralty Precinct

This large granite building serves as a billet for the crews of the Northern Fleet when they are stationed in Anskaven. It also has training facilities where the basics of seamanship are taught to naval recruits.

FLEET HOUSE (5)

Quayside, Admiralty Precinct

This is the administrative headquarters of the Northern Fleet. Admiral Kirk Avel resides here and he has his personal quarters and offices on its upper floor. Fleet House is guarded and maintained by the North Pluton of the 5th Anskaven Cassel known as 'The Drumhead Drakes'.

FLEET WORKSHOPS (6)

Quayside, Admiralty Precinct

These extensive maritime construction and repair facilities are owned by the Sommlending Admiralty and used to service the Northern Fleet. They are patrolled by men of the City Guard under the command of Naval Marine Sergeants.

KIAN DRY DOCK (7)

Quayside, Admiralty Precinct

This dry dock is owned and operated by the noble household of Slate. Fryearl Enar Slate has licensed two of the three Anskaven dry docks (Kian and Tor) for the exclusive use of the Northern Fleet, and they are kept under close guard by naval marines at all times. Public access is strictly prohibited.

STRÄMINÖR (8)

Quayside, Admiralty Precinct

The arched Kirlundin stone outflow of the Sverdrsträm and the Solsträm, which flow beneath Anskaven, supplying freshwater to the city. Sträminör is an Old Sommlending word which means ("where the streams flow away").

THE SAILOR'S REST (9)

Quayside, Admiralty Precinct

Loran Durane, a retired Kirlundin Naval Marine, runs this establishment with his wife, Hulsa. Visiting merchants from Durenor. Knights of the White Mountain are made especially welcome here. Above its taproom bar there is displayed a Durenese



Broadsword, its blade inscribed: "Loran Durane. In recognition of courage and fortitude. MS 4991." It was gifted to Loran by the Lord-lieutenant of Port Bax for the part he played in a battle against Lakuri Pirate raiders.

THE SHIP'S CAT (10)

Quayside, Admiralty Precinct

This rough and rowdy tavern is run by Lasu Skain, a buxom blonde Sommlending widow with a coarse sense of humour and a bawdy manner. She has a pet ferret called Velo that she has trained to purloin the odd Gold Crown or two from the pockets and purses of patrons too drunk to notice. Those with refined tastes should give it a wide berth.

TOR DRY DOCK (11)

Quayside, Admiralty Precinct

This dry dock is 80% owned and operated by the noble household of Slate. See Kian Dry Dock for a description.

ULNAR DRY DOCK (12)

Quayside, Admiralty Precinct

This dry dock is owned and operated by the noble household of Slate. It is run in close partnership with House Emerton, and is part-owned by House Caldar. It is reserved for the exclusive use of the Emerton Shipwrights.

CALDAR PRECINCT (13)

This Precinct is situated to the west of the city and is home to Anskaven's burgeoning iron, steel and glass industries. These are all located in an area close by the city wall. Many of the houses in this Precinct belong to the skilled artisans and labourers who work at the iron, steel and glass manufacturing workshops. The buildings and streets of the industrial part of the Caldar Precinct have a soot-stained and generally grubby appearance.

ANSKAVEN STEEL SMELTING WORKS (14)

Sûori Lane, Caldar Precinct

This industrial enterprise is owned and operated by House Caldar. It produces steel from the iron ore mined in Pinestar, as well as using charcoal imported overland from the domains of Houses Drumfield and Emerton in the Fryelund Forest. The slag is then transported by wagon and dumped several miles away, at a site close to the road to Icy Point.

BELL MARKET (15)

Bjilla Way, Caldar Precinct

Bell Market is held three days a week: Mentdag, Midvoka and Fehdag. It sells farm produce and other foodstuffs, and is renowned for its specialist herb and spice sellers.

BELL SQUARE (16)

Caldar Precinct

This cobblestoned square is located in the centre of the Caldar Precinct. A granite statue of King Haigh III is set upon a plinth in the middle of the square. A second-hand clothes market is held here once a week, on Urkadag. There is a public trough and hand pump for water.

BLOCK HOUSE (17)

Framor Avenue, Caldar Precinct

The men of the 1st Cassel of the City Guard are billeted in this large nondescript building constructed of blocks of granite from which it derives its name. It has an extensive underground dungeon complex that serves as one of three places where the city's prison population is incarcerated. Block House is commanded by High Constable Elu Skenlan, a strict authoritarian with a love of sail-boating.



COFFERDAM TAVERN (18)

Gjørr Street, Caldar Precinct

This spacious tavern is owned by Ignor Calstone and his wife, Seola. They hold the Order of the Kai and Durenese Knights of the White Mountain is the highest esteem. Food and ale are served at standard prices, but Kai will not be charged a Callysparrow if they choose to stay the night in one of the tavern's ten boarding rooms. If a Kai Lord should decide to tell the patrons about one of their adventures, then their food and ale will come free as well!



ENSÄKER INN (19)

Ensäker Avenue, Caldar Precinct

This undistinguished inn is located at the western end of Ensäker Avenue, opposite Kjrrø Avenue. Its regular patrons are unskilled labourers and sad-faced Anskaveners with a sorry tale to tell. Its owner is Durdin Smult, a mousy man as nondescript and lacking in charisma as it is possible to be. Despite his appearance, Durdin is a mine of information when it comes to the subject of the Ice Barbarians of Kalte.

LANSAR'S GLASS WORKSHOP (20)

Kraft Avenue, Caldar Precinct

This is the largest of several glassblowing workshops in this Precinct. In addition to the sheet glass it produces for domestic and commercial use, they make table-glass which, due to its form and hardness, is difficult to break, and so is well suited for use on rolling ships. It is run by Ruan Kelsen, a talented master glassblower.



OREN THE BLACKSMITH (21)

Kømå Road, Caldar Precinct

This busy blacksmithy is owned by Oren Skendi. He is ably assisted by his three sons and five nephews. Most of the work they carry out is done to order from several local industries. Despite a constant workload, Oren finds time to indulge his passion for crafting superior quality swords. A Superior sword provides a +1



bonus to Combat Skill will cost 210GC. A +2 CS Superior sword will cost 460GC. Kelger will require 2 weeks to manufacture the Superior sword of your choice.



SKENDAR'S COACHERY (22)

West Gate Square, Caldar Precinct

Greff Skendar owns and operates this family business located directly opposite the West Gate. There is a regular weekly passenger coach service that runs between Anskaven and Toran. Horses can also be hired here for 6GC per day.

THE CRACKED BINNACLE (23)

Kjûstrå Walk, Caldar Precinct

This tavern is the quietest of all the drinking establishments in the Calder Precinct. This is due to the unusual thickness of its main door, its bullion-glazed windows, and its stout stone walls. Before it was converted to a tavern in MS 4990, it was used for the salting of beef and pork. It is owned and run by two Anskavener twins, Karla and Meli Tamalan. It would be difficult to tell these sisters apart were it not for the fact that Karla always wears a silk headscarf. The inn offers food and ale at a reasonable price. The Cracked Binnacle is a favoured off-duty haunt of skilled shipwrights and artisans.

VANASON'S IRONWORKS (24)

Sûori Lane Caldar Precinct

Vanason's works in close collaboration with the Anskaven Steel Smelting Works. It manufactures all kinds of steel and ironware for military, naval, commercial and domestic use. Unlike the smelting works, which belongs to House Caldar, it is privately owed by two brothers, Asga and Luka Vanason. They maintain close ties with the Armourers' and Blacksmiths' Guilds of Anskaven, employing several of their apprentices upon completion of their training.



Adventurers can purchase Breastplates, Greaves, Full Plate, Helmets, Plate mail, Rerebraces, Sabatons, Scale mail and Vambraces from Vanason's Ironworks.

WEST GATE & BARBICAN (25)

West Gate Square, Caldar Precinct

The West Gate controls road traffic that enters and leaves the city on the Esterpike to Toran. Its barbican is named 'The Dunder' in memory of the first Baron of the city. It is garrisoned by 12 men of the 1st Cassel of the City Guard.



WEST GATE SQUARE (26)

West Gate, Caldar Precinct

This busy city square is bordered by several small cookshops, repair businesses, and Skendar's Coachery. There is a large public hand pump for water. In the middle of the square stands a granite statue of King Zorn II. Travellers arriving in Anskaven for the first time are advised to keep an eye open for the pickpockets that operate here; they are known to target newcomers...

DOCKS PRECINCT (27)

This busy area of the seafront is dominated by the wharfs, shipbuilding yards and workshops that occupy the east side of the harbour. Its many jetties are home to Anskaven's fishing fleet, the largest of its kind in all of the Lastlands.



ANSKAVEN MARINE CHANDLERY (28)

Quayside, Docks Precinct

The Anskaven Marine Chandlery is owned by House Caldar. It stocks and sells a wide range of equipment and clothing for ocean-going vessels and their crews. Adventurers will find the following equipment available here: Ropes, Compasses (basic), Backpacks, Blocks and Tackle, Buckets, Canvas, Candles, Chains, Fish Hooks, Fishing Nets, Grappling Hooks, Oil, Iron Pots, Sacks, and Signal Whistles.

ANSKAVEN WHARF (29)

Quayside, Docks Precinct

This is a large quayside facility that comprises several timber framed warehouses that serve as interim storage areas for the unloading of catches brought in by the fishing fleet. It is also a market where the fish are sold to fishmongers for salting and distribution throughout the province and beyond, owned and operated by House Lancelar.





EMERTON SHIPWRIGHTS (30)

Quayside, Docks Precinct

This shipbuilding enterprise is the largest of its kind in Sommerlund. It employs over a thousand skilled carpenters and marine engineers in the construction and refitting of ocean-going vessels. It is owned and operated by House Emerton, Fryearl Vas Emerton personally in charge of the running of the business. He is the designer of the majority of Sommlending naval warships of this age. Sommlending oak is used exclusively in the construction of Emerton ships. It is cut and prepared at timberworks located on lands owned by Houses Emerton (Raditch) and Drumfield (Crowoode).

QUAYMASTER'S STATION (31)

Quayside, Docks Precinct

The Quaymaster's Station is a circular two-storey fort-like building located on the corner of Quayside and Laug Walk. The Quaymaster of Anskaven harbour is Loran Drohousie. Drohousie has a staff of 85 Quaywardens who are responsible for implementing the by-laws of the Docks Precinct, particularly those which concern the safe conduct of fishing and trade vessels using this busy harbour. They also collect harbour fees and maintain the quayside lanterns. Quaymaster Drohousie is in charge of the non-naval areas of the harbour.



A traveller in need of transport to a foreign or domestic port, or who wishes to examine the harbour logs in order to locate a specific vessel, will find Quaymaster Drohousie able to assist. All enquires are subject to a fee of 2GC.

EAST PRECINCT (32)

This is a residential area of the city where the shop workers and labourers live. Although the homes here are small in comparison to similar districts in Toran or Tyso, they are kept in a state of good repair due to the generosity of House Caldor. Many of the residents are employed as painters, builders, decorators and handymen, and they take great pride in keeping their homes well maintained and presented.

ACORN BARRACKS (33)

Sûori Street, East Precinct

This very large and austere building is one of two barracks facilities located in the East Precinct, the other being the Sun Barracks located adjacently. It accommodates personnel of the Army of the North. Public access is strictly controlled, although Kai Lords visiting the barracks will be welcomed and treated respectfully. The Barracks commander is the Marshal of the Muster.

ARMY INFIRMARY (34)

Gränn Street, East Precinct

This medical facility is dedicated to the treatment of ill or injured army personnel. It has a permanent staff of ten Army Surgeons led by Surgeon Major Svor Calmaston, an honour graduate of the College of Surgeons.

CAVALRY BARRACKS & STABLES (35)

Kraftenvolk Way, East Precinct

This large timber-framed building accommodates the cavalry troopers and horses of the Army of the North. Public access is strictly controlled, although Kai Lords visiting the Cavalry Barracks and adjacent stables will be welcomed and treated respectfully. The Barracks commander is Colonel Falgo Sedral, a Kai Virin.

CAVALRY PARK (36)

Hestra Lane, East Precinct

This park is for the exclusive use of the cavalry of the Army of the North and no public access is permitted. At the entrance to the park is a statue of King Vinas II mounted upon a horse



CLAR CALDOR – ASTROLOGER (37)

Sönnerin Street, East Precinct

This modest little shop is owned by Clar Caldor, a kind Anskavener in her early 60s. Many cultures in Magnamund attach great importance to astronomical events and celestial observations, notably the Sages of Varetta in the Kingdom of Lyris. Anyone wishing to consult Clar Caldor can have their personal horoscope prepared for them at a cost of 20GC.

Narrators should determine the content of these horoscopes and inform the players accordingly. Clar is also a Palmist, and can foretell an adventurer's future by 'reading' their palm. A simple palm reading costs 5GC.

EAST GATE & BARBICAN (38)

East Gate Square, East Precinct

The East Gate controls road traffic that enters and leaves the city on the byway to Lancelar. The traffic here is far less in volume than that which passes through the city's West and South Gates. It is garrisoned by six men of the City Guard.

EAST GATE SQUARE (39)

East Gate, East Precinct

This square is located adjacent to the East Gate. At its centre, atop a granite column, is a statue of King Lorin II. Around its perimeter are several fishmongers and cook-shops. There is a public trough where potable water can be drawn.



GOST'S GEAR (40)

Ensäker Avenue, East Precinct

This large equipment shop is owned and run by Gost Skengor and his wife, Turi.

KING VENO I SQUARE (41)

East Precinct

This cobblestoned square is located in the south-west part of the East Precinct where it borders upon the Noble and Traders' Precincts. A bronze statue of King Veno I, seated astride a horse,



is set upon a rectangular plinth in the middle of the square. A food market is held here once a week, on Ishdag. There is a public trough where potable water can be drawn up by a hand pump.

MAEN LANE MARKET (42)

Maën Lane, East Precinct

This is the largest open-air marketplace in the city. It operates every day of the week except on Kaidag.

MARSHAL OF THE MUSTER (43)

Sûori Street, East Precinct

This building houses the administrative offices and personal quarters of Marshal Landor Mirlundin, a native of Holmgard and formerly a senior captain in the King's Royal Citadel Guard. He has the responsibility for the organisation and supply of the Army of the North and its cadets. A large part of the Marshal's building is given over to the storage and distribution of army weapons and equipment. This area is simply called 'The Stores'. The Stores are run by Quartermaster Captain Daron Pragar who is in charge of a staff comprising 35 army warehousemen.

SUN BARRACKS (44)

Sûori Street, East Precinct

This very large and austere building is one of two barracks facilities located in the East Precinct, the other being the Acorn Barracks (33) located adjacently. It accommodates personnel of the Army of the North. The Barracks commander is the Marshal of the Muster.

TAY FLOTNOR INN (45)

Etryr Street, East Precinct

This well-kept and hospitable inn derives its name from the Old Sommlending language. In contemporary Sommlending Tay Flotnor translates as The Seafarers. It is owned by Vodor Calberry, assisted by his son, Bern, and two daughters, Gylda and Uno. The inn's clientèle are mostly respectable law-abiding Anskavener who live and work in the East Precinct.

THE SEA EAGLE INN (46)

Sol Street, East Precinct

The taproom of this large inn is decorated with many artefacts of historical interest and significance to Anskaven. Its owner, Cerik Drolan, is a canny landlord with an ability to make an honest profit whenever the opportunity arises. Thus he and his two sons, Kraig and Fars, are building a large extension to the rear of the inn which, when completed, will comprise 40 more lodging rooms.

SILVER SQUARE (47)

East Precinct

This cobblestoned square is located in the south east part of the East Precinct. A granite statue of King Bern III is set upon a plinth in the middle of the square. A clothes and curios market is held here once a week, on Ishdag. There is a public trough and hand pump for water.

FISHERMENS' PRECINCT (48)

Traditionally, this Precinct is where the fishermen and families of the Anskaven fishing fleet have always lived. It comprises several dozen narrow streets, each lined with scores of two storey granite-built houses. They all have distinctive white roofs made from Kirlundin stone tiles. The captains of the fishing fleet allow each of their crew to take home one basketful of fish every time they return to port with a full catch.



BALEON DROSEY – APOTHECARY (49)

Stûrnâ Avenue, Fishermens' Precinct

This well-established business is owned and run by Baleon Drosey, an experienced apothecary in his late forties. The floor and fittings inside his shop are made from Kirlundin white stone and marble, giving it a pristine ambience. The prices of all his wares are typically ½GC per item higher than the costs indicated on pg. 199.



DELSEN BOOKS (50)

Quayside, Fishermens' Precinct

This shop is located at the eastern end of the Quayside. It is owned by Ayra Delsen, a widow in her middle forties. Ayra lost her seafaring husband to a winter storm in MS 4990. Ayra's three daughters are all gifted cartographers and they make the charts and maps which their mother sells to the fishing fleet and the Admiralty. Prices range from 5GC-50GC depending on size and depth of detail. Simple leather cases are 1GC. More elaborate ones, with clasps and embellishments of brass or silver, cost between 2GC to 8GC.



DROSCAL'S COACHERY (51)

Stûrnâ Avenue, Fishermens' Precinct

Rednar Droschal operates this business, located adjacent to East Gate Square. There is a weekly passenger coach service that runs between the coastal town of Lancelar and Anskaven. Horses can also be hired here for 5GC per day. Adjacent to the coachery is a public trough and hand pump.

INVAR'S ALE & WINERY (52)

Ensäker Avenue, Fishermens' Precinct

Invar Jaclan and his wife, Runa, own and run this ale and fine wine store located at the east end of Ensäker Avenue. They stock an impressive range of bottled ales and wines imported from all over Sommerlund and beyond. They also sell Moyturan Brandy, which is the favourite tipple of fishermen. The price of a bottle of Moyturan Brandy is 5GC.

KARA'S FINE FISH (53)

Quayside, Fishermens' Precinct

Whilst there is always a plentiful supply of saltwater fish available in Anskaven, finding freshwater fish here is hard. Only one fishmonger can offer her patrons such freshwater delicacies as Unoram Salmon, Eledil Bream or Tor Trout: Kara Sarwin. Her stock

is brought into Anskaven regularly every week on three specially equipped wagons, each driven by one of her sons.



MIRANA'S HERBAL CURATIVES (54)

Ensäker Avenue, Fishermens' Precinct

Mirana Braeton is a myopic old lady in her early seventies. She prepares and sells herbal remedies from her bow-fronted shop in Ensäker Avenue. Customers can purchase the following substances here: Alether Berries, Potions of Alether, Dried Floroa Fungi, Laumspur Leaves, Potions of Laumspur and Larnuma Oil.

THE OLD MARINERS' RETREAT (55)

Välsinga Street, Fishermens' Precinct

This is a retirement home for widowed and destitute old fishermen who have served at least 30 years at sea with the Anskaven fishing fleet. It is owned and maintained by Baron Caldar. Its Head Warden is Todd Skenkan, a venerable old sea dog with a famously dry sense of humour.

THE ROWDY RAT (56)

Quayside, Fishermens' Precinct

This is a large and decidedly unsophisticated tavern with faded paintwork and a depressingly drab décor. Inside, it offers rudimentary seating around tables made from old ship's casks. It is run by an ex-navy Bo'sun called Todd Snaul and his one-eyed daughter, Shula. It is a cheap and cheerful place, where patrons can get a meal and ale (or two ales and no meal) for only 1GC. It is the favourite haunt of unskilled fish workers from the Anskaven Wharf.

GUILDS PRECINCT (57)

This Precinct is situated in the centre of Anskaven and is where all of the Guildhalls are located. It is an affluent area and its residents comprise skilled artisans, intellectuals, wealthy merchants and the upper-middle tier of Anskaven society.

BANK OF ANSKAVEN (58)

Bay Road, Guilds Precinct

This bank is a separate entity from the Bank of Sommerlund located in Holmgard. It is owned by House Caldar and managed by Shaen Drowood, a former Anskaven judge. There is an underground guarded vault where some of Baron Caldar's personal fortune is stored.

ENSÄKER SQUARE (59)

Guilds Precinct

This square is a busy junction where seven major thoroughfares converge. It is bordered by hardware, marine equipment and ropemakers' workshops. A statue of King Lorin I is mounted atop a fluted column of Kirlundin white stone in the middle of the square.

GUILDHALL OF THE ARMOURERS (60)

Rocstoll Avenue, Guilds Precinct

The Guild of the Armourers was awarded its Royal Charter by King Haigh II in MS 3582 and he laid down regulations for the control of their trade. The Guild has since played a long and distinguished role in the defence of Sommerlund. Its connections with the Sommlending armies continue to the present time, particularly through their award of prizes for excellence to young army personnel. The Guildmaster is Ulron Brenston.

GUILDHALL OF THE BASKETMAKERS (61)

Dugå Street, Guilds Precinct

Among the primitive crafts of the Sommlending, basketmaking is one of the oldest known. The Guild of the Basketmakers was established by a Royal Charter issued by King Lorin I in MS 3965 and the Guildmaster is Hobar Drocarn.

GUILDHALL OF THE BLACKSMITHS (62)

Rocstoll Avenue, Guilds Precinct

The Guild of Blacksmiths received its Royal Charter in MS 3569 from King Ruanon I. The Guildhall has several forges where its apprentices learn their craft under the watchful eye from the Guild's master blacksmiths. The Guildmaster is Ruan Skenmir, a Kai Virin who is widely acknowledged to be the best blacksmith in all of Sommerlund.

GUILDHALL OF THE BOWYERS (63)

Rocstoll Avenue, Guilds Precinct

Originally, the bowyers (longbow makers) and the fletchers (arrow makers) comprised one Guild. However, in MS 4410, the fletchers petitioned King Bern II to be permitted to form their own Guild. Disputes arose between the two factions until MS 4450, when a special decree issued settled the disputes once and for all. The apprentices of this Guild learn their craft at the Guildhall's workshops and there is a constant demand for their bow-making skills from the armies of Sommerlund. The Guildmaster is Pel Langstor, a former Border Ranger of the North and an expert archer.

GUILDHALL OF THE CARPENTERS (64)

Dugå Street, Guilds Precinct

The Guild of Carpenters was originally set up to look after the welfare and interests of carpenters living in Holmgard. It played an important role in the construction of the capital for more than a thousand years. After the Great Fire of MS 4935, it moved its Guildhall from Holmgard to Anskaven. The 'new' Guildhall is where master carpenters teach their young apprentices the craft of carpentry. The Guildmaster is Ston Ruan, a former forester from the province of Ruanon.

GUILDHALL OF THE CORDWAINERS (65)

Kraft Avenue, Guilds Precinct

The Guild of Cordwainers is dedicated to the craft of shoemaking. Cordwainers should not be confused with cobblers as a cordwainer



works only with new leather, whereas a cobbler works with old. In Sommerlund, cobblers have always been repairers and have often been prohibited by law from making shoes. The Guildmaster is Calun Walstard. He takes great pride in being the personal shoemaker of the current ruler of Sommerlund, King Myranar III.

GUILDHALL OF THE CURRIERS (66)

Dugå Street, Guilds Precinct

The Guild of Curriers received its Royal Charter from King Zorn III in MS 4801. At the Guildhall, master curriers teach their apprentices how to prepare and dress leather by cleaning, scraping, stretching and finishing (by oiling, waxing or colouring) hides. The Guildmaster is Harl Skenasun.

GUILDHALL OF THE DYERS (67)

Dugå Street, Guilds Precinct

The Guild of Dyers received its Royal Charter from King Vinas II in MS 4059. At the Guildhall, master dyers instruct the apprentices in the process of adding colour to textiles such as fibres and yarns. There are several workshops where dyeing is carried out. The dyes the guild uses are all extracted from animals or plants. The Guildmaster is Millan Fenoak, a Tysoan who has lived and worked in Anskaven ever since he came here as a young apprentice.

GUILDHALL OF THE FARRIERS (68)

Dugå Street, Guilds Precinct

The Guild of Farriers was created to prevent the suffering of horses arising from their shoeing by unskilled persons, and it received its Royal Charter from King Zorn II in MS 3935. In addition to learning their principal craft, apprentice farriers also receive training in basic horse welfare. Kai Virin with mastery of the Animal Kinship discipline qualify for automatic admission into the Guild. The Guildmaster of the Farriers is Ferd Kronar, a Kai Virin.

THE EQUINE GUILDHALL (69)

Dugå Street, Guilds Precinct

The Equine Guild is an association of veterinarians who specialise in the health and management of horses. Many of the apprentices who graduate from the Guildhall after completing their training find employment with the armies of Sommerlund as military veterinarians. The Guildmaster of the Equine Guild is Aklo Ingstone.

GUILDHALL OF THE FLETCHERS (70)

Rocstoll Avenue, Guilds Precinct

Originally, the fletchers and the bowyers comprised one guild. However, in MS 4410, the fletchers petitioned King Bern II to be permitted to form their own guild. Disputes arose between the factions until a special decree was issued by King Rendar I.

The apprentices of this guild learn the craft of arrow making at the Guildhall's workshops. The Guildmaster of the Fletchers is Enar Ulmastor.

GUILDHALL OF THE GIRDERS (71)

Rocstoll Avenue, Guilds Precinct

The Guild of Girdlers received its Royal Charter from King Haigh III in MS 3780. At the Guildhall, master girdlers instruct the apprentices in the craft of belt making, especially belts made to accommodate weapons. Many of the apprentices who graduate from this guild find employment as military girdlers. The Guildmaster is Grigol Lancer.

GUILDHALL OF THE JUTE & HEMP WORKERS (72)

Dugå Street, Guilds Precinct

Traditionally, Sommlending jute and hemp were produced in the Anskaven Plains, albeit not intensively. In MS 5000 however most Sommlending jute and hemp is grown in the Southlund Marches. The apprentices of this guild learn how to refine these into a wide range of products such as oil, wax, resin, cloth, pulp, parchment, fuel, rope and canvas. Many of the apprentices that graduate are employed in the navy's rope and sail making workshops. The Guildmaster is Harund Edsar, a former navy quartermaster from Tyso.

GUILDHALL OF THE LORINERS (73)

Guilds Square, Guilds Precinct

The Guild of Loriners received its Royal Charter from King Ruanon I in MS 3576. At the Guildhall, master loriners teach the apprentices the craft of making metal parts for bridles, harnesses, spurs and other horse apparel. The Guildmaster is Melchar Yenson.

GUILDHALL OF THE PATTERNMAKERS, CLOTHIERS & COBBLERS (74)

Kraft Avenue, Guilds Precinct

The Patternmakers are makers of wooden-soled overshoes which are popular in Holmgard and Toran. The Clothiers and Cobblers were formerly two separate associations, but they amalgamated with the Patternmakers in MS 4738. Clothiers, unlike tailors, are generally the owners or managers of textile manufacturing businesses. Apprentice cobblers are taught to repair boots, shoes, belts and bags with old leather. Cobblers are prohibited by law from making shoes as this right belongs to the Guild of Cordwainers. The Guildmaster is Ferin Blaksole.

GUILDHALL OF THE SADDLERS (75)

Dugå Street, Guilds Precinct

The Guild of the Saddlers is one of the three oldest Guilds of Sommerlund (the others being the Mercers and the Magicians) and received its Royal Charter from Queen Maura I in MS 3528. At the Guildhall, master saddlers teach the apprentices the craft of making and fitting equine saddles. The Guildmaster is Jen Lofton.

GUILDHALL OF THE SKINNERS (76)

Rocstoll Avenue, Guilds Precinct

The masters of this guild teach their apprentices how to skin animals such as cattle, sheep and pigs, part or whole. They also receive

tutelage in the administrative skills required to trade in hides and furs. The Guild received its Royal Charter from King Zorn III in MS 4799. The Guildmaster is Ferin Lampton.

GUILDHALL OF THE WEAVERS (77)

Guilds Square, Guilds Precinct

The Guild of Weavers received its Royal Charter in MS 4392. At the Guildhall, master weavers teach the apprentices fabric production in which two sets of yarns or threads are interlaced at right angles to form cloth. In Sommerlund, all cloth merchants must be members of the Weavers Guild in order to sell cloth. The Guildmaster is Tor Drodottin.

GUILDHALL OF THE WOOLMEN (78)

Rocstoll Avenue, Guilds Precinct

The Guild of the Woolmen received its Royal Charter from King Vaceron I in MS 4392, the same year as did the Guild of Weavers. At the Guildhall, master woolmen teach their apprentices all about the business of winding and selling of wool. The Guildmaster is Gunn Jethlan.

GUILD PARK (79)

Akon Street, Guilds Precinct

The upkeep of this immaculately maintained public park is supported by annual donations from the guilds of the city. Every solangor, it hosts a series of Guilds Days where each of the city's guilds proudly promote themselves and display examples of their craft. The Guild Days also provide an opportunity for each guild to attract and recruit new apprentices.

GUILDS SQUARE (80)

Guilds Precinct

This impressive square is bordered by Sommlending Oaks and paved with slabs of white Kirlundin stone. It is located at the hub of the Guilds Precinct and all of the Guildhalls can be found in its attached streets. A marble statue of King Vaceron I stands upon a plinth in the centre of the square. There is a public trough and hand pump for water.

HALL OF HEALING (81)

Ensäker Avenue, Guilds Precinct

See pg. 102 for a description of a Hall of Healing.

JUDGES' HALL (82)

Caldar Square, Guilds Precinct

The Judges' Hall is where all criminal and civil cases are brought to trial. The High Court is where the most important cases are heard by High Judge Felis Fallam. Relatively minor offences, or civil actions are heard in the three Low Courts by a group of lesser judges called the Magistratum. Particularly serious or unusual cases are referred to the Legalim in Toran.

CITY HALL (83)

Rocstoll Avenue, Guilds Precinct

The City Hall comprises several small halls, offices, meeting rooms, antechambers and private chambers of the Magistratum, clerks, advocates, bailiffs and scribes of the Judges' Hall. Its upper floor houses the private chambers of High Judge Felis Fallam and Lord Constable Radlan Droan. The Lord Constable oversees the day-to-day running of the city and presides over the judiciary, including the High Judge and the Magistratum.

ØYD HALL (84)

Caldar Square, Guilds Precinct

This white stone, two-storey civic building is located on the north side of Caldar Square adjacent to Bay Road. It provides an impressive facility for Anskaveners to use as a community centre. It also hosts weekly music recitals. The hall is administered by Lady Leyana Dromor.



SONS OF THE SILVER MOON (85)

Anddyri Avenue, Guilds Precinct

This is a large tavern situated on the Docklands side of the square. The landlords are a married couple, Gen and Hilsa Farin. An adjoining bar, the Captain's Snug, offers a little more privacy should patrons so desire it. The tavern is a favourite watering hole for carpenters employed by Emerton Shipwrights.



THE TREENAIL TAVERN (86)

Ensäker Avenue, Guilds Precinct

This warm and hospitable tavern is a favourite of apprentices from the nearby Guildhalls. It is owned and run by Laef Skengren and his matronly wife, Mala. Adventurers wishing to find out more about a specific Guild or its members would do well to consult with Mala – for 2GC she will gladly share with you what she knows.

NOBLE PRECINCT (87)

This is the most affluent and prestigious Precinct in the city. Its clean streets and leafy avenues are where you will find the luxurious homes of the Anskaven nobility, wealthy traders, and high-ranking military and naval officers. It is well lit, well kept, and well protected by men of the City Guard who patrol in pairs here day and night.

ACRABAN'S GOLD & SILVER SHOP (88)

Sol Street, Noble Precinct

The owner of this prestigious gold and silver shop is Acraban Fortis, a Master Goldsmith. He and his family create all manner of items crafted from gold and silver. Baroness Valina Caldar is a regular visitor and a highly valued client.



ÅREØK (89)

Stūrna Avenue, Noble Precinct

This impressive elliptical building is constructed in Samoric style from blocks of Toranese granite and Kirlundin white stone. It houses the keel of Åreøk, one of the original ancient Sommlending longboats that first landed in Anskaven Bay in MS 3434, preserved on a plinth and illuminated at night by a hundred beeswax candles. The curator of the Åreøk is retired naval Captain Bose Calmaern.

ANSKAVEN COLLEGE (90)

Kung Avenue, Noble Precinct

Anskaven College was founded in MS 3912 by King Zorn I. The Principal of the College is Danor Gunsen, a gifted academic with an encyclopedic knowledge of ancient Sommlending history and the Old Sommlending language. Following an example set by Toran College, the students of Anskaven College are encouraged to volunteer some of their spare time to tutor other Anskaveners. These lessons are conducted every Ishdag at the college, and at the Øyd Kungin Library.

BARON'S CITADEL (91)

Bay Road, Noble Precinct

The Citadel is the hereditary home of House Caldar. It is one of the grandest residences in all of Sommerlund. Within the strong stone walls of the citadel, its magnificent accommodations are divided into two separate inner estates: the Baron's Castle and the Household Palace. In addition to the many private chambers of the Baron's Castle, it houses the Grand Hall where the Baron conducts regular Provincial Sessions with the Anskaven nobility. Atop the Grand Hall is a crenelated tower that commands an unrivalled view of the city and the harbour. The tower's flagpole is topped by a black enamelled iron statue of a sea eagle with its wings spread wide: the emblem of House Caldar. The Baron's Castle also has a well stocked armoury, and secure dungeons which serve to incarcerate criminals found guilty of directly threatening the safety of the Caldar Household or worshipping the forces of Darkness. The commanding officer of the Caldar Guard, the Baron's home elite force composed of Sommlending Knights of the Realm, is Citadel Captain Gadin Melar, an exceptionally capable military officer who has been awarded the Caldar Cross on two separate occasions.



CHURCH OF ISHIR THE BOUNTIFUL (92)

Heilegré Way, Noble Precinct

This beautiful church is dedicated to the Goddess Ishir. Its white stone walls and conical spire are engraved with legendary scenes from ancient history in which the goddess appeared to the Sommlending and bestowed upon them her bountiful gifts and blessings. The arched main door in its east wall is constructed from yellow oak, inlaid and embellished with myriad silver half-moons. A magnificent circular window of turquoise and yellow stained glass is set high into the north facing wall, above a circular white stone altar resplendent with its richly embroidered silver altar cloth.

The church is maintained by High Priestess Ishira and her eight Moon Maidens. Services are conducted daily at sunset, with a grand service at sunset every Ishdag. The church is maintained by a generous stipend bequeathed by Baroness Valina Caldar. It further supplements its income by selling potions of Laumspur (5 GC each) and Flasks of Holy Water (20 GC per flask).

CITADEL GATE (93)

Bay Road, Noble Precinct

This is the main fortified entrance gate to the Baron's Citadel. In addition to the great Iron Gate itself, there is a portcullis that can be raised and lowered in front of it to provide additional security and protection. Anyone seeking to enter the Citadel is carefully scrutinised and vetted by men of the Caldar Guard before they are permitted to pass.



CITADEL PARK (94)

Baron's Citadel, Noble Precinct

This lush and beautifully maintained park surrounds the Baron's Citadel. It is reserved for the exclusive use of the Baron and residents of the palace. There is a statue of King Kian I, the first King of Sommerlund, set upon a tiered Kirlundin white stone plinth in the north part of the park.

CITADEL PARK GATE (95)

Øyd Street, Noble Precinct

This is the secondary fortified entrance gate located at the rear of the Baron's Citadel. In keeping with the design of the main gate,



there is a portcullis that can be raised and lowered in front of its iron portal. This rear entrance is guarded around the clock by the Caldar Guard.

COLLEGE OF SURGEONS (96)

Ensäker Avenue, Noble Precinct

See page 72 for a full description of the College of Surgeons.

COUNTING HOUSE (97)

Baron's Citadel, Noble Precinct

Adjacent to the Household Palace is a granite, fortress-like building used as a repository for all the tithe and tax revenues that are delivered to the Baron by the nobility during the Provincial Sessions. Located below its ground floor is a strong steel vault, in which most of the Baron's personal fortune in Gold Crowns is stored. This is a very secure building heavily guarded by a special cadre of the Caldar Guard, the Counting House Guardians.



FHARA ZAKUR'S MANSION (98)

Ensäker Avenue, Noble Precinct

Fhara Zakur is a considerably skilled Magician of Dessi, who fell in love with Anskaven and decided to make it her home. With the blessing of Baron Velo Caldar, and the permission of the Elder Magi, she was granted leave to stay. As a mark of her gratitude, she pledged her allegiance to House Caldar. She spends much of her time cultivating exotic Dessian flowers in her mansion's immaculate gardens. Any Magicians of Dessi who visit Anskaven will be welcomed at the home of Fhara Zakur.



ØYD KUNGIN LIBRARY (99)

Ensäker Avenue, Noble Precinct

In Old Sommlending, the words 'Øyd Kungin' mean 'Old Kings'. This fine old building houses many thousands of books and tomes that are made freely available on a lending basis to the citizens of Anskaven. It has a large reading room located at the rear of the ground floor where a code of silence is strictly enforced. Its basement houses a dozen classrooms where Anskaveners can come every Ishdag to improve their literacy under the tutelage of students from Anskaven College. A 10-lesson course of reading and writing is available for a nominal fee of 1½ GC. The Chief Librarian is Lady Ysildra Lancelar, the sister of Fryearless Lancelar.

KAI CHURCH (100)

Ensäker Avenue, Noble Precinct

Services are conducted at dawn, midday and dusk by High Priest Merok Skenskif. See page 72 for a description of a Kai Church.

NOBLE PARK (101)

Sol Street, Noble Precinct

This well-maintained park hosts several cultural events during solangor, the most notable of which is the Maesmarn Arts and Crafts Fair. In the middle of the park is a statue of King Ruanon I, the fifth

of Sommerlund's kings, who died heroically in battle during the First Vassa/Durenese War. Opposite the statue is a large public trough and hand pump.

NOBLE SQUARE (102)

Noble Precinct

Six thoroughfares converge at this square on the east side of the Noble Precinct. A white stone statue of Queen Maura II is set upon a marble plinth at its centre. It has long been a tradition for the residents of the Noble Precinct to place flowers in remembrance at the foot of the statue on the first day of hestangor. No markets are held in this square.

TRADERS' PRECINCT (103)

This Precinct of Anskaven is home to the traders, small shopkeepers and the low-income tier of Anskaven's residents. By Anskaven standards, it is a densely populated area. Petty crime and burglary have become an ever-increasing problem in the last decade.

ANSKAVEN CEMETERY (104)

Vinar Way, Traders' Precinct

Anskaven Cemetery has two hundred Balku Dauorin, and each of these walls has one thousand burial niches. The burial urns of noble or especially distinguished Anskaveners are placed in a special niches constructed of Kirlundin white stone. The remains of past Barons of House Caldar are placed to rest in a private memorial in the Citadel Park.

ANVIL SQUARE (105)

Traders' Precinct

This soot-stained cobblestoned square is located in the south-west section of the Traders' Precinct. A granite statue of King Fars II is set upon a plinth in the middle of the square. A second-hand domestic items and curios market is held here once a week, on Ishdag. There is a public trough and hand pump for water.



BOWMIN'S BOWS (106)

Akon Street, Traders' Precinct

This archery shop is owned by Benn Bowmin, a master bowyer and fletcher. He and his three sons: Elaf, Knor and Oren (a Kai Virin) are all highly skilled archers. Customers can purchase the following items here: Longbow (25GC), Superior +1CS Longbow (275GC), Superior +2CS Longbow (525GC), Crossbow (80GC), Arrows (½GC each), Superior Arrows (1GC each), Crossbow Bolts (½GC each), Superior Crossbow Bolts (1GC each), Canvas Quiver (2GC), Leather Quiver (5GC), Waterproof Bow Cover (3GC). Benn Bowmin will reduce the cost of his goods by 10% for Kai Lords and Sommlending Border Rangers who spend 50GC during a single visit to his shop.

**CalLEN Bakery (107)***Etryr Street, Traders' Precinct*

Jasard Callen and his genial wife, Freydra, are both master bakers having graduated from the Guildhall of the Bakers in Tyso at the same time. They bake mouth-watering Callen pies filled with minced lamb and diced vegetables (these remain edible for up to 10 days after purchase and are equivalent to 1 Meal), costing 2½GC.

**DAG SKENDAL'S LEATHER SHOP (108)***Akon Street, Traders' Precinct*

This shop is owned by Dag Skendal and his wife, Avo. Dag is a skilled tailor and leathersmith and Avo is a master tailor, a graduate from the Guild of Tailors & Needlemakers. The leather goods they make are all of Superior quality. Customers may purchase the following items: Belt Pouch (2GC), Leather Quiver (5GC), Leather Backpack (4GC), Superior Leather Armour (180GC) and Superior Studded Leather Armour (185GC). Superior leather armour is a bespoke item tailored perfectly to the measurements of the buyer.

**GUNVA LOFMAERN – ARMOUR & WEAPONS (109)***Ljas Lane, Traders' Precinct*

Gunva Lofmaern is an Anskavener armoured and weaponsmith, who can make Superior Armour and Superior Weapons to order.

JACLAY'S COACHERY (110)*Bay Road, Traders' Precinct*

This coachery is owned by the Guild of Wheelwrights based in Tyso and leased to its manager, Val Jaclay, who operates it with the help of his family. There is a regular weekly passenger coach service that runs between the City of Tyso and Anskaven. Horses can be hired from the stables for 5GC per day.

REEVES HOUSE (111)*Bay Road, Traders' Precinct*

The men of the 2nd Cassel of the City Guard are stationed at this fortress-like barracks building, which is located on Bay Road, close to the South Gate. Like Block House, this barracks has an expansive underground dungeon complex. The commander of Reeves House is High Constable Kraig Dromanson.

SOUTH GATE & BARBICAN (112)

The South Gate controls road traffic that enters and leaves Anskaven on the North Coastal Highway to Tyso. The barbican that protects the gate is called 'The Kian', in honour of the first King of Sommerlund. It is garrisoned by ten men of the 2nd Cassel of the City Guard. The heavy South Gate is doubly protected by a great iron portcullis.

SOUTH GATE SQUARE (113)*South Gate, Traders' Precinct*

Located adjacent to the South Gate, this flagstoned square is encircled by small establishments that sell clothes, leather goods and

all manner of other travelling equipment. Set upon a plinth in the middle of the square is a bronze statue of King Hobar II. On the north side of the square is a public trough where potable water can be drawn.

**THE BUCKET O' BAIT (114)***Sûori Street, Traders' Precinct*

This tavern is a favourite of the soldiers and army cadets from the Acorn and Sun Barracks. Its landlord is an ex-army sergeant called Ferd Grova, a paunchy man with a thunderous voice and a supercilious manner. Grova runs illicit gambling most nights after midnight, when his honest patrons have left and the tavern is 'closed'. This is in contravention of Anskaven city by-laws, but Grova bribes the Guard to turn a blind eye to his clandestine activities. It'll cost any adventurers wishing to take part 5GC.

THE GOLDEN SEAGULL (115)*Caldar Square, Traders' Precinct*

This is by far the best-quality inn to be found in Caldar Square. The landlord, Caz Cadin, a former Head Scribe at the Counting House is often teased good-naturedly by his patrons, who imply that he bought The Golden Seagull with money filched from the Baron's coffers. This could not be further from the truth, for Caz is a scrupulously honest individual. The Golden Seagull is the most successful of all Anskaven's inns. Among its regular patrons are captains of the fishing fleet, the lower judges and court officials of the Magistratum and Quaymaster Drohouse.

**SAIL & COMPASS (116)***Bay Road, Traders' Precinct*

This shabby old tavern has a poor reputation. It is frequented by petty criminals of the Traders' Precinct and used as a meeting place where they plan and coordinate their unlawful activities. Its owner, Aran Lagdon, is a scurrilous old man with a deep abiding hatred of the City Guard. Travellers are advised to give Lagdon and his dingy tavern a wide berth when visiting Anskaven.

ZANDON SKENLEY – SCRIVENER (117)*Caldar Square, Traders' Precinct*

Zandon Skenley is a scrivener who prepares letters to court and other legal documents. He has a small staff of scribes who write all kinds of written material, from business contracts to wills. For a small fee, they read letters for illiterate customers, writing letters or filling out official forms on their behalf.

OTHER FEATURES AND PLACES OF INTEREST**BAY ROAD (118)**

Bay Road is an important major thoroughfare of Anskaven.



CALDAR SQUARE (119)

This is the most significant of Anskaven's city squares, located at the point where the Guilds, Noble and Traders' Precincts converge. It is bordered by Sommlending Oaks and paved with slabs of white Kirlundin stone. Upon a plinth in the centre of the square stands a marble statue of King Haigh II. There is a hand pump for water.



WEST HARBOUR ENTRANCE TOWER (120)

This sea tower is equipped with a small battery of cannon imported from the Kingdom of Bor. They occupy an emplacement on its crenelated roof. Work has recently commenced to expand the seafront; visitors to the main harbour of Anskaven will witness the emplacements being constructed. It is estimated that it will take all year to complete this work. The new cannon are scheduled to arrive by sea from Bor on the day after Fehmarn, next year.

EAST HARBOUR WALL (121)

Constructed partly of local granite and partly of white Kirlundin stone, the East Harbour Wall encloses the sea-facing areas of the Docks and Fishermens' Precincts. Baron Caldar has decided to strength this sea wall and work will commence on this mammoth civic project at the end of fehangor.

LOW TIDE LABYRINTH (122)

This set of algae-covered tunnels that sprawl under the entire city are the remains of Anskaven's first sewer system, abandoned after it was discovered that they were dug too deep and therefore kept flooding during particularly high tides. This vital part of the criminal underground is controlled by a small group of skilled thieves called the Rat Pack.

KING BRAERN I SQUARE (123)

This important city square is located at the intersection of Bay Road and Ensäker Avenue. It is paved in the Samoric style with alternating slabs of white Kirlundin stone and Toranese granite, giving it the appearance of a huge chessboard. There is a public trough and hand pump for water. A marble statue of King Braern I stands in the centre of the square.

KING HAIGH I SQUARE (124)

This significant square is located at the point where the Guilds, Caldar, and Traders' Precincts converge. It is paved with granite flagstones and at its centre stands a granite statue of King Haigh I. A food and wine market takes place here every Fehdag.

QUEEN MAURA I SQUARE (125)

This white stone square is located on the Quayside and marks the boundary between the Admiralty and the Docks Precincts. A magnificent marble statue of Queen Maura I stands upon a plinth at its centre. It is customary for Anskaveners to bow respectfully to the statue of Queen Maura I upon entering this square.

SOLSTRÄM (126)

A freshwater stream that arises in the Anskaven Plain, eventually emerging into the harbour at the Sträminör. This stream provides a source of freshwater to the eastern precincts of Anskaven.

SWERDSTRÄM (127)

A freshwater stream that arises in the Anskaven Plain. It passes through a low arched conduit in the base of the city wall and flows underground along several channels before emerging into the harbour at the Sträminör. This stream provides a source of freshwater to the western precincts of Anskaven.

THE PIER (128)

This strong timber pier marks the boundary line between the Admiralty and Docks jetties. Baron Caldar's magnificent ocean-going yacht Valina moors alongside the east-west jetty extension at the pier head. Access to the pier is strictly controlled by a pair of City Guard sentries posted at its entrance gate on the quayside.

EAST HARBOUR ENTRANCE TOWER (129)

See West Harbour Entrance Tower.

WEST HARBOUR WALL (130)

The West Harbour Wall encloses the sea-facing areas of the Admiralty Precinct. See also the East Harbour Wall.

ADVENTURE IDEAS

In addition to the plots and secrets provides in this chapter, here are some useful hooks, basic ideas unique to the City of Anskaven, that you can use to create your own adventures:

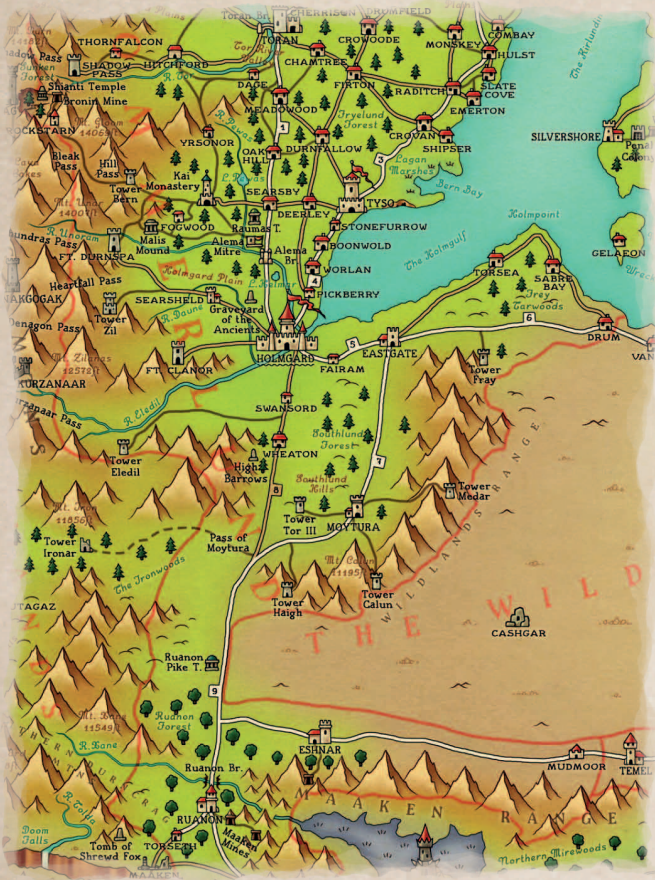
- A small band of Naar worshippers have taken up residence in an abandoned house in the Fishermen's Precinct (see page 134). They are being quiet for now, but that will not last – what do they plan?
- Information brokers are being found dead around the city, their tongues cut out and a single Kika coin left in their mouths. Who is responsible and what message are they hoping to stop?
- A massive storm is brewing just off the coast, one that could pose a serious hazard for those who are caught outside when it hits.



THE SOUTHLUND MARCHES



Emblem of The Southlund Marches



EARLY HISTORY

The Southlund Marches comprise a large expanse of wheat fields, plains and wooded hills that are bordered to the west and south-west by the Northern Durncrag Mountains, to the north by the River Eledil, and to the east and south-east by the Wildlands Range. They are linked to the Baronial Province of Ruanon in the south via the Pass of Moytura. The Southlund Marches are considered by the Sommlending to be “the breadbasket of Sommerlund”. When the Sommlending conquered their original territory (MS 3434-3435), they were impressed by the vastness of the lush grasslands located

on the south bank of the River Eledil. The early settlers of the Southlund Marches were confronted by roving bandits and raiders from the Wildlands, much like those who had attacked Holmgard from the south since the founding of the city. Because of this, several minor but loyal and determined Sommlending noble houses founded fortified settlements to defend the growing populace. The town of Moytura, located west of the Wildlands Range, was established in MS 3475 and named in honour of House Moytura which was instrumental in its establishment. A Baron was also appointed to rule the new province.

In MS 3481, when a large party of Wildlands raiders attacked and partly set ablaze the capital, the young Queen Maura I made some courageous and ambitious decisions. She realised Sommerlund was threatened not only by the Darklords, but also by the creatures and the brigands of the Wildlands. Hence, advised by the Marshal of the Realm, she decided to divide the Sommlending Army in to two distinct parts so as to better defend her burgeoning realm. The Army of the North was created to defend the capital and all territories located north of Holmgard, while the Army of the South was tasked with the defence of territories located south of the capital – the Southlund Marches.

In MS 3490, Queen Maura I ordered the construction of a heavily fortified outpost to defend the south-east approach to the Holmgard Plain. It was given the apt name Eastgate. From Eastgate, a coastal highway to Ragadorn was later established for mercantile and passenger coach traffic between Sommerlund and Durenor, reusing a ancient, derelict Cloesian trail called The Grey Road. Three cassels of King's Border Rangers were permanently assigned to the Southlund Marches, and one was garrisoned in Eastgate to defend the local populace and monitor traffic on the Coastal Highway. Gradually, due to the presence of the King's Border Rangers and the Army of the South, the bandit raids in the Southlund Marches diminished and became virtually non-existent between MS 3500 and MS 3600. In recognition of the vital contribution, in terms of food supplies, the Southlund Marches made during the climatic cooling period initiated in MS 3550, King Venn I declared the Southlunding farmers to be Fryemen of the Realm in MS 3650. Moytura and Eastgate grew but only modestly by comparison to the magnificent major cities of the north.

The Southlund Marches have been a theatre of war on many occasions, and several major battles have been fought here since the founding of Sommerlund. The most legendary of these battles took place during the War of the Black Muster (MS 3785 – MS 3799). In MS 3789, the Army of the South was sent from Moytura to break the Great Siege of Holmgard by the army of Archlord Vashna. Archlord Vashna's final muster was broken and decimated



by the allied forces of the Freelands at the Battle of the Pass of Moytura. They routed southwards to the Maakengorge where they were finally destroyed by the allies at the Battle of the Maakengorge. Archlord Vashna was slain on the brink of the abyss by King Ulnar I, who also perished in this legendary confrontation.

Victory at the Battle of Maakengorge heralded a period of stability and further expansion for Sommerlund. It consolidated its war gains and occupied the territory between the Pass of Moytura and the Maakengorge and founded a new province: Ruanon. The Moyturans also laid claim to territory in the eastern foothills of the Southern Durncrag Mountains and took control of the Iron Woods in the hope of exploiting the rich timber and iron ore deposits of this region. Not all of the noble houses of the Southlond Marches benefited from this time of expansion and this sowed seeds of discontentment that were to later flower in regrettable ways. During the First Vassa-Sommlending War (MS 4432-4434), when Vassagonian armies assaulted and sacked Casiorn before invading the Barony of Ruanon and the Southlond Marches, nobles of House Fairach were found guilty of passing intelligence to the Vassagonians, much to the detriment of Sommerlund. In MS 4434, after the pyrrhic Sommlending victory at the Battle of Wheaton, King Bern II punished House Fairach by confiscating half of its lands and expelling them from Fairam.

In MS 4921, a well-armed and determined Darklands force from the border fortress of Shugmutagaz destroyed Tower Ironar, a Sommlending border post founded in the Iron Woods west of the Pass of Moytura. It regained control of the forest and the eastern foothills of the Southern Durncrag. The Sommlending have not been able to fully understand or establish the reason why the Darklords expended a great deal of effort in achieving this, for they have not taken advantage of the opportunity it has given them to exploit its timber and ore wealth. Nearly 80 years have gone by since the Iron Woods were lost to the Darklands. No Sommlending, with the exception of occasional parties of Border Ranger scouts, have dared to venture back into this area, which remains firmly under Darklands control.

RECENT EVENTS AND ONGOING PLOTS



The Baron of the Southlond Marches is Avan Rahdar, a brave and doughty warrior with an impeccable military record. He was even awarded the Star of Holmgard for his personal bravery and inspired leadership. Over the past 25 years, several issues have been passionately debated during the provincial sessions held at Moytura. Since MS 4975, wizards of the Brotherhood of the Crystal Star have come to Moytura with the approval of the Marshal of the Plains to organise clandestine explorations of the Iron Woods that were seized by the Darklands in MS 4921 to observe and understand how fertile territories that fall to the Darklands are transformed into toxic wastelands. The Marshal is wary that the Darklords may attempt to launch an attack

on Moytura, or Ruanon. What they have discovered there has surprised and puzzled the Marshal and the Brotherhood.

No new Darklands border watchtower had been erected on the site of the ruins of old Tower Ironar in the heart of the Iron Woods. Had Tower Ironar been restored, then it would have been a sure indication that the Darklords of Helgedad were planning to invade Sommerlund from out of the Iron Woods. Moreover, the Brotherhood Wizards found that no environmental transformation was taking place here. The air is still breathable, the streams and soil are not polluted, and the trees are not mutating or dying. No part of the Iron Woods has become a poisonous barren wasteland like most every other place in the Darklands.



In MS 4999, a Journeymaster of the Brotherhood, while visiting the Chaman capital of Gleesh, discovered a manuscript in the archive of the Kloons Sages which tells of a magical power that exists below the Iron Hills. It did not elaborate in any detail as to what this power could be. The Kloons Sages believe that it may be the remnants of an ancient subterranean temple of the Elder Magi, although this has not been verified by the Elder Magi of Dessi themselves. Such a power would be invaluable to Sommerlund and the nations of the Freelands Alliance. It could provide them with the means to transform the barren Darklands territories back into their former, fertile state. Infiltrating Shugmutagaz, the Darklands watchtower which controls the Iron Hills, is a mission best suited to the Order of the Kai.



During the past decade, the Army of the South has seen a great deal of active service in defence against raids by the bandits of the Wildlands. In MS 4996, a party of Border Rangers from the Tower Calun garrison reached and explored the ruins of Cashgar, where they discovered a large bandit encampment. Early the following year, the Watcher of the Wilds sent a cassel of his Rangers to Cashgar to destroy this bandit base but their attack was woefully unsuccessful. The Marshal of the Plains, Hedra Luolan, is eager to eradicate this bandit menace, but before he dares to commit the Army of the South to fulfilling his goal, he needs accurate information about Cashgar, its bandit occupants and, most importantly, its powerful and charismatic bandit chief.

After discovering the entire garrison of Tower Eledil dead from an unknown, unnaturally virulent disease in Kaltangor of MS 4999, the Marshal of the Plains needs to know precisely what happened there. Samples of strange concretions found on the walls of Tower Eledil were taken by the Brotherhood of the Crystal Star and examined at Ravenhurst Tower in Toran. After extensive tests, they deduced that the concretions were the result of the crystallisation of a highly toxic gas. Further study of Tower Eledil and its immediate environs has since revealed that this unknown gas was initially a liquid that was introduced into the upper reaches of the River Eledil. This substance bears the sinister hallmark of a new and



deadly Nadziranim chemical weapon; a substance poured into the Eledil near its source that later evaporated downstream into a toxic gas, killing all living creatures in the vicinity of the river before it crystallised and eventually became inert.



Erected in MS 4950, the Darklands fortress of Kurzanaar is situated very close to the source of the Eledil. If the Darkspawn that occupy this stronghold are planning to greatly increase the quantity of their poison and use it to flood the Eledil, the consequences would be catastrophic, reaching all the way to Holmgard. The Marshal of the Plains and the Brotherhood of the Crystal Star have reported this potential threat to the King and the Kai. Action must now be taken to prevent this from becoming a terrifying reality. Kurzanaar must be infiltrated and all trace of the poison must be found and destroyed before sufficient quantities are manufactured to endanger all life along the River Eledil and within the great wall of the capital itself.

ADVENTURE IDEAS

In addition to the plots and secrets provided in this chapter, here are some useful hooks, basic ideas unique to the Southlund Marches, that you can use to create your own adventures:

- A travelling caravan has been spotted on the Southlund Trail (page 81), one that refuses to do business on the road and avoids patrols. It never enters town nor does it stop – such suspicious activity should be investigated by a band of adventurers.
- Several old Cloeasian artefacts have been uncovered near Eastgate. Arguments over ownership rights have been extremely violent, resulting in several injuries and one death already. A neutral party should arbitrate the dispute.
- Unseasonably hot, dry weather has caused a minor drought in the province. Water is becoming precious and scarce, a source of potential problems or profit for travellers.

SOUTHLUNDIN

The people of the Southlund Marches are called Southlundin. The population of this region numbers 45-50,000 and although it is the largest province of Sommerlund, it is also the least densely populated. The majority of the rural inhabitants are farmers, many proud Fryemen of the Realm. In keeping with common practice in Sommerlund, the people of the Southlund Marches celebrate the Feast of Fehmarn (the first day of spring) with a public holiday,

and a special festival in honour of Goddess Ishir is held in its principal town of Moytura. Two weeks prior to the feast day, a large convoy of grain is transported by wagon to Holmgard as a gift to the King. This grain is then milled by the city bakers and turned into Southlund Loaves, which are distributed on Fehmarn for free among the poorest citizens of the capital and the Pale. This annual act of benevolence by the Southlundin is made in gratitude for the martial protection that the King provides to the Fryemen of the province.

There is a Border Ranger base in the town of Eastgate, and a large fortified army base one mile north of Moytura. This palisaded encampment is a permanent base for the Sommlending Army of the South. In times of war, the noble households of the province provide three additional cassels of Men-at-Arms, and a mounted cassel of lance-armed light cavalry to augment the King's regular Army of the South. These Southlundin troops have a well-deserved reputation for being brave and tenacious warriors, especially in close combat fighting.

Southern Sommlending (Sommerlund): Though you are a Sommlending through and through, many outside your nation assume your homeland is some other country because of its distance from the major cities of the Kingdom. This misconception can be infuriating, though there are times when it has its advantages.

Benefit: In situations where an enemy might be motivated to act against a native of Sommerlund (such as Drakkarim ambushes and plots by the nation's enemies), you are always targeted last.

This ambiguity also provides you the benefit of a +1 on attempts to disguise yourself as a member of any other nationality.

BARON OF THE SOUTHLUND MARCHES

The title of Baron of the Southlund Marches is an honorary one, for the Southlund Marches are mainly populated by fryemen of the realm. The Baron of the Southlund Marches spends most of his year in the King's Citadel in Holmgard, serving as Keeper of the Privy Seal. The duties of this high office include responsibility for the Sovereign's personal finances and the drafting of all state charters, pardons, proclamations and treaties. The Baron of the Southlund Marches is also the Commander of the King's Border Rangers. Barons of the Southlund Marches are appointed by the King for life but this title is not hereditary.

SOUTHLUND MARCHES NOBILITY

The nobility of the Southlund Marches province comprises four noble households. They are (in descending order of importance): Moytura, Torsea, Wheaton and Fairach. The head of each of these noble families, with the exception of House Moytura, is a Count. The head of the noble household of Moytura is a Fryearl. Currently, this nobleman is Fryearl Fars Grenivan. The heads of all the noble houses have sworn an oath of fealty to the household of the Baron. Baron Rahdar holds Provincial Sessions at his bastion in Moytura during the solangor months of the year. No tithes or taxes are imposed during the months of kaltangor upon Southlundins who are not Fryemen.

MARSHAL OF THE PLAINS

The commander of the King's Army of the South is known by the title Marshal of the Plains. He is headquartered at the military encampment located one mile north of Moytura. He is responsible for the organisation and efficient supply of the soldiers under his command. He works in close cooperation with the Baron of the province, but he receives his orders from, and is answerable directly to, the Marshal of the Realm and the King in Holmgard. This important role is fulfilled by Marshal Hedra Luolan, a native Moyturan and formerly a senior officer in the King's Citadel Guard.

WILDLANDS RANGERS

The Baron of the Southlund Marches is traditionally the Commander of the King's Border Rangers, who are tasked with the keeping of the King's peace throughout the Southlund Marches. The three cassels of King's Border Rangers garrisoned in the Southlund Marches and the Baronial Province of Ruanon are also known collectively as "Wildlands Rangers". They are commanded by the Watcher of the Wilds, a special rank bestowed upon the senior officer of the King's Border Rangers stationed in the town of Eastgate. Two cassels of Wildlands Rangers operate in the Southlund Marches and are integrated into the Army of the South in times of war, namely the 1st and 2nd Cassels of King's Border Rangers of the Army of the South ("The Poachers" and "The Southlund Sweepers"). The Watcher of the Wilds and the 1st Cassel of Wildlands Watchers are responsible for the security of Eastgate, Torsea, Sabre Bay and Drum. They are charged with protecting border farmsteads and merchant traffic that use the highways of this region, particularly the Coastal Highway from Ragadorn to Holmgard where it passes through Eastgate. They also man several watchtowers located in passes of the Wildlands Range (namely Tower Fray, Tower Medar, and Tower Calun).

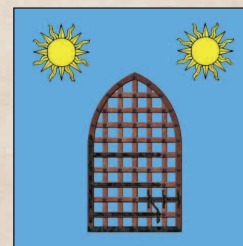
Regular patrols of Border Rangers from the 2nd Cassel ("The Southlund Sweepers") operate in the western part of the Southlund Marches, around and inside the Pass of Moytura and along the border with the Darklands, manning Tower Eledil. They man the watchtowers of Tower Haigh and Tower Tor III and stand guard

along Raider's Road. This area is especially vulnerable to attacks by bandits looking to prey upon the regular iron, copper ore and gold convoys that travel north from Ruanon to Holmgard. The current Watcher of the Wilds is a veteran ranger general called Fars Lenta. His two sons, Jac and Sedra, are both serving captains in the Wildlands Rangers.

ECONOMY

The Southlund Marches is the largest yet the least profitable of all the Sommlending provinces in terms of the net revenues it contributes to the Crown. However, its contribution in terms of agricultural produce is very important to Sommerlund. More than 75% of all the wheat and barley that Sommerlund grows and consumes comes from this region, and virtually all of its domestic wine and tobacco production is located here. It enjoys a warmer and milder climate than other provinces located north of the River Eledil. It also produces a plentiful supply of sheep which are raised by hill farmers in the sparsely wooded Southlund Hills to the north of Moytura. Additional income is derived from cereal crops, vegetables, fruits, flax, hemp, jute and tomatoes.

PROVINCIAL TOWNS & VILLAGES



Flag of the Town of Eastgate

EASTGATE (PM16)

This fortified border town and military outpost stands at an important road junction in the north-east of the province. It is here that the East Border Turnpike from Moytura joins the Coastal Highway to Ragadorn and the Southlund Highway to Holmgard. Eastgate, and the surrounding territories to the north and east, belong to the noble house of Torsea as a reward for the exceptional service of Count Torsea during the War of the Black Muster. The King's Border Rangers of the South have their headquarters in the town, and there is a coaching post located in its central square. Eastgate is named for the very old stone gate adorned with an effigy of King Haigh I, who ordered the construction of this settlement.

The best inn of Eastgate is The Pride of the Marches, owned by Shula Teleris, a Ragadornian woman who knows from experience just how bad the inns of her home city can be and who tries hard



to provide the most comfortable boarding rooms of the region. Tickets for the weekly passenger coaches to Ragadorn and Port Bax can be purchased from Shula Teleris, or from the proprietors of the three largest taverns of Eastgate, The Tarwoodman, The Ranger's Retreat and The Golden Ear.

TORSEA (PM16)

Torsea is the main port town of the Southlund Marches and is governed by House Torsea, one of the most ancient noble households of the province, from their castle overlooking the Holmgulf on the south side of the bay. The Royal Household has a grand estate and stately home on the picturesque north coast of Torsea Bay. The port houses a small but significant fishing fleet and has facilities for the Holmgulf Fleet's war ships to dock. Good accommodation can be found at the town's largest inn, the King Bern I. Torsea is renowned for its production of wanlo, a strong spirit made from black cherries much popular among Sommlending sailors.

THE HIGH BARROWS (PM 17)

The High Barrows are located in the remote forested foothills of the Durncrag Mountains, west of Wheaton and north of the Pass of Moytura. They contain a network of subterranean catacombs that house the remains of Sommlending Knights of the Realm and heroes of past ages, including the Lastlands warriors who fell during the Battle of the Pass of Moytura. Arranged in a semi-circle before the portal are seven tall, granite monoliths, each engraved with symbols and icons of Sommerlund. Each month, during the period of the full moon, the monoliths radiate an ashen light during the hours of darkness. It is a tradition for squires and bards to make pilgrimage to the monoliths of the High Barrows, either to pay their respects to their fallen ancestors or to gain inspiration for new tales.



The passages and crypts of the necropolis are lit by magical light sources embedded in the rock ceilings, called Barrowlights. When a living creature passes near by, they each radiate a white light equivalent in luminescence to a large oil lantern. At the centre of the catacomb complex there is a holy chamber dedicated to God Kai and Goddess Ishir. Effigies of the two gods, cast in solid gold and silver, stand here upon a plain marble altar. The remains of each Sommlending hero are placed within white stone sarcophagi engraved with their name, the year of their death, and their personal crest or emblem. There are several hundred of these white caskets laid to rest upon shelves and alcoves throughout the catacombs. The people of Wheaton are charged with maintaining the upkeep of the monoliths and the portal, and they take pride in keeping the area around the entrance spotlessly clean and tidy. The portal itself radiates an aura of goodness that deters raiders from the Darklands and the Wildlands.

SWANSORD (PM 18)

Swansord is inhabited predominantly by wheat and barley farmers. There are many windmills and granaries in the vicinity. Unlike its

neighbouring town of Wheaton, most of its agricultural produce is sent directly to Holmgard. The Mayor of Swansord also supplies the King's Border Ranger garrison of the remote Tower Eledil in the Durncrag (pg. 147). The taverns of Swansord – The Swansord Brewery and The South Road Inn – are famous for their cloudy wheat beers, which they brew in their cellars and outhouses. One such brew, Swansord Harvest Ale, is a firm favourite with beer connoisseurs in both Holmgard and Toran. Productive vineyards producing some of the finest wines of Sommerlund can also be found in the area south of Swansord. Swansord is ruled by Count Jasar Fairach from his fortified manor house two miles north-east of the town, on a derelict trail that once led to the village of Fairam (pg. 66) in the Royal Estates.

WHEATON (PM 17)

This town is located on the Southlund Trail, 30 miles due south of Swansord, and is owned by the noble house of Wheaton. In addition to the wheat grown all over this region, the farmers of this area also cultivate barley, fruit, tomatoes and tobacco. All of its agricultural produce is sent to market in Moytura. Its most famous inhabitant is Jena Thufeld of Holmgard, who owns a large estate and vineyards to the south of the town, where she produces some of Sommerlund's finest wines, including sparkling white Pride of Holmgard.



Wheaton was the site of the last and bloodiest battle of the First Vassa/Sommlending War, in which many courageous Kai and Knights of the Realm fought and died fighting the legions of Zakhon Halarsa. Kai Grand Master Moon Hawk sacrificed himself during the first Battle of Wheaton to buy time for the armies of Sommerlund and Durenor. The body of Grand Master Moon Hawk, and his legendary bow Rokatr, were never found and what happened to them is still a mystery unsolved.

SABRE BAY

Sabre Bay is the only Sommlending port town located on the Mannon Passage, facing the infamous Wreck Point. It is ringed by a palisade with wooden watchtowers and is ruled by Basanet Remir Holm from his fortified manor in the middle of town. The town is isolated from the rest of the realm by the hilly Frey Tarwoods and has a small garrison of King's Border Rangers led by Captain Werlan Selnier. The townsfolk are either fishermen or Larnuma fruit pickers.



Travellers can find bed and board at the local tavern, The Captain Radja, which owes its name to the town's infamous founder. Sabre Bay has a unique history; at the time when the Sommlending first settled in the Southlund Marches, the sea assaults launched by Captain Radja on the Sommlending fleets were so numerous that, in MS 3500, Queen Maura I ordered the Army of the South to attack the town. Most of the Lakuri Pirates were wiped out, but some surrendered and, in time, became Sommlending citizens. Since MS 4950, Lakuri pirate ships have been sighted in the waters surrounding Sabre Bay. Legend has it that

Captain Radja left the Lakuri Isles with a hoard of treasure stolen from rival Lakuri Captains. It is said that seven evil artefacts were part of his haul. Captain Radja's treasure horde and evil artefacts have never been found.

DRUM

This small village is the last Sommlending settlement on the Coastal Highway before the road enters the barren wastes of the Wildlands. It is also the poorest of all the Sommlending villages, with dilapidated hovels similar to those found in Vanosa and Duncrick. Many pariahs of Sommlending society end up in Drum, living in poverty yet benefiting at least from the protection of the small garrison of King's Border Rangers based in a fortified watchtower overlooking the highway. There is no inn in Drum, just a decrepit tavern aptly named The Dirty Dog. In MS 4998, a Crown Revenue Post was installed on the highway border with the Wildlands to the east of the village. Although garrisoned by regular soldiers of the Army of the South, it has not deterred bandits, who have raided the post on several occasions, attracted by the cache of coins kept there.

PROVINCIAL WATCHTOWERS

TOWER TOR III

Tower Tor III is a Crown Watchtower located to the south of the Southlund Hills. It keeps watch over the northern approach of the Pass of Moytura. It is manned by the Southlund Sweepers, whose principal duty is to prevent incursions by Darklands or Wildlands raiders into the Southlund Marches, and to warn the Army of the South if any Darklands army activity is sighted around the Pass of Moytura. It has a small stable of fast horses used by Border Rangers to ride to the headquarters of the Marshal of the Plains, located north of the town of Moytura, with reports and dispatches. By Crown decree, these horses must be made available to Kai Lords visiting the tower if they require them.

TOWER HAIGH

Tower Haigh is a Crown Watchtower erected in the south-west of the Wildlands Range, overlooking the southern approach of the Pass of Moytura. See Tower Tor III, above.



TOWER CALUN

Tower Haigh is a Crown Watchtower located in the southern part of the Wildlands Range. It is built atop a good vantage point that overlooks the south-west of the Wildlands. Charged with defending a narrow pass that leads to Moytura, it is manned by King's Border Rangers of the 1st Cassel. Due to its proximity to the ruins of Cashgar, now known to be the base for a large gang of Wildlands bandits, it is the most significant and hard-pressed of all the watchtowers of the Wildlands Range. It is considered to be a hardship post and the Rangers who serve here receive higher pay in recognition of this.

TOWER MEDAR

Tower Medar is a Crown Watchtower situated in the middle of the Wildlands Range. It defends a narrow pass that leads to Moytura and is manned by King's Border Rangers of the 1st Cassel, whose principal role is to prevent incursions by Wildlands raiders into the Southlund Marches. Over the past three decades, it has rarely been subjected to attacks by bandits.

TOWER FRAY

Tower Fray is a Crown Watchtower located in the northern foothills of the Wildlands Range and was named after Knight Fray of Torsea, a hero of the War of the Black Muster. It is manned by King's Border Rangers of the 1st Cassel. Due to its high vantage point, the garrison has a good view over the Coastal Highway, and are well positioned to spot any activity that may pose a threat to the area. The Captain of Tower Fray is Jac Vanar, a Kai Virin.

TOWER ELEDIL

Tower Eledil is a Crown Watchtower in the vale of the River Eledil, at the foot of the Kurzanaar Pass through the Northern Durncrags. It is manned by King's Border Rangers of the 2nd Cassel, the "Southlund Sweepers", who are stationed there to prevent incursions by Darklands raiders into the Southlund Marches, and to warn the Army of the South if any Darklands army activity is sighted in the area, especially in and around the dread fortress of Kurzanaar.



THE TOWN OF MOYTURA

1. FLAX QUARTER

2. Baron's Bastion
3. Baron's Park
4. Bastion Chambers
5. Coralston Wheelwrights
6. Elmyr's Blacksmithy
7. Flax Market Square
8. Gold House
9. Hangar's Bakery
10. Household Palace
11. Fryearl Palace
12. Justice Hall
13. Kai Church
14. Kai Park
15. Landar's Armoury
16. Lord Constable's Office
17. Marshal Square
18. Moytura Armoury
19. Moytura Transports
20. North Gate
21. Shieldgate
22. Southlund Coaching Post
23. Swordgate
24. Town Guard Barracks
25. Ulnar Tower

26. WHEAT QUARTER

27. Brok's Blades
28. Crown Square

29. Durliman Granary
30. Fenbar Stables – North
31. Fenbar Stables – West
32. Moytura Winnowing Yards
33. Oaklen Horse Mills
34. Orst the Tailor
35. Southlund Hall
36. Sun Square
37. The Golden Spurs Inn
38. Tor Tower
39. Ulnar Square
40. Veitor Telsun & Son - Bowyers
41. Watchers' Tavern
42. Wydron's Threshing Barn

43. LAMB QUARTER

44. Kian Tower
45. Kings Square
46. Melwrights
47. Moytura Pens
48. Redmaern Slaughterhouse
49. Spur Square
50. The Sheepskin Inn
51. Trelidar Shearing
52. Usla Porlam – Apothecary
53. White Horse Tavern

54. BARLEY QUARTER

55. Cat & Crown Inn

56. Calun Square
57. Chapel of the Moon
58. Fayliel Financing
59. Guards Square
60. Hall of Healing & College of Surgeons
61. Lost Lamb Tavern
62. Moytura Barracks & Cavalry Stables
63. Moytura Distillery
64. Moytura Park
65. Ruanon Square
66. Watchers' House
67. Fars Tower

OTHER FEATURES AND PLACES OF INTEREST

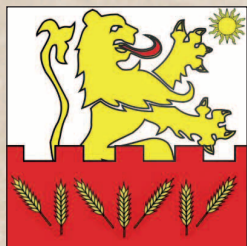
68. East Gate
69. East Gate Square
70. South Gate
71. South Gate Square
72. Tor Market Square
73. West Gate
74. West Gate Square



THE TOWN OF
MOYTURA



THE TOWN OF MOYTURA



Flag of the Town of Moytura

Moytura is the principal town of the Southland Marches. It is located 80 miles to the south east of Holmgard, and 155 miles north-east of Ruanon. It has a population of 12,500 residents and although it is not of sufficient size to qualify as a city, it is of strategic and important economic value to the Crown. Its strong stone wall was constructed between MS 3800-3808 following the Drakkarim occupation and the decisive Battle of the Pass of Moytura in MS 3799.

GOVERNMENT AND LAW

The Baron of the Southland Marches is responsible for implementing the laws of the land, which are decreed by the King in Holmgard. This duty is deferred to the Lord Constable of Moytura. He oversees five lesser judges known as the Plains Magistrates. Two Plains Magistrates administer justice in the Civil Court of Moytura, and the other three administer justice in the towns of Eastgate, Wheaton and Swansord.

Treachery is punishable by death by a firing squad of twelve crossbowmen. Murder and banditry also carry a death penalty (by hanging), although this is often commuted to imprisonment in Holmgard.

In keeping with the general law of the land, all crimes which have an element of deliberate deception are treated very seriously, and will usually result in the perpetrator receiving a long sentence of hard labour to be served at the penal colony on the Kirlundin Isle of Kirlu. Convicted felons are sent there under naval guard from Torsea. Stealing is punishable by a hefty fine or incarceration. When the theft involves Crown property, the thief will be branded on the backs of both hands in addition to losing his liberty. All other lesser crimes are punishable by incarceration or a heavy fine.

TOWN ECONOMY

The economy of Moytura relies on its wheat, flax, barley and lamb production. It is the major market town of the province and

the majority of its non-military citizens are engaged directly and indirectly in these well-established trades. Taxes and tithes are levied yearly, in solangor, and the proceeds are transported from the Baron's Bastion to the Royal Mint in Holmgard by a heavily guarded convoy of military wagons.

THE CITIZENS OF MOYTURA

The citizens of Moytura are called Moyturans. They are unquestionably loyal to the Crown and have a reputation for being wary of strangers that sometimes borders on intolerance. Native Moyturans speak with a broad and distinctive accent that is known as 'Moyran'.

Stonewalled (Sommerlund): You are a proud Moyturan, born and raised behind the great wall erected to keep out the Darklands threat. Like your fellow citizens of Moytura, you are suspicious of strangers and do not trust easily. This wary attitude usually serves you well.

Benefit: Your natural distrust allows you to react quickly to surprises and betrayal. During an ambush in which you would normally not get to act, you may make a Luck test. Success allows you to act normally. Even if you fail the test, you add +1 to your Order of Battle in any ambush situation.

Shadows of the Past (Sommerlund): The brave heroes of the Battle of Moytura Pass. Their legacy inspires you, as does the constant display of strength and dedication in the Army of the South's encampment just outside the city.

Benefits: When fighting Giaks and Drakkarim, you may add +1 to your COMBAT SCORE for a total of 3 rounds per adventure. These rounds may be taken consecutively or spread out over longer fights. Each time you see one of your companions defeated by a Giak or Drakkarim, your 3 rounds refresh, even if you had already used them this adventure, and next round you gain +3 bonus to CS against such foes.

THE QUARTERS OF MOYTURA

The town is divided into four administrative quarters: Flax, Lamb, Wheat and Barley, which are so named in homage to the importance of its traditional trades.



FLAX QUARTER (1)

BARON'S BASTION (2)

Barons Park, Flax Quarter

This stronghold is the seat of the Baron of the Southlund Marches. The Provincial Sessions are conducted here during solangor each year. The Bastion is patrolled by the Baron's Bodyguard, an elite troop composed exclusively of veteran Wildlands Rangers born and raised in the Southlund Marches. The commanding officer of the Baron's Bodyguard – Kraig Tevorlian – holds the title 'Liege-captain'.

BARON'S PARK (3)

Flax Quarter

The Baron's Bastion is surrounded by this beautiful park, and it is reserved for the exclusive use of the Baron, his family and those who reside within the Household Palace. In the south-west corner of the park is a statue of King Ulnar I, sitting astride a warhorse.

BASTION CHAMBERS (4)

Baron's Bastion, Flax Quarter

This building houses one courtroom and several smaller halls that are used exclusively by the judiciary of the Army of the South. All trials involving army personnel are conducted here, from disciplinary infractions to full courts martial. Trials are overseen by a council of five senior Army officers of the High Command.

CORALSTON WHEELWRIGHTS (5)

Pennon Avenue, Flax Quarter

Coralston Wheelwrights is a long-established family business that builds and repairs wooden wheels for use on domestic, commercial and military carts and wagons. The owner is a widower called Eral Coralston, who is ably assisted by his three adult sons. Coralston Wheelwrights employ more than sixty skilled craftsmen who are all journeymen or graduates of the Wheelwrights Guild of Tyso.

ELMYN'S BLACKSMITHY (6)

Tussock Street, Flax Quarter

This well-established smithy is run by Elmyr Ador, a master smith from Tyso. He employs a dozen junior blacksmiths and farriers. Adventurers looking to equip themselves with good weapons and/or armour, or who wish to have a weapon repaired at a reasonable price, are advised to visit his smithy on Tussock Street close to Flax Market Square.

FLAX MARKET SQUARE (7)

North Gate

This market square is located adjacent to the town's North Gate. Every Fehdag, Midvoka and Ishdag, an open market is held here comprising licensed market stall holders. There are several small shops around its perimeter that are open every day. All manner of goods and services can be obtained here, although prices are high.

GOLD HOUSE (8)

Baron's Bastion, Flax Quarter

This fortress-like building is used as a repository for all the tithe and tax revenues that are delivered to the Baron by the nobility during the Provincial Sessions every solangor. Located below its ground floor is a steel strongroom. It is also a repository for the Baron's personal fortune. As one would expect, this is a very secure building and it is heavily guarded by men of the Baron's Bodyguard.



HANGAR'S BAKERY (9)

Barroway, Flax Quarter

This bakery is located on the east side of the Baron's Bastion. The owner is Durdin Hangar, who is renowned for his crusty loaves and delicious pastries. His Hangar Cakes are especially nutritious and very good value (2 cakes for 1GC; each cake is sufficient for one Meal). The Wildlands Rangers are among his best customers.

HOUSEHOLD PALACE (10)

Baron's Bastion, Flax Quarter

The Household Palace is where the Baron of the Southlund Marches and his family reside when in Moytura. It is also home to the Baron's servants, his entourage and the Baron's Bodyguard when they are not on active duty. A suite of chambers is also reserved for the exclusive use of the Marshal of the Plain when he visits.

FRYEARL PALACE (11)

Baron's Bastion, Flax Quarter

The King of Sommerlund often bestows the title of Fryearl of Moytura upon a worthy noble of this town. Currently, this nobleman is Fryearl Fars Grenivan, a native Knight of the Realm with an impeccable military record. When Baron Rahdar is in Holmgard, notably in kaltangor or for his duties as Keeper of the Privy Seal, Fryearl Grenivan governs Moytura in his name with the help of the Lord Constable. The Fryearl Palace is home to Fryearl Grenivan, his family and his entourage. It is defended by the Baron's Bodyguard.

JUSTICE HALL (12)

Baron's Bastion, Flax Quarter

Justice Hall is where all criminal and civil cases are brought to trial. There are two trial courts located inside this hall: the Criminal Court and the Civil Court. The Criminal Court is where the most important cases are heard by the Lord Constable of Moytura, High Judge Werlan Tremis. Serious or unusual cases are referred to the Legalim in Toran.

KAI CHURCH (13)

Kai Park, Flax Quarter

See page 72 for a full description.

KAI PARK (14)

Horseshoe Way, Flax Quarter

This memorial park is where the remains of deceased Moyturans are placed to rest. The remains of past Barons of the Southlund Marches



are placed to rest in a private Balku Dauorin in the north-east corner of the Barons Park, surrounded by Sommlending oaks.



LANDAR'S ARMOURY (15)

Torway, Flax Quarter

Landar Hensor is a Moyturan armourer and weaponsmith who manufactures and sells all types of hand weapons and armour. Superior Armour and Superior Weapons take two weeks for Landar and his son, Kian, to manufacture. Landar also sells refurbished ex-army swords (8 GC each) and spears (3 GC each).

LORD CONSTABLE'S OFFICE (16)

Baron's Bastion, Flax Quarter

This is the headquarters of the provincial judiciary. The Lord Constable's Office comprises several small halls, offices, meeting rooms, antechambers of the Moyturan Plains Magistrates and staff of the Justice Hall. Its upper floor houses the private chambers of the Lord Constable and the Moyturan Plains Magistrates.

MARSHAL SQUARE (17)

Flax Quarter

This tree-lined town square borders upon the Barons Park and Kai Park. It is paved with slabs of white Kirlundin stone worn smooth over the centuries. Upon a plinth in the centre of the square stands a marble statue of King Bern I. There is a public well.



MOYTURA ARMOURY (18)

Ullon Street, Barons Park, Flax Quarter

This arms and armour shop is located directly opposite the main entrance to Southlund Hall. It is owned by a Ragadornian weaponsmith called Trysar who has lived in Moytura since he was 15. Trysar specialises in crossbows, and he always keeps a wide range of crossbows and bolts in stock.



MOYTURA TRANSPORTS (19)

Ulnar Avenue, Flax Quarter

Oren Somerlan owns and runs this family business, which transports cargoes of wheat, barley, flax and meat overland between Moytura and Holmgard. Travellers in need of transportation to Holmgard can offer their services as guards. In return for protecting the wagon's cargo, they may travel aboard free of charge.

NORTH GATE (20)

Flax Market Square

The North Gate controls road traffic that enters and leaves Moytura by way of the East Border Turnpike to Eastgate. It is protected by two octagonal stone watchtowers constructed on either side of the iron-banded Sommlending Oak portal that permits access to the town. It is manned and patrolled by a company of 30 Town Guardsmen called the North Gate Watchmen. The watchtowers each have a subterranean level with guardrooms and cells.

SHIELDGATE (21)

Baron's Bastion, Flax Quarter

This is the fortified east entrance gate to the Baron's Bastion. The solid iron gate is augmented by a portcullis that can be raised and lowered to provide additional security and protection. Anyone seeking to enter the Bastion will be challenged by men of the Baron's Bodyguard and must produce proof of their identity and purpose before they will be permitted to pass.



SOUTHLUND COACHING POST (22)

Flax Market Square, Flax Quarter

This long-established coaching post is run by Karlo Solsun and has been in his family for over three centuries. Karo, his wife Hilla, and sons Veitor, Fars and Jethan provide a regular coach service to and from Holmgard, via the North Gate, once a week. They have a repair workshop and stables adjacent to the coaching post. Adventurers can hire a horse here for 5GC per day.

SWORDGATE (23)

Baron's Bastion, Flax Quarter

This is the fortified west entrance gate to the Baron's Bastion. See Shieldgate for a description.

TOWN GUARD BARRACKS (24)

Barroway, Flax Quarter

This two-storey blockhouse is situated opposite the east wall of the Baron's Bastion, overlooking Barons Park and Shieldgate. It serves as headquarters for the Town Guard and as the town's prison. It is commanded by High Constable Helio Landarian, a strict disciplinarian.

Landarian's force comprises a cassel of military reeves, who wear a distinctive tabard of scarlet cloth, edged with yellow silk, and emblazoned front and back with the yellow wheat sheaf emblem of the province. Their favoured weapons are red-hafted spears (known as 'reeve-spars') and standard army-issue swords.

ULNAR TOWER (25)

Lance Lane, Flax Quarter

This city wall watchtower is garrisoned by 20 men of the Town Guard under the command of Senior Sergeant Dara Denton. Its guardroom is located at ground level and contains a cache of arms and armour.

WHEAT QUARTER (26)



BROK'S BLADES (27)

Ulnar Avenue, Wheat Quarter

Brok Bagason is a master blacksmith. Customers may purchase, at standard prices, the following bladed weapons as shown on the Weapons List table: Battleaxe, Broadsword, Cutlass, Naval Short Sword, Sword. Superior versions of these bladed weapons

are available at the following surcharges: for a +1 bonus to CS add 225GC to the weapon's listed price; for a +2 bonus to CS add 450GC to the weapon's listed price.

CROWN SQUARE (28)

Lamb / Wheat Quarter

This cobblestoned square is located on the border of the Lamb and Wheat Quarters. A granite statue of King Myranar I is set upon a plinth in the middle of the square. A clothes, household goods and curios market is held here once a week every Ishdag. There is a public well.



DURLIMAN GRANARY (29)

Wheaton Street, Wheat Quarter

This large granary is owned by House Moytura and operated under license by Greff Kelsan and his family. It comprises a dozen storehouses and barns where tons of grain and animal feed are kept dry.

FENBAR STABLES – NORTH (30)

Guardian Way, Wheat Quarter

There are two Fenbar Stables in Moytura. They are owned and operated by twin brothers Aklo and Benn Fenbar. Aklo runs the north stables and Benn runs the west stables. Horses can be hired

at either stable for 4GC per day. Border Rangers of the North will receive an especially warm welcome. For them, all charges for horse hire will be discounted by 25%.



FENBAR STABLES – WEST (31)

Torway, Wheat Quarter

See Fenbar Stables – North.

MOYTURA WINNOWING YARDS (32)

Guardian Way, Wheat Quarter

These expansive yards are owned by House Moytura and operated by the Stolan family, headed by Harund Stolan. Harlund employs over two hundred workers to carry out the winnowing at his licensed yards.

OAKLEN HORSE MILLS (33)

Wheaton Street, Wheat Quarter

The Oaklen Horse Mills comprise five grain and seed mills that use horses as their power source. It is a privately owned business that is run by two brothers, Hul and Daron Oaklen. Over a hundred labourers are employed at this facility. The Army of the South is one of the Oaklen Brothers' biggest customers.



ORST THE TAILOR (34)

Medar Avenue, Wheat Quarter

Orst Nelry is a master tailor who specialises in making bespoke tunics and breeches of cloth and leather. He is assisted by his two sisters, Iola and Nyra, both of whom are gifted seamstresses. A customer can purchase the following items of bespoke light armour from Orst: Hide Tunics (50GC), Padded Jackets (26GC), Leather Tunics (36GC), Leather Breeches (26GC) and Studded Leather Tunics (40GC). Orst requires a minimum of 3 days to make bespoke light armour.

SOUTHLUND HALL (35)

Ulron Street, Wheat Quarter

This timber-framed, two-storey community hall is where weddings, festivals and entertainments are held throughout the year. It is managed and administered by Lady Ruana Torsea.

SUN SQUARE (36)

Wheat Quarter

This flagstoned town square is located in the middle of the Wheat Quarter. A bronze statue of King Zorn III is set upon a plinth in the centre of the square, surrounded by iron railings. A bread market is held here once a week every Urkadag. There is a public well.

THE GOLDEN SPURS INN (37)

Ulron Street, Wheat Quarter

This is a favourite watering hole for King's Border Rangers and cavalymen. Adventurers looking to gather information about recent bandit activity along the eastern border would be well advised to



visit this inn. It is owned and run by Luka Wendan, a retired cavalry captain, and his wife, Asna. Basic lodging can be had for just 1GC per night.

TOR TOWER (38)

Guardian Way, Wheat Quarter

This city wall watchtower is garrisoned by 20 men of the Town Guard under the command of Senior Sergeant Daemar Rustlen. Its guardroom is located at ground level and contains a cache of weaponry.

ULNAR SQUARE (39)

Flax / Wheat Quarter

This small cobblestoned square is located on the border of the Flax and Wheat Quarters, due south of the larger Flax Market Square. A bronze statue of King Ulnar II is set upon a plinth in the middle of the square. A food and wine market is held here once a week, on Mentdag. There is a public well.

VEITOR TELSUN & SON - BOWYERS (40)

Guardian Way, Wheat Quarter

This archery shop is jointly owned by Veitor Telsun and his son, Lenis. Customers can purchase the following missile weapons and associated items here: Longbow (25GC), Superior +1CS Longbow (275GC), Superior +2CS Longbow (525GC), Arrows (½GC each), Superior Arrows (1GC each), Canvas Quiver (2GC), Leather Quiver (5GC), Waterproof Bow Cover (3GC). Veitor will reduce the cost of his goods by 10% for Kai Lords, Durenese Knights of the White Mountain and Border Rangers of the North who spend 50GC during a single visit.

WATCHERS' TAVERN (41)

Torway, Wheat Quarter

This is the oldest and largest of Moytura's taverns. It is run by an elderly husband and wife called Ferin and Hulsa Ghenson, ably assisted by their three sons. Storytellers frequent this inn at night.

WYDRON'S THRESHING BARN (42)

Guardian Way, Wheat Quarter

This business is co-owned and operated by Erik Wydron and his brothers, Hagon and Bron. The grain and seeds are transported by wagon to the Moytura Winnowing Yards for further processing at the Durliman Granary.

LAMB QUARTER (43)

KIAN TOWER (44)

Straddle Stone Walk / Grain Avenue, Lamb Quarter

This city wall watchtower is garrisoned by 20 men of the Town Guard under the command of Senior Sergeant Eman Felcarn. Its guardroom is located at ground level and contains a cache of equipment and weapons.

KINGS SQUARE (45)

Lamb Quarter

Six streets converge at this important town square located in the centre of the Lamb Quarter. It is bordered by several food and butchers shops, furriers, meat packers, salters and livestock husbandry stores. A meat market is held here once a week on Midvoka. Upon a granite plinth in the centre of the square stands a bronze effigy of a ram. There is a public well.

MELWRIGHTS (46)

Torway / Crown Square, Lamb Quarter

Owned and run by Ulron Melwright and his wife, Trista, this long established clothing and equipment shop specialises in making and selling working clothes. They also stock a wide range of adventuring gear.

MOYTURA PENS (47)

Straddle Stone Walk, Lamb Quarter

This large sheep-holding facility is owned by the Baron of the Southlund Marches and operated under license by Falgo Trenley and his two brothers, Harl and Cerik, a Kai Virin. Sheep are kept here in several open or covered pens prior to shearing or slaughter.

REDMAERN SLAUGHTERHOUSE (48)

Calun Street, Lamb Quarter

This family-owned slaughterhouse is run by Fars Redmaern and his two sons. The responsibility for running this facility falls to the Butchers, Meatworkers & Poulterers Guild of Toran. Two guildsmen are stationed permanently at the slaughterhouse.

SPUR SQUARE (49)

Lamb Quarter

A second-hand goods market takes place every Liodag and Fehdag in this small market square. The selling of weapons is prohibited. Anyone caught breaking this by-law by the Town Guard will be fined 50GC and have all weapons found in their possession confiscated. There is a public well.

THE SHEEPSKIN INN (50)

Haigh Street, Lamb Quarter

This rough-and-ready drinking establishment is a favourite with soldiers of the Army of the South. It is a noisy inn with a reputation for brawling and gambling. The owner, Byr Genton, is an ex-army pioneer; he carries a pickaxe handle to keep his house in order. A room for the night costs 3GC.

TRELDAR SHEARING (51)

Straddle Stone Walk, Lamb Quarter

This large sheep shearing facility is owned by the Trelidar family. Its patriarch, Luka Trelidar, has a good reputation. Typically, the livestock farmers who rear sheep within a 50-mile radius of Moytura herd their sheep to Trelidar's shearing sheds to be shorn once each year.



USLA PORLAM – APOTHECARY (52)

Ruanon Avenue, Lamb Quarter

Usla Porlam prepares and sells herbal remedies and curatives. Customers can purchase the following substances here: Alether Berries, Potions of Alether, Dried Floroa Fungi, Laumspur Leaves, Potions of Laumspur and Larnuma Oil. Usla is a mine of information and will gladly impart what she knows about the citizens and businesses of the Lamb Quarter for a 'donation' of 1GC.



WHITE HORSE TAVERN (53)

West Gate Square, Lamb Quarter

This large tavern is owned and run by Laef Newden and his jovial wife, Bela. Food and ale are available at standard prices. At the rear of the tavern there is a separate boarding house with twelve rooms available on a nightly (2GC), weekly (12GC) or monthly (50GC) basis. There is also an attached stable for the use of boarders. Three of the boarding rooms are being used by a shady trio of Ragadornian merchants. Unbeknownst to the owners, these men are in the pay of the Vassagonian army and have been sent to Moytura to gather information about the Army of the South. They are also intent on finding out the precise date of the next transportation of taxes and tithes from the Gold House to the Royal Mint in Holmgard.

BARLEY QUARTER (54)



CAT & CROWN INN (55)

South Gate Square, Barley Quarter

This large inn is owned and run by Veno Henskor and his wife Nessa. The inn has ten rooms on the first floor; lodging costs 2½GC per night and stabling is free to patrons lodging at the inn. Travellers looking to reach Ruanon or Casiorn are likely to find a merchant who will gladly offer them a seat aboard one of their wagons in return for protection during the journey south along Raider's Road.

CALUN SQUARE (56)

Barley Quarter

This large town square is situated at a point where seven streets converge. It is regularly patrolled by soldiers of the Army of the South stationed at the Moytura Barracks. A fruit and vegetable market is held here once a week on Fehdag. There is a public well.

CHAPEL OF THE MOON (57)

Ruanon Avenue, Barley Quarter

This small timber-framed chapel holds daily services at sundown in honour of Goddess Ishir. The chapel is run by High Priestess Iola. See pg. 112 for more about Chapels to Ishir.

FAYLIEL FINANCING (58)

Torway, Barley Quarter

This is a reputable pawn and money lending shop run by Fayliel Lendman and his wife, Madelon. The items for sale here are all pre-

owned and of very good quality. This astute couple offer cash loans to people with valuable items of personal property used as collateral. The very best of these select items are kept secure by a system of iron window and door grilles that can be activated by hidden levers secreted throughout the premises.

GUARDS SQUARE (59)

Flax / Barley Quarter

This tree-lined square is located at the intersection of Torway and Barroway, at the south-east corner of Baron's Park (3). Upon a plinth in the centre of the square stands a marble statue of Queen Maura I. There is a public well where potable water can be drawn up by hand pump.

HALL OF HEALING & COLLEGE OF SURGEONS (60)

Tor Market Square / Iron Avenue, Barley Quarter

See page 72 for more about the College of Surgeons.



LOST LAMB TAVERN (61)

Farrier Lane, Barley Quarter

This tavern is frequented by shopkeepers and traders from nearby Tor Market Square. It is also a favourite drinking establishment with coachmen and merchant drivers. There is always a requirement for reliable and trustworthy guards to protect the merchant wagons that regularly leave for Holmgard. In return for their services, the merchant owners will provide adventurers with free carriage to Holmgard aboard one of their wagons.

MOYTURA BARRACKS & CAVALRY STABLES (62)

Eastgate Avenue, Barley Quarter

The Moytura Barracks and stables are used to accommodate soldiers and cavalry troopers of the Army of the South when they are stationed in Moytura. It is also a training facility for militiamen. Every male Sommlending aged 18-35 who resides in the Marches is obliged to undergo formal military training one month every year so that, in times of war, they can be called upon to form militia cassels in support of regular army troops.

MOYTURA DISTILLERY (63)

Barroway, Barley Quarter

This distillery is owned by the Baron of the Southlund Marches. It is famous for the fine-quality brandy that it produces. Bottles of Moyturan Brandy can be purchased at the distillery's shop for 5GC.

MOYTURA PARK (64)

Eastgate Avenue, Barley Quarter

This park is reserved for the exclusive use of the Army of the South.

RUANON SQUARE (65)

Lamb / Barley Quarter

This flagstoned square is located at the intersection of Ruanon Avenue and Iron Avenue. The perimeter of this square is home to



shops selling all kinds of goods. On a marble plinth in the middle of the square stands a white Kirlundin stone statue of King Lorin I.

WATCHERS' HOUSE (66)

Torway / East Gate Square, Barley Quarter

This fortress-like building serves as headquarters for the 2nd Cassel of Wildlands Rangers known as the "Southlund Sweepers". This Border Ranger cassel operates in the Pass of Moytura and in the Durncrag. Watchers' House also garrisons several companies of Border Rangers of the 1st Cassel of Wildlands Rangers known as the "Poachers", who operate in Tower Medar and Tower Calun. It is commanded by Eral Leskan, a veteran Ranger General who is directly answerable to Fars Lenta – the Watcher of the Wilds. Access to Watchers' House is strictly regulated, but Kai Lords and Border Rangers of the North receive a cordial welcome and a free billet whenever they visit.

FARS TOWER (67)

Weevil Street, Barley Quarter

This city wall watchtower is garrisoned by 20 men of the Town Guard under the command of Senior Sergeant Balnor Grenson. Its guardroom is located at ground level and contains a cache of shields and weapons.

OTHER FEATURES AND PLACES OF INTEREST

EAST GATE (68)

East Gate Square

The East Gate controls access to the trail that leads to Tower Medar. All civilian and other non-military traffic is prohibited from using this gate. It is protected by two octagonal stone watchtowers. It is manned and patrolled by a company from the 1st Border Ranger cassel known as "The Poachers".

EAST GATE SQUARE (69)

East Gate

This flagstoned square is bordered by several cook shops, fruit and vegetable stores, a blacksmithy and domestic domiciles. Most of the small houses are occupied by the wives and families of Border Rangers stationed at Watchers' House. There is a public well.

SOUTH GATE (70)

South Gate Square

The South Gate controls road traffic that enters and leaves Moytura by way of the East Border Turnpike to the Pass of Moytura. It is protected by two octagonal stone watchtowers and manned and patrolled by a company of Town Guardmen, known as the South Gate Watchmen. Both watchtowers have underground guardrooms with cells.

SOUTH GATE SQUARE (71)

South Gate

Located adjacent to the South Gate, this large flagstoned square is encircled by butchers shops and other small stores. There is a public well. Atop a plinth in the centre of the square is a gleaming bronze statue of King Fars II seated astride a magnificent warhorse.

TOR MARKET SQUARE (72)

Central Moytura

This grand cobblestoned market square is located right in the middle of Moytura, as a very busy thoroughfare where seven streets converge. The market is open every day between sunrise and sunset, except for Kaidag. The north side of the square is home to traditional street traders and their stalls. There is a public well here too.

WEST GATE (73)

West Gate Square

The West Gate controls access to the military trail that leads to Tower Tor III (147). All civilian and non-military traffic is prohibited from using this gate. It is protected by two octagonal stone watchtowers and is manned by a company from the Southlund Sweepers.

WEST GATE SQUARE (74)

West Gate

This flagstoned square hosts several cook shops, stores, a blacksmithy and domestic abodes. There is a public well.

ADVENTURE IDEAS

In addition to the plots and secrets provided in this chapter, here are some useful hooks, basic ideas unique to the Town of Moytura, that you can use to create your own adventures:

- There have been a lot of sleepless nights in Moytura lately, all due to a plague of disturbing, violent dreams that seem to be troubling more people with each passing night. What could be responsible for them? Someone is going to have to find out.
- Recent attacks on soldiers and sheep farmers have called attention to a growing threat in the area – a pack of particularly clever, aggressive Doomwolves. Brave adventurers are needed to hunt them down!
- Taxes and tithes are currently being prepared for transport to Holmgard, a supposedly secret occurrence that has been leaked by an unknown source. As a result, bandit activity surrounding Moytura is on the rise – someone's going to have to either guard the caravan, stem the flow of information or else hunt down the leader of the bandits.

THE PROVINCE OF THE KIRLUNDIN ISLES



Emblem of The Kirlundin Isles



EARLY HISTORY

The Kirlundin Isles comprise an archipelago of six major islands (from south to north: Mannon, Kirlu, Hemd, Thet, Egen and Broka) and two minor islands (Taug and Vor) located some 50 miles east of the Sommlending mainland. They are famed for their brave and intrepid seafarers, who have protected the eastern coasts of Sommerlund for more than a thousand years. They are surrounded by three important areas of sea: the Kirlundin Straits (to the west), the Kaltersee (to the north) and the Gulf of Durenor (to the south

and east). They were first settled in MS 3437, three years after the ancient Sommlending made landfall at the Bay of Anskaven. The early settlers proved to be as competitive and aggressive as their ancestors of the Sommer Isles, and several times the Kings of Sommerlund were forced to send troops to bring peace to the Kirlundin Isles between MS 3441 and MS 3470.

During the second half of the Age of the Black Moon (MS 3550-3800), the climate cooled dramatically and the early Kirlundins were forced to migrate to the Sommlending mainland, as their island homes became ice-bound. Temporarily, they were linked to the ice shelves bordering the polar continent of Kalte and during this ice age period, creatures from the Icy Wastes of Kalte, including carnivorous Baknar, crossed the frozen Kaltesee. They were followed by minor clans of Ice Barbarians, who hunted the migrating Baknar for their bones, hides and oil. The Ice Barbarians appreciated the natural resources of the islands and attempted to themselves settle there. They were expelled by the Royal Fleets of Sommerlund, for the Crown could not afford to relinquish the mineral wealth of these islands.

Several bloody skirmishes were fought by the Sommlending and the Ice Barbarians between MS 3550 and MS 3800, notably on the plains of the Isle of Thet. The largest and most violent encounter took place in MS 3616, during the reign of King Rednor I, when a horde of Ice Barbarians, unexpectedly led by three unidentified shamans wielding tremendous ice elemental powers, clashed with marines of the Northern Fleet on moorlands in central Thet. The shamans' bodies had been possessed by Ice Demons of Kalte.

In MS 3614, a party of Ice Barbarians explored the dungeons of the Ice Fortress of Ikaya and unwittingly destroyed the crystal prisons of three Greater Ice Demons. Instantly, upon their release, these powerful entities took possession of the bodies of three Ice Barbarians and became free to roam the polar continent of Magnamund. Though two of these Ice Demons were slain, Brotherhood of the Crystal Star Elders have remained wary of the threat posed by the surviving Ice Demon. Slowly, the Sommlending returned in the Kirlundin Isles during the first three centuries of the Age of the Sun-Star (MS 3800-4100) and settled in coastal villages on the islands, the majority remaining virtually unchanged to this day. The new settlers became great seafarers. During the early years of the resettlement, a small fleet of patrol ships was formed, the Kirlundin Fleet, which became an auxiliary to the Holmgulf and Northern Fleets.

In MS 4219, Archlord Zagarna persuaded Zakhan Shelta II of Vassagonia to send his great fleet to invade the Gulf of Durenor and cut off Sommerlund from Durenor's aid. The Vassagonians seized Silvershore, but the light caravels of the Kirlundin Fleet continued to



harass the Vassagonians with swift hit-and-run actions. At the same time, Zagarna had launched an invasion of Sommerlund through the passes of the Durncrag. The Vassagonian, Kirlundin and Durenese fleets clashed in a sea battle in the Gulf of Durenor. The Vassagonians disengaged and released the Kirlundins when Archlord Zagarna, who at precisely the same time was besieging the Kai Monastery, was forced to retreat because of the feats of the Kai led by Grand Master Iron Pearl.

Around MS 4891, a Shadakine Wytch named Aieta Nematah persuaded Captain Jhenga and his buccaneers to settle in Broka. She had secretly been tasked by her evil Wytch-King with retrieving Shianti Pariah artefacts in Sommerlund. After Jhenga surrendered she sought refuge on Kirlu. For four years she terrorized the Kirlundins from her hidden lair in the woods to the south of Silvershore. In MS 4895, Kai Grand Master Stone Blade captured her in the Shianti ruins of the Sunken Forest. She was summarily cast into the Shadow Gate of Toran as punishment for her crimes..

RECENT EVENTS AND ONGOING PLOTS



In MS 4981, the title of Baron of the Kirlundin Islands was bestowed upon Greff Lindstar, an ex-Admiral of the Northern Fleet, who distinguished himself by destroying a Vassagonian Fleet in the Gulf of Durenor during the Second Vassa-Sommlending War (MS 4975-4977). Baron Lindstar has since proven himself to be an able administrator. .

In MS 4998, an extraordinary discovery was made at the white stone quarry on the Isle of Thet, a few miles south of the town of Rustor. The quarrymen uncovered a network of frozen caves running through the bedrock of the island. They are inhabited by dangerous predators, recently identified as having originated in Kalte. Following examination by the Brotherhood of the Crystal Star, it was found that the sub-zero temperature of the caves is unnatural. It is maintained by strong elemental magic.

Early in the hestangor of MS 4999, at the heart of the cave network, a party of Brotherhood Magicians discovered a large block of crystalline ice containing the preserved body of an Ice Barbarian. The Brotherhood rightly fears this to be the last of the three great Ice Demons.



Unfortunately, the lair was soon discovered by Agents of Darkness in the service of Archlord Zagarna. He is preparing to dispatch a Nadziran and a Helghast to the Isle of Thet with the task of retrieving the frozen Ice Demon and conveying it by ship to the Darklands' city port of Aarnak. It will be a difficult mission, but not an impossible one. Agents of Darkness have infiltrated the town of Rustor where they impatiently await the arrival of Zagarna's Helghast and Nadziran.

ADVENTURE IDEAS

In addition to the plots and secrets provides in this chapter, here are some useful hooks, basic ideas unique to the Kirlundin Isles, that you can use to create your own adventures:

- A recent outbreak of magical plague has just been cured on one of the Isles. The survivors are now in desperate need of basic supplies and are also vulnerable to predation of all kinds.
- Two fishing boats, one of which was a sizeable vessel with defenders, have been dragged beneath the waves by some unknown force. Brave adventurers might set sail in search of such a sea monster!
- Aieta Kaan, a crofter with a talent for wicker and weaving, has been accused of being a blood relative of the Wytch of the Kirlundin Isles. No one who has tried to confront her on this accusation has ever been seen again, so the rumour goes.

Kirlundin (Sommerlund): You were raised in a Kirlundin island village, living a life very different from those of other Sommlendings. You may not have had the many benefits of life on the mainland, but you are not bitter. Indeed, you have an islander's cunning and that is no small thing.

Benefits: You know how to make do with far less than others can, allowing you to stretch your reserves and accomplish amazing things with virtually no resources. You can eat only half a Meal when called to do so and get the full benefit from it.

Once per adventure, you may also make a skill test even in a skill for which you do not have the correct tools. If you do have the necessary tools, this test gains a +2 bonus instead.

KIRLUNDINS

The inhabitants of the Isles are known as Kirlundins. The total population numbers approximately 15,000, about half of whom are crofters. The remainder of the population are either fishermen, who make their living in the cod-rich waters of the Kirlundin Straits, marines and seafarers employed in patrol boats guarding the Kirlundin Straits and the Gulf of Durenor, or stone workers who quarry and chisel the pure white stone for which the isles are famous.



The Kirlundins are a hardy and self-reliant people with a pragmatic outlook on life. The mainland Sommlending consider them to be dour and introspective, but dependable brothers-in-arms nonetheless. Many attribute their saturnine disposition to the effects of the harsh kaltangor storms that batter their islands, and the cloying sea mists that enshroud their villages during the months of early fehangor and late hestangor.

THE KIRLUNDIN FLEET

The caravels of the Kirlundin Fleet are commanded by Baron Lindstar of the Kirlundin Isles. In addition to their crew, they carry aboard Kirlundin Naval Marines of the 1st Cassel ("The Sea Hawks") to search suspicious vessels. They are often involved in ship-to-ship combat with Lakuri Pirates, Vassagonian slavers and smugglers from Ragadorn. The other Kirlundin Marine Cassels – "The Kelpers" and "The Galley Jacs" – are respectively assigned to the Northern and Holmgulf Fleets, where they are employed as shipboard infantry on Sommlending admiralty vessels. Able-bodied Kirlundin males aged between 16 and 18 undertake compulsory military service as a marine cadet in the Kirlundin Fleet. They attend the Marines Barracks in Silvershore where they undergo training by the "Sea Hawks". In times of war, all able-bodied males aged 18-35 are mustered by the Baron to reinforce the platoon of the three cassels of Kirlundin Naval Marines in the Kirlundin, Holmgulf and Northern Fleets. Kirlundin Naval Marines all wear a distinctive blue surcoat emblazoned with a scarlet anchor, the emblem of their isles.

THE BARON OF THE KIRLUNDIN ISLES

In MS 5000, this noble title is held by Greff Lindstar, an ex-Admiral of the Northern Fleet. Unlike most of the other Baronial provinces of Sommerlund, this title is not a hereditary one. This is a legacy of the feuds that plagued the Kirlundin Isles during their initial settlement (MS 3441-3469). Barons of the Kirlundins are similar to Fryearls in so much as they are appointed by the King for life. Upon the death of a Baron, a new one is appointed by the King to replace the previous noble.

KIRLUNDIN NOBILITY

Since the harsh kaltangor of MS 4745, which brought about the demise of several ancient noble Kirlundin households, notably those of Egen and Hemd, massacred by Ice Barbarian raiders, there have only been two appointed noble households in residence upon the isles. The senior House is that of the Baron, and the lesser is the House of Rustor which owns the Isle of Thet. The Isle of Thet is controlled by Fryearl Evion Rustor, a former senior officer in the King's Border Rangers who received his distinguished title after single-handedly defeating a Giak war party in the foothills of the Durncrag Mountains in MS 4990. All the isles, apart from Thet, belong to the Baron.

THE DENESCHAL OF SILVERSHORE

The office of the Deneschal is a prestigious one traditionally bestowed by Baronial decree upon a native Kirlundin of exceptional ability. The post is currently occupied by Feklar Dinsan, a senior shareholder in the Whitestone Quarry. He is a rich, cautious, and able administrator who is respected by the islanders for his moral rectitude and his rigid magisterial demeanour. He oversees the day-to-day running of the Isles and presides over its judiciary, led by High Judge Jenshel.

ECONOMY

The Kirlundins are mostly self-sufficient. They make their livelihoods from pony and sheep crofting, cod fishing, kelp burning, salt and quarrying. By mainland standards, they lead a frugal lifestyle and have comparatively low yearly earnings. Even so, there are no truly destitute people on the isles, and nearly all islanders have a roof over their heads, a warm hearth and sufficient livestock to rely upon. Their most valuable resource is white Kirlundin stone which is quarried on the isles of Kirlu, Thet and Hemd. This beautiful and versatile stone is always in demand on the mainland, and only a small fraction of it is traded overseas. It is particularly sought after by the nobles of Durenor where it fetches a premium price at auction in Port Bax.

MANNON

The southernmost island in the Kirlundin chain, Mannon differs geologically from the islands located further north. It comprises mainly of granite, rather than white marble. Mannon granite has a high sunstone content, the name given to a variant of feldspar that is rich in copper. In MS 4118, the granite of this isle was mined for its copper but this industry declined rapidly in the late MS 4500s when more easily accessible copper-rich ores were discovered in the Maaken Mines (see pg. 177). Today there are a dozen or so crofts on the island where sheep and ponies are reared. Mannon's southern and eastern coastline is particularly rugged, with tall cliffs and no beaches that can be used for the landing of boats.

WRECK POINT

This infamous location is a major hazard to shipping. Virtually all sea trade between Holmgard and Durenor passes through a narrow strait called the Mannon Passage, which is a southern extension of the Kirlundin Strait. This passage is located between the southernmost tip of Mannon and the sandy north-eastern shoreline of the Southlund Marches, to the south-east of Sabre Bay. Wreck Point consists of a jagged spine of granite pinnacles that rise from the ocean floor to form a sea barrier that extends two miles beyond the tip of Mannon Isle. Merchant captains are wary to avoid this treacherous area and its submerged reefs and pinnacles by steering a course through a deep water channel located three miles off the sandy shores of the mainland.



Over the centuries, a countless number of merchant ships have been destroyed upon the spines and reefs of Wreck Point in this manner. In MS 4235, Grand Master Iron Pearl,



the hero of the Siege of the Kai Monastery, was drowned at sea during a fierce storm at Wreck Point on his return from Port Bax. During solangor, the waters around Wreck Point are far less treacherous. It is not uncommon for ships, particularly from Ragadorn, to venture to Wreck Point and attempt to salvage cargoes from ships that have been lost here during the kaltangor. Since MS 4995, slavers from Ragadorn have been deliberately harassing and diverting merchant ships towards Wreck Point in order to shipwreck them and enslave the survivors. The King will no longer tolerate the continued perpetration of this crime, and has requested the Order of the Kai to send a party of Kai Lords to Ragadorn to hunt down these slavers, destroy their ships, and bring them back to Holmgard to face justice.



GELAEON (PM22)

Gelaeon is a small village located in a bay on the western coast of Mannon. Its small harbour is avoided by most of the ships sailing in the Mannon Passage due to its close proximity to Wreck Point. It has only one tavern, The Pinnacle. Most of the isle's inhabitants are crofters who take their livestock to market in Gelaeon. The isle is administered by Mayor Longor Traedlon. Since MS 4995, Gelaeon has been visited by Ragadornian slavers operating in the vicinity of Wreck Point. Because of this, Baron Lindstar plans to send the Kirlundin Fleet to admonish the mayor and remove all Ragadornians from Gelaeon in the coming solangor.



KIRLU

Kirlu is the largest of the Kirlundin Isles. Its principal town, Silvershore, is the seat of the Baron of the Kirlundin Isles and the administrative centre for the whole island chain (see pg. 164). The town of Carnor is located on the north-east side of Kirlu, and dozens of small hamlets lie between them. The island's most notable features are the Penal Colony and the Whitestone Quarry. To the south-west of Kirlu lies a small forest, dotted with small cold swamps where abundances of flies and mosquitoes swarm in compact clusters. It is rumoured to be haunted by evil spirits unleashed more than a century ago by the infamous Shadakine Wytch: Aieta Nematah. It also houses 'The Ruins', Aieta's ancient lair, a forbidding cluster of crumbling stone façades, overgrown with warped brushwood and crisscrossed by thorny vines.

CARNOR (PM22)

The small town of Carnor is located in a secluded bay on the north-eastern coast of Kirlu, 30 miles from Silvershore. It comprises a small fishing community who make their livelihood trawling the eastern coastlines of the central Kirlundin Isles. Passage by ferryboat to Silvershore or Lennis can be made from here, while board and lodging can be found at the town's main tavern, The White Stone.



Carnor is governed by Mayor Jasard Valnor. The most unusual shop in Carnor is a small antiques emporium called Seafarer Antiquities, owned by Zandon Tredgor, a sycophantic crook who boasts that he has hundreds of relics salvaged from ships that sank at Wreck Point. When visited by newcomers to

Carnor, he tries to sell them high-priced fakes of legendary swords, such as the sword of Kai Grand Master Iron Pearl or the Crystal Scimitar of the Majhan supposedly wielded by Admiral Savala during the Kirlundin War. Zandon will swear on his life that these replicas are real; a cursory examination of the blades will prove otherwise. Unbeknownst to Zandon, he does have one or two artefacts tucked away at the back of his shop that are genuine, but he is unaware of their true nature or value.

THE WHITESTONE QUARRY

This important quarry is located in the centre of the island and is essentially a large open-pit mine. This isle has a plentiful supply of white Kirlundin stone that is much prized and sought after for use in the construction of fine houses, municipal buildings, harbours and city walls. The quarry master is Lucan Gensar, a Kai Virin. The senior quarry managers are all experienced stonemasons, some second and even third generation, having learned their trade from their fathers and grandfathers before them. Excavation workers are provided by the Kirlu Penal Colony.

KIRLU PENAL COLONY

In MS 4232, King Frey II established a penal colony on the Isle of Kirlu by Royal Decree. This is a secure prison for the incarceration of Sommerlund's most serious offenders and hardened criminals, who are transported to Kirlu under armed guard aboard Kirlundin Fleet caravels that from Tyso and Torsea. Prisoners are put to work as excavators and labourers at the Whitestone Quarry, two miles from the gates of the prison. Some 700 prisoners are used as labourers in the quarry, accounting for a tenth of the island's total population.





In MS 4997, 75 pirates of the fleet of Captain Khadus, the infamous pirate ruler of the Lakuri Islands, were incarcerated in Kirlu following their capture in the Gulf of Durenor; Khadus himself evaded capture. Some of his best crewmen were incarcerated on Kirlu, including his brother Legrah, and he has vowed to set them free. Unbeknownst to the Crown, Captain Khadus met with agents of Archlord Zagarna, who has promised to assist him in return for allegiance to the Darklands. Captain Khadus has agreed to provide the Darklands with a secondary fleet that will operate under the Archlord's command.



In MS 4999, Zagarna sent one of his few remaining Helghast to Kirlu to infiltrate the Penal Colony and organise the escape of the Lakuri Pirates. It has now recruited many of the other criminals as well, offering them a chance to escape their servitude and become pirates in Khadus' fleet. The prison break is set for the last day of the month of Berkano...

HEMD

This island is located five miles to the north of Kirlu. It has a population of 1500, the majority of whom are either crofters or stonemasons employed by the Whitestone Quarry. There are deposits of Kirlundin white stone in the central part of this island. The stoneworkers here specialise in producing white stone tiles for use on the roofs and floors of opulent buildings on the mainland.

LENNIS (PM22)

Administered by Mayor Kar Fenistar, the port of Lennis has a small natural harbour that accommodates the coastal barges that transport its white stone tiles to Silvershore. Passage by coastal barge or sea ferry to Silvershore can be made from here. The largest inn is The White Pony, owned and run by Cerik Awnor and his wife, Nessa.

THET

This island has a population of 1400 people, the majority of whom are skilled labourers employed by the House of Rustor. The Isle of Thet is controlled by Fryearl Evion Rustor. The House of Rustor operates a small quarry five miles east of the port and exports all of its stone to Toran by way of Silvershore, where it is transferred and shipped onward by the Northlands Trading Company. Fryearl Rustor employs a small band of retainers, all of whom are former Border Rangers of the North who served under his command, to provide protection for himself, his family and his entourage.

RUSTOR (PM23)

The port of Rustor has good harbour facilities for its small fishing fleet, and a deep water dock for the Northlands Trading Company ships that voyage here once a month to collect blocks of white Kirlundin stone from the Fryearl's wharf. During kaltangor, the port can remain dormant for long periods of time due to the storms and heavy seas that sweep in from the Kaltersee. All sailors, from deckhands to Captains, frequent the King Ulmar I Tavern, located on the quayside, whenever they are in port.

EGEN

Egen has a population of 850, most of whom live in the vicinity of Talla and who make their living from burning the kelp that washes up in great quantities on the stony beaches. Burned kelp produces soda ash, or washing soda, which is sent to Toran for domestic use or to Anskaven where it is used in the making of soda lime glass. The harsh climate of the island, and the reputation that the men of Egen have for sobriety, skilful boat handling and courage has made them ideally suited as Kirlundin Marines.

TALLA (PM22)

This small port is located in a natural harbour on the east coast. It is governed and defended by Knight Kelger Osinkar, a native Kirlundin Marine who distinguished himself during the Second Vassa-Sommlending War in service to Admiral Greff Lindstar. Passage to Rustor or Skorn can be arranged from Talla during solangor. Passage to Toran aboard one of the Northlands Trading Company ships is possible once a week, except during kaltangor.

BROKA

This is the northernmost inhabited island in the Kirlundin archipelago. It has a population of just 250, all of whom make a living from fishing. It is a rugged isle composed of dark grey granite that has been pitted and worn by centuries of brutal weather. It has virtually no topsoil, and so it is impossible for the hardy natives of this island to grow crops or raise livestock here. The weather can be especially atrocious during kaltangor. A narrow valley in the north of Broka houses the Lunar Pool, a fabled basin blessed by Goddess Ishir.

SKORN (PM22)

The port of Skorn is the only place of human habitation on the island of Broka. It was established after the surrender of the Shadakine fleet of Captain Jhenga in MS 4891. The wharf is owned and operated by the Northlands Trading Company. The village is administered by Mayor Laef Fenor. Skorn is occasionally visited by Shadakine Buccaneers seeking to recover some of the fabled treasures stolen from the Shadakine Empire and brought to Broka by Captain Jhenga.

TAUG

This tiny islet is located five miles off the west coast of Broka. It is a bleak lump of grey granite that has been uninhabited for several hundred years.

VOR

A small uninhabited islet in close proximity to Broka, Vor's only claim to fame is that it is Sommerlund's most northerly territorial point. It is home to a colony of carnivorous Baknars that migrated here several centuries ago.

THE TOWN OF SILVERSHORE

1. FISK BÜRG

2. Bose the Fishmonger
3. Brenamans
4. Carnor Gate
5. Carnor Square
6. Cod Wharf
7. Etryr Tower
8. Ferin's Bakery
9. Ferry Inn
10. Ferry House
11. Kai Church
12. Kirk Dawsen – Ship Chandler
13. Klensen Salt
14. Landar's Stables
15. Marlan Voksail – Charts & Maps
16. Men Tower
17. Nørdri Tower
18. Quaymaster's House
19. Raurø Tower
20. Silvershore General Store
21. Silvershore Lighthouse
22. Tor Eridsen Equipment

23. BARON BÜRG

24. Blaer Tower
25. Eustin Tower
26. Marines Barracks
27. Marines Park
28. Marlinspike Tavern
29. North Castle Gate
30. Osdor Cooperage
31. South Castle Gate
32. Silvershore Castle
33. Town Guard House

34. FLOT BÜRG

35. Admiralty Station
36. Chapel of the Moon
37. Deneshal Hall
38. Fleet Yard
39. Hensan's Weapons & Armour

40. Law Hall
41. Omund Chelan – Basketmaker
42. Øyd Tower
43. The Buntline Inn
44. The Scudding Scow Tavern
45. Tor Stätor

46. STEIN BÜRG

47. Blor Tower
48. College of Surgeons
49. Falgo's Chandlery
50. Fray Stätor
51. Gränn Tower
52. Gul Tower
53. Hall of Healing
54. Longor the Blacksmith
55. Northlands Trading Company
56. Prison Pier
57. Rusty Rigol Inn
58. Scalon Carpentry
59. Silvershore Demolition
60. Silvershore River Outflow
61. Silvershore Stonemasons
62. Silvershore Wagonry & Wheelwrights
63. Solangor Square
64. Turnbuckle Tavern
65. Ulnar Kirsten – Apothecary
66. Whitestone Gate
67. Whitestone Square
68. Whitestone Blockyard

OTHER FEATURES & PLACES OF INTEREST

69. Corel Stätor
70. Fehangor Square
71. Moon Square
72. North Harbour Wall
73. North Sea Tower
74. South Harbour Wall
75. South Sea Tower
76. Sun Square

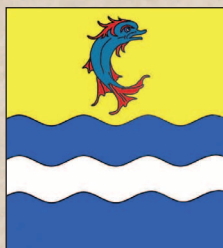
THE TOWN OF SILVERSHORE

Kirlundin Straits





THE TOWN OF SILVERSHORE



Flag of the Town of Silvershore

Silvershore was the first Sommlending settlement on the Kirlundin Isles. It was established in MS 3437, three years after the ancient Sommlending made landfall at the Bay of Anskaven. In the beginning, the settlers subsisted on fishing, sheep-farming and basic agriculture. In MS 3440, the first white stone was excavated and used in the construction of Silvershore's halls and dwellings.

During the century MS 4000-4100, a town wall was constructed and later strengthened with the addition of watchtowers and harbour walls. The protective town wall has since proved its worth on many occasions. Today, Silvershore is the largest and most important settlement in the Kirlundin Isles.

GOVERNMENT AND LAW

Silvershore is the seat of the Baron of the Kirlundin Isles and the administrative centre for the whole island chain. The Baron is responsible for implementing the laws of the land, which are decreed by the King in Holmgard. In MS 5000, this duty is deferred to the Deneschal, Feklar Dinsan, who oversees the day-to-day running of the Isles. He presides over its judiciary, led by High Judge Jenshel. Civil and criminal law trials are conducted in the Law Hall of Silvershore.

Due to the relatively low level of law breaking in the Kirlundin Isles, most of the cases brought to court are presided over by High Judge Jenshel. Punishments here are the same as they are elsewhere in Sommerlund. Lesser crimes are punishable by a short period of incarceration in the Town Guard House cells. The town is policed by men of the Town Guard. Convicted criminals are incarcerated in the provincial prison located beneath Town Guard House.

TOWN ECONOMY

The economy of Silvershore relies almost entirely upon the excavation and export of white Kirlundin stone that is quarried at the Whitestone Quarry in the middle of Kirlu. Most goods and services sell at or slightly below the standard prices one can expect

to pay for comparable goods and services in other Sommlending towns. Taxes and tithes are levied yearly, in solangor, and the proceeds are transported by sea from Silvershore Castle to the Royal Mint in Holmgard.

THE CITIZENS OF SILVERSHORE

In MS 5000, the population of Silvershore numbers approximately 7000, known collectively as Silvershorers. In keeping with most other Kirlundins, they are pragmatic and proudly self-reliant people with a somewhat dour and introspective demeanour. They have a reputation for being frugal and they dislike overt displays of wealth and status.

In keeping with common practice in Sommerlund, the Kirlundins celebrate the Feast of Fehmarn (the first day of Spring) with a public holiday culminating with the burning of a huge effigy of Archlord Vashna constructed from driftwood collected by children throughout the year. The burning of Vashna takes place at sunset in Tor Ståtor.

Quarryman (Sommerlund): Your family has a proud heritage of working the white stone quarry in Kirlu. Though you may not cut and carry any longer, you served right alongside your kin for many years. The hard labour left its marks, both good and bad.

Benefits: Hard work in the quarry develops strength and stamina, but it also leaves scars. You immediately gain +1 to your ENDURANCE just for having this trait. You may also reduce your COMBAT SKILL by up to 3 points if you wish. For each point of CS you sacrifice, you gain a further +2 to your ENDURANCE. These changes are permanent.

THE BÜRGIN OF SILVERSHORE

Silvershore is divided into four administrative precincts, each known as a Bürg. This word derives from the Old Sommlending word for a town quarter.

FISK BÜRG (1)

This is the oldest part of Silvershore. Its residents are predominantly ferrymen, fishermen, wharfsmen, shop workers and unskilled labourers.

BOSE THE FISHMONGER (2)

Fisk Street, Fisk Bûrg

Bose Kirdunin owns and runs the largest fishmonger's shop in Silvershore. All lobsters and crab that are landed at the wharf are supplied to Bose. His shop is open from sunrise to sunset every day of the year, with the exception of the Feastday of Fehmarn.



BRENAMANS (3)

Fishermen's Quay, Fisk Bûrg

Brenamans is a family-owned business run by Greff Brenaman. Players will find the following equipment available here: Ropes, Compasses (basic), Backpacks, Blocks and Tackle, Buckets, Canvas, Chains, Fish Hooks, Fishing Nets, Grappling Hooks, Oil, Iron Pots, Sacks, and Signal Whistles. The cost of these items is listed on the Adventuring Gear table (see the Currency & Equipment section at the back of this book).

CARNOR GATE (4)

Carnor Square, Fisk Bûrg

Carnor Gate has a barbican comprising two large white stone watchtowers (Etryr and Eustin) and an arched parapet that connects them above a great white enamelled iron portal. It is manned by men of the Town Guard.

CARNOR SQUARE (5)

Carnor Gate, Fisk Bûrg

Located adjacent to Carnor Gate, this flagstoned square is ringed by small shops. At its centre there stands a statue of King Fray I. A public hand pump draws up water from the subterranean Silvershore River.

COD WHARF (6)

Fishermen's Quay, Fisk Bûrg

This quayside facility comprises a large white stone warehouse where catches are unloaded from the fishing fleet. Fresh fish are sold directly to the townsfolk. It is owned and operated by the Baron of the Kirlundin Isles.

ETRYR TOWER (7)

Rednor Way, Fisk Bûrg

Etryr is the Old Sommlending word for silver. This watchtower forms part of the Carnor Gate barbican. Garrisoned by 6 men of the Town Guard, has a small guardroom that contains a cache of army shields, bows, arrows, and swords.



FERIN'S BAKERY (8)

Skip Road, Fisk Bûrg

Ferin Svansten is a Master Baker, an honour graduate of the Guildhall of the Bakers in Tyso. Customers will be able to buy his standard wares at the following prices: Loaf of Bread (1GC), Small Cake (1GC), Large Cake (2GC). Ferin also bakes delicious pasties that are filled with diced cod, crab and cooked vegetables. These remain edible for up to 5 days after purchase and are equivalent to 1 Meal. A Svansten Fish Pasty costs 2GC.

FERRY INN (9)

Fisk Street, Fisk Bûrg

This spacious inn is owned and operated by Kar Elaton and his wife, Karin. The taproom is dominated by a log fire set in a magnificent white stone hearth. Its twelve boarding rooms are mostly used by ferry customers awaiting their passage to the other Kirlundin Isles. Food and ale are served at standard prices, and a room for the night costs 2GC.

FERRY HOUSE (10)

Ferry Quay, Fisk Bûrg

This rectangular fort-like building is located at the western end of Ferry Quay, overlooking the North Harbour Wall. It is operated by Aklo Headley, a retired ferry boat captain. He is assisted by a staff of twelve, called Ferryhousemen, who are all ex-ferry boat crewmen. Travellers in need of ferry transport to another Kirlundin Isle, can purchased tickets at Ferry House during the hours of daylight. Seasonal fares are posted on a notice board on the wall of Ferry House, and tickets can only be purchased at Ferry House.



KAI CHURCH (11)

Aett Lane, Fisk Bùrg

This is a place of worship dedicated to the God Kai, as described on page 172. Services are conducted at midday, with a high service every Kaidag. It is maintained by High Priest Raballen Frjøsa.



KIRK DAWSEN – SHIP CHANDLER (12)

Ferry Quay, Fisk Bùrg

This marine chandlery is owned by a retired Admiralty Captain called Kirk Dawsen. Kirk is ably assisted by his Durenese wife, Taori, and his three sons. He stocks and sells a wide range of equipment and clothing for ocean-going vessels and their crews. Customers can find the following equipment available here: Ropes, Compasses (basic), Backpacks, Blocks and Tackle, Buckets, Canvas, Chains, Fish Hooks, Fishing Nets, Grappling Hooks, Oil, Iron Pots, Sacks, and Signal Whistles.

KLENSEN SALT (13)

Zorn Avenue, Fisk Bùrg

This salting business has been in the Klensen family for several generations. Its present owner, Loran Klensen, is a graduate of the Guild of the Salters in Tyso. He obtains his supply of salt from a dozen family-owned cottages situated along the north-western coastline of Kirlu. Approximately half of all the salt produced by the Klensen family is shipped each year to buyers in Holmgard.

LANDAR'S STABLES (14)

Aett Lane, Fisk Bùrg

These stables are owned and operated by Landar Peran and his son, Lenis. Travellers can stable their horses for 2GC per day, which includes feed and grooming. Horses can be hired for 5GC per day. Landar also has a dozen pack mules that are available to hire for 4GC per day per mule.



MARLAN VOKSAIL – CHARTS & MAPS (15)

Ferry Quay, Fisk Bùrg

Marlan Voksail is the elderly owner of this cartographic establishment. He and his son, Balnor, produce and sell land maps and sea charts. Prices range from 5GC-50GC depending upon size and depth of detail. Voksail's waspish wife, Petrea, sells leather cases for 2GC. More elaborate ones, with embellishments of brass or silver, cost 5-10GC.

MÈN TOWER (16)

Lighthouse Lane, Fisk Bùrg

Mèn is the Old Sommlending word for jewel. This town wall watchtower is garrisoned by six men of the Town Guard. It has a small guardroom at ground level that contains equipment and weaponry.

NØRDRI TOWER (17)

Rednor Way, Fisk Bùrg

Nørdri is the Old Sommlending word for North. This town wall watchtower is garrisoned by six men of the Town Guard. It has a small guardroom at ground level that contains a weapons cache.



QUAYMASTER'S HOUSE (18)

Fishermen's Quay, Fisk Bùrg

The Quaymaster of Silvershore is Var Kirstalan, a retired Admiralty Commodore. He has a staff of 30 ex-sailors who administer the running of Fishermen's Quay and maintain the safe conduct of vessels operating in Silvershore harbour. Adventurers wishing to examine the harbour logs in order to locate a specific vessel should consult the Quaymaster. They will be charged a fee of 3 GC for this service.

RAURØ TOWER (19)

Lighthouse Lane, Fisk Bùrg

Raurø is the Old Sommlending word for Red. This town wall watchtower is garrisoned by six men of the Town Guard. It has a small guardroom at ground level that contains a cache of weapons and shields.



SILVERSHORE GENERAL STORE (20)

Harvil Street, Fisk Bùrg

This large general hardware store is owned by the Baron and operated under license to Hulo Jorgan and his twin brother, Kraig. All manner of adventurer's gear is available for purchase here at standard prices (see pg. 198). A discount of 10% will be given to customers who spend more than 50GC in a single visit.

SILVERSHORE LIGHTHOUSE (21)

Lighthouse Lane, Fisk Bùrg

The Silvershore Lighthouse is located on a hill at the north end of the harbour. Its powerful lantern guides ships approaching the coastal town. It also serves as a viewing station for men of the Town Guard. The lighthouse is run by the Lighthouse Keeper, Neo Selsar, assisted by six men of the Town Guard known as "Sea Watchers".



TOR ERIDSEN EQUIPMENT (22)

Skip Road, Fisk Bùrg

This well-stocked equipment store is owned by Tor Eridsen, a retired Kirlundin Marine Sergeant. Tor buys and sells all manner of adventuring gear (see pg. 198). For every 50 Gold Crowns that customers spend on equipment during a single visit, Tor will return 5 GC.

BARON BÜRG (23)

This is the wealthiest Bùrg in Silvershore. Its residents comprise stonemasons from the Whitestone Quarry, skilled workers, ferry boat and fishing boat captains, artisans, senior members of the



judiciary and successful Kirlundin entrepreneurs. It is also home to the Baron and his household.

BLAER TOWER (24)

Sword Street, Baron Bûrg

Blaer is the Old Sommlending word for blue. This town wall watchtower is garrisoned by six men of the Town Guard.

EUSTÏN TOWER (25)

Sword Street, Baron Bûrg

EustÏn is the Old Sommlending word for east. This town wall watchtower forms part of the Carnor Gate barbican. It is garrisoned by six men of the Town Guard. It has a small guardroom at ground level that contains a cache of equipment and weapons.

MARINES BARRACKS (26)

Hollaway, Baron Bûrg

This large and austere white stone building is the headquarters for the three Kirlundin Naval Marines cassels, namely "The Sea Hawks" (1st cassel), "The Kelpers" (2nd cassel), and "The Galley Jacs" (3rd cassel). The 2nd and 3rd cassels are routinely assigned to the Northern and Holmgulf Fleets. Public access is strictly controlled, although visiting Kai Lords will be warmly welcomed. The barracks' commander is Captain of Marines Medar Helmstorn.

MARINES PARK (27)

Hollaway, Baron Bûrg

This park is a training ground reserved for the exclusive use of the Marines. No public access is allowed.



MARLINSPIKE TAVERN (28)

Hollaway, Baron Bûrg

This warm and very hospitable tavern is a favourite of residents of Baron Bûrg, being famous for its Kirluntea, a flavourful hot beverage produced in the archipelago. It is owned and run by Harval Kirstone and his cordial wife, Myrl. Those wishing to find out more about activity in Baron Bûrg would do well to consult Myrl Kirstone. There is little she does not know about this precinct; for 2GC she will gladly share this information.

NORTH CASTLE GATE (29)

Silvershore Castle, Baron Bûrg

This is the main fortified entrance gate to Silvershore Castle. In addition to the great Iron Gate itself, there is a portcullis. Anyone seeking to enter the castle will be carefully scrutinised and vetted by men of the Baron's Guard before they are permitted to pass.

OSDOR COOPERAGE (30)

Zorn Avenue, Baron Bûrg

This cooperage is owned and run by Hulst Osdor. He and 18 coopers produce casks, barrels, buckets and tubs extensively for the Kirlundin Fleet, the Northlands Trading Company and Klensen Salt.

SOUTH CASTLE GATE (31)

Silvershore Castle, Baron Bûrg

This is the secondary fortified entrance gate located on the south side of Silvershore Castle. See also North Castle Gate.

SILVERSHORE CASTLE (32)

Baron Bûrg

This impressive white stone fortress is modelled on the Baron's Citadel in Anskaven, and is the seat and home of Baron Greff Lindstar and his household. The inner keep, grounds, and passages of the castle are patrolled by the Baron's Guard, commanded by Knight Captain Hulst Aklensun.

TOWN GUARD HOUSE (33)

Harvil Street, Baron Bûrg

This is the headquarters of the Town Guard, a small and dedicated force of armed reeves who police the town and maintain law and order. They are billeted and trained at this large white block building in Harvil Street. Below its ground floor is a dungeon level that serves as the town prison. The Town Guard House is commanded by High Constable Halen Vinstor.

FLOT BÛRG (34)

This bûrg is home to the families of the Kirlundin Marines cassels and crewmen of the Kirlundin Fleet. Other residents include shopkeepers, market traders, families of prison officers who work at the Penal Colony, tradesmen, semi-skilled workers and junior members of the judiciary.

ADMIRALTY STATION (35)

Fleet Quay, Flot Bûrg

This two-storey white stone building is the administrative headquarters of the Kirlundin Fleet. Admiral Danor Solbrite resides here in his personal quarters on the second floor. Admiralty Station is guarded and maintained by men of the 1st Kirlundin Marines cassel, better known as "The Sea Hawks".



CHAPEL OF THE MOON (36)

Bërgo Lane, Flot Bûrg

This modest stone-walled and slate-roofed chapel holds a daily service at sundown, presided over by High Priestess Imelda. See pg. 112 for a description of a temple of Ishir.

DENESHAL HALL (37)

Eak Street, Flot Bûrg

This large municipal meeting hall was named in honour of the office of the Deneshals of Silvershore. It regularly hosts musical recitals and craft exhibitions. It is available to hire at a cost of 50 GC per day. The hall is administered by Lady Thelda Kircord, the younger sister of Baroness Nyra Lindstar.



FLEET YARD (38)

Fleet Quay, Flot Bürg

This maritime construction and repair facility is owned by the Sommlending Admiralty and used to service the ships of the Kirlundin Fleet. The yard is patrolled by men of the Town Guard under the command of Naval Marine Sergeants.

HENSAN'S WEAPONS & ARMOUR (39)

Fryejor Street, Flot Bürg

Bron Hensan is an armourer and weaponsmith who hails from the isle of Egen. All of the armour and weapons found on the Armour List and Weapons List tables (excluding Bor Pistols, Muskets, and Shot). Superior Armour and Superior Weapons take 2 weeks for Bron and his son, Harund, to manufacture. A 50% deposit is required when ordering these. Harund Hensan is a Kai Virin with mastery of the Kai disciplines of Weaponskill and Mind over Matter.

LAW HALL (40)

Eak Street, Flot Bürg

This white stone manor has been extensively engraved with Sommlending icons representing strength, law and loyalty to the Crown. The provincial emblem of the Kirlundin Isles is engraved above its main entrance. All civil and criminal law trials are conducted here in a large hall on the ground floor.

Defendants found guilty by trial at the Law Hall are fined or incarcerated in the provincial prison located beneath Town Guard House. The upper floor of the Law Hall comprises numerous conference rooms and offices used by court staff. The private chambers of High Judge Jenshel are also up here.



OMUND CHELAN – BASKETMAKER (41)

Veno Lane, Flot Bürg

Omund Chelan is a master basketmaker and a former honour graduate of the Guild of the Basketmakers in Anskaven. Unbeknownst to Omund, his younger brother, Vodor, who works alongside him as a weaver, is secretly in league with Agents of Darkness who have infiltrated the town of Rustor on the Isle of Thet.

ØYD TOWER (42)

Eustin Street, Flot Bürg

Øyd is the Old Sommlending word for old. This town wall watchtower forms part of the Whitestone Gate barbican. It is garrisoned by six men of the Town Guard. It has a small guardroom at ground level well provisioned with armaments.



THE BUNTLINE INN (43)

Fleet Quay / Zorn Avenue, Flot Bürg

This inn's patrons are mainly Fleet Yard employees and naval crewmen. Its owner is Myranar Menisun, a retired trawlerboat captain from Tyso. He and his wife, Yiva, run a fine establishment.

For a modest sum of 2 GC, Myranar will be happy to share all the latest harbour gossip.



THE SCUDDING SCOW TAVERN (44)

Braern Avenue, Flot Bürg

This well-kept tavern is owned and run by Jac Yenton and his vociferous wife, Mala. Adventurers seeking information about the Flot Bürg and its residents would do well to consult with Mala; there is very little that happens around here that does not escape her eagle eye.

TOR STÄTOR (45)

Flot Bürg

A stätor is a hexagonal public piazza that was commonly found in ancient Sommlending villages in Tay Solobo. Tor Stätor is best known for being the location where an effigy of Archlord Vashna is raised and burned at sunset every feastday of Fehmarn (see page 164).

STEIN BÜRG (46)

This bürg is home to the families of stoneworkers, carvers, quayside labourers, quarrymen, tool makers, wagoners, skilled artisans, traders and unskilled labourers. It is the most populous of all the bürgin of Silvershore.

BLOR TOWER (47)

Sûori Street, Stein Bürg

Blor is the Old Sommlending word for black. This town wall watchtower is garrisoned by six men of the Town Guard. It has a small guardroom that contains a cache of shields and weapons.

COLLEGE OF SURGEONS (48)

Jürd Road, Stein Bürg

See page 72 for a description of the College of Surgeons.

FALGO'S CHANDLERY (49)

Haigh Road, Stein Bürg

Falگو Jorgmon owns and runs this candle-making business in Haigh Road, and it has been in his family for several centuries. In addition to making candles, Falگو also manufactures and sells soap. His Silvershore Soap is the only known product capable of neutralising the nauseating smell of Baknar Oil.

FRAY STÄTOR (50)

Stein Bürg

Fray Stätor is only one of three such public piazzas in Silvershore. In the middle of this flagstoned stätor is a white stone statue of King Fray II mounted on a circular plinth. An open air market selling general domestic goods is held here every midvoka (except during kaltangor).

GRANN TOWER (51)*Sûori Street, Stein Bûrg*

Gränn is the Old Sommlending word for green. This watchtower forms part of the Whitestone Gate barbican. It is garrisoned by six men of the Town Guard. It has a small guardroom that contains a cache of weapons.

GUL TOWER (52)*Sûori Street, Stein Bûrg*

Gul is the Old Sommlending word for yellow. This town wall watchtower is garrisoned by six men of the Town Guard. It has a small guardroom that contains a cache of weapons and shields.

HALL OF HEALING (53)*Jûrd Road, Stein Bûrg*

The Hall of Healing is where sick and injured Silvershorers can go for treatment. It is run by a group of five qualified surgeons and a staff of nine nurses. Sommlending heroes can get treatment for wounds and ailments here free of charge; other heroes will be charged for any treatment they receive. The Principal of the Hall is Surgeon-Master Hedra Noran.

**LONGOR THE BLACKSMITH (54)***Jûrd Road, Stein Bûrg*

This busy blacksmithy is owned by Longor Kirforge, ably assisted by his two sons, Gunn and Grigol. A lot of the work they undertake is commissioned by the Kirlundin Fleet and the Whitestone Quarry.

A Superior sword with a +1 bonus to Combat Skill will cost 200GC. A +2 CS Superior sword will cost 450GC. Grigol will need 2 weeks in which to manufacture such a sword.

NORTHLANDS TRADING COMPANY (55)*Stone Quay, Stein Bûrg*

The Northlands Trading Company trades in all manner of goods all over Magnamund. Its Guildhall and main wharf are located in Toran, but its quayside office here handles the shipping of blocks of Kirlundin white stone, as the company has a small fleet of special ships that have been adapted to handle heavy cargoes. These are moored and loaded at Stone Quay. The company also acts as a shipping agent for Kirsten Salt and transports its goods to its wharf in Toran.

PRISON PIER (56)*Prison Quay, Stein Bûrg*

This pier is reserved for the exclusive use of the Kirlu Penal Colony (160). Convicted criminals, transported by caravel from Torsea or Tyso, are landed here. They are met by an armed guard of Marines and transported on the final leg of their journey to the Kirlu Prison Colony in a covered wagon.

**RUSTY RIGOL INN (57)***Fray Ståtor, Stein Bûrg*

In MS 5000, a retired stonemason called Lenis Hadran runs this establishment, along with his wife, Hulsa, and their daughter Bersa. It stocks an impressive range of ales, and has by far the best food of any of its rivals. Clean rooms can be rented for 2GC per night, or 10GC per week. There is a stable at the rear of the inn. Adventurers seeking information about the Whitestone Quarry would be advised to consult with Lenis; he charges 2GC for such information.

SCALON CARPENTRY (58)*Obo Avenue, Stein Bûrg*

Luka Scalon is a master carpenter who was born and raised in Anskaven. He came to Silvershore and opened his carpentry business after he graduated from the Guildhall of the Carpenters. In addition to its regular business, Scalon Carpentry is also commissioned to repair the boats of the local fishing fleet and ferry service.

**SILVERSHORE DEMOLITION (59)***Stein Street, Stein Bûrg*

Silvershore Demolition is owned by the Crown and its operation is licensed to a consortium of stonemasons and demolitionists led by Knight Byr Macaden. This wealthy Silvershorer also owns a small stake in the Whitestone Quarry. The company is responsible for all blasting that takes place at the quarry and prides itself on maintaining a high level of safety during its controlled use of Boom Powder in the excavation of white stone.

Consignments of Boom Powder are shipped to Silvershore Demolition from Holmgard during fehangor and solangor. On arrival, they are kept temporarily at the Stein Street site before being transported by wagon to the main powder magazine at the quarry. Both of these Boom Powder magazines are patrolled by men of the Town Guard. The main entrance to the premises is maintained by armed guards and only authorised persons are allowed to pass.

SILVERSHORE RIVER OUTFLOW (60)*Stone Quay, Stein Bûrg*

The Silvershore River is a subterranean watercourse which passes below the streets of the town and flows out into the harbour at this point. The river provides the town with a reliable source of freshwater.

SILVERSHORE STONEMASONS (61)*Ormor Lane, Stein Bûrg*

This large workshop facility is owned and run by Oswin Kirlund, an experienced master stonemason. He employs 80 stonemasons and carvers. They produce cut stone for provincial buildings and domestic dwellings, as well as special commissions of carved fascias and monuments for customers on the mainland.



SILVERSHORE WAGONRY & WHEELWRIGHTS (62)

Natt Avenue, Stein Bürg

This large establishment comprises a wagon park and several workshops. It is owned by two brothers, Kela and Tym Brinsen. They specialise in the manufacture of heavy wagons for use in the shipment of stone Quarry to the Whitestone Blockyard. Tym is a Kai Virin with mastery of the Kai disciplines of Animal Kinship and Mind over Matter. The brothers employ 100 wheelwrights, wagon makers and general labourers, many of whom are prisoners on work detail.

SOLANGOR SQUARE (63)

Stein Bürg

This flagstoned square is located in the western area of Stein Bürg. Upon a plinth in the centre of the square stands a statue of King Rendar I.



TURNBUCKLE TAVERN (64)

Stone Quay, Stein Bürg

This busy establishment is owned and run by Ferd Vinstor, the brother of Silvershore's High Constable. Ferd tends to the taproom while his wife, Zoa, prepares plain but wholesome food for their patrons. There are no boarding rooms. Directly below the tavern's cellar floor is an underground river that flows out into the harbour at a place directly opposite the Turnbuckle Tavern's front door. The Vinstors are able to draw up this fresh water by hand pump.



ULNAR KIRSTEN – APOTHECARY (65)

Ruan Lane, Stein Bürg

The owner of this apothecary shop is Ulnar Kirsten. Customers can purchase the following substances here: Alether Berries, Potions of Alether, Dried Floroa Fungi, Laumspur Leaves, Potions of Laumspur, and Larnuma Oil. All of these substances are sold at 10% less than standard prices. Ulnar will purchase the substances on the list for 30% of their standard selling price.

WHITESTONE GATE (66)

Whitestone Square, Stein Bürg

Whitestone Gate has a barbican comprising two large stone watchtowers and an arched parapet that connects them above a great white enamelled iron portal. It is manned by men of the Town Guard. The highway from the gate leads to the Kirlu Penal Colony and the Whitestone Quarry (160).

WHITESTONE SQUARE (67)

Whitestone Gate, Stein Bürg

This flagstoned square is located adjacent to the Whitestone Gate. It is surrounded by cook shops, second hand clothes sellers and hardware stores. Upon a dais in the centre of the square there is a statue of King Venio I. A public well provides potable water.

WHITESTONE BLOCKYARD (68)

Stein Street, Stein Bürg

The Whitestone Blockyard is owned by the same consortium of private investors who own the Whitestone Quarry. The single largest shareholder is the Baron of Anskaven. The Blockyard is managed by Bron Grensar. Stonemasons at the quarry cut the excavated white stone into large blocks prior to its transportation by wagon to Whitestone Blockyard.



OTHER FEATURES & PLACES OF INTEREST

COREL STÄTOR (69)

Boundary of Fisk Bürg, Flot Bürg & Baron Bürg

Corel Stätor is one of three public piazzas, the others being Tor Stätor and Fray Stätor. In the middle of this flagstoned stätor is a white stone statue of King Corel I mounted on a circular plinth. A public well provides potable water from the subterranean Silvershore River.

FEHANGOR SQUARE (70)

Boundary of Flot Bürg & Stein Bürg

This cobblestoned square is encircled by fishmongers' shops and small establishments that sell domestic goods and equipment. Atop

a plinth in the centre of the square is a white stone statue of Haigh I seated astride a warhorse.

MOON SQUARE (71)

Boundary of Flot Bürg & Stein Bürg

A white stone statue of King Hobar II stands on a tiered plinth in the centre of this flagstoned square. An open air second-hand hardware market is held here once a week, on Ishdag.

NORTH HARBOUR WALL (72)

Silvershore Harbour

Constructed entirely of white stone, the North Harbour Wall protects the piers of Ferry Quay and Fishermen's Quay. A narrow walkway usable only by Silvershorers provides access to the North Sea Tower.

NORTH SEA TOWER (73)

Silvershore Harbour

This sea tower is one of two such towers that mark the entrance to Silvershore Harbour.

SOUTH HARBOUR WALL (74)

Silvershore Harbour

See the North Harbour Wall.

SOUTH SEA TOWER (75)

Silvershore Harbour

See the North Sea Tower.

SUN SQUARE (76)

Boundary of Fisk Bürg & Baron Bürg

A white stone statue of King Braern I stands on a plinth in the centre of this flagstoned square. An open air bread and vegetables market is held here once a week on Mentdag.

ADVENTURE IDEAS

In addition to the plots and secrets provided in this chapter, here are some useful hooks, basic ideas unique to the town of Silvershore, that you can use to create your own adventures:

- There is something terrible going on in the quarry of Kirlu. The Whitestone Quarry (pg. 160) is currently closed, pending the investigation of several murders. Each victim was found crushed under a huge block of stone he could not possibly have lifted by himself.
- A small but rising cult dedicated to Vashna have diabolical plans for the upcoming Feast of Fehmarn in Tor Stätor (45), something involving dark magic and an effigy of their dark master. A party of brave heroes must intervene before they can enact their evil plans!
- Ribald Jac, a notorious highwayman and gentleman thief, has made it known he intends to steal the large golden disc in the Church of Kai on Aett Lane (11). How, when and why are all still matters of both question and concern.





THE BARONIAL PROVINCE OF RUANON



Emblem of The Province of Ruanon



EARLY HISTORY

The Baronial Province of Ruanon is located 75 miles due south of the Pass of Moytura. It is separated from the border of the Southlund Marches by the eastern expanse of the Wildlands, and is linked to this province by a narrow corridor of barren land on either side of the Ruanon Pike, more commonly known as Raider's Road. Most of Ruanon province is covered by dense hardwood timberlands collectively known as the Ruanon Forest. The Venn Vada, a long and desolate highway, traverses this territory and provides a route from Sommerlund to the Zultanate of Cloeasia.

The province of Ruanon is further extended south-eastwards by a corridor of grasslands situated between the Maaken Range and the Maakengorge. A major highway crosses this region and provides a vital trade route between Sommerlund and the city-state of Casiorn.

In MS 3004, this region was divided between the Zultanate of Cloeasia (which also encompassed at that time what would become the City-State of Casiorn, the Wildlands and the Maakenmire) and the Kingdom of Lyris. In MS 3055, this entire area was devastated by earthquakes caused by the cataclysmic formation of the Maakengorge and both Lyris and Cloeasia lost control of the region. As a consequence of this devastation, the River Xane, which initially flowed southwards was diverted into faults opened in the Maaken Range and much of it became a subterranean river. The entire region became a part of the Wildlands, although only its northern area was transformed into a barren wasteland.

In MS 3799, when Archlord Vashna was defeated at the Battle of the Pass of Moytura, the shattered remnants of his armies were pursued all the way south across this wilderness. Harried all the way by Cloeasian light cavalry, the routing Darklands armies did not stop running until they found themselves teetering upon the brink of the Maakengorge itself, near the Doom Falls.

Following Vashna's demise, Prince Bern was crowned King Bern I of Sommerlund. In the kaltangor of MS 3799, the territories that would later become Ruanon were claimed by King Bern I and named the March of Ruanon. A grand castle was constructed in the middle of the newly acquired territory and given by decree to Fryearl Venn Falastar, along with the title of Marquess, in recognition of the leadership and bravery he displayed in the Great Battle of the Maakengorge as commander of the King's Guard Cavalry. The title of Marquess was roughly equivalent to the title of Baron, except the Marquess of Ruanon was entrusted to defend and fortify the March of Ruanon against potentially hostile neighbours without requiring the King's express approval. The 3rd Cassel of the Wildlands Rangers ("The Timbersmiths") was assigned specifically to the defence of the new province. The hereditary title of Marquess of Ruanon passed down the genealogical line of House Falastar until MS 4141 when, upon the expiry of the bloodline, it passed to the noble House of Gorlen.

The first Sommlending settlers were timberworkers from Holmgard and central Sommerlund. They harvested the quality hardwoods of this region and cleared a route through the Ruanon Forest to the Baron's castle. In MS 3800, an army outpost named Maaken was established in the valley that bordered the Kingdom of Lyris. By MS 3849, it had become a fortified town and, in MS 3922, a military stronghold was erected on its southern perimeter. In



MS 3959, the entire region was ravaged by earthquakes when the Great Maakengorge began grow. Less than a year later, the gorge had extended two hundred miles east from its original location at Doom Falls. The fortified town of Maaken was devastated when its southern perimeter, including its military stronghold, collapsed and fell into the yawning chasm. In MS 3961, a new trade road was established from Ruanon to Casiorn which avoided Maaken entirely.

In MS 3808, a fortified outpost named Eshnar was established to protect the eastern approaches to the fledgling Ruanon province. During the years MS 3941-4212, Eshnar became a regular coaching post for merchant caravans travelling to and from Holmgard and Kadan in Cloeasia. However, in the period MS 4213-4220, the Venn Vada highway was subjected to frequent bandit and wild creature attacks from out of the Wildlands and the Maakenmire. The situation became so dire that in MS 4221, King Frey II of Sommerlund forbade its continued use. During the period MS 4230-4552, Eshnar reverted to its original role and purpose as a military outpost, and was placed under the command of a Sheriff, a unique Sommlending rank.

The province of Ruanon was laid waste to during the First Vassa-Sommlending War (MS 4432-4434), when it was invaded and overrun by the army of Vassagonia. Yet its poor prospects of ever making a full recovery were reversed a century later due to an unexpected and fortuitous discovery in the Maaken Range. Between MS 4552-4569, a gold rush occurred at Ruanon, transforming the province from a remote timber-felling outpost, into a rich and dynamic mining centre of great importance. Eshnar's fortunes greatly improved during the period of the Great Ruanon Gold Rush. It became a dormitory town for prospectors panning for gold in the mountain tributaries of the River Xane, and mined the north-western area of the Maaken Range.

In MS 4548, Marquess Landor Gorlen acceded to the title and had the debatable good fortune to preside over the Gold Rush of Ruanon. During the decade that followed, he became the wealthiest noble in all of Sommerlund. By MS 4568, his wealth and his insatiable personal ambition had become so great as to pose a direct threat to the constitution of Sommerlund. In response, King Ulnar III issued the famous Ruanon Decree of MS 4570. Under the terms of this Royal Decree, the Maaken mines were declared Crown property and placed under Crown administration.

Marquess Gorlen was deposed in MS 4570 and stripped of his wealth, title, and lands. In MS 4571 he and his entire household were sent into exile to the distant Republic of Palmyrion. A Baronial title was bestowed upon Fryearl General Hulo Vanalund who was commander of the Sommlending Army of the South. The Ruanese regular shipments of gold and copper have since provided Sommerlund with a vital source of revenue for over four hundred years.

Following implementation of the Ruanon Decree, the military outpost at Eshnar was also strengthened with a permanent contingent of Border Rangers, and all mining operations in this town were also brought under Crown control. Three new cassels of the Army of the South were formed to defend the province and its wealth. The 1st Pioneer cassel (the "Badgers") was also raised at this time.

RECENT EVENTS AND ONGOING PLOTS



Ever since the discovery of gold in MS 4552, the borders of the province have not been completely secure. The recent Vassagonian invasion during the Second Vassa-Sommlending War (MS 4975 - 4977) which culminated with the Battle of Ruanon where the Kai were hard pressed by the Vassagonian legions which wielded Majhan artefacts at that time, proved that Ruanon is too isolated from Northern Sommerlund and too large a territory to be adequately defended from future incursions. As such, mercenaries and heroes of all kinds can make a name for themselves defending Ruanon from raiders and bandits.



The growing presence of Acolytes of Vashna is of chief concern. Since MS 4996, the Border Rangers who are tasked with patrolling the Southern Durncraggs have sighted Acolytes of Vashna in the high vale of the River Xane. The Acolytes have infiltrated this region from Vassagonia and the Stornlands. The chosen destination of the Acolytes is usually the ruins of Maaken rather than the Southern Durncraggs. Rangers have recently reported sightings of Daemonak from the ruins of Maaken flying over the High Xane Vale. Baron Vanalund has become concerned by rumours that an artefact of the first Archlord of the Darklands lies somewhere in this region. If these rumours are true, the Daemonak and the Acolytes must be prevented from finding and retrieving it at all costs.



Radnor Vanalund is the Baron of Ruanon. He is a brave and capable leader and a prominent and influential member of the King's Privy Council. The economy of the province is strong under his able stewardship. The Baron is sorely aware that Ruanon Town is the most vulnerable to attack of all the provincial towns of Sommerlund. Mindful of its inadequate defences, in early MS 4999, he initiated the construction of a new town wall built entirely of stone. However, progress has been badly hampered by a lack of carpenters, stonemasons and engineers who are prepared to work on the new town wall. It is far more lucrative for them to work in the mine. Baron Vanalund is petitioning the King and the Baron of Anskaven to help finance the completion of the new wall. Any help in this regard is greatly accepted.



Since MS 4992, the Magicians of Toran have been trying to persuade the Elder Magi of Dessi to reveal to them the secrets of their legendary skyships. So far their



negotiations have been cordial yet fruitless, but this has not deterred the Brotherhood of the Crystal Star. In MS 4999, Brotherhood Elder Corvallis and his able assistants found the remains of a Levitron, an ancient Elder Magi sky craft, in the ruins of a forgotten temple in the Mudgraves near the Sommlending border post of Mudmoor. The remains of the Levitron were brought back to Ravenhurst Tower and Corvallis is presently restoring it.

In order to complete the restoration he requires several missing components that are likely to be found somewhere deep inside the ruins. Unbeknownst to Corvallis, his discovery did not go unnoticed. Gourgaz tracked the Brothers of the Crystal Star to the ruins of the Elder Magi temple. Signs indicate that they are still inside. They have called upon the Kai to prevent the Gourgaz and their Darklands allies from retrieving the missing Levitron components hidden in the depths of the ruins.

RUANESE

The inhabitants of the province of Ruanon are known as Ruanese. In MS 5000, the total population of the province numbers approximately 26,000. In keeping with common practice in Sommerlund, the Ruanese celebrate the Feast of Fehmarn (the first day of Spring) with a public holiday. Street festivals are held in Ruanon and Eshnar, the principal and secondary towns of the province, and the Baron awards statuettes and medals to native Ruanese who have excelled in service to the community during the previous year.

The original settlers arrived shortly after the Great Battle of Maakengorge in MS 3799, when the territory was claimed by the Crown of Sommerlund and called Ruanon, in honour of Sommlending King Ruanon I. Until the Great Ruanon Gold Rush of MS 4552, the settlers were mostly foresters. By the time the Gold Rush ended in the kaltangor of MS 4569, most Ruanese were miners, or working in trades and businesses supporting the mines.

The Ruanese have always been renowned for their frontier spirit. They take great pride in the operation of their mines, which have been running efficiently for many centuries. In return, they have benefited handsomely from the shipments of gold and ore they send regularly to Holmgard.

RUANESE NOBILITY & NOTABLES

Since MS 4571, and the exile of House Gorlen, there have been three noble households in residence in the province. The senior house is that of the Baron of Ruanon, created in MS 4570. The lesser noble households are Eshnar and Maaken. The senior member of the House of Eshnar holds the title 'Sheriff of Eshnar', a rank unique in Sommerlund. The Kings of Sommerlund have also regularly appointed a Fryearl in Ruanon Town.

BARON RADNOR VANALUND OF RUANON



Flag of the Baron of Ruanon

In MS 4570, following the Ruanon Decree, the March of Ruanon became a Baronial Province. In MS 5000, Radnor Vanalund is the fourteenth Baron of Ruanon, and he is fifth in succession to the throne of Sommerlund. He has a son, Oren, and a daughter, Lyssa. Baron Radnor's son, Oren, is destined to become the future Baron of Ruanon in MS 5047.

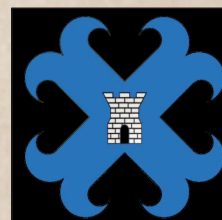
SHERIFF OF ESHNAR

The 'Sheriff of Eshnar' is a unique hereditary Sommlending rank. In MS 5000, the Sheriff of Eshnar is Vaceron Wengar, a loyal and gifted military administrator. He is both a Sommlending Knight of the Realm and a veteran Border Ranger. Because of his excellent leadership, the town of Eshnar has remained secure despite several bandit raids from the Wildlands and incursions by creatures of the Maakenmire swamp.

FRYEARL LAEF ERSEN

Laef Ersen was a Knight of the Realm who, in MS 4977, was made a Fryearl at age 23 for his gallantry and heroism at the Battle of Ruanon. He is now 44 years old and is entrusted with the running of Ruanon while the Baron is in Holmgard attending to his duties in the King's Privy Council.

FRYEARL OF MAAKEN



Flag of the Fryearl of Maaken

In MS 5000, the territories of House Maaken encompass the lands surrounding the ruins of Maaken town, the Ruanon Homelands, and the highway trade route to Casiorn. This title is presently held by the head of House Maaken, Fryearl Kian Maaken. This young nobleman is an intelligent and talented leader with an

expert knowledge of mining and ore extraction. He works in close cooperation with the High Constable of the Mines to whom he is related by marriage (his sister is the High Constable's wife).

HIGH JUDGE OF RUANON

In MS 5000, the High Judge of Ruanon is Lord Persicar Merelon, a distinguished and utterly incorruptible former Lord Justice of the High Court in Holmgard. The High Judge presides over the provincial judiciary and he defers to the Tribunal – a body comprising five lesser magistrates who administer the law. Civil and criminal law trials are conducted in the Grand Law Hall in Ruanon, with the most serious being presided over by the High Judge.

COMPTROLLER GENERAL

The office and title of the Comptroller General was created in MS 4571 by King Ulmar III. The duty of the Comptroller General is to audit all of the gold that is extracted from the Maaken Mines prior to its shipment to Holmgard. In MS 5000, the Comptroller General is Millan Brocarn. He is a cavillous authoritarian with an infamously dour demeanour. However, despite his conspicuous lack of charm and charisma, this former Chief Counter of the King's Chancellery is undeniably efficient in his designated role. He may not be liked but he certainly is respected for his ruthless professionalism.

HIGH CONSTABLE OF THE MINES

Despite its somewhat judicial-sounding title, this is a military rank held by a senior officer in the Sommlending Army of the South. The High Constable is the commander of three cassels, all formed by native Ruanese regular men-at-arms. He and his men are charged with the defence of the Maaken Mines. In MS 5000, the first of the High Constable's Ruanese cassels, "The Gold-Diggers", is stationed in Eshnar. They are tasked with the defence of the town itself. The second Ruanese Cassel, "The Chasm Skulkers", is encamped on land near the fortified chateau of House Maaken. They have been seconded by Fryearl Kian Maaken to patrol the highway to Casiorn and secure the Ruanon Homelands. The third cassel, "The Stonewormers", is encamped in the Old Town. It is used for the protection of northern and central Ruanon, including the stretch of Raiders Road where it enters the Ruanon Forest. They have outposts at the River Xane Bridge and close to the ruins of Maaken, and also inside Ruanon town itself where several auxiliary companies police the streets and keep the peace. These companies are known as the Town Watch. Assistants to the High Constable, called Pass Keepers, are responsible for the issuance of Mines Passes which permit access to various levels of the mines. They are obtainable at several locations in Ruanon Town. Nobody is allowed to enter the mines without a valid Mines Pass.

ECONOMY

By order of the Ruanon Decree, the province receives from the Crown 10% of the proceeds from the exploitation of all gold

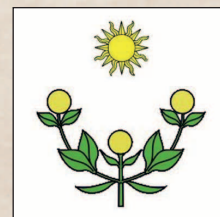
extracted from the Maaken Mines. This substantial income amply covers the cost of administration. In MS 5000, the shipments of gold bullion, iron and copper ore to Holmgard constitute more than 90% of its economic activity, with the remainder coming from the farming of its hardwood forests. There are a hundred or so arable farms which produce cattle and foodstuffs, but the produce of these provincial farms is consumed entirely by the Ruanese themselves.

PROVINCIAL TOWNS, VILLAGES AND CASTLES

BARON'S CASTLE AND OLD TOWN (PM19)

This grand castle is the oldest Sommlending construction in Ruanon province. It was built in MS 3799, on a ridge of hills in the middle of the newly acquired territory. It has been the seat of the provincial ruler ever since. The original site of Ruanon Town was located at the base of these hills, in the shadow of the Marquess's Castle. For several centuries it consisted of no more than a large settlement enclosed by a palisade wall. However, following the discovery of gold in the Maaken Mines, nearly all of the inhabitants of the old town moved east to settle near the entrance to the mines. Today it is used exclusively by the 3rd Ruanese Cassel, "The Stonewormers".

ESHNAR (PM21)



Flag of the Town of Eshnar

Located between the southern fringes of the Wildlands and the forested northern foothills of the Maaken Range, Eshnar is a squalid and dilapidated town sitting astride the Venn Vada highway that leads to the Zultanate of Cloeasia. It has only one street, the Venn Vada itself, and most of its timbered buildings, constructed in haste from hardwood after the town was fired by the Vassagonians twenty years ago, line this rutted road. The outskirts of Eshnar are not extensive but in MS 5000, there are several small farm holdings located on the south-western side of the town. Its inhabitants are mainly employed as miners in the northern tunnels and shafts of the Maaken Mines. They take great comfort from the fact that a permanent garrison of Border Rangers from the 3rd Cassel of Wildlands Rangers, "The Timbersmiths" is stationed in the town's original fortifications. The town is governed by Sheriff Vaceron Wengar from a fortified manor near the town's original fortifications. Eshnar has one central market square, in the middle of which is an ancient bronze shrine that dates



back to MS 3820, depicting an effigy of Queen Maura I holding aloft the sun and moon emblems of Kai and Ishir.

Eshnar's largest tavern is The Pick & Shovel Tavern. It is a brightly lit and popular drinking establishment which sells good food and ale at standard prices, but it does not have any lodging facilities, contrary to the old Wild Boar Inn, which is located less than a hundred yards from The Pick & Shovel Tavern. This large and boisterous inn is owned and run by ex-miner Vinas Fliskin, his affable wife Hensa, and his three sons. Travellers can find food and lodging here for 2 Gold Crowns per night, including a basic meal of cold meat, hard boiled eggs and wine. Hensa sells Potions of Laumspur (5 Gold Crowns per potion).



Seats aboard the coach service to Cloeasia, Moytura and Ruanon town can be purchased at the Eshnar Stables & Coachery. Its proprietors are the Lunden Brothers. The Sheriff of Eshnar provides their coaches with an escort of Border Rangers from his garrison, to ensure security while travelling along Raiders Road and Venn Vada.

MUDMOOR (PM20)

This small fortified border post is located on the Venn Vada a little less than 20 miles west of the town of Temel. More than 100 miles from Eshnar, it is considered to be the most remote settlement of Sommerlund, and has sometimes been lost to encroaching brigands from the Wildlands. Mudmoor is ringed by a palisade and benefits from the protection of a small permanent garrison of Wildlands Rangers of the 3rd Cassel ("The Timbersmiths") who are based in a fortified watchtower overlooking the Venn Vada.

Due to its origins as a Wildlands village, it has a distinctly different architectural style to other Sommlending villages. It is the only place in Sommerlund where Szalls are tolerated. There is one inn, a shabby establishment called The King Bern I, named in honour of the Sommlending King who incorporated the village into the realm in MS 3820.

CASTLE MAAKEN (PM21)

The seat of House Maaken is a heavily fortified castle located 100 miles south-east of Ruanon Town. It occupies the highest peak of a hilly ridge in the southern foothills of the Maaken Range, overlooking the frontier, and borders upon the trade route to Casiorn. After the First Vassa-Sommlending War, it was transformed into an impressive citadel with an encircling high stone wall. It is commanded by Fryearl Kian Maaken.

Its principal role is to guard the southern access to Sommerlund and to warn the Army of the South in case of Vassagonian invasion. It has a small stable of fast horses that are used by Border Rangers to ride to and from the Baron's Keep in Ruanon with regular reports and dispatches.

SOUTHGATE (PM21)

This thriving village is the last Sommlending settlement on the southern highway before the road enters the fringes of the Dry Main and the City-State of Casiorn. There is a Crown Revenue Post situated on the border with Casiorn, to the south of the village, manned by soldiers from the Army of the South. This highway is the most important trade road of the realm, as it leads to the Vassa nations, the Stornlands, the Galdonlands and beyond. It is administered by Mayor Asga Sathlaug and populated mainly by villagers of Sommlending ancestry. T

here is also a sizeable minority of Vassa families and political refugees from the Empire of Vassagonia. Board and lodging at standard prices can be found at the three village inns, grandiosely named "Jewel of the Dry Main", "The Gate of the Sun" and "The Oasis of Ishir". Most of the villagers are either traders or craftsmen, who earn a good living from trading with or selling their wares to travelling merchants who pass through the village daily.

HESLEY (PM21)

This village is located on the southern highway to Casiorn midway between Ruanon Town and the border. To the north it borders upon the lush grasslands of the Ruanon Homelands. Hesley is governed by Knight of the Realm Eral Tolda from a fortified manor overlooking the barrens surrounding the Maakengorge. He is the descendant of a lineage of vassals of House Maaken who settled near River Tolda and Doom Falls after the founding of the province.

His family lost everything when the Maakengorge expanded in MS 3959. Comfortable board and lodging can be found at the eclectic village inn "Bridge o'er the Abyss", owned by pugnacious Evion Fratsun and his doting wife, Jira.

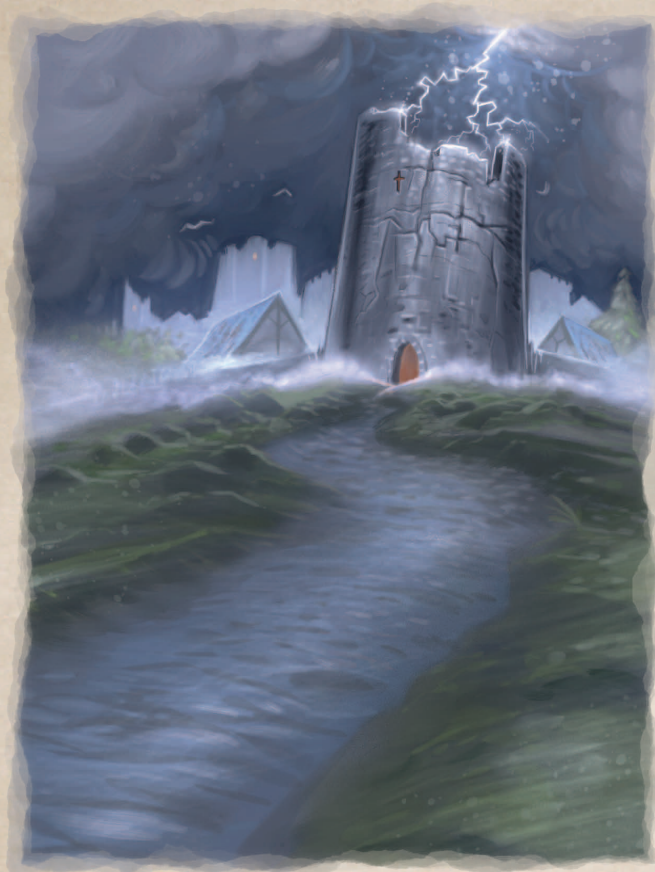
MAAKEN (RUINS)

Maaken remains a forgotten ghost town that is occupied by malevolent Darkspawn. For most of the year its bleak ruins are rain-swept and gloom laden. The gruesome discords of the wailing winds that arise from out of the Maakengorge make this an especially forbidding place where no Sommlending would willingly set foot.

The only visitors to these haunted ruins are Acolytes of Vashna and other fell agents of the Darklords who make pilgrimage here occasionally to worship the restless spirit of Darklord Vashna.



One major building still stands, a minor castle, home of a wealthy princeling of the Stornlands, who was forced to return to his homeland when the town was lost. Guided by fear, he constructed walls that are twenty feet thick, which resisted the great earthquake. This building is now used by Acolytes of Vashna.



MAURA (PM21)

The little town of Maura is the largest settlement of the Ruanon Homelands and the domain of House Maaken. It is named after Queen Maura II, who supported its founding and came in person to visit in MS 4524. Maura nestles in a beautiful valley through which the River Xane flowed before it diverted into the caves of the Maaken Range after the expansion of the Maakengorge. Since MS 4950, the Maaken Mines have extended into the foothills overlooking Maura and now, the construction of new houses is taking place to accommodate incoming mine workers from Northern Sommerlund. The village is administered by Mayor Hagon Kantar.



Comfortable board and lodging can be found at the main inn, The Splayed Spade. It is owned and run by the irascible and matronly Darla Jerraen, her hen-pecked husband Dag and their daughter Ayra. Maura has a large hardware store called Henmar's Hardware, owned by a retired miner called Harl Henmar. Mining tools and adventuring gear can be purchased here.

TORSETH (PM21)

Torseth is a small and remote village that lies at the base of a shallow valley located in a vast clearing to the south-west of the Ruanon Forest, midway between Ruanon Town and the ruins of

Maaken and the Maakengorge. Its distrustful and insular inhabitants live in fear of the Acolytes of Vashna and the vampiric Daemonak which lurk in the ruins of Maaken. They are mostly farmers and lumbermen and the village is surrounded by fields of tall crops, often infested by swarms of tiny blood-sucking insects originating from the warmer plains of the Stornlands to the south. This village has distinctive orange-wood cabins, and stone walls and enclosures. This small community is governed by Mayor Vodor Snard on behalf of Fryearl Kian Maaken.



The most notable building in Torseth is an ancient Kai Chapel built by the Lyrisian before the coming of the Sommlending. This chapel is adorned with distinctive draconic icons, common to all ancient Lyrisian buildings. They were inspired by Cynx, the great city of the Dragons, the site upon which the city of Varetta is said to have been constructed. Legend has it that a crypt housing ancient Lyrisian treasures is located somewhere below the chapel floor but no one has ever found a way in.

The inn in Torseth is called The Quarlen Road, which takes its name from the highway that once connected Sommerlund to Lyriss through a pass in the Quarlen Range.



Torseth is often visited by Kai Lords, for this is the closest Sommlending settlement to the Tomb of Grand Master Shrewd Fox. In MS 3849, Shrewd Fox defended the fledgling city of Maaken against a vengeful attack by the Acolytes of Vashna. Shrewd Fox wanted to be laid to rest where his spirit could watch over the Maakengorge. His tomb has since come to be revered by the Order of the Kai as a sacred site. Kai Lords on pilgrimage to the tomb of Shrewd Fox are always assured of a warm welcome in Torseth.

OTHER PLACES OF INTEREST

THE MINES OF RUANON

The Mines of Ruanon, also known as the Maaken Mines, were first established in MS 4550, when rich deposits of iron and copper ore were found in the mountains. At first the ore was mined in small quantities, but in MS 4552 gold was first discovered. In MS 4570, by decree of King Ulnar III, the Maaken Mines were declared Crown property and placed under Crown administration. Safety was improved and a systematic excavation of copper and gold ore was established.



Several subterranean tributaries of the River Xane pass through the mines, making exploration and extraction hazardous. Occasional incursion by bandits from the north and swamp monsters from the east pose an additional threat to the mine workers. Only persons who possess a valid Mines Pass are allowed to venture underground.



RUANON TIMBERWORKS

This expansive operation is located in the middle of the Ruanon Forest. Regular shipments of Ruanese Redwood and Ruanese Teak logs are conveyed by wagon to the woodyard and saw mills in Ruanon Town. Most of the Redwood trees felled here end up being used in the mines, as Ruanon Redwood is very strong, making it ideal for pit props and tunnel roofs. The Ruanon Timberworks are run by Fars Starwood, a Kai Virin.

ROYAL ORE-GRINDING & GOLD WORKS

This ore refinery (copper and iron) and gold extraction facility is located in a forest clearing in the foothills of the Maaken Range, three miles north east of Ruanon Town's East Gate. It is protected by a thick curtain wall of stone with tall watchtowers positioned around its perimeter, the crenelations and defensive points giving it a distinctly fortress-like appearance.

The main gate is further protected by a large barbican. In the middle of the works is the Crown Keep, a secure area where gold ore is processed and cast into bullion bars (known as Ruanon Roughs) prior to shipment under guard to the Royal Mint in Holmgard. The Works are run by the High Constable of the Mines and the Crown Keep is overseen by Comptroller General Millan Brocarn. Entry is strictly controlled; unauthorised persons are liable to immediate arrest and imprisonment by the Crown Keep Guards.

RUANON HOMELANDS

To the south of Ruanon Town is a rich expanse of grassy plain and arable farmland that is owned by the noble House of Maaken. During the gold rush of MS 4552-4569, many of the prospectors who made their fortunes in gold used their new-found wealth to construct lavish farmsteads and opulent estates. Many of these older estates have passed into the ownership of the descendants of those successful prospectors. Newer estates are typically owned by rich merchants from Holmgard and Casiorn, and also by the mine's skilled shift captains – overseers who earn a very handsome living.

THE MAAKENGORGE

Like the other Great Chasms of Magnamund (such as the Gorgoron in Dessi, and the Kraknalog Chasm between Starn and Cincoria), the Maakengorge is the material manifestation of 'wounds' inflicted

upon the surface skin of Magnamund by Naar. The creation of chasms is something that Naar cannot do with impunity, so every chasm that Naar has created upon Magnamund has been done with the purpose of changing the geography of a specific area to the disadvantage of the forces of Good.

In the case of the Maakengorge, Naar's intent was to lay waste to the rising Stornlands at the beginning of the Age of the Black Moon. In MS 3055, a huge earthquake occurred to the north of Magador and Lyriss, the ground trembling and was torn asunder. The immediate impact of the great earthquake was the destruction of many Magadorian and Lyrisian cities; some lost forever, never to be rebuilt.

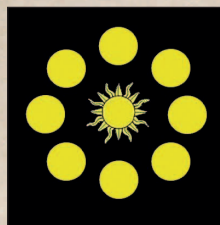
Following this upheaval, countless Agarashi from the Underworld arose from the chasm and terrorised the surrounding lands, infiltrating as far south as Slovia and Salony. The evil of Naar poisoned the lands surrounding the gorge and transformed them into barren wastes. The tainted run-off from the Maakengorge polluted the Maakenmire Swamp, which became a realm of nightmares inhabited by evil predators.

In MS 3799, Archlord Vashna's spirit was entrapped in the Maakengorge following his physical demise at the hand of King Ulnar I, and its essence fused with the corrupted nature of the chasm. It is said that Vashna's chilling death-cry shall echo throughout the gorge until the day he arises to wreak his vengeance on Sommerlund and the House of Ulnar. In MS 3959, the Maakengorge widened and extended eastwards to swallow up the thriving town of Maaken.

Today, the Maakengorge constitutes the southern border of Sommerlund. The Elder Magi and the Brotherhood Elders believe that this expansion of the Maakengorge was brought about to isolate Sommerlund from its allies in Central Magnamund. They are fearful of any further expansion; if it were to sever the highway connecting Ruanon with Casiorn, or destroy Casiorn entirely, then it would deal a heavy blow to Sommerlund. The kingdom would suffer greatly as a consequence of geographic and economic isolation from its southern allies.



THE TOWN OF RUANON



Flag of the Town of Ruanon

Ruanon Town is the principal town and trading centre of the Baronial Province of Ruanon. For several centuries it consisted of a settlement enclosed by a palisade wall. However, in MS 4552, following the discovery of gold in the Maaken Mines, a mass exodus occurred. Nearly all of the inhabitants of the Old Town (see page 175) moved east and settled near to the mines.

A new town sprang up and rapidly expanded, fuelled by the migration of prospectors and entrepreneurs who came to the Maaken Mines looking to make their fortune. In MS 4560, the new town had become so much larger than the Old Town that Marquess Gorlen moved the judicial and provincial offices to 'New Ruanon'. The old town, abandoned by its townsfolk, is now little more than an encampment for the 3rd Ruanese Cassel.

Because of its relatively recent relocation, Ruanon Town is the newest provincial town in Sommerlund. It is also the most vulnerable to attack. In MS 5000, its defenses comprise a palisade wall of sharpened logs that encircles the perimeter of the settlement, punctuated by timber watchtowers with slate roofs. There are four fortified main gates at each of the compass points. In the north part of Ruanon there is a large stone watchtower with a good view of the northern approaches to the town.

GOVERNMENT AND LAW

The Baron is responsible for implementing the laws of the land as decreed by the King in Holmgard. In MS 5000, this duty is deferred to the High Judge of Ruanon. The High Judge presides over the provincial judiciary and he defers to the Tribunal – a body comprising five lesser magistrates who administer the law in this province.

Two of the Tribunal magistrates reside permanently in Ruanon Town. The letter of the law in Ruanon Town is exactly like that of the province itself. The town is policed by men of the Town Watch. Convicted criminals are incarcerated in the prison located beneath Town Watch House. All crimes that have an element of

deliberate deception are treated most seriously and usually results in the perpetrator receiving a long sentence of hard labour to be served in the Maaken Mines.

TOWN ECONOMY

The economy of Ruanon relies on gold, iron and copper ore extracted from the mines. The majority of its citizens are engaged directly and indirectly in mining trades, with a sizable minority working in the declining timber trade. Inflation is high but manageable. Taxes and tithes are levied yearly, in solangor, and the proceeds are transported from the Baron's Keep to the Royal Mint in Holmgard by a heavily guarded convoy of military wagons.

THE CITIZENS OF RUANON

The population of Ruanon Town numbers approximately 13,000. The Ruanese are famously hard workers. Unfortunately, the wealthier Ruanese Townspeople have a reputation for being overly ostentatious and more than a little avaricious. This is a constant cause of resentment between them and the poorer townsfolk who support them.

Goldblooded (Sommerlund): The gold mining industry of Ruanon has either made your family rich, worked them to the bone, or both. In any case, gold is a part of your life in some way and while you may not be greedy, you surely understand the power it holds over others.

Benefits: You know a couple of tricks traded among the Ruanese, minor skills that can take a lifetime to learn properly. First, you can carry a second coin pouch in exchange for a Special Item slot. This pouch expands your carrying capacity to 100 Gold Crowns. This second pouch is well-hidden, requiring a test (TN 9) for others to discover.

Second, you have an unparalleled ability to know someone's 'price'. When you make tests related to bribery, extortion or haggling, you gain a +1 bonus and may retake a failed test once per adventure.

THE BÜRGIN OF RUANON

Ruanon is divided into four administrative precincts, each known as a Bürg (and collectively as Bürgin). This word derives from the Old Sommlending word for a town quarter.

THE TOWN OF RUANON

1. GOLD BÜRG

2. Aklo's Apothecary
3. Baron's Keep
4. Barons Park
5. Fryearl's Keep
6. Fryearl's Gate
7. Gold Park
8. Grand Law Hall
9. Jacalsons Jewellery
10. Mirana's Emporium
11. New Town Hall
12. Sluice Box Inn
13. Seola Ledsar – Surgeon
14. Thorley Timbershifters
15. Tor Square
16. Ulnar's Walk
17. Xane Stables & Coachery
18. Xane Tavern
19. North Watchtower

20. BRAVE BÜRG

21. Avan the Bowyer
22. Casiom Coachery
23. East Gate
24. East Gate Square

25. Kai Church

26. Ranger Barracks
27. Ranger Park
28. Vaimaer Tavern

29. IRON BÜRG

30. Chapel of the Moon
31. First Strike Inn
32. Guildhall of the Miners
33. Hall of Healing
34. Ruanon Heavy Mining – RHM
35. Quartermaster's Depot
36. Rendelson's Hardware
37. Royal Army Wives Hall
38. The Storehouse
39. Surgeon's College
40. Xane Blacksmithy

41. TEAK BÜRG

42. Bank of Sommerlund
43. Brand Blacksmithy
44. Daemar Droon - Cartographer
45. Grand Hall
46. Gold Nugget Inn
47. Guildhall of the Timberworkers

48. Hobar Square
49. Lantern Square
50. Library of Ruanon
51. Lorin Square
52. Ruanon Armoury
53. Ruanon Park
54. Ruanon Town Timberworks
55. Ruanon Woodyards
56. Scratch & Nibble – Scriveners
57. South Gate
58. The Heart of Teak Tavern
59. The Redwood Tavern
60. Town Watch House

OTHER FEATURES & PLACES OF INTEREST

61. Fars Square
62. Golden Square
63. Imelda Square
64. Maaken Square
65. North Gate
66. Shaen Square
67. Victory Square
68. West Gate
69. Ruanon Barracks

THE TOWN OF
RUANON





GOLD BÜRG (1)

This is the most prestigious Bürgin in Ruanon. Its wealthy residents comprise retired miners, shift captains, skilled workers, master artisans, senior members of the judiciary and successful entrepreneurs.



AKLO'S APOTHECARY (2)

Corelway, Gold Bürg

The proprietor of this apothecary shop is Aklo Kirsten. He emigrated from Silvershore on the Kirlundin Isle of Kirlu in MS 4981, married his Moyturan wife Gelsa and opened this business two years later. Customers can purchase the following substances here: Alether Berries, Potions of Alether, Dried Floroa Fungi, Laumspur Leaves, Potions of Laumspur, and Larnuma Oil. All of these substances are sold at double the standard prices.

BARON'S KEEP (3)

Barons Park, Gold Bürg

This stone fortress, constructed in MS 4910 to be the secondary seat of power of House Vanalund after the Baron's Castle in the west of Ruanon Town, has become the favourite home to Baron Radnor and House Vanalund. Within the keep are the private chambers of the Baron and his household. The Baron's chambers include an art gallery and a library overseen by his wife, Baroness Ruana. Also within the keep are a grand hall, extensive rooms and suites for visiting dignitaries, staff quarters and a guardroom (for the Barongard, Baron Vanalund's personal bodyguard). Located in the dungeon below the keep is a steel vault containing the Baron's personal fortune in gold bars.

BARONS PARK (4)

Gold Bürg

This private Baronial park surrounds the Baron's Keep. Located in the west corner of the park is a private Balku Dauorin, which contains the remains of past Barons of House Vanalund. A statue of King Kian I, the first King of Sommerlund, is set upon a tiered white stone plinth at the entrance to Gold Walk. Along the north side of Gold Walk, thirteen statutes stand in line on plinths of Kirlundin white stone. They commemorate the past Barons of House Vanalund, beginning with the first Baron, Hulo. The park is patrolled by the Barongard.



FRYEAL'S KEEP (5)

Barons Park, Gold Bürg

This fortified manor house is the residence of Fryearl Laef Ersen. He is placed in command of the town when Baron Vanalund is in Holmgard. The entrance is guarded by men of the Barongard. There is a secret underground tunnel that connects the two Keeps.

FRYEAL'S GATE (6)

Barons Park, Gold Bürg

This gate is strictly reserved for the use of the Baron's and the Fryearl's households only. It is guarded around the clock by

Sergeants of the Barongard. Access to the Baron's Keep can be made via Gold Walk.

GOLD PARK (7)

Gold Bürg

This fine park and its staff of Park Keepers and gardeners are maintained by funds donated by the residents of the Gold Bürg. It has a glorious fountain at its centre and many flower beds. Open air music recitals and concerts are held here during Solangor. The Park Keepers maintain security and only permit residents of the Gold Bürg to enter.

GRAND LAW HALL (8)

Saw Street, Gold Bürg

This impressive timber and stone building is located on the north side of Saw Street, a few hundred yards from Fars Square. It houses the personal chambers of the High Judge of Ruanon, as well as the more modest personal apartments of the lower judges. There are two halls inside the main building which are used as law courts by the judiciary: the Great Hall and the Lower Hall. Criminal cases are heard in the former and civil cases in the latter. The Hall is guarded by a company of the Town Watch. Mines Passes are available here during daylight hours.



JACALSONS JEWELLERY (9)

Kian Avenue, Gold Bürg

Merok Jacalsons is a master goldsmith. He and his wife, Madelon, own and run this shop in prestigious Kian Avenue. Merok crafts fine gold jewellery embellished with precious gemstones. Madelon is a connoisseur of fine art and a gallery at the rear of the shop houses a large collection of fine art sculptures available for purchase. Unbeknownst to Madelon, one of the sculptures was looted many years ago from the ancient temple of Taph in the Dry Main. The premises are guarded by six private bodyguards, who wear bespoke black leather armour embellished with gold buttons, epaulettes and piping.



MIRANA'S EMPORIUM (10)

Kian Avenue, Gold Bürg

This prestigious fashion establishment is owned by Mirana Smale. She is an impeccably dressed lady who sells all kinds of high quality garments for men, women and children. She designs her own collections and employs a dozen seamstresses to make her creations. Those in need of some very fancy clothing will find it here.

NEW TOWN HALL (11)

Fars Square, Gold Bürg

The New Town Hall was constructed in MS 4978 and is administered by Lady Letana Vanalund, the sister of Baroness Ruana. It is a venue for travelling entertainers, open daily from an hour after sunrise to the stroke of midnight.

**SLUICE BOX INN (12)***North Gate Square, Gold Bürg*

This large, half-timbered inn and stables is owned and run by a retired miner called Ulron Trow. He is a helpless chatterbox and for 1GC he will gladly relay the gossip and general tittle-tattle that he overhears daily from his patrons who work in the Maaken Mines. A meal of beef and ale can be had for 7GC. Ulron Trow also offers stabling at a rate of 4GC per day, and a clean room for 6 GC, or 50GC for a week including stabling.

SEOLA LEDSAR – SURGEON (13)*Kian Avenue, Gold Bürg*

Seola Ledsar, an honour graduate of the College of Surgeons in Toran, is a very skilled surgeon. She is a friend and close confidant of Baroness Ruana. Seola attends to the needs of her wealthy clientèle. Her personal consultancy and treatment fees are famously high. Loyal to the crown, her medical services are free to Kai Lords and Border Rangers.

THORLEY TIMBERSHIFTERS (14)*Saw Street, Gold Bürg*

This timber business is owned and operated by the Thorley family, headed by Vinas Thorley. They work on behalf of buyers in Moytura and all four major Sommlending cities. Their role is to negotiate prices of logs and cut timber with the Ruanon Town Timberworks and the Ruanon Woodyards on behalf of their wholesale clients.

TOR SQUARE (15)*Gold Bürg*

This salubrious town square is home to several high-class shops selling clothes, food, antiques, curios, rare books, art and artefacts. It is patrolled by the Town Watch. A white stone statue of King Tor III stands at its centre. There is a public well and hand pump here.

ULNAR'S WALK (16)*Barons Park, Gold Bürg*

This gravelled path is named in honour of King Ulnar III and his famous Ruanon Decree. The iron entrance gate to the keep is protected by the Barongard. Located directly below the walk itself is an underground tunnel that connects the Baron's Keep to the Fryearl's Keep.

XANE STABLES & COACHERY (17)*Eshnar Street, Gold Bürg*

This sizeable coaching establishment and stables is owned and operated by Bern Kaldun, the eldest son of Eral Kaldun, proprietor of the Xane Tavern. Bern and his staff provide a regular coach service to and from Moytura and Holmgard, via Raiders Road. Coaches to Moytura depart and return weekly; coaches to Holmgard depart and return every 10 days. Use of the stables costs 3 GC per day. Horses can be hired for 10GC a day (or 60GC a week).

**XANE TAVERN (18)***Imelda Square, Gold Bürg*

This large three-storey timber-framed tavern is owned by Eral Kaldun. A blue and scarlet sign, suspended by copper chains above the entrance, proudly boasts that this is "The Oldest Tavern in the New Town". A room for the night and a good meal, with half a flagon of Gold Ale, can be had for 10GC. The Xane Tavern is a useful place to visit for adventurers seeking information or gossip about activities in the Gold Bürg.

NORTH WATCHTOWER (19)*Imelda Square, Gold Bürg*

This large stone watchtower is located on Eshnar Street, south of the North Gate. This fortification commands the best view of the town's approaches. It is manned by a company of 30 men and commanded by Watch Sergeant Haigh Volmon. It has a subterranean guardroom with a cache of shields, swords, spears, crossbows and bolts.

BRAVE BÜRG (20)

This Bürg of Ruanon is predominantly home to the families of Rangers and men of the Ruanese Mines Cassels. Other residents include Men at Arms, retired soldiers and retired officers of the Army of the South.

AVAN THE BOWYER (21)*Shaen Square, Brave Bürg*

The owner of this bowery is Avan Fehlen, a retired Ranger of the North. His brother-in-law is Fryearl Laef Ersen. Customers can buy the following longbows and associated items here: Longbow (50GC), Superior +ICS Longbow (325GC), Superior +2CS Longbow (700GC), Arrows (1GC each), Superior Arrows (2GC each), Canvas Quiver (5GC), Leather Quiver (10GC), Waterproof Bow Cover (7GC). Avan also sells a selection of imported longbows, including Durenese Bows (75GC), Lyrisian Ranger Bows (80GC), and Siyene 'Rangemaster' Bows (90GC).



Ornate replicas (albeit inaccurate and non-magical) of the legendary bow Rokatr, wielded by Kai Grand Master Moon Hawk during the Battle of Wheaton, are available for 100GC. Avan will reduce the cost of his goods by 10% for Kai Lords and Border Rangers of the North who spend 80GC or more.

**CASIORN COACHERY (22)***Golden Square, Brave Bürg*

This large coaching establishment is owned and operated by Shamali Redwood and his Tysoan wife, Houva. Shamali is a Ruanese citizen of Casiornian descent. The Casiorn Coachery provides a weekly service to and from Casiorn via the Casiorn Highway. Coaches to Quarlen depart and return every two weeks. Coach guards are always required and adventurers will be able to secure free passage aboard a coach in return for guarding duty.



EAST GATE (23)

East Gate Square, Brave Bürg

The East Gate consists of two grand redwood portals in the palisade wall. In MS 4997, the twin redwood doors were deemed to be an unnecessary obstruction to the busy mines traffic and were permanently removed by baronial decree. A company of the Town Watch stand guard at the East Gate around the clock, and half a dozen barricade wagons are always close to hand if the urgent need should arise to seal off the East Gate from attackers.

EAST GATE SQUARE (24)

East Gate, Brave Bürg

This busy square is bordered by cook shops, food stores, hardware stores, tool sellers, and retailers who specialise in selling Adventuring Gear. Prices for items purchased here are typically double the standard prices.

KAI CHURCH (25)

Victory Square, Brave Bürg

Services here are conducted at dawn and dusk by High Priest Orst Ekhone, a Kai Virin with mastery of Sixth Sense and Mindshield.

RANGER BARRACKS (26)

Iron Street, Brave Bürg

This is the town headquarters and barracks of the 3rd Ranger Cassel, known as "The Timbersmiths". It is commanded by Ranger Captain Knon Redsar.

RANGER PARK (27)

Iron Street & Park Street, Brave Bürg

This is a training park that is used exclusively by the 3rd Ranger Cassel. Its extensive archery butts and training facilities include moving targets. No public access to the park is permitted.



VAIMAER TAVERN (28)

Mountains Street, Brave Bürg

This stone-built tavern is owned and run by Torg Vaimaer, a Dwarf who came to Ruanon to work in the Maaken Mines in MS 4962. Adjacent to the tavern is a large accommodation house for more than 100 Dwarven miners. Torg is permitted to sell Bor Brew under license. This strong ale is strictly for sale to Dwarves only and costs 5GC per tankard. Torg also has a special license issued by the Crown for the limited storage and sale of Boom Powder and shot. Adventurers wishing to find out more about the Dwarf miners and activity in the mines are advised to visit the Vaimaer Tavern on Kaidag, when the taproom is invariably full.

IRON BÜRG (29)

This overcrowded Bürg is where iron and copper ore workers and their families reside. There are a large number of boarding houses where immigrant mine workers are accommodated in relatively

poor conditions. It is also home to a host of mining equipment manufacturers, small blacksmithies, waggoners and unskilled mine labourers.



CHAPEL OF THE MOON (30)

Iron Street, Iron Bürg

This beautiful timber-framed chapel holds daily services at sundown in honour of Goddess Ishir. Visitors who have fallen upon hard times will find free food and shelter here for up to 2 days and 2 nights. The chapel is run by High Priestess Isha-Karin with the help of her devoted younger sisters, Isha-Desa and Isha-Bela. The High Priestess sells potions of Laumspur (10GC per potion) and Flasks of Holy Water (30 GC per flask).



FIRST STRIKE INN (31)

Teak Street, Iron Bürg

This is the largest, roughest and noisiest of Ruanon's taverns. It is owned and run by Haigh Naldin, a former blacksmith. Although gambling is illegal in Ruanon, it is tolerated so as long as it does not result in a breach of the peace. The entrance fee to all games is 5 Gold Crowns, payable to Haigh personally. Rooms can be rented for 8 GC per night or 50GC per week.



GUILDHALL OF THE MINERS (32)*Shovel Lane, Iron Bürg*

The Guild of Miners received its Royal Charter from King Zorn I in MS 3901. Its guildhall was transferred from Anskaven to Ruanon in MS 4570 after the Ruanon Decree enacted by King Ulnar III. The Guild also represents the interests of its members in the mining of hematite and phosphorous in the west of Anskaven province.

The Guild is responsible for the maintenance of safety in the Maaken Mines. The Guildmaster is Harval Henison, a Kai Virin with mastery of Mind over Matter.

HALL OF HEALING (33)*Iron Street, Iron Bürg*

The Hall of Healing is where the citizens of Ruanon can go for treatment, especially miners. It is run by a group of eight qualified surgeons and 20 nurses. Sommlending heroes can get treatment for wounds and ailments here free of charge; other heroes will be charged. The Principal of the Hall is Surgeon-Mistress Madelon Starsen.

RUANON HEAVY MINING – RHM (34)*Shovel Lane, Iron Bürg*

This large mining and equipment manufacturing facility is owned by Baron Vanalund and licensed to a partnership comprising Knight Drumfield of Pinestar, Knight Hul of Ruanon and Gunna Helmsun, a Master miner and Dwarf native of Boradon. To its rear is a Boom Powder magazine overseen by Helmsun and his staff of six explosives experts, all experienced Dwarf miners from Bor and Boradon.

**QUARTERMASTER'S DEPOT (35)***North Gate Square & Teak Street, Iron Bürg*

This depot contains military equipment for the use of the Border Rangers, the Town Watch and the 1st Pioneer Cassel. Surplus Equipment is sold to the public twice a week (on Fehdag and Kaidag). The depot is run by Quartermaster Fisk Memon and a staff of 15 Border Ranger cadets.

**RENDELSON'S HARDWARE (36)***Pick Street, Iron Bürg*

This grand stone-built emporium sells all manner of basic supplies. Customers can purchase equipment here at double standard prices. Adventuring gear in good condition can be sold here for half its standard price. The store is owned and operated by Eral Rendelson.

ROYAL ARMY WIVES HALL (37)*Copper Lane, Iron Bürg*

This timber-framed hall was erected in MS 4982 with funds donated by Baron Vanalund and the Army of the South. It is reserved for the use of Ruanon's military wives, hosting regular entertainments,

celebrations, meetings, literacy classes and children's groups. No alcohol is permitted on the premises.

**THE STOREHOUSE (38)***Imelda Square, Iron Bürg*

This large store sells mining tools, work clothing and Adventuring Gear. It is owned and run by Ruan Braon, his wife Maura and a staff of 25 store workers. Customers can purchase equipment here at prices typically double the standard prices.

SURGEON'S COLLEGE (39)*Iron Street, Iron Bürg*

The Surgeon's College is an independent professional body committed to promoting and advancing the highest standards of surgical care for the Ruanese. Graduates from the Ruanon Surgeon's College often secure employment as shift surgeons in the Maaken Mines.

**XANE BLACKSMITHY (40)***Eshnar Street, Iron Bürg*

This busy blacksmithy is owned and run by Karlo Kaldun, the second son of Eral Kaldun, proprietor of Xane Tavern. Much of the ironware produced here is commissioned by and used in the Maaken Mine.. Those in need of a repair to their weapons or steel armour will be able to arrange for the work to be done by the Xane Blacksmithy. Prices are typically double the normal cost. Xane's does not sell weapons or armour.

TEAK BÜRG (41)

The Teak Bürg is home to the families of timberworkers, carpenters, and several assorted tradesmen connected with the timber industry. The quality of the domiciles located here ranges from adequate to poor. Due to overcrowding in the Iron Bürg, a growing minority of residents are also mine workers and their families.

BANK OF SOMMERLUND (42)*Fars Square, Teak Bürg*

This is a provincial branch of the national bank of Sommerlund. It is managed by Kanein Florison, a former assayer at the Royal Mint. In the basement is a guarded strongroom containing a steel vault where gold coins and ingots are kept under lock and key. Occasional shipments of gold are dispatched from here to the main branch in Holmgard via Crown Keep. Kanein Florison keeps a reserve of Kika in the strongroom, only provided to Sommlending agents sent on missions into hostile territories controlled by the Darklords of Helgedad.

BRAND BLACKSMITHY (43)*Golden Square, Teak Bürg*

Harvil Brand purchased the business from its previous owner, Barr Dornor, in MS 4992. Harvil employs several forge workers, apprentices, guildsmen, guild journeymen and a farrier. All manner



of ironware is produced here for use in the mines and timberworks – Brand's saws are rightly considered to be the best of their kind – except for weapons or armour. Brand's farrier, Felis Munren, forges and fits horseshoes at a cost of 7GC per shoe.



DAEMAR DROON - CARTOGRAPHER (44)

Golden Square, Teak Bûrg

Daemar Droon is an elderly and highly respected cartographer. He is remarkably fit and sharp-witted for a man of his advanced age and his eccentric manner is accentuated by his flamboyant clothing. Daemar sells maps of Sommerlund, the Wildlands, Durenor, Casiorn, Vassagonia and the nations of the Stornlands. Simple maps begin at 5GC, more detailed maps sell for between 25GC-75GC.



Adventurers looking for information about any area that Daemar is familiar with can purchase a consultation with him at his shop for 10GC per hour.

GRAND HALL (45)

Fars Square, Teak Bûrg

This large municipal hall is administered by Fryearless Trista Ersen. It is a venue for festivals, travelling entertainers, exhibitions, state banquets, and arts and crafts competitions.



GOLD NUGGET INN (46)

Golden Square, Teak Bûrg

This lively three-storey tavern is a favourite watering hole for merchants and traders from Casiorn. Its opulent interior is decorated with ornaments and tapestries originating from that city state. It is owned and run by Fazir Rahdomo, a native of Casiorn. Adventurers seeking information about Casiorn should consult with Fazir or his talkative wife Jesa. Food and fine ales are available here at double standard prices, and a room for the night (including stabling) costs 8 GC.

Unbeknownst to Fazir or Jesa, four of their present boarders are Acolytes of Vashna posing as Stornlands traders. They have come to Ruanon Town with the intention of setting fire to the Ranger Barracks, and causing an explosion at the Boom Powder magazine located inside RHM.

GUILDHALL OF THE TIMBERWORKERS (47)

Lorin Square, Teak Bûrg

The Guild of the Timberworkers received its Royal Charter from King Hobar I in MS 3855. At the Guildhall, master carpenters and timber-masters teach the apprentices every aspect of forestry work. The Guildmaster is Harval Henison, an honour graduate of the Guild of Carpenters in Anskaven.

HOBAR SQUARE (48)

Bern Street, Teak Bûrg

This cobblestoned square is located on Bern Street, halfway between Golden Square and Fars Square. It is bordered by cook shops, produce vendors and the shops of travelling merchants. A bronze statue of King Hobar I is set upon a granite plinth in the middle of the square. In the south-west corner there is a public well and hand pump.

LANTERN SQUARE (49)

Teak Bûrg

This busy flagstoned square is bordered by several food shops, furniture stores, hardware and household shops. A meat market is held here once a week on Ishdag. Upon a granite plinth in the centre of the square stands a statue of King Myranar II. At the foot of the statue is a public well.



LIBRARY OF RUANON (50)

Fars Square, Teak Bûrg

This teak-framed building houses many thousands of books, all made available on a lending basis to the citizens of Ruanon for a charge of 1GC per book per month. It houses a repository of books about the Maaken Mines, including old layouts and plans of the mine levels, most of these pre-date the Ruanon Decree. Recent mine plans are not available to the public; for security reasons, these are kept by the Comptroller General in an iron safe at the Crown Keep (178).

LORIN SQUARE (51)

Teak Bûrg

This busy town square is bordered by teak trees and paved with octagonal flagstones. Upon a plinth in the centre of the square stands a marble statue of King Lorin II. A general open air market is held here once a week, on midvoka. Clean potable water can be drawn up by hand pump from an underground river below this square.



RUANON ARMOURY (52)

Bern Street, Teak Bûrg

Corel Digsar and his wife, Maura, trade in new and second-hand weapons and armour. A retired Ranger, Corel sells all manner of weapons, including firearms, bows, crossbows and ammunition at twice the standard price. He will gladly offer a 20% discount on all his prices to Border Rangers.

Corel has a special license that permits him to sell Bor Pistols, Bor Muskets, shot and small quantities of Boom Powder. If Corel suspects that a would-be purchaser is a criminal or an enemy agent, he will refuse the sale and promptly file a report to the Town Watch.



RUANON PARK (53)

Maura Avenue, Teak Bûrg

This park is part-recreational and part-memorial. The northern half is open to the public to visit and enjoy, and the southern half is a municipal cemetery and crematorium. The remains of past Barons of House Vanalund are placed to rest in a private burial wall in Baron's Park.

RUANON TOWN TIMBERWORKS (54)

Saw Street, Teak Bûrg

The Ruanon Town Timberworks has three mule-driven saw mills where logs from the Ruanon Forest are cut into beams and planks. There is also a large workshop where planing is carried out by a team of carpenters. The Ruanon Town Timberworks and Woodyards are owned by Baron Vanalund and operated under license by a consortium of Ruanese timbersmiths. The largest shareholder in this consortium is Oren Restmon, the Guildmaster of the Timberworkers Guild.

RUANON WOODYARDS (55)

Saw Street, Teak Bûrg

The majority of this facility is given over to the seasoning of timber and the storage for logs, timber and tunnel beams prior to shipping. There is a large wagon park at the rear of the premises and a Log Scaler's workshop.

SCRATCH & NIBBLE – SCRIVENERS (56)

Saw Street, Teak Bûrg

Finkle Scratch and Sligh Nibble have been partners in this business since MS 4980. Diligently, they prepare letters and legal documents. They have a staff of nine scribes who write or copy all kinds of written material, such as business contracts and wills. Mines Passes are available here during business hours.

SOUTH GATE (57)

Golden Square, Teak Bûrg

The South Gate of Ruanon Town is similar in design to the North Gate. It consists of two large portals made from Ruanese Redwood, banded with iron strips and reinforced with thick copper plates. It is guarded by a company of the Town Watch commanded by Senior Watch Sergeant Danor Bulsen. All merchant traffic, on its way to and from the distant city of Casiorn, passes through the South Gate. A walkway on the palisade wall encircles the town and allows troops to move quickly from one Bûrgin to another.

THE HEART OF TEAK TAVERN (58)

Maura Avenue, Teak Bûrg

This grandiose tavern is owned by Audin Harmoon and his wife, Sajsa. Audin brews ales and sells a variety of tobaccos including two popular Sommlending types (Southlund Leaf and Eshnar Golden Blend) and exotics from Casiorn (Majhan and Zultan's Choice) and Vassagonia (Rabalou and Koneshi Flake). It also has a wagon park run by his son Hulst, guarded by two Town Watchmen.



THE REDWOOD TAVERN (59)

Maaken Square, Teak Bûrg

This drinking establishment is a favourite of timberworkers and off-duty members of the Town Watch. It is owned by Hobar Lenser and his portly wife, Gylda. Adventurers seeking to gain entry to the Maaken Mines would be well advised to talk with Hobar or Gylda. They know the correct procedures required to gain legal access to the mines and charge 5 GC for their advice.

TOWN WATCH HOUSE (60)

Torseth Street, Teak Bûrg

This fortress-like building serves as headquarters and barracks for the Town Watch. It is commanded by Watch Captain Svor Masnar. It has an extensive complex of underground dungeons, which are used to incarcerate the majority of the town's convicted criminals.

OTHER FEATURES & PLACES OF INTEREST

FARS SQUARE (61)

Central Ruanon

Located in the middle of the town, Fars Square is the largest square in Ruanon. A weekly market is held here every Fehdag, selling produce, household utensils and mining equipment. A bronze statue of King Fars I, holding aloft a warhammer, stands on a plinth in the square.

GOLDEN SQUARE (62)

South Gate, boundary of Teak & Brave Bûrgin

Located adjacent to the South Gate, this flagstoned square is encircled by cook-shops and small retail establishments that sell clothes, leather goods, and all manner of travelling equipment. Set upon a plinth in the middle of the square is a bronze statue of King Vinas I. Clean potable water can be drawn up by hand pump here.

IMELDA SQUARE (63)

Boundary of Gold & Iron Bûrgin

This flagstoned town square hosts a general market on Mentdag and Urkadag. At its centre stands a statue of Queen Imelda, the wife of King Braern I. Clean potable water can be drawn up by hand pump here.

MAAKEN SQUARE (64)

West Gate, boundary of Gold & Teak Bûrgin

This busy city square is bordered by several small cook-shops, equipment repair businesses and an open air market every Fehdag. Travellers are advised to keep a wary eye open for pickpockets who operate here; they are known to target newcomers. In the middle of the square stands a granite statue of King Zorn II.



NORTH GATE (65)

North Gate Square, boundary of Gold and Iron Bûrgin
See South Gate (57) for a complete description.

SHAEN SQUARE (66)

Boundary of Brave & Iron Bûrgin

At the centre of this cobblestoned square is a granite statue of 'Sun Eagle' Shaen Ruanor, the First Kai Grand Master. A food and general goods market is held here every Ishdag and Kaidag. Clean potable water can be drawn by hand pump.

VICTORY SQUARE (67)

Convergence of Teak, Iron & Brave Bûrgin

In the middle of this flagstoned square is a weather-worn granite monument commemorating victory over the Vassagonians in the First Vassa Sommlending War. Clean potable water can be drawn by hand pump.

WEST GATE (68)

Maaken Square, boundary of Gold & Teak Bûrgin

The West Gate of Ruanon is the smallest of the four town gates. It comprises a large portal of Ruanese Redwood, which is reinforced with copper plates and mounted on great iron hinges. All highway traffic on its way to and from the Baron's Castle and the old town of Ruanon passes through this town portal.

RUANON BARRACKS (69)

Falastar Avenue, Boundary of Brave & Teak Bûrgin

This is the town headquarters and barracks used by a company of the 3rd Ruanese Cassel of the Army of the South, called "The

Stonewormers", which is permanently garrisoned in Ruanon. It has a private and training park and it is commanded by Lieutenant Jac Stadan. The main headquarters of this Cassel is the Old Town located west of Ruanon Town.

ADVENTURE IDEAS

In addition to the plots and secrets provides in this chapter, here are some useful hooks, basic ideas unique to the town of Ruanon, that you can use to create your own adventures:

- Following the destruction of Ruanon's only orphanage by a fire, all its children have gone missing. The orphanage is being rebuilt, but the terrified little survivors of the blaze have scattered throughout town and need to be found before they can be cared for.
- Rumours persist of abuse by the soldiers stationed in Old Ruanon against the few citizens left there. These rumours are hotly contested but they persist and are becoming more dire. Neutral parties are needed to investigate.
- At the deepest levels of the Maaken Mines, a low rumbling has been reported by dozens of miners over the last few weeks. Large claw marks have also been found in the stone walls, only adding to the mounting apprehension and fear. What manner of beast could be causing them?







APPENDICES SUNDRIES AND CHARTS

THE SOMMERLUND CALENDAR

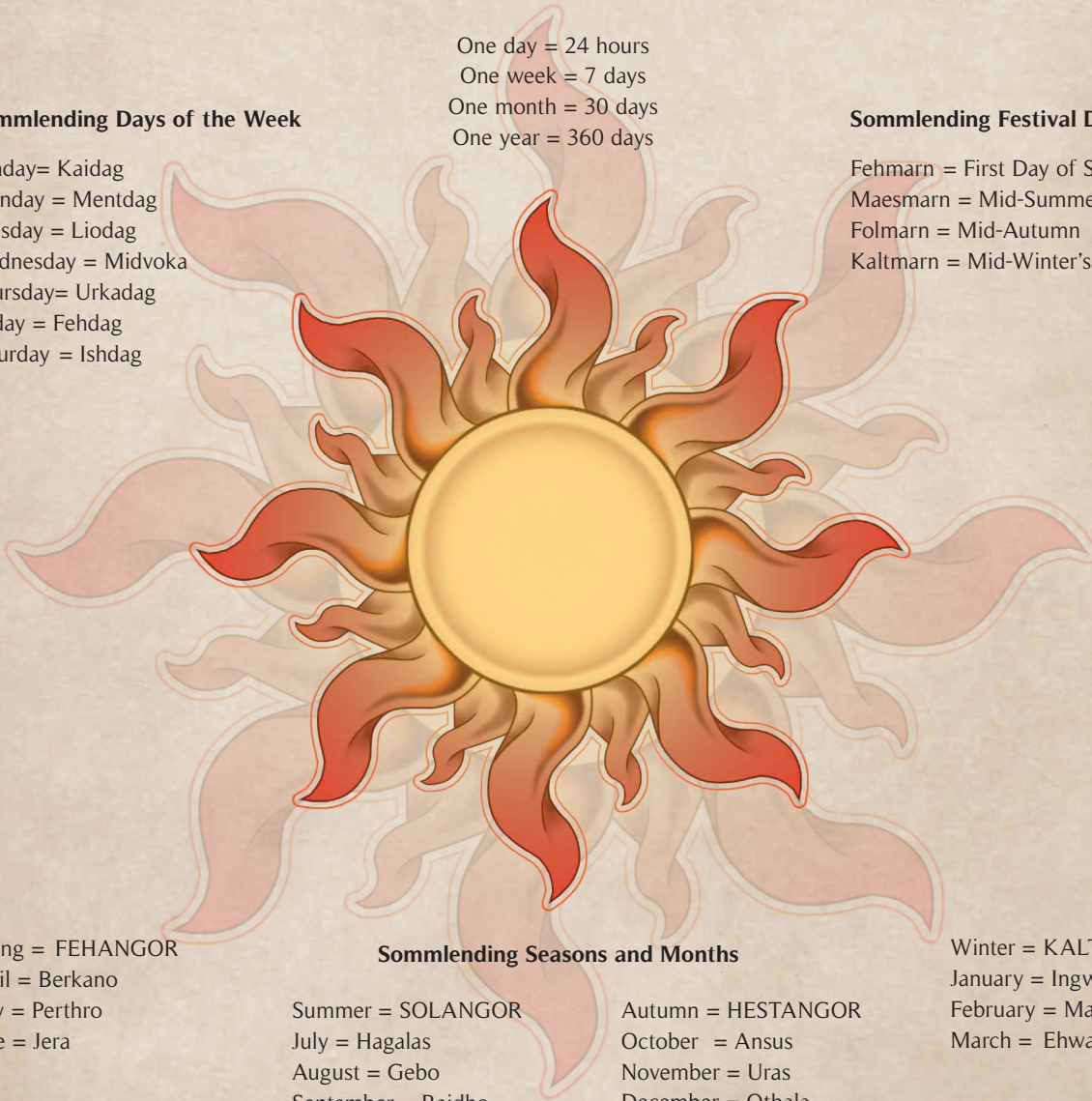
Sommlending Days of the Week

Sunday = Kaidag
Monday = Mentdag
Tuesday = Liodag
Wednesday = Midvoka
Thursday = Urkadag
Friday = Fehdag
Saturday = Ishdag

One day = 24 hours
One week = 7 days
One month = 30 days
One year = 360 days

Sommlending Festival Days

Fehmarn = First Day of Spring
Maesmarn = Mid-Summer's Day
Folmarn = Mid-Autumn
Kaltmarn = Mid-Winter's Day



Spring = FEHANGOR
April = Berkano
May = Perthro
June = Jera

Sommlending Seasons and Months

Summer = SOLANGOR
July = Hagalas
August = Gebo
September = Raidho

Autumn = HESTANGOR
October = Ansus
November = Uras
December = Othala

Winter = KALTANGOR
January = Ingwas
February = Mannas
March = Ehwas

THE RULERS OF SOMMERLUND

Name	Born	Died	Ruled	Notes
King Kian I	MS 3396	MS 3445	MS 3434-3445	<ul style="list-style-type: none"> First King Conquest of Northern Sommerlund Alliance with Durenor Brotherhood of the Crystal Star
King Braern I	MS 3420	MS 3472	MS 3445-3472	<ul style="list-style-type: none"> Barons and Baronial Provinces Construction of Holmgard, Anskaven, Toran and Tyso Alliance with Dessi Guilds established
Queen Maura I	MS 3445	MS 3545	MS 3472-3545	<ul style="list-style-type: none"> First Queen Army of the North & Army of the South Construction of Moytura and Eastgate Southlund Marches Helghast Wars
King Haigh I	MS 3480	MS 3551	MS 3545-3551	<ul style="list-style-type: none"> Helghast Wars
King Venio I	MS 3505	MS 3566	MS 3551-3566	
King Ruanon I	MS 3536	MS 3581	MS 3566-3581	<ul style="list-style-type: none"> First Vassa-Durenese War Killed in battle
King Haigh II	MS 3560	MS 3609	MS 3581-3609	
King Rednor I	MS 3578	MS 3638	MS 3609-3638	<ul style="list-style-type: none"> Battle of Thet
King Venn I	MS 3600	MS 3671	MS 3638-3671	<ul style="list-style-type: none"> Alliance with Cloeasia Fryemen of the Realm in the Southlund Marches
King Harvil I	MS 3631	MS 3699	MS 3671-3699	
King Calun I	MS 3658	MS 3701	MS 3699-3701	
King Haigh III	MS 3683	MS 3782	MS 3701-3782	
King Ulnar I	MS 3757	MS 3799	MS 3782-3799	<ul style="list-style-type: none"> Ulnarian line of succession War of the Black Muster Killed in battle
King Bern I	MS 3782	MS 3840	MS 3799-3840	<ul style="list-style-type: none"> Kai Order, Kai Protectorate March of Ruanon Construction of Maaken, Eshnar Resettlement of the Kirlundin Isles
King Hobar I	MS 3811	MS 3873	MS 3840-3873	
King Vinas I	MS 3843	MS 3893	MS 3873-3893	
King Zorn I	MS 3874	MS 3920	MS 3893-3920	<ul style="list-style-type: none"> Construction of the Alema Bridge



King Zorn II	MS 3903	MS 3961	MS 3920-3961	· Destruction of Maaken
King Lorin I	MS 3937	MS 4000	MS 3961-4000	
King Medar I	MS 3970	MS 4040	MS 4000-4040	
King Vinas II	MS 4020	MS 4109	MS 4040-4109	
King Frey I	MS 4073	MS 4141	MS 4109-4141	
King Cormac I	MS 4122	MS 4171	MS 4141-4171	
King Fars I	MS 4146	MS 4209	MS 4171-4209	
King Frey II	MS 4170	MS 4237	MS 4209-4237	· Siege of the Kai Monastery · Kirlundin War · Penal Colony of Kirlu
King Ulnar II	MS 4213	MS 4277	MS 4237-4277	· Construction of Tower Zil, Fort Clanor
King Vinas III	MS 4246	MS 4296	MS 4277-4296	
King Haigh IV	MS 4267	MS 4348	MS 4296-4348	
King Ulron I	MS 4308	MS 4378	MS 4348-4378	
King Vaceron I	MS 4347	MS 4409	MS 4378-4409	
King Bern II	MS 4389	MS 4449	MS 4409-4449	· First Vassa-Sommlending War · Book of the Magnakai stolen
King Rendar I	MS 4421	MS 4478	MS 4449-4478	
King Corel I	MS 4459	MS 4504	MS 4478-4504	
Queen Maura II	MS 4479	MS 4554	MS 4504-4554	
King Ulnar III	MS 4509	MS 4572	MS 4554-4572	· Ruanon Decree · Barony of Ruanon
King Lorin II	MS 4561	MS 4615	MS 4572-4615	
King Bern III	MS 4590	MS 4640	MS 4615-4640	
King Hobar II	MS 4622	MS 4681	MS 4640-4681	
King Myranar I	MS 4654	MS 4724	MS 4681-4724	
King Myranar II	MS 4694	MS 4762	MS 4724-4762	· Colleges of Surgeons
King Ulnar IV	MS 4717	MS 4770	MS 4762-4770	
King Zorn III	MS 4748	MS 4809	MS 4770-4809	
King Frey III	MS 4785	MS 4836	MS 4809-4836	
King Kian II	MS 4830	MS 4898	MS 4836-4898	· The Lastlands War
King Tor III	MS 4892	MS 4937	MS 4898-4937	· Great Fire of Holmgard
King Fars II	MS 4920	MS 4991	MS 4937-4991	· Second Vassa-Sommlending War
King Myranar III	MS 4961	MS 5023	MS 4991-5023	· Ruler in MS 5000
King Ulnar V	MS 5000	MS 5091	MS 5023-5091	· Ruler in MS 5050

CURRENCY AND EQUIPMENT

THE CURRENCY OF SOMMERLUND

In Sommerlund, Gold Crowns are by far the most common coin in usage and all values are reckoned in relation to 1 Gold Crown, but smaller and larger denomination coins, ingots, and bars are also in circulation.

In MS 5000, the following range of currency is in circulation, from the smallest coin (the ½ Ulnar or “Callysparrow”) to the largest bar (the 6400GC Rough Bar or “Ruanon Rough”).

Coin / Ingot / Bar	Made of	Value relative to 1GC	Also known as	Plural
½ Ulnar	Copper	x 480 = 1 GC	Callysparrow	Callysparrows
1 Ulnar	Copper	x 240 = 1GC	Sol	Solin
1 Venn	Silver	x 20 = 1GC	Ok	Okin
1 Veno	Silver	x 10 = 1GC	Moon	Moons
½ Gold Crown	Gold	x 2 = 1GC	Half Crown	Half Crowns
1 Gold Crown	Gold	x 1 = 1GC	Crown	Crowns
Holmgard	Gold	= 73GC	Pocketspol	Pocketspols
Kian	Gold	= 145.5GC	Kianspol	Kianspols
Braern	Gold	= 400GC	Braernspol	Braernspols
Maura	Gold	= 800GC	Mauraspol	Mauraspols
Trade Bar	Gold	= 1,200GC	-	-
Crown Bar	Gold	= 1,600GC	-	-
Rough Bar	Gold	= 6,400GC	Ruanon Rough	Ruanon Roughs

2 Callysparrows = 1 Ulnar, 12 Ulnars = 1 Venn, 2 Venn = 1 Veno, 5 Veno = ½ Gold Crown, 2 x ½ Gold Crowns = 1 Gold Crown
 The value of 2.2lbs (1kg) of Gold = 145½GC, The value of 1oz. (0.127kg) of Gold = 4GC
 The weight of 1 Gold Crown = ¼ oz (7gms)

EQUIPMENT

BUYING

The following lists are intended to provide Narrators and Players with a guideline as to the relative average cost of different goods, services and provisions in Sommerlund in the year MS 5000. For instance, prices will vary slightly in different locations, at different times and in different sets of circumstances. The following items will tend to be less expensive in large cities during times of peace and more expensive in rural towns and villages.

SELLING

Usually, a Player can expect to sell something for half its listed price, but this assumes that there is actually a market for the items he or she puts up for sale. The Narrator might decide that there are simply too many of the same or similar items available at the present time, and decide to lower their listed value when the market becomes saturated with that particular type of merchandise. Conversely, if there is a strong demand for the item that is being offered for sale, then the Player should expect to receive slightly more for it than half its listed value.

WEAPONS

The following list details the different types of weapons that you can expect to find in Sommerlund. These are most likely to be found for sale in Armouries, Weaponsmithies and City Markets.

WEAPONS LIST

Weapon	Cost (in GC)	Notes
Arrows	½ each	-
Axe	8	-
Battleaxe	12	Requires two hands
Bor Musket	375	Ranged weapon
Bor Pistol	175	Ranged weapon
Bor Shot	1	Per 12 (for muskets & pistols)
Bow	25	Ranged weapon
Broadsword	25	Requires two hands
Crossbow	80	Ranged weapon
Crossbow bolts	1½ each	-
Cutlass	7	-
Dagger	5	-
Dart	1	-
Flail	5	-
Javelin (short)	2	-
Lance	15	-
Longbow	30	Ranged weapon
Mace	10	-
Quarterstaff	1½	Requires two hands
Rapier	12	-
Scimitar	10	-
Scythe	9	Requires two hands
Naval Short Sword	7	-
Sickle	3	-
Sling	1	-
Sling Shot	1	Per 12
Spear	4	-
Sword	10	-
Warclub	5	Requires two hands
Warhammer	10	-
Whip	2	-

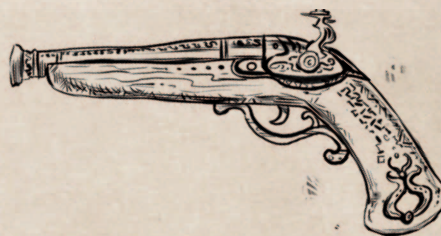
BOR MUSKET

The signature weapon of the Dwarven Gunners of Bor, these firearms are powerful ranged weapons limited only by their need for boom powder and the time taken to reload. Bor muskets fire shot the same size, shape and cost as sling bullets. They require 1 Combat Round to reload. To be able to use a Bor Musket requires skill and training. They are rare in Sommerlund and the Narrator will have the final say as to whether the Players can have access to them.



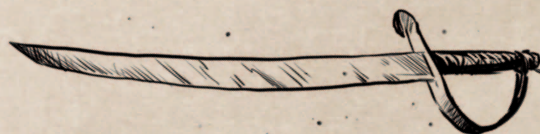
BOR PISTOL

The Bor pistol is a flintlock handgun that fires Bor shot the same size, shape and cost as sling bullets. These smaller versions of the Bor musket take 1 Combat round to reload. As is the case with Bor muskets, use of this weapon requires skill and training. They are rare in Sommerlund and the Narrator will have the final say as to whether the Players can have access to them.



CUTLASS

A short-bladed, single-edged naval sword fitted with a metal basket or cup-shaped band designed to protect the hand of the wielder. It is the favoured weapon of pirates of all nations.



SUPERIOR WEAPONS

A superior weapon is a finely crafted version of a normal weapon, and is usually of Sommlending or Durenese manufacture when obtained in Sommerlund. Wielding it provides a +1 or +2 bonus to COMBAT SKILL depending on the quality of the weapon. The +1 bonus adds 250 Gold Crowns to the cost of a normal weapon (and double the cost for its ammunition, if required).

The +2 bonus to a weapon adds +500 Gold Crowns to the cost of the weapon (and triple the cost for its ammunition, if required).

Superior ammunition is destroyed when used. The bonus of superior ammunition adds to the superior bonus of a ranged weapon firing it.

NEW WEAPON QUALITIES

Farshot: Farshot weapons are designed to be used from a great distance. When used at Far range, the wielder gains a +1 bonus to their COMBAT SKILL. When used at Short range, however, the wielder suffers a -2 penalty to their COMBAT SKILL.

Reach: Reach weapons have the ability to attack targets at a considerable distance. The wielder can make a combat exchange with an enemy at Short range rather than having to close to Melee. This attack is made as normal but does not actually engage the enemy, meaning that the enemy does not inflict damage during the engagement but leaving the enemy free to move on their turn as if they were not engaged in combat. If the enemy also has a weapon with this quality, they may strike back as part of the combat exchange as normal.



ARMOUR

The following list details the different types of weapons that you can expect to find in Sommerlund. These are most likely to be found for sale in Armouries, Blacksmiths and City Markets.

ARMOUR (INITIATE-LEVEL RULES)

Armour	Cost (GC)	END Bonus	Notes
Breastplate	100	+5	
Buckler	20	-	+1 CS
Chainmail (full)	100	+5	
Chainmail (waistcoat)	80	+4	
Full Plate	800	+8	
Gauntlets	20	+1	
Greaves	25	+2	
Helmet	25	+2	
Hide	45	+3	
Leather	30	+2	
Padded	20	+1	
Plate mail	650	+6	
Rerebraces	25	+1	
Sabatons	25	+1	
Scale mail	70	+4	
Sommlending Type 1 Shield	45	-	+3 CS
Sommlending Type 2 Shield	30	-	+2 CS
Studded leather	35	+3	
Vambraces (Bracers)	25	+2	

BREASTPLATE

Effectively plate mail armour for the torso, a breastplate provides protection for the chest and abdomen. It does not usually protect the wearer's back.

BUCKLER

This small metal shield is worn strapped to the bearer's forearm. The bearer can use a bow or crossbow without penalty while carrying it, though it does not increase COMBAT SKILL when using a ranged weapon.



CHAINMAIL, FULL

An extended form of the chainmail waistcoat, full chainmail covers the arms and legs of the wearer. This provides better protection, but at the expense of movement and a reduction in agility.



CHAINMAIL WAISTCOAT

A shirt, long or short sleeved, constructed of interlocking rings of metal. A chainmail waistcoat is the light armour of choice for many warriors looking to acquire some effective protection without it restricting their freedom of movement unduly. Its only real disadvantage is its weight.

PLATE, FULL

Made of polished steel and consisting of a breastplate with a reinforced back, separate plates for the extremities and vulnerable areas of the body, and a raised collar to protect the neck. Full plate is the most effective form of regular battle armour commonly available. The suit includes gauntlets, heavy leather boots, a visored helm and a thickly padded woollen under-suit, which is worn beneath the armour itself.



PLATE MAIL

A compromise between protection and weight, plate mail is actually more restrictive to the wearer's movement than full plate armour but offers heavy protection at a cheaper price. Plate mail gets its name from the plate-sized pieces of steel that cover the vulnerable areas of the wearer's body; chainmail is used to protect the joints and joins. The suit includes gauntlets and a helmet.

VAMBRACES

Steel plate protection for the upper arms.

SABATONS

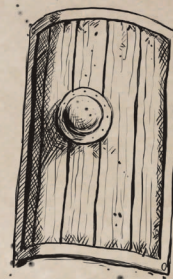
Armour for the feet and consist of riveted iron plates fitted directly onto the wearer's leather boots.

SCALE MAIL

Made up of numerous metal or heavy leather scales which are sewn over a protective backing. Scale mail covers most of the body and can provide effective protection to those who do not want a heavier suit of armour with all its accompanying penalties to movement and agility. The suit includes gauntlets. In the Sommlending Army, scale mail is normally the heaviest armour that will be issued to troops who need to remain mobile, such as skirmishers and archers.

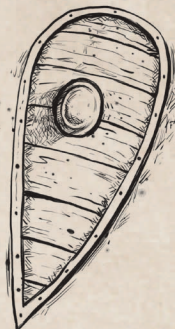
SOMMLENDING TYPE 1 SHIELD

This large wood and steel reinforced shield, also called a greatshield, is most commonly used by infantry in the Sommlending Army. It offers good protection from ranged weapons, but it is heavy and very tiring to use for long periods of time, particularly in protracted combats.



SOMMLENDING TYPE 2 SHIELD

This medium-sized wood and steel reinforced shield is most commonly used by guard infantry and pioneers in the Sommlending Army. It offers adequate protection from ranged weapons. There is a slightly smaller variant of the Type 2 shield that is issued to Sommlending cavalry. The cost of this smaller variant is typically the same as the larger standard one.



VAMBRACES

Steel plate protection for the forearms.



SUPERIOR ARMOUR

Superior Armour provides a +1 or +2 bonus to Defence, depending on the cost of the item. The +1 bonus adds 150 Gold Crowns to the cost of the armour. Adding the +2 bonus adds 300 Gold Crowns to the cost of the armour.

ARMOUR (MASTER-LEVEL RULES)

Armour	Cost (GC)	Defence Bonus	CS Bonus
Breastplate	100	+4	-
Buckler	20	-	+1 CS
Chainmail (full)	100	+3	-
Chainmail (waistcoat)	80	+2	-
Full Plate	800	+5	-
Gauntlets	20	+1	-
Greaves	25	+2	-
Helmet	25	+1	-
Hide	45	+3	-
Leather	30	+1	-
Padded	20	+1	-
Plate Mail	650	+4	-
Rerebraces	25	+1	-
Sabatons	25	+1	-
Scale Mail	70	+3	-
Shield	10	+1	+2 CS
Sommlending Type 1 Shield	45	+2	+3 CS
Sommlending Type 2 Shield	30	+1	+2 CS
Studded leather	35	+2	-
Vambraces (Bracers)	25	+1	-

Heavy (X): Armour with this quality is bulky, cumbersome and can slow movement, especially in combat. Add together the total value of X from all Heavy armour worn, and subtract this value from your position in the Order of Battle. Narrators may also penalize certain physical skills (Stealth, Athletics, etc.) at their discretion.

Striking: When you are wearing this piece of armour, you are considered armed in combat even if you are not carrying a weapon. This negates the normal -4 COMBAT SKILL penalty for entering combat without a weapon.

Tiring (X): If a combat lasts more than (X – typically 3) rounds, the weight of this item becomes troublesome and exhausting to bear. At the start of the turn after X and on all subsequent rounds, you must subtract 1 from the Defence bonus of the item.

Once its Defence bonus would go below 0, you must discard the item or suffer a -2 penalty to COMBAT SKILL. You may discard the item before this happens as a physical action on your turn. Once combat ends, you recover enough that the item can be used to full effect again.

AN EXAMPLE OF APPLYING ARMOUR QUALITIES

You can make your own unique pieces of armour by combining different armour qualities together.

For example, you could make a suit of heavy plate mail by applying the Heavy (4) quality to a regular suit of plate mail.

A scythed gauntlet could be made by applying the Striking quality to a regular gauntlet.

A particularly bulky shield could be made by applying both the Heavy (2) and Tiring (3) qualities to a Sommlending Type 1 army shield.

ARMOUR QUALITIES

Much like weapon qualities (see The Book of Kai Wisdom, page 60), armour qualities present the Narrator with a toolbox of optional abilities that can be used to differentiate and customise different types of armour in the game, or to invent completely new pieces of armour! Not every piece of armour will have a quality, and no piece should have more than three.

The example below suggests how qualities might be applied to make different types of armour.





GOODS & SERVICES

While most of the items are listed as being Backpack or Special Items, some are not. This is generally because they are too bulky for a character to carry around without some special provision (such as only carrying one weapon, or no additional equipment at all). The final arbiter in this matter is the Narrator.

ADVENTURING GEAR

Item	Cost (GC)	Type of Item	Item	Cost (GC)	Type of Item
Backpack (empty)	2	-	Manacles (with 2 keys)	3	Special
Barrel (empty)	2	-	Mirror, small steel	2	Special
Basket (empty)	4	-	Mug/tankard, clay	1	Backpack
Bedroll	1	Backpack	Oil (500ml / 1 pint flask)	1	Backpack
Bell	1	Backpack	Parchment (sheet)	½	Special
Blanket, winter	2	Backpack	Pick, miner's	4	Weapon
Block and tackle	1	Backpack	Pitcher, clay	2	Backpack
Bottle, wine, glass	2	Backpack	Piton	1	Special
Bucket (empty)	1	-	Pole, (3 mtrs / 9 ft.)	3	-
Candle	1	Special	Pot, iron	1	Backpack
Canvas (per sq. mtr / sq. yd.)	1	Backpack	Pouch, belt (empty)	1	Special
Case, map or scroll	1	Backpack	Quiver (empty; holds 12 arrows)	2	Special
Chain (3 mtrs / 9 ft.)	2	Backpack	Quiver for bolts (empty; holds 12 x-bow bolts)	2	Special
Chalk, 1 large piece	½	Backpack	Rations, trail (per day)	1	Backpack
Chest (empty)	2-4	-	Rope (17 mtrs / 50 ft.)	2	Backpack
Compass (basic)	5	Backpack	Sack (empty)	1	Special
Crowbar	1½	Backpack	Sealing wax	1	Backpack
Firewood (per day)	1	Backpack	Sewing needle	½	Special
Fish Hook	½	Special	Signal whistle	2	Special
Fishing net, (8 sq. mtrs / 25 sq. ft.)	5	Backpack	Signet ring	5	Special
Flask (empty)	1	Backpack	Sledgehammer	10	Weapon
Flint and steel	1	Backpack	Soap (per ½ kilo / 1 lb.)	1	Backpack
Grappling Hook	2	Backpack	Spade or shovel	2	-
Hammer	2	Backpack	Spyglass	5	Backpack
Ink (25ml / 1 oz. vial)	1	Special	Tent	12	Backpack
Ink pen (quill)	½	Special	Torch	1	Backpack
Jug, clay	1	Backpack	Vial (for ink or potions)	1	Special
Ladder, (4 mtrs / 12 feet)	3	-	Waterskin	1	Backpack
Lamp	1½	Backpack	Whetstone	2	Backpack

SPECIAL MATERIALS, SUBSTANCES & ITEMS

Item	Cost (in GC)	Type of Item
Alether berries (5 doses)	3	Special
Antitoxin (vial)	50	Special
Boom Powder (per keg)	15	Backpack
Dried Floroa Fungi (per dose)	3	Meal
Holy water (per flask)	20	Backpack
Korlinium Pouch	300	Special
Larnuma Fruit (one meal)	2	Meal
Larnuma Oil (one dose)	3	Backpack
Laumspur Leaves (one dose)	3	Meal
Malavan	4	Backpack
Potion of Alether (one dose)	4	Backpack
Potion of Gallowbrush (one dose)	2	Backpack
Potion of Laumspur (one dose)	5	Backpack
Volko Blackberry Tincture	6	Backpack



ALETHER BERRIES

These small berries are a potent, non-addictive stimulant, greatly increasing reflex speed and reaction time while enhancing physical strength and endurance. All of these increases are

temporary but a single dose of berries adds +1 to your COMBAT SKILL for one round. Multiple doses can be eaten; these do not increase the bonus but do cumulatively add to the duration of the effect.

ALETHER, POTION OF

This tincture is a potent non-addictive stimulant, greatly increasing reflex speed and reaction time while enhancing physical strength and endurance. Swallowed before combat, a single dose adds +2 to your COMBAT SKILL for the duration of the fight. Alether is the most common potion of strength to be found in Northern Magnamund and is readily available in the apothecary shops of most towns and cities.

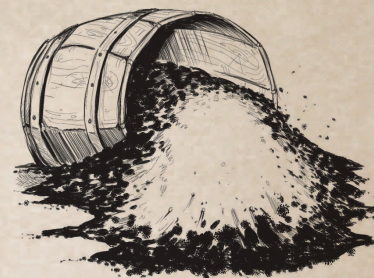


ANTITOXIN, VIAL OF

Created and brewed by the Herbwardens of Bautar to thwart the infamous Cener Druids, this potion is a highly potent curing tincture, which can neutralise the effects of any ingested poison or contracted non-magical disease. Vials of Antitoxin are quite expensive and only available in the apothecary shops of the four major cities of Sommerlund.

BOOM POWDER

Made in Holmgard under license from the powder-smiths of Bor, boom powder is a grey-black powder that burns fiercely when ignited. The resultant expanding gasses will explode if not given sufficient room to dissipate. This property makes it perfect for propelling shot and ball through the steel or black iron tubes of Bor muskets and pistols. A keg of boom powder is roughly the size and shape of a large beer stein and holds a total of 12 charges of powder.



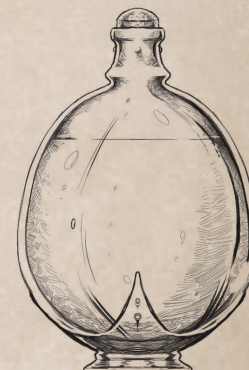
DRIED FLOROA FUNGI

Fleshy fungi that grow in caves, mines and dank cellars, Floroa is very nutritious. One Meal of Floroa Fungi restores +3 ENDURANCE points when consumed. Floroa are abundant in the mining provinces of Sommerlund, and in particular Anskaven and Ruanon.



GALLOWBRUSH, POTION OF

Gallowbrush is a dark-red thorny briar with sharp crimson barbs. The common name for this forest briar is 'Sleeptooth', for the thorns are very sharp and can make one feel weak and sleepy if they scratch the skin. This distilled brew is made from the stems and thorns of the plant and is a very powerful sleeping potion. When ingested, one dose of a Potion of Gallowbrush induces sleep for 1-3 hours. Gallowbrush is very common in the Fryelund Forest and is readily available in the apothecaries of most Sommlending towns and cities. More information about Gallowbrush can be found on page 56.





HOLY WATER

Blessed by the Redeemers, a silent holy order of pilgrims devoted to a lifetime of prayer and healing, this magical water when applied to a weapon can cause harm to a foe invulnerable to normal weapons for a single round of combat, and doubles damage inflicted upon undead foes.

When thrown, a vial of holy water also acts like a corrosive acid when it hits anything Evil, reducing their ENDURANCE by 5. Sometimes it will explode when thrown at evil artefacts too. Holy Water can be obtained from Redeemer pilgrims, or when visiting chapels dedicated to the Goddess Ishir (see page 103, amongst others).



LARNUMA OIL

This purple-coloured oil is made from the fruit of the Larnuma tree. It has a soothing and relaxing effect when rubbed into the skin. Applied to cuts and bruises, this oil will soothe and heal and restore 2 ENDURANCE points per dose. Larnuma Oil is readily available in the apothecary shops of most towns and cities.



LAUMSPUR LEAVES

A refreshing mint-like leaf, Laumspur is both a powerful restorative herb and a source of nutrition. Eaten raw, it restores +2 ENDURANCE and counts as a Meal.



LAUMSPUR POTION

This tincture is a bitter-sweet tasting liquid that restores +4 ENDURANCE points once consumed. Laumspur is the most common healing agent to be found in Northern Magnamund and is readily available in the apothecary shops of most towns and cities.



KORLINIUM POUCH

Korlinium is a very rare fibrous mineral with unique goodly properties. It can be drawn and spun into a fine silvery thread and woven into metallic cloth that shimmers like polished silver. It is capable of shielding and restraining the power of magical items.

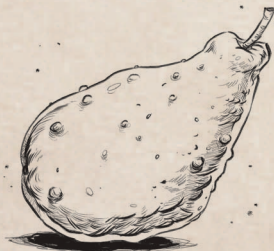
For centuries, Korlinium has been used to produce pouches in which magical items can be stored and



conveyed in safety. Korlinium Pouches are rare and therefore very expensive in Sommerlund. They can only be purchased at the Magicians' Guildhall of Toran with the Guildmaster's consent (see page 100).

LARNUMA FRUIT

Found growing on trees in the Wildlands, on the northern coast of Vassagonia, and in south-western parts of Durenor, these purple fruits are very succulent and nutritious. Much prized for remaining fresh and edible for months after picking, one Larnuma fruit counts as a Meal and will restore +1 ENDURANCE when consumed due to its especially nutritious properties.



MALAVAN TEA

Malavan is a herb that can be found growing in rocky environments and on burial sites. It can be brewed into a tea and ingested in this liquid form. It is a non-addictive mental stimulant that increases the effectiveness of the Kai discipline of Mindblast. It is

typically sold in small amber-coloured bottles and is available at markets and from reputable apothecaries in most large cities. When ingested, the tea will double the COMBAT SKILL bonus provided by the Mindblast discipline from +2 to +4.

VOLKO BLACKBERRY TINCTURE

Volko Blackberries are only found in the remote uplands of Kakush. They are much prized by magicians for their use as catalysts in magical experiments. The juice of Volko Blackberries aids or speeds up magical reactions between substances, while remaining unchanged itself. When distilled and then diluted, Volko juice transforms into a blue tincture that restores 4 points of WILLPOWER per dose when ingested. Potions of Volko are quite rare and are only be found in the best apothecary shops of Holmgard and Toran.





FOOD, DRINK & LODGING

Item	Cost (GC)	Type of Item
Ale	1	Backpack
Banquet (per person)	10	—
Bread (per loaf)	½	Meal
Cheese (per portion)	1	Meal
Common Inn Room (per night)	2	-
Common Meal	2	Meal
Good Inn Room (per night)	5	-
Hearty Meal	5	Meal
Meat (per portion)	1	Meal
Poor Inn Room (per night)	1	-
Poor Meal	1	Meal
Wine (per bottle)	3	Backpack

SERVICES

Service	Gold Crowns
Boat (rowing boat)	5
Carriage (per day)	6
Coach / cab (cities only)	1 per 1 mile (1.6 kms)
Horse (per day)	5
Hireling, trained (per day)	5
Hireling, untrained (per day)	2
Messenger	½ per 1 mile (1.6 kms)
Road, gate, bridge toll	½ - 1
Ship's passage	1 per 10 nautical miles (18.5 kms)





The KALTERSEE

Kuri Sea

THE WILDLANDS

DURENOR

SOMMERLUND

CLOESIA

MAAKENMIRE

CASIORN

SALONY

LAKURI

Point Vashna

Mount Jajakodak

Tor Sound

R. Tor

R. Durn

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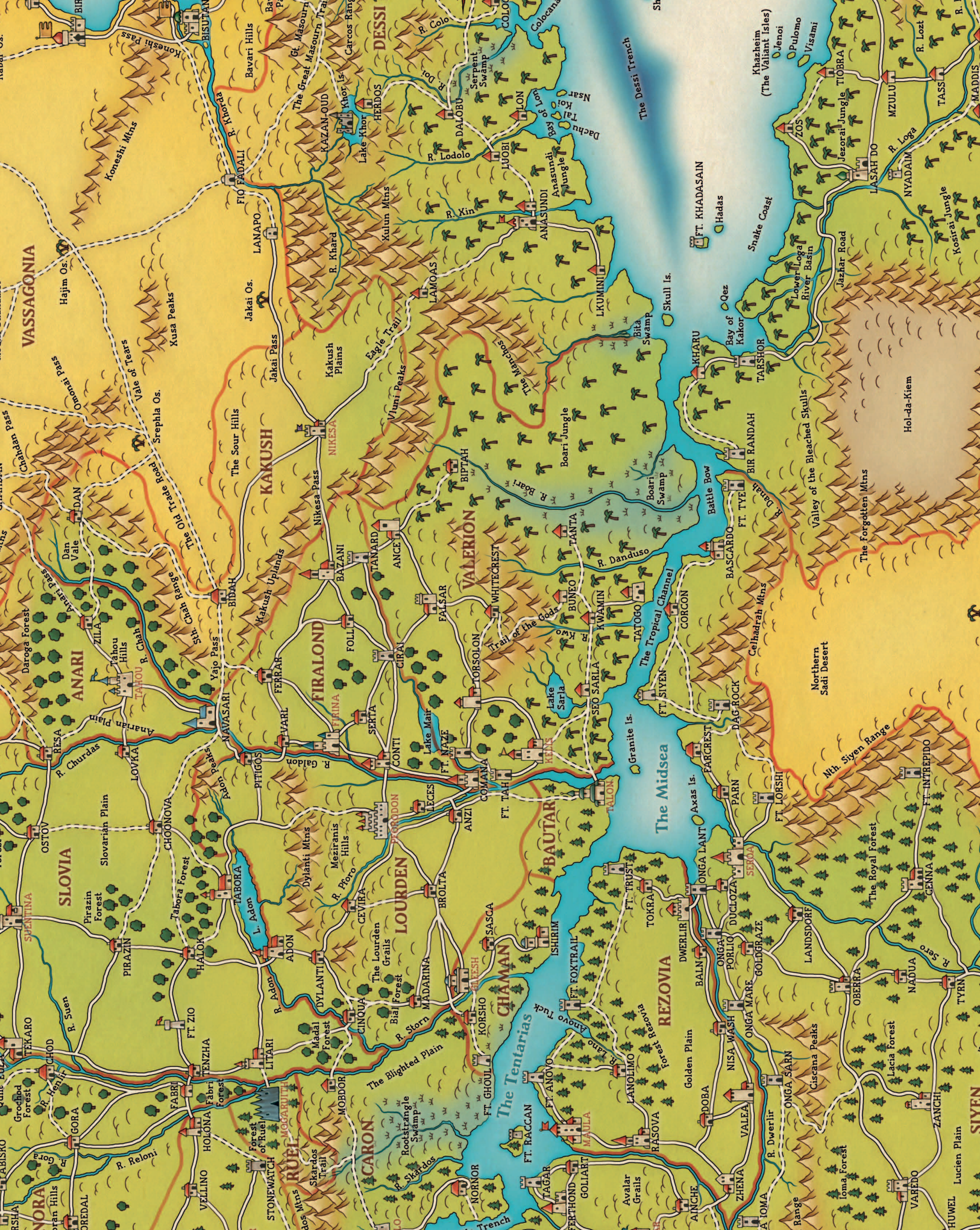
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